



HIGHLANDER

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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 the Jettator Genoben. As they travel, 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 liberate the village from a hunter patrol so that he can find help for Ramirez. Once the hunters are despatched, Genoben 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 will not keep him alive forever. Quentin can leave Ramirez and Clyde in Genoben's care while he searches for the Jettator 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 - 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-done-path little red line (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 Library In The Dam**

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

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

When Quentin first goes to any of these new areas then he will be attacked by a group of bandits. This will take the form of a cinepak, after which the player will have lost all the equipment he had been carrying. His equipment can be recovered from the aircraft carrier.

A Walk Through The Game

It should be noted that this game has been designed so that it is not too linear. The beginning and the end are quite sequential, but the middle gives the player a great number of potential avenues and directions to explore. The following description is only one of a great number of potential ways to get through the game.

'The Set-up...'

The introduction cinepak will play. Ramirez will be bitten and collapse once the heroes reach the village. At this point the player doesn't have a great deal of choice and must search the village for help. Before help can be found, Quentin must kill all the hunters present in the village. With the village liberated, the player can find Genoben and get help for Ramirez. This will take the form of another cinepak, with Genoben offering advice and looking after Ramirez. The player is told that he must search for the Jettator with the knowledge of Bio-Chemistry if he is to save Ramirez.

'The Play...'

With the beginning over, the full myriad of choices will confront the player. Leaving the swamp village at this point will allow him to travel to The Highlands, The Dam, The Main Swamp and back to The Swamp Village. Before leaving, he decides to explore the rest of the village. In one of the huts he finds a villager who is ruminating on a problem that the village faces. In the swamp, there is a chronic lack of drinking water, and some way must be found to mass purify water. In our example our intrepid player then heads off to his old stomping ground of the Highlands.

In the Highlands, there are two hunter tanks. Glen the Dundee has been captured and placed inside one. The other holds a chest. Glen is trapped inside the tank, however before he can be freed the player must kill all the hunters in the highlands. Once this is done he can explore around the tank and will have his attention drawn to a hydraulic pipe running along the side. If he gets the bolt cutters from the Swamp Village then he can cut the pipe and release Glen.

Even when released, Glen has a problem. He has lost the rest of the Dundee's and needs a map of the world if he is going to find them. Putting this problem on the back-burner for a moment, our player heads to The Dam.

The Dam has also been taken over by hunters and the player will eventually have to kill them all. However this time he enters the dining room and spots a note on the table. Reading it, he finds that Alia (Quentin's girlfriend) has gone off looking for him and has started her search by the aircraft carrier. Eager to catch up with his love, the player leaves the dam and finds that he can explore the aircraft carrier.

When the player first travels to either The Aircraft Carrier or The Subway Station, then he will be attacked by bandits. This is a cinepak and will result in the player losing all the equipment he has so far managed to gather.

As he tries to go to The Aircraft Carrier, the player is ambushed by bandits. They overpower him and he is knocked unconscious. When he wakes up he finds that all of his equipment (including the all important Macleod sword) has been stolen.

Weaponless, our hero then returns to the Highlands. He is still unable to help Glen any further, but he picks up a rusty sword and a whetstone. Using the whetstone on the sword, he sharpens the blade until he has a quite formidable weapon and deciding it's time to rid the world of some bandits, heads back to The Aircraft Carrier.

Other alternative weapons for the player are the hunter sword from the dam, the kitchen knife from the dam, the club from inside the chest and the gas gun from the dam.

Arriving at the aircraft carrier our hero uses his newly acquired sword to beat up all the bandits, but finds himself unable to enter the control room. Searching the bodies of the bandits, he finds an electronic key. This opens the door to the control room where he finds more bandits (including their chief) to fight. With them all dead, he searches the room and finds his stolen equipment, some other objects which he decides to leave for the moment and a diary. This was the chief bandit's, and reading it he finds a mention of a group of evil cultists who captured a young girl only days ago. Realising that this can only be Alia, our player rushes from the carrier and finding that he can locate the temple, goes there.

Arriving at the temple, our hero starts laying into all the cultists who are currently in the middle of sacrificing Alia to their Dark God. After beating up the chief cultist, he can get the key from the great skull and free Alia. In a cinepak, he brings her up to date with recent events and she volunteers to return to the swamp village to look after Ramirez and Clyde.

Now alone, the player returns to the dam. Here he continues to explore and finds himself in the library. After killing the hunters in here he notices a table with a map of the world embroidered into its top. Going back to the main dam complex, he acquires a blunt knife in the kitchen. This he sharpens using the whetstone and then uses to cut the map from the table. Taking his newly acquired map, he returns to the Highlands.

Giving the map to Glen, he is thanked and rewarded with the key to the chest. Using the key he opens the chest, and finds a great deal more objects. Not knowing what to do with them he decides to leave them there.

He then returns to the library, where he finds a previously locked door now ajar. *(This was, in fact, opened when he killed the last hunter.)* Entering, he finds himself in the presence of Benezir, the new master of the library and a Jettator. Benezir recognises Quentin but refuses to help him until he brings back the book on Mogonda that Ramirez borrowed.

Returning to the Swamp Village, the player finds the book in the hut with Ramirez and takes it to Benezir. He is given the key to the top drawer of the filing cabinet and a quickening before Benezir leaves to take a lie-down. Using the key, he opens the top

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drawer and finds the Book of the Jettators. Reading this, he finds that there is an immortal called Thomas who lives in an abandoned subway station who may know where to find Frederick, the Jettator of Bio-Chemistry.

Feeling that he is finally getting somewhere, the player leaves the Dam and heads to the newly discovered Subway Station. Entering the underground, he is attacked by some dwellers of the dark. After disposing of these he finally meets Thomas. Thomas explains that he has lost touch with Fred, but knows someone who should be able to tell him where he is. But first, he asks if Quentin can find him a working generator.

Remembering the items at the Aircraft Carrier, our hero returns there only to find that the portable generator that he found earlier is broken. To fix it he travels to the Highlands where he finds a fuse and then back to the Cultist Temple where he finds some wire. Putting these together he gets a working generator which he then takes to Thomas.

Thomas gives him a Quickening and directs him to Andretta who lives at her own animal reserve. He travels to meet her, but she too requires something. Fascinated by the tale of the devil-beast, she asks Quentin to find her an egg of the beast.

The player briefly returns to the Highlands and then the Swamp Village where he secures the wooden box, the straw and the rope. Putting the straw in the box produces the padded box, and an ideal container to carry an egg in. The next port of call is the cultist temple where he picks up the crossbow and the quarrel. Combining the crossbow, the quarrel and the rope he gets an impromptu grappling hook. Now fully prepared he enters the Main Swamp.

The first problem is that the bridge over the ravine is out. To cross over, he has to use the grappling hook/crossbow to fire a line over the ravine. Using the rope, he can then cross to the other side. Exploring, he finds a nest and an egg, which he places inside the padded box. Then it's all the way back to Andretta.

Giving the egg to Andretta results in another Quickening and the information he has been seeking - the location of Frederick. He lives in a cave system and Quentin leaves to find him. The caves are dark and to get in the player uses the lantern (from the Swamp Village) with the oil (the Highlands) and the tinderbox (the library).

Exploring the caves, the player experiences a problem, he cannot find Frederick. Near one end of the cave system there is a lake and fit of despair the player walks into the lake and the secret is revealed. Under the lake there is a series of stairs leading down to a submerged passageway. This can only be negotiated by an immortal who can survive without breathing. Ascending the steps at the other end, he finds himself back in the dry and in the presence of Frederick.

Realising the urgency of the situation, Frederick says he will come immediately if Quentin promises to do him a service some time later. Quentin agrees and the two are deposited back in the Swamp Village. Here Frederick tells Quentin that he needs a few items and gives him a shopping list. The flasks, the player has seen in the chest in the highlands. The Medkit, he found on a hunter in the library. The filtration papers, he

has also seen in the office. However the last item, an unconscious devil-beast is likely to prove problematic.

After securing the other items on the list he heads back to the dam for inspiration. Going to the office he takes Stevenson's diary (the original Jettator who built the dam) from the desk and reads it. This gives him a major hint to search for the Bible and so he heads off to the library.

In the library he finds three books. One on water filtration (which he realises he should take back to the swamp villager) and two copies of the Bible. One copy is real, but on examining the second he finds that it is hollow with a key inside. Taking the key he returns to the office and finds that it opens the bottom drawer of the filing cabinet. Inside he finds yet another book, this one on firearms. Reading this, it mentions a tranquiliser pistol which sounds like it could help him considerably (by taking out a devil-beast without it getting close enough to bite him) and it sounds remarkably like something he found in the chest at the Highlands.

Returning to the Highlands, he finds the tranq pistol but, unfortunately, no cartridges. With little else to go on he returns to the Swamp Village and gives the book on water filtration to the villager. He is pleasantly rewarded by a clip of tranq cartridges which fit the gun perfectly, but unfortunately the pistol is jammed. Re-reading the book on firearms he notices that a small toolkit is usually sufficient to fix any jams.

In the cult temple, by the pile of belongings of previous sacrificial victims, there is a small toolkit. The player uses this and unjams the gun. Now fully prepared he travels back to the Main Swamp and heads away from the nest. Here he is charged down by a rabid devil-beast, but he manages to get off a few shots first. The creature slumps to the ground unconscious, mere inches away from the player.

'The End ???'

The Player takes the little beastie back to Frederick at the Swamp Village. Frederick says 'Now if only we're in time...' and the game ends with those immortal words "To be continued..."

The Introduction

The first thing that occurs when the game is initiated is the opening 'the story so far...' cinepak. Ramirez, Quentin and Clyde are travelling through a swamp area on foot heading for a rendezvous with yet another Jettator. 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 it's victim, and injecting it's 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 numerous hunters who have been both searching through, and subduing the inhabitants of, the village. Genoben is inside a hut under direct the guard of a 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 dosen'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

Items (I---)

(003)Straw
 (006)Bolt Cutters
 (001)Rope no.2
 (007)Petrol tank
 (010)Book-Mogonda
 (002)Sack
 (005)Lantern
 (008)Tranqcartridges
 Various Food Items

Characters (C---)

(026)Sergeant H.
 (027/29)Sword H.x2
 (028/30)Cadet H.x2
 (031-3)Beth x3
 (035-6)Brad x2
 (034)Bruce
 (037)Genoben
 (038)Ramirez
 (039)Clyde

(Frederick)
 (Alia)

Puzzles (D---)

(051)"Time To Rescue
 Genoben."
 (052)"Dirty Water"
 (053)"Fred's here,
 what's next ???"

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 enviroment. 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

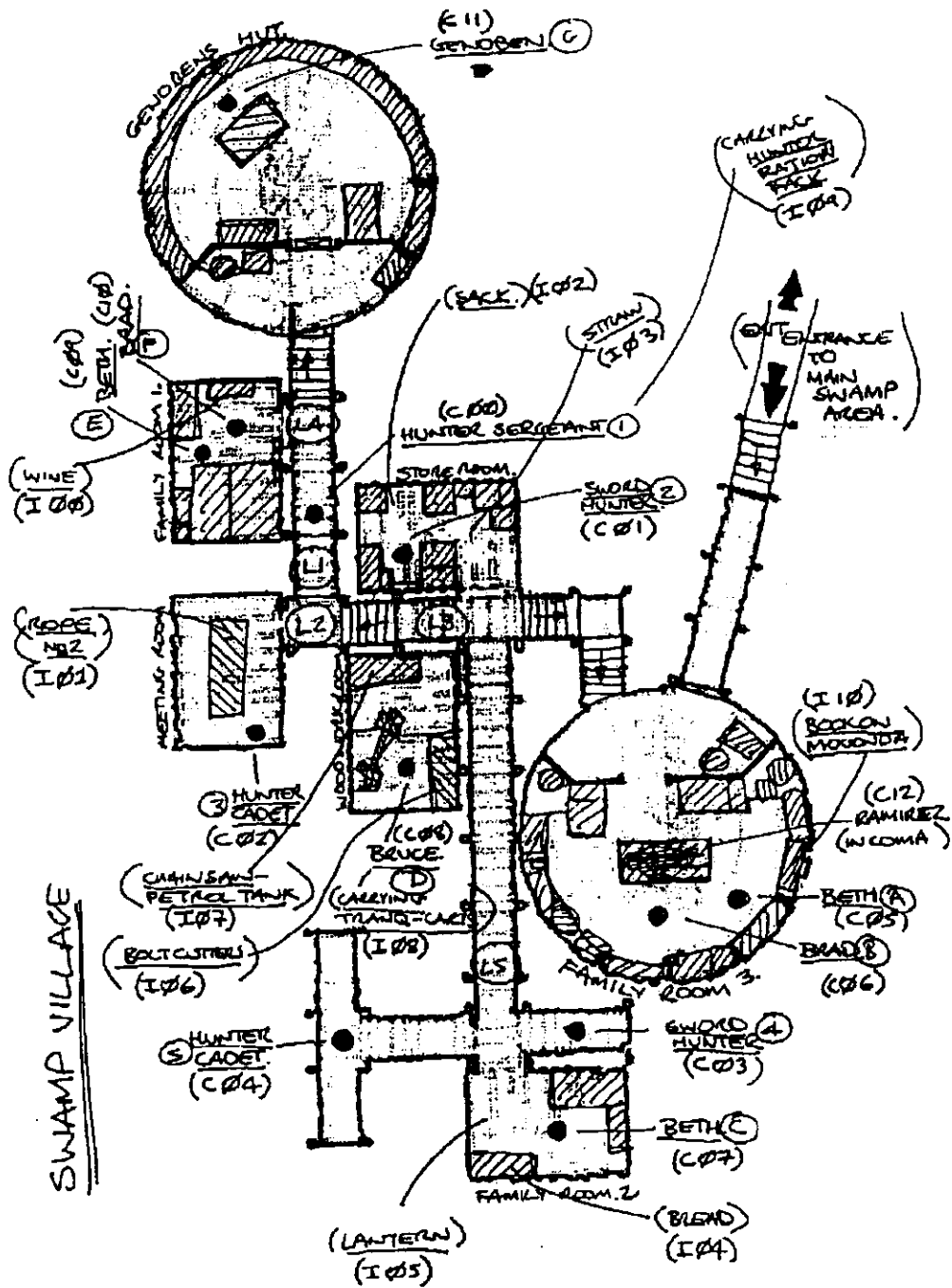
In a hut there is Bruce, who paces back and forth ruminating on the water shortage problem. He talks aloud and voices the need for a proper water purification system for the village. Currently they have to boil their drinking water and this is very time consuming. If there was another, more efficient 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.



SWAMP VILLAGE

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 Dundeers (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 - (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 to 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 VILLAGECHARACTERS PRESENT**i. Hunter Sergeant (1) - (C026).**

130 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).

65 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.
- xiv. Clyde (overlooking Ramirez) - (C040).**
Hit points - Not Applicable.
Found in Family Room 3.
Clyde is looking after Ramirez.

Area 2 - The Highlands

Items (I---)

- (115)Rusted Sword
- (107)Whetstone
- (114)Wooden Box
- (108)Fuse
- (113)Chainsaw chain
- (102)Can Of Oil
- (101)Key to chest
- (116)Tranquiliser Gun
- (112)Chainsaw main body
- (110)Glass Flasks
- (111)Club
- (103-6)Food Items

Characters (C---)

- (126-8)Sword H. x3
- (132)Glen

Puzzles (D---)

- (151)The Captured Dundee
- (152)The Lost Dundee
- (153)The Treasure Of The Dundeas

This area is based on the village environs from disk 1. The village is closed off and the only area for the player to wander around is outside the old village. There are two hunter tanks here. The lake has dried up since disk 1.

Puzzles

(D151) -The Captured Dundee

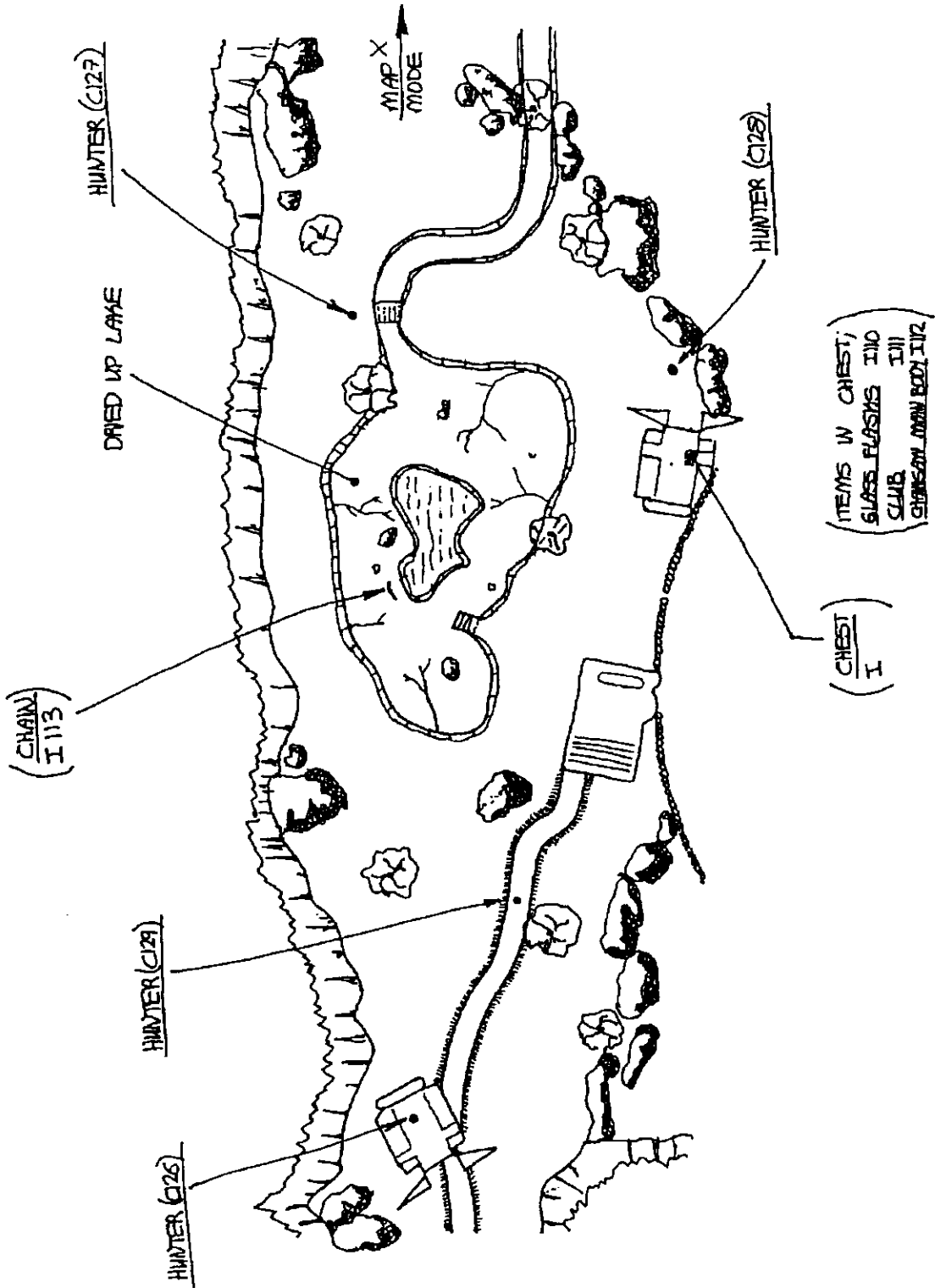
Hunters on another slave hunt, have returned to the highlands where they have captured Glen, a lost Dundee. Quentin must rescue him from the hunters, but he has been imprisoned inside one of the tanks. To open the tank Quentin must find and use a pair of bolt cutters (I100) to break a hydraulic pipe on the outside of the tank. This will disable the tank door locking mechanism and free Glen.

(D152) - The Lost Dundee

Once Glen is free, he will tell Quentin that he is cut-off from the rest of the clan. Quentin must find a map of the world for him so that he can rejoin the rest of the Dundeas. The map can be found at the library. As a reward, Glen will present Quentin with a key (I101).

(D153) - The Treasure Of The Dundeas

In the other tank there is a chest which the key from the Glen will open. Inside this there lies a number of weapons abandoned by the Dundeas. These include a club (which could be used against a devil-beast although it will be very dangerous, because 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 may form part of the disk 2 cheat (if we have the time necessary for implementation). 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.



HIGHLANDS-DUNDEE 1

OBJECTS PRESENT

- i. Key to Chest.(I101)**
Opens stolen chest in tank. Obtained from Glen for map of world.
- ii. Canister of Oil.(I102)**
Found in the corner of the camp used with the Lantern to get into dark areas.
- iii. Whetstone.(I107)**
Can be used to sharpen rusty sword and the carving knife.
- iv. Fuse.(I108)**
Used with the Portable Generator to fix the it.
- v. Glass Flasks.(I110)**
This object is in the chest. Is used by Fred to produce anti-venom.
- vi. Club.(I111)**
Also in chest, can be used to fight Devil-beast without killing it.
- vii. Chainsaw Main Body.(I112)**
Found in the chest.
- viii. Tranquiliser Gun. (I116)**
Also in chest. Made usable by combining with Tranq Cartridges, Small Tool Kit and Book of Unusual Firearms.
- ix. Chainsaw Chain.(I113)**
Part of chainsaw.
- x. Rusty Sword.(I115)**
Replacement weapon for when Macleod sword lost.
- xi. Wooden Box.(I114)**
Used in conjunction with straw to carry Devil-beast egg to Andretta.

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.
- iii. Hunter 3. (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.
- iv. Glen the Dundee. (C132)**
255 Hit Points.
To be helped.
Free him from tank and then give him World Map, to get Key to Chest.
Carries Key to Chest(I101).

Area 3 - Main Swamp Area

Objects (1---

- (900)Devil-Beast Eggs
- (901)KO'd Devil-Beast
- (902)Dead Devil-Beast

This is a small area. There is a cave, a broken bridge and a clearing. The cave contains the devil-beast's nest with eggs and the clearing is where the player must fight a devil-beast.

Note - The Devil-Beast

If Quentin is bitten by a devil-beast then he will be overcome by the poison. Game over...

Characters (C---

- (926)Devil-Beast

Puzzles

(D951)- The Broken Bridge

In order to cross the broken bridge the player needs several items. These items are the Rope from the Swamp Village, the Crossbow and the Quarrel from the Cultists Temple and . Then the player can create a makeshift bridge which Quentin can 'hand-walk' over.

Puzzles (D---

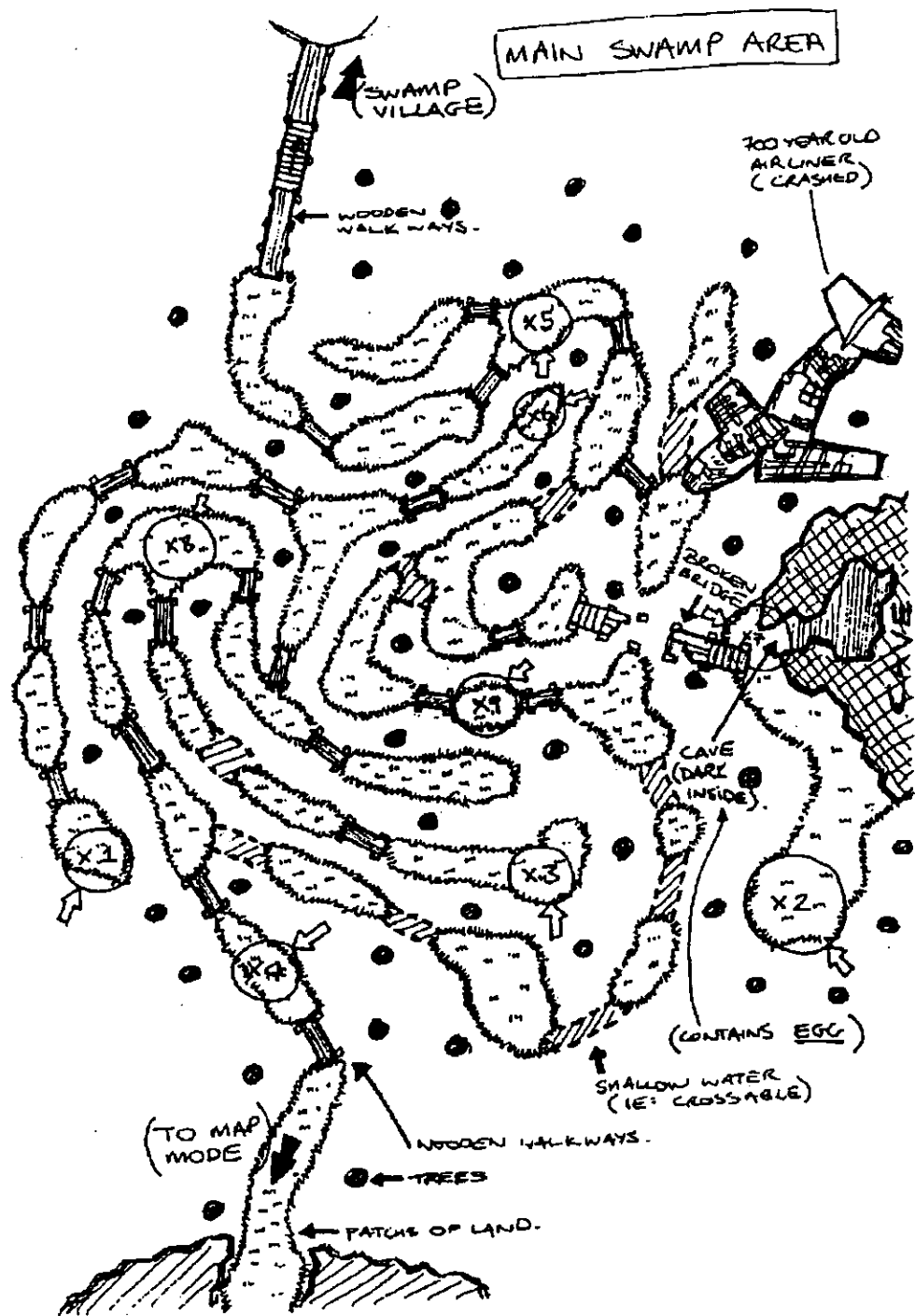
- (951)Broken Bridge
- (952)Capturing A Devil-Beast
- (953)Broken Eggs

(D952) - Capturing A Devil-Beast

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

(D953) - 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.

The Devil Beast is a ferocious creature with a poisonous bite. It has a very bad attitude problem. It will attack on sight.

Section 4 - The Library & The Dam

Items (I---)

- (222)Gas Gun
- (221)Hunter Sword
- (224)Petrol Can
- (217/8)Poisoned Food
- (212)Blunt Knife
- (210)Alia's Letter
- (211)World map
- (209)Filtration Papers
- (205)Medical Kit
- (225)Stevenson Diary
- (219)Key, top drawer
- (204)Bible
- (206)Fake Bible
- (207)Key to bottom drawer
- (202)Book, Water filtration
- (200)Book, Jettators
- (201)Book, Firearms
- (203)Tinderbox
- (214-6)Food Items

Characters (C---)

Dam

- (238-9)Cadet H. x2
- (240-2)Sword H. x3
- (243)Gas Gun H.
- (244)Officer H.
- (245)Benezir

Library

- (226)Gas Gun H.
- (227/9)Sword H. x2
- (228)Cadet H.

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. Since episode 2, things have changed at the dam. 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) 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.

Puzzles

(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.

(D254) - The Office

Benezir has locked himself in the office. He will not open the door until all the hunters at the dam have been despatched.

(D262) - Returning A Book

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'.

(D251) - The Book Of The Jettators

This book is hidden in the top drawer of the filing cabinet. It is obtained by using the key from Benezir. The book mentions Frederick, and says 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.

Puzzles (D---)

- (254)The Office
- (257)The Map
- (258)Alia's Letter
- (256)Blunt Knife
- (255)Poisoned Food
- (253)Returning The Book
- (251)Book, Jettators
- (252)Book, Firearms

(D252) - Book Of Firearms

This is hidden in the bottom draw of the filing cabinet. Like the top drawer, 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. This will then open the bottom drawer.

The book contains details on the tranq-pistol. When he first finds the gun Quentin will be unable to use it as it will need repairing. The player must use this book and the small toolkit 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 Glen the Dundee in exchange for the key to a chest.

THE DAM.OBJECTS PRESENT**i. Filtration Papers - I(209).**

The Jettator Fred needs this so he can produce an anti-venom.
This item can be found in Benazir's Office.

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

iii. World Map - I(211).

The world map is needed by the Dundees who are lost.
This item is attached a small table in the library. It must be cut from the table with a sharp carving knife.

iv. Blunt Carving Knife - I(212).

This item must be sharpened with the use of the 'Whetstone'.
It is to be found in the kitchen.

v. Wine Food Item - I(214).

An item of food which, when eaten, will 'heal' Quentin.
This item is found in the stores.

vi. Cheese Food Item - I(215).

An item of food which, when eaten, will 'heal' Quentin.
This item is found in the stores.

vii. Cheese Food Item - I(216).

An item of food which, when eaten, will 'heal' Quentin.
This item is found in the stores.

viii. 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.

ix. 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.

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

This item allows Quentin to access the top drawer 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.

xi. Stevenson's Diary - I(225).

This gives a hint to search for a copy of the bible.
It is found in the office in the dam.

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

Will serve as a replacement weapon if Quentin loses his sword.

xiii. Gas Gun - I(222).

A powerful weapon which gives Quentin the edge, until the bullets run out.

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

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

xv. Can Of Petrol - I(224).

This is one of the items needed to get the chainsaw working.

xvi. Book Of Jettators - I(200).

This book allows the player to travel to the Underground Railway Station.
It is in the top drawer of the filing cabinet.

xvii. Book Of Unusual Firearms - I(201).

This book will allow the player to use the 'Tranq-pistol'.
It is in the bottom drawer of the filing cabinet.

CHARACTERS PRESENT**i. Cadet Hunter 1 - C(238).**

60 Hit Points.
To be killed.
No puzzle.
Will not leave front entrance.
Will attack Quentin.
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.
Carries no items.

iii. Sword Hunter 1 - C(240).

200 Hit Points.
To be killed.
No puzzle.
Will attack Quentin.
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.
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.
Carries no items.

vi. Gas Gun Hunter - C(243).

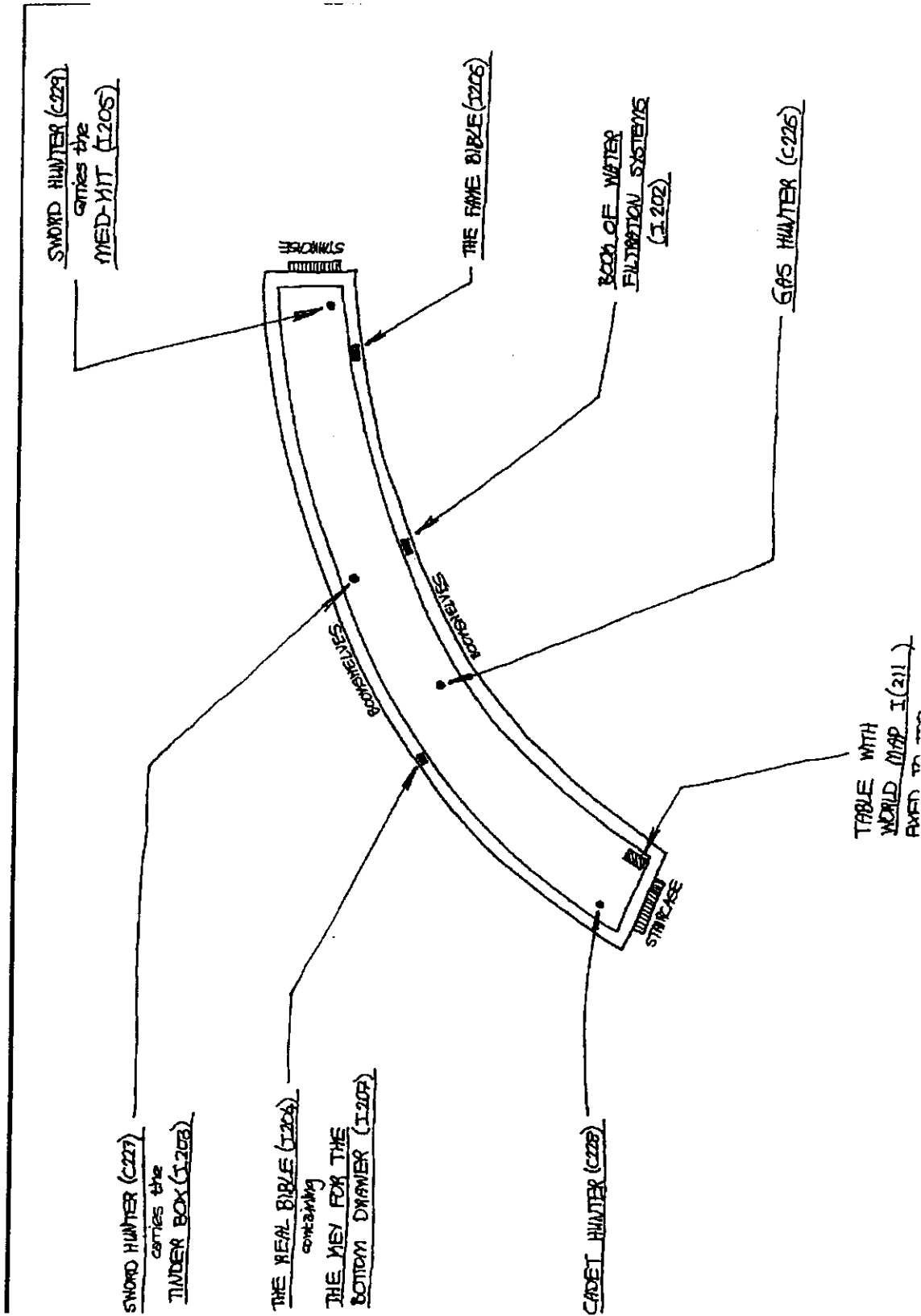
150 Hit Points.
To be killed.
No puzzle.
Will attack Quentin.
Carries no items.

vii. Officer Hunter - C(244).

178 Hit Points.
To be killed.
No puzzle.
Will not leave kitchen/dining area.
Will attack Quentin on sight.

viii. Jettator Benazir - C(245).

255 Hit Points.
To be consulted.
Benazir will not open his door unless all the hunters are dead.
He will ask for the Book On Mogonda 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'.



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

This book is wanted by a Swamp Villager.

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

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

iii. The Real Bible - I(204).

This book is a decoy, the player actually needs to find the Fake Bible.

iv. Med-Kit - I(205).

This item is required by Fred so that he can produce an anti-venom.

v. The Fake Bible - I(206).

This is a dummy book. It contains the key to bottom drawer of the filing cabinet.

vi. The Key For The Bottom Drawer - I(207).

This key will allow Quentin to open the bottom drawer of the filing cabinet.

The key can only be found by examining the Fake Bible.

vii. The Map Of The World - I(211)

This is embroidered into the table in the library. It must be cut free using the kitchen knife after it has been sharpened. It can then be given to Glen the Dundee.

CHARACTERS PRESENT**i. Gas Hunter - C(226).**

120 Hit Points.

To be killed.

No Puzzle.

Will not leave library.

Will attack Quentin.

Carries no items.

ii. Sword Hunter - C(227).

220 Hit Points.

To be killed.

No puzzle.

Will not leave library.

Will attack Quentin.

Carries the tinder box.

iii. Cadet Hunter - C(228).

60 Hit Points.

To be killed.

No puzzle.

Will not leave library.

Will attack Quentin.

Carries no items.

iv. Sword Hunter - C(229).

130 Hit Points.

To be killed.

No puzzle.

Will not leave the library.

Will attack Quentin.

Carries the med-kit.

Area 5 - 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 carrier, with the final showdown will taking place in the old control room on the main deck.

Items (I---)

- (305)Port. generator
- (300)Sparkplug
- (301)Control Room Access Card
- (310)Stolen equipment
- (311)Bandit's Diary
- (306-9)Food Items

The Bandits at the dam are the same that ambush Quentin in 'The Patch Of Desert' cinepak. If he has had any equipment stolen, then it will be in the control room.

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.

Characters (C---)

- (333)Head Bandit
- (330)Bandit A
- (331)Bandit B
- (332)Bandit C
- (326)Bandit D
- (327)Bandit E
- (328)Bandit F
- (329)Bandit G

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.

Puzzles (D---)

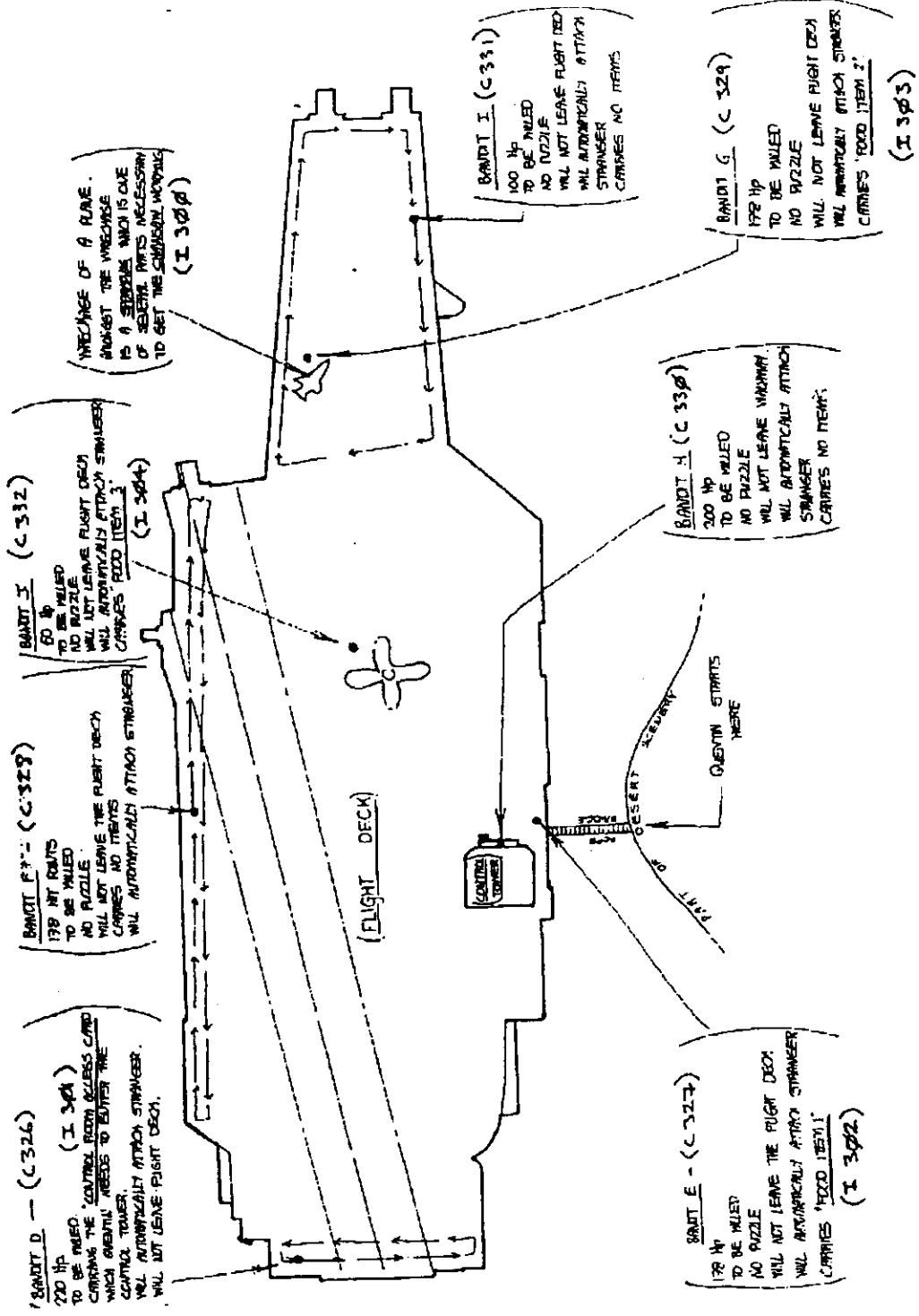
- (351)Control Room
- (352)Fix Generator
- (353)Find Alia

(D352) - Fix The Generator

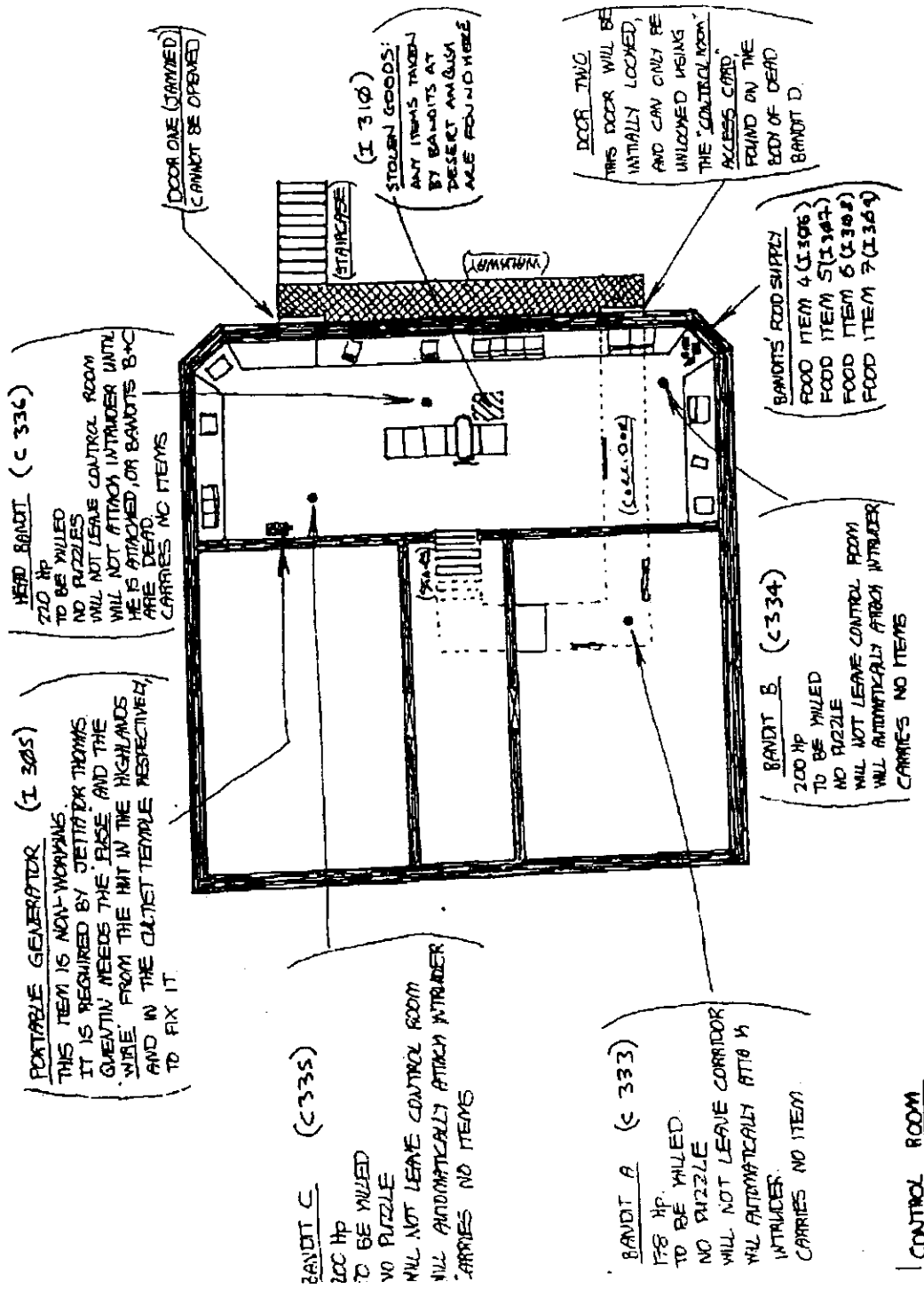
In the control room, there is a portable generator. This is precisely what Thomas wants, but as it is broken, it must be fixed first. The fuse (from the Highlands) and The Wire (from The Cultist Temple) are both needed to fix it.

(D353) - Find Alia

In the control room there is a book. This is the diary of the bandit chief. If this is read then the last entry is displayed. It states that a young girl was captured by the desert cultists and taken to their temple. This allows the player access to 'The Cultist Temple'



AIRCRAFT CARRIER



CHARACTERS PRESENT Cont'd...**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 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 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 area he is assigned to.

Will automatically attack stranger.

Carries 'Food Item 2'.

CHARACTERS PRESENT Cont'd...**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 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 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 area he is assigned to.

Will automatically attack stranger.

Carries 'Food Item 2'.

6. The Cultist Temple

Items (I---)

- (400)Small toolkit
- (401)Wire
- (402)Crossbow
- (403)Quarrel
- (404)Key, Alia

Characters (C---)

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

Puzzles (D---)

- (451)Freeing Alia

This is a desert area, geographically close to the aircraft carrier. The main feature is the skeleton of a enormous (and dead) beastie which the cultists have used to construct their temple.

Quentin must travel through this set killing evil cultists. When they are all dead then he can free Alia. When she is freed she will volunteer to look after Clyde and Ramirez and will leave the set.

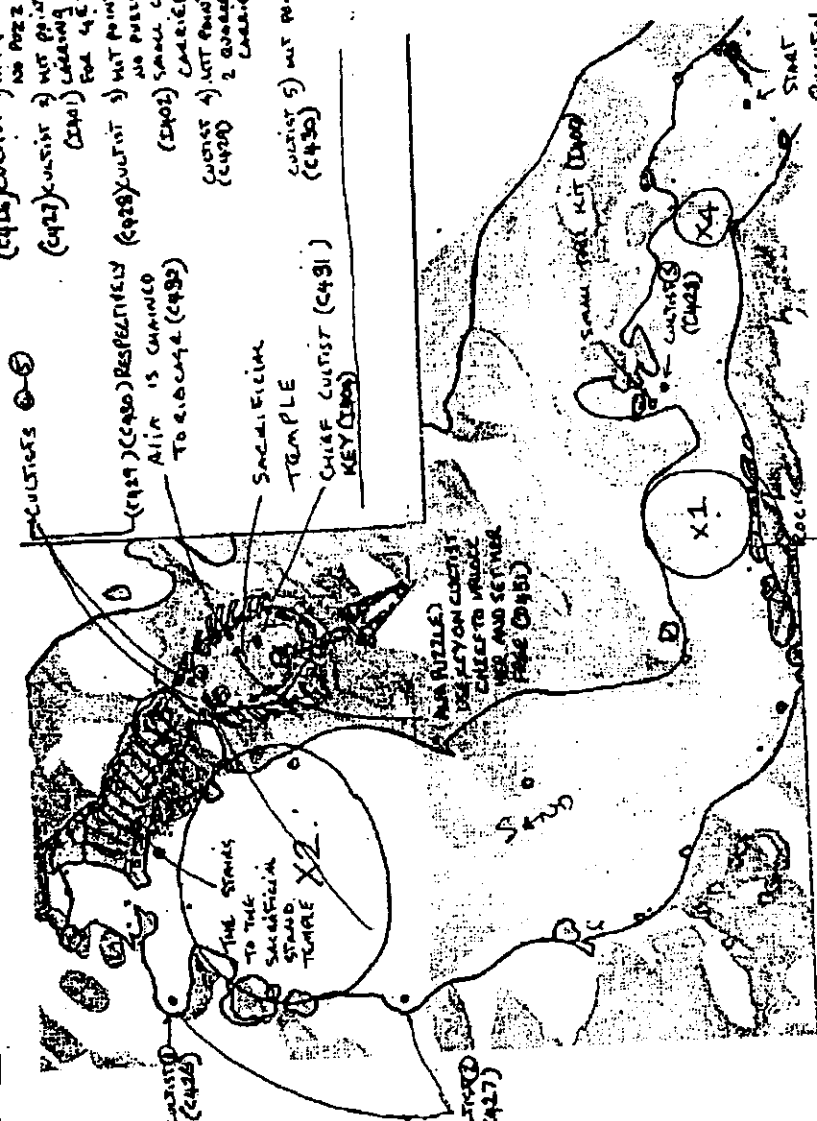
Puzzles

(D451) - Freeing Alia

At the cult temple, Alia is chained to an altar in the rib-cage 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.

CULTIST'S TEMPLE

- (C416) CULTIST 1) HIT POINT - 170
NO PURSUES
- (C417) CULTIST 2) HIT POINT - 150
LEAVING W/AC
(C418) FOR 4E WEATHER
- (C419) CULTIST 3) HIT POINT - 100
NO PURSUES
- (C420) SMALL CROSSBOW
CARRIED
- (C421) CULTIST 4) HIT POINT - 110
2 QUARRELS (C403)
CARRIED
- (C422) CULTIST 5) HIT POINT - 140
(C423)



SMALL - CULTIST CLASS ROOM (C427)

X1

X4

STAIR

ROOM

ROOM

ROOM

ROOM

ROOM

ROOM

THE CULTISTS TEMPLE

OBJECTS PRESENT

- i. Small Tool Kit.(I400)**
This is found in a pile of sacrifices belongings. Used to fix the Tranq gun.
- ii. Wire.(I401)**
Found on cultist 2 (C427). Used to fix portable generator.
- iii. Small Crossbow.(I402)**
Dropped by cultists 3 (C428) when killed by Quentin and/or when Alia is freed.
Used to form hand bridge across ravine.
- iv. Quarrel.(I403)**
Dropped by cultist 4 (C429) when killed by Quentin and/or when Alia is freed.
Used to form hand bridge 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.
Attacks and pursues player.
Carries nothing.
- ii. Cultist 2.(C427)**
130 Hit Points.
To be killed.
No puzzle.
Attacks and pursues player.
Carries Wire (I401).
- iii. Cultist 3.(C428)**
200 Hit Points.
To be killed.
No puzzle.
Attacks and pursues player.
Carries Crossbow (I402).
- iv. Cultist 4.(C429)**
210 Hit Points.
To be killed.
No puzzle.
Attacks and pursues player.
Carries Quarrel (I403).
- v. Cultist 5.(C430)**
200 Hit Points.
To be killed.
No puzzle.
Attacks and pursues player.
Carries nothing.
- vi. Chief Cultist.(C431)**
200 Hit Points.
To be killed.
No puzzle.
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, play appropriate cinepak.
Carries nothing.

7. 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.

Items (I--)

None.

Characters (C--)

(626)Octavio 1
 (627)Octavio 2
 (628)Juliet 1
 (629)Juliet 2
 (630)Caliban
 (631)Thomas

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).

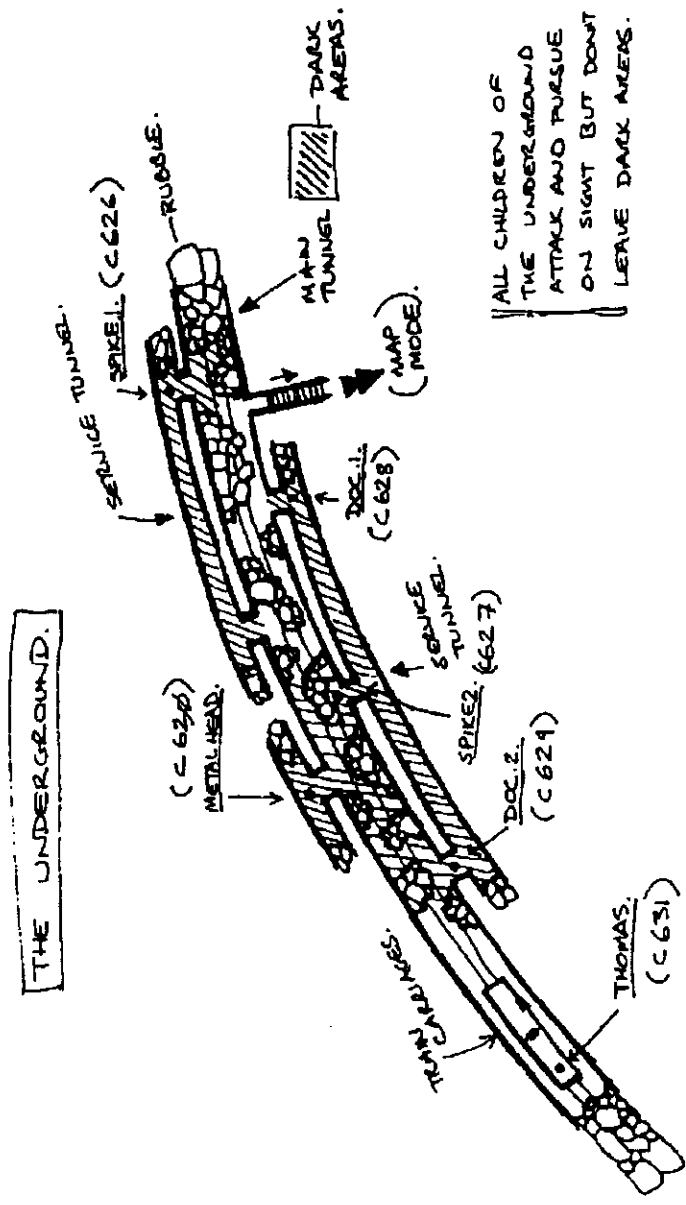
Puzzles (D--)

(651)I need a generator

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.



ALL CHILDREN OF
THE UNDERGROUND
ATTACK AND PURSUE
ON SIGHT BUT DON'T
LEAVE DARK AREAS.

THE UNDERGROUND.**OBJECTS PRESENT**

None.

CHARACTERS PRESENT**i. Octavio 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. Octavio 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. Juliet 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. Juliet 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. Caliban - 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)

255 Hit Points.

To be consulted.

Will help you if you fetch him a working portable generator.

Will not leave his carriage.

Will not attack Quentin.

Carries no items.

8. The Nature Reserve

Items (I--)

None.

Characters (C--)

(526)Andretta

Puzzles (D--)

(551)"I want an egg"

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.

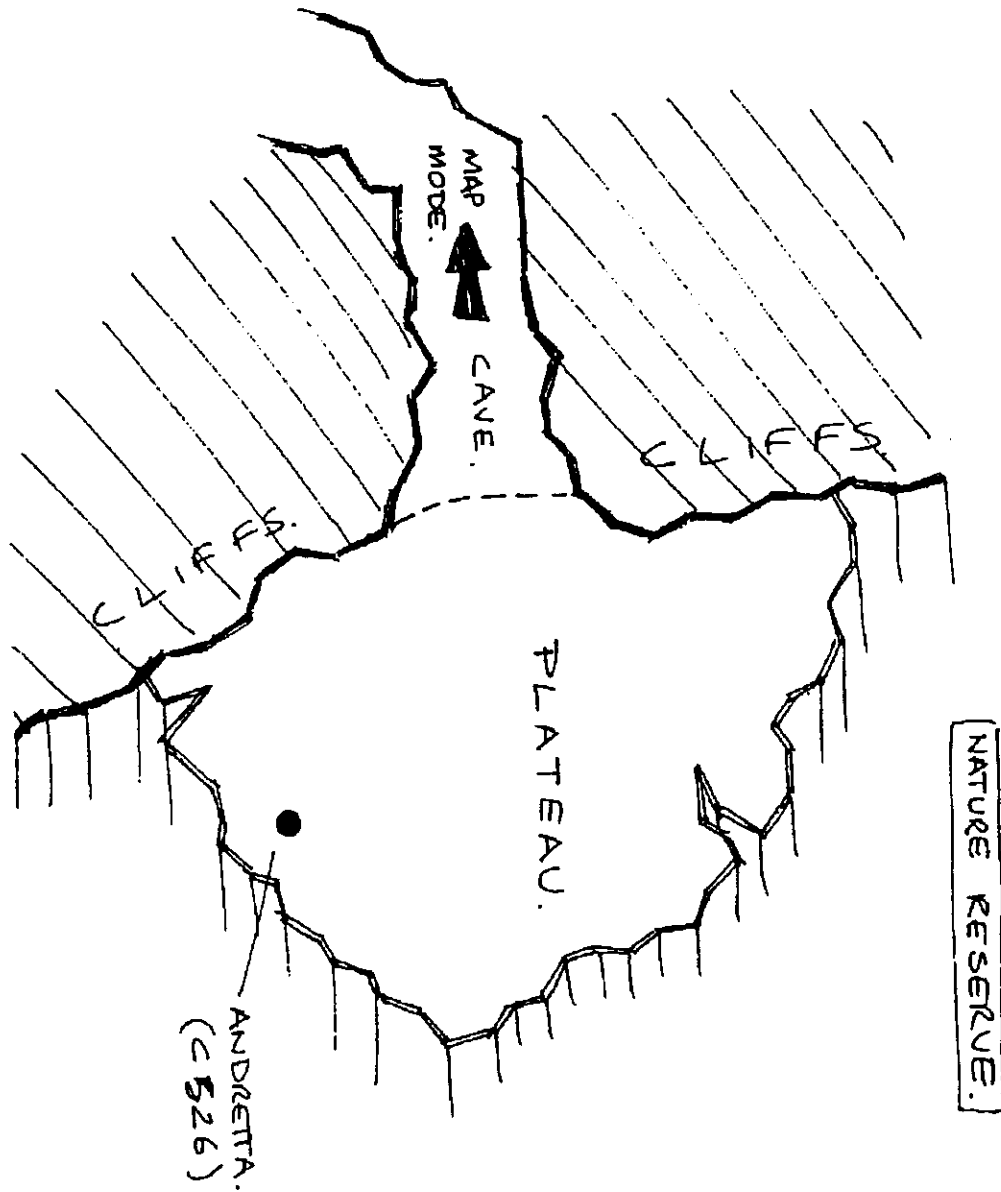
Andretta, the Jettator, has devoted her immortal life to building and maintaining an animal sanctuary and nature reserve. The nature reserve is on the other side of a mountain range and entrance must be gained through a cave tunnel.

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

- i. None.

CHARACTERS PRESENT

- i. **Andretta - C(526).**
 - 255 Hit Points.
 - To be consulted.
 - Must provide Swamp Beast Egg.
 - Will not leave Nature Reserve.
 - Will not attack Quentin.
 - Carries no items.

9. The Cave System

Items (I--)

(700) Drink Item
(701) White Gas
Cylinders

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.

Characters (C--)

(726) Frederick

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.

Puzzles (D--)

(751) "A light in the
darkness"
(752) The Lake

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.

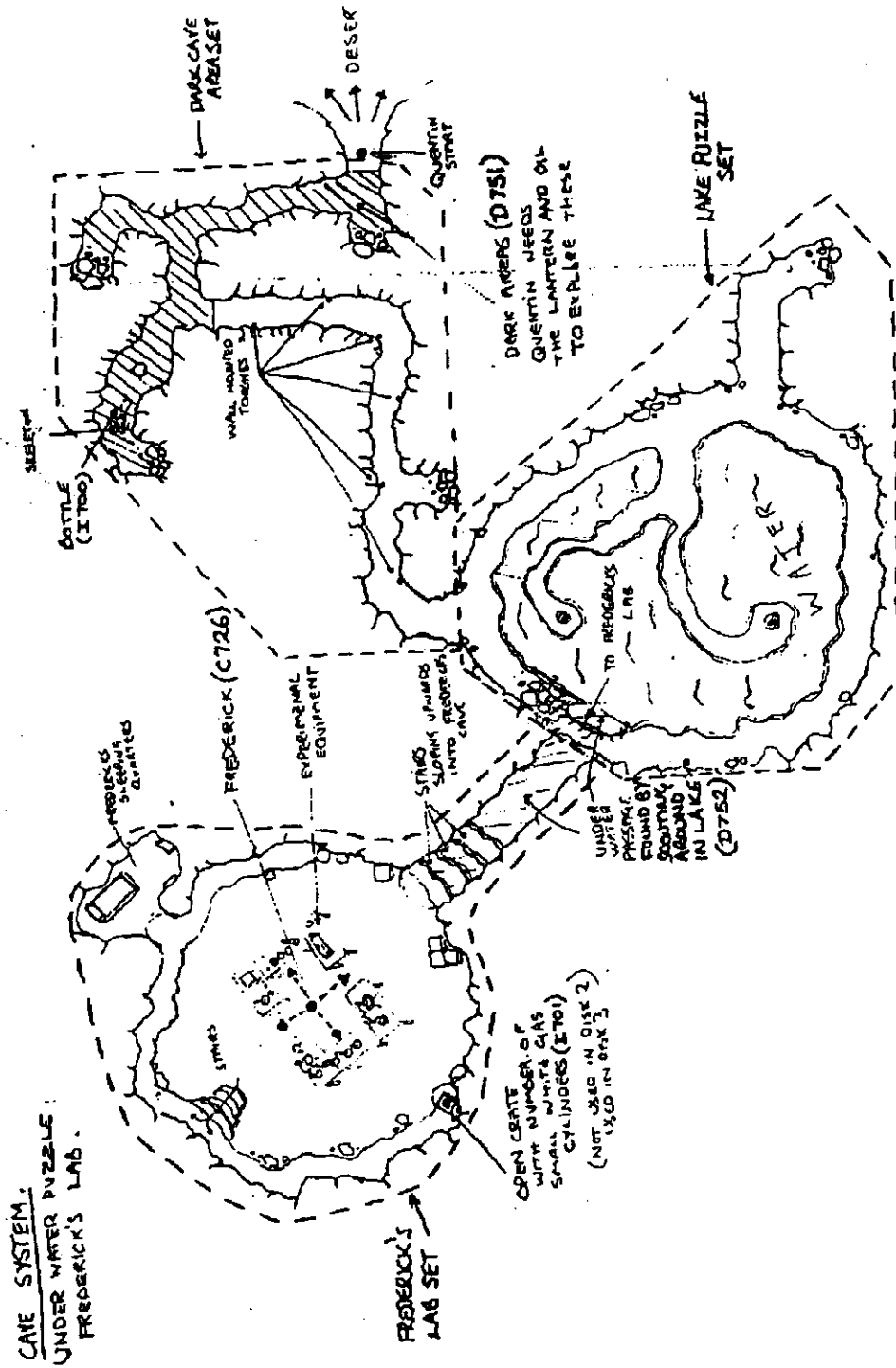
Puzzles

(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.



CAVE SYSTEM**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.

ii. 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 it triggers a cinepak of the two talking. Frederick resolves to help save Ramirez's life and Quentin promises to repay him later (disk 3). The scene then cuts to the swamp village where Frederick will stay by Ramirez's side.

Carries nothing.

DISK 2 OBJECT LIST

Collectible Items In The Game

- I(000) - Wine.
- I(001) - Rope.
- 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(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(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(209) - Filtration Papers.
- I(210) - Alia's Letter.
- I(211) - World Map.
- I(212) - Blunt Carving Knife.
- 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(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) - Quarrel.
- I(404) - Key To Free Alia.

- I(700) - Drink Item.

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

Collectible Items In The Game And Their Uses

I(None) Macleod Sword

Found in the players inventory at the start of the game. Must be carried for Jettators to recognize player as 'The Highlander'

I(001) Rope

Found in a hut in the swamp village. Needed to cross the broken bridge in the swamp clearing.

I(002) Sack

Found in a hut in the swamp village. Will allow the player to carry more items than usual.

I(003) Straw

Found in a hut in the swamp village. Must be used in conjunction with the wooden box to safely carry a devil-beast egg.

I(005) Lantern

Found in the swamp village. Must be used in conjunction with the oil and the tinderbox to enter the cave system.

I(006) Bolt Cutters

Found in a hut in the swamp village. Is used to break the hydraulic pipe on the outside of the prison tank in the highlands. This will liberate Glen, the dundee.

I(007) Chainsaw petrol tank

Found in hut in swamp village. It used to make the chainsaw red-herring.

I(008) Tranq Cartridges

Given to the player by a swamp villager if Quentin gets the book on water filtration. Used with the tranq-pistol.

I(010) Book on Mogonda

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.

I(101) Key to chest

This is given to the player once he gives the map of the world to Glen, the Dundee. It will open the chest found in one of the tanks.

I(102) Oil

Found in the Highlands. To be used with the lantern.

I(107) Whetstone

Found in the Highlands. Can be used to sharpen the rusted sword and the carving knife.

I(108) Fuse

Found in the Highlands. Is used with the wire to fix the portable generator.

I(110) Glass flasks

Found in the locked chest. Required by 'Fred' to produce an anti-venom.

I(111) Club

Found in the locked chest. Can be used to fight a devil-beast (without killing it) but will result in Quentin being bitten. Also impromptu weapon.

I(112) Chainsaw main body

Found in the locked chest. Can be assembled with the petrol tank, the chain, the petrol and the sparkplug. Will not work under any circumstances.

I(113) Chainsaw chain

Found in the Highlands. Part of the chainsaw.

I(114) Wooden box

Found in the Highlands. Must be used in conjunction with the straw to safely carry a devil-beast egg.

I(115) Rusted sword

This is found in the Highlands. It will serve as a replacement weapon. It can be sharpened using the whetstone.

I(116) Tranquiliser gun, main housing

Found in the locked chest. 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.

I(200) Book Of The Jettators

Found in the top drawer of the filing cabinet. This will give the player access to the underground subway station.

I(201) Book Of Unusual firearms

Found in the bottom drawer of the filing cabinet. Will allow the player to fix the tranq pistol.

I(202) Book On Water Filtration Systems

Found in the library at the dam. Needed by the swamp villager.

I(203) Tinderbox

Found in the library. To be used with the lantern.

I(204) Real Bible

Found in the library at the dam. This is the bible. Features some text from Genesis.

I(205) Medical kit

Found in the library in the dam. Required by 'Fred' to produce an anti-venom.

I(206) Fake Bible with key to locked files

Found in the library at the dam. This contains a key which will open the bottom drawer of the filing cabinet.

I(207) Key to bottom drawer of the filing cabinet

Obtained from the fake bible. Will open the bottom drawer.

I(209) Filtration Papers

Found in the office in the dam. Required by 'Fred' to produce an anti-venom.

I(210) Letter from Alia

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.

I(211) World map

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.

I(212) Blunt carving knife

Found in the kitchen of the dam. 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.

I(217/8) Poisoned food

Found in the kitchen of the dam. This has been poisoned by the hunters and will reduce the player's life points if used.

I(219) Key to top drawer, files

Obtained from Benezir when the player returns the book on Mogonda. Will open the top drawer.

I(221) Hunter sword

Found in the dam. Not as damaging as Macleod sword. Will serve as replacement weapon if Macleod sword lost.

I(222) Gas gun

Found on a hunter at the dam, with a small few refills found on hunters in the library area. Most useful for taking out gas-gun armed hunters.

I(224) Can of petrol

Found in the tank in the dam. For the chainsaw.

I(225) Stevenson's Diary

Found in the office in the dam. Gives a hint to search for a copy of the bible.

I(300) Chainsaw sparkplug

Found on the flight-deck of the aircraft carrier. For the chainsaw.

I(301) Control Room Access Card

Found on the body of a bandit on the aircraft carrier flight deck. Will allow the player to enter the control room.

I(305) Portable generator

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.

I(400) Small toolkit

Is found by the mound of sacrifices belongings in the cultist temple. For the tranq-pistol.

I(401) Wire

Is found by the mound of sacrifices belongings in the cultist temple. Is used with the fuse to fix the portable generator.

I(402) Crossbow

Found once Alia is rescued and the cultists are despatched. Must be used with the quarrel and the rope to cross the ravine in the swamp clearing.

I(403) Quarrel

Found once Alia is rescued and the cultists are despatched. Used with the crossbow.

I(900) Devil beast egg

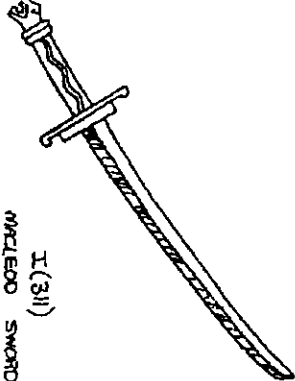
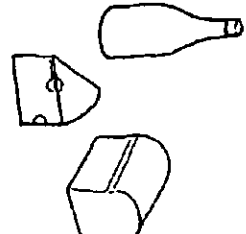
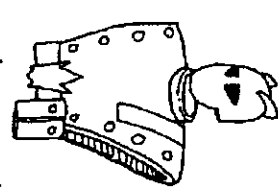
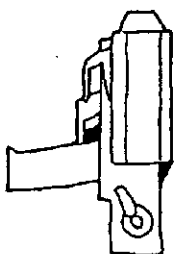


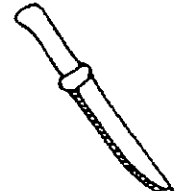
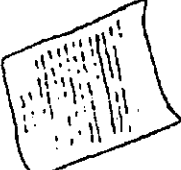
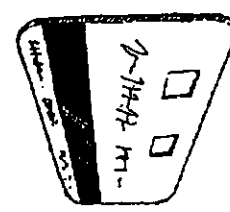
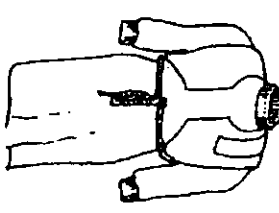
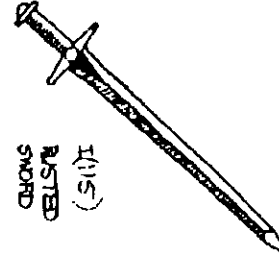
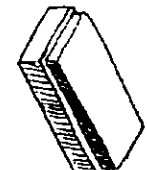
Found in the cave in the swamp clearing. Must be carried using both the straw and the wooden box to the Jettator Andretta. This will give the player a quickening and access to the cave system.

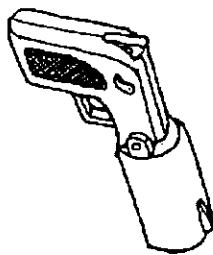
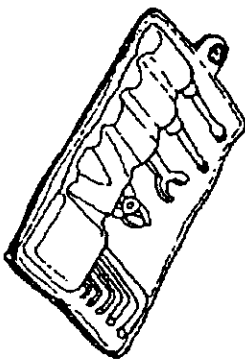
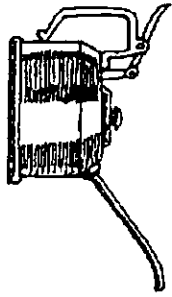
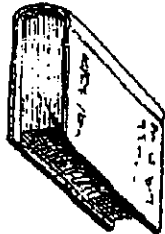
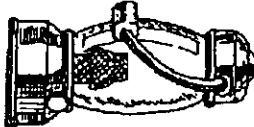
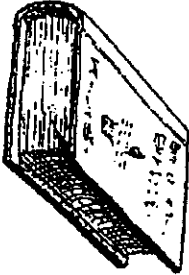
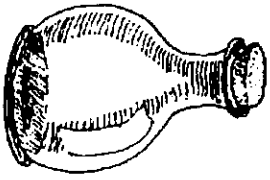
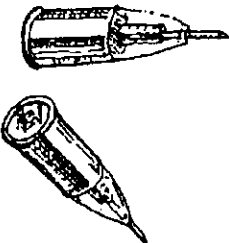
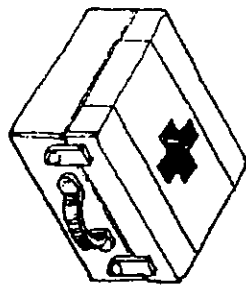
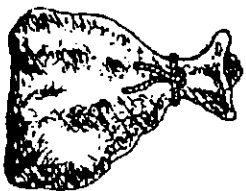
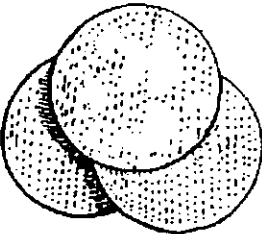
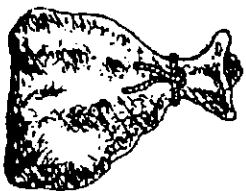
I(Various) Various food items

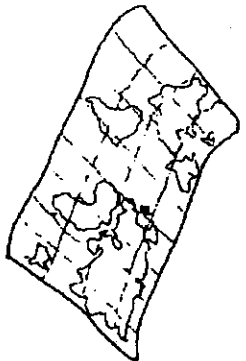
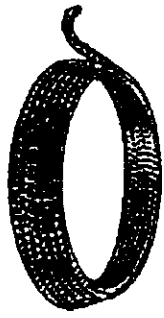
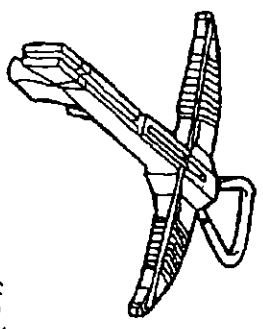
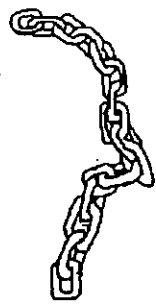

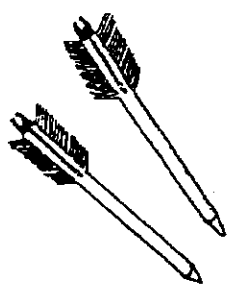
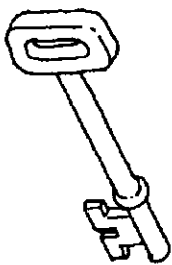
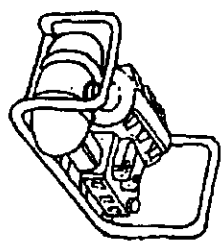
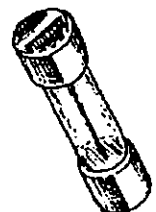

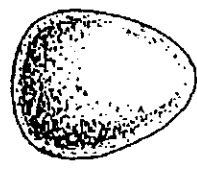
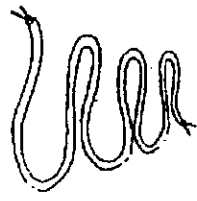
Found at various places throughout the game. Will restore life points.

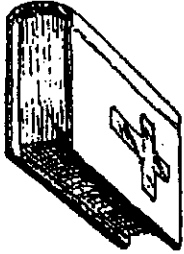

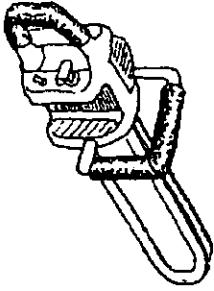
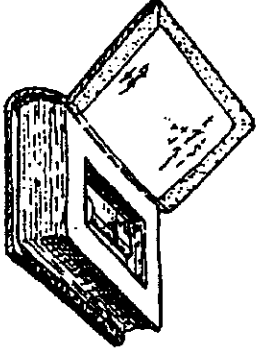
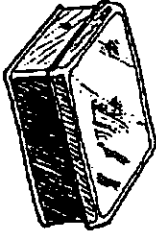
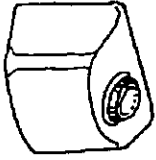
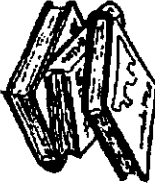
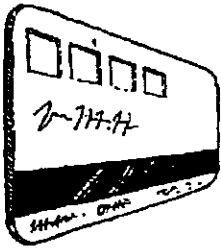
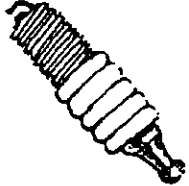
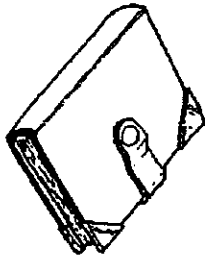

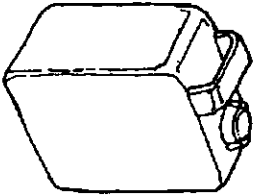
I(Various) Various random books

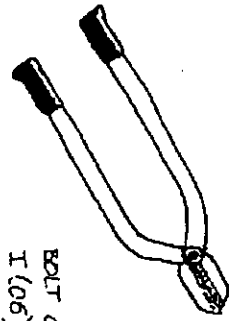
Found in the library at the dam. Red herrings for the player.

 <p>I(311) MULEDO SWORD</p>	 <p>VARIOUS FOOD ITEMS</p>	 <p>HUNTERS' UNIFORM I(220)</p>	 <p>HUNTERS' GAS GUN I(222)</p>
 <p>HUNTERS' SWORD I(221)</p>	 <p>I(217) POISONED FOOD I(218)</p> <p>SCRIBES' ROBES I(209)</p>	 <p>I(212) BLUNT WITCHEN KNIFE</p>	 <p>LETTER FROM RAIN I(210)</p>
 <p>DIM MAN DOOR KEY-CODE I(213)</p>		 <p>I(115) RUSTED SWORD</p>	 <p>I(107) MISTSTONE</p>

<p>TRANQUILLISER GUN I(116)</p> 	<p>SMALL TOOL KIT I(100)</p> 	<p>OIL CAN I(102)</p> 	<p>BOOK OF UNUSUAL FIREARMS I(201)</p> 
<p>LANTERN I(05)</p> 	<p>BOOK OF WATER FILTRATION SYSTEMS I(202)</p> 	<p>GLASS FLASK I(110)</p> 	<p>TRANQUILLISER CARTRIDGES I(08)</p> 
<p>MEDICAL KIT I(205)</p> 	<p>BOOK OF MOSQUITO I(10)</p> 	<p>BOOK OF FILTRATION PAPERS I(204)</p> 	<p>SACK (02)</p> 

<p>WORLD MAP I (211)</p> 	<p>ROPE I (109)</p> 	<p>SMALL CROSSBOW I (402)</p> 
<p>CHAIN I (100)</p> 	<p>ROPE no. 2 I (0)</p> 	<p>2 QUARRIES I (403)</p> 
<p>KEY TO CHEST I (101)</p> 	<p>PORTABLE GENERATOR I (305)</p> 	<p>FUSE I (108)</p> 
<p>KEY TO TOP DRAWER OF FILING CABINET I (21)</p> 	<p>SWAMP BEAST'S EGG I (40)</p> 	<p>WIRE I (40)</p> 

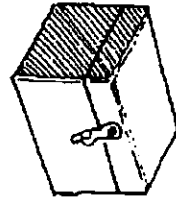
<p>THE REAL BIBLE I (204)</p> 	<p>CHAINSAW CHAIN I (113)</p> 	<p>CHAINSAW MAIN BODY I (112)</p> 
<p>THE FAKE BIBLE I (205)</p> 	<p>TINDER BOX I (208)</p> 	<p>CHAINSAW PETROL TANK I (07)</p> 
<p>NUMEROUS BOYS (RED HERRINGS)</p> 	<p>CONTROL ROOM ACCESS CARD I (30)</p> 	<p>CHAINSAW SPARKPLUG I (300)</p> 
<p>STEVENSON'S DIARY I (225)</p> 	<p>CLUB I (11)</p> 	<p>CAN OF PETROL I (221)</p> 



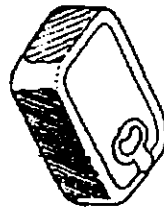
BOLT CUTTERS
I (06)



STRAW
I (03)



WOODEN BOX
I (114)

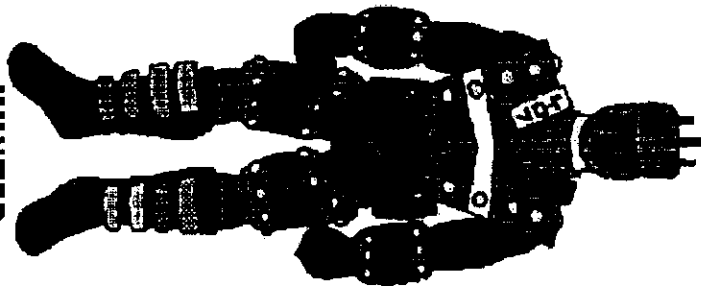


HUNTER RATION PACK
I (09)

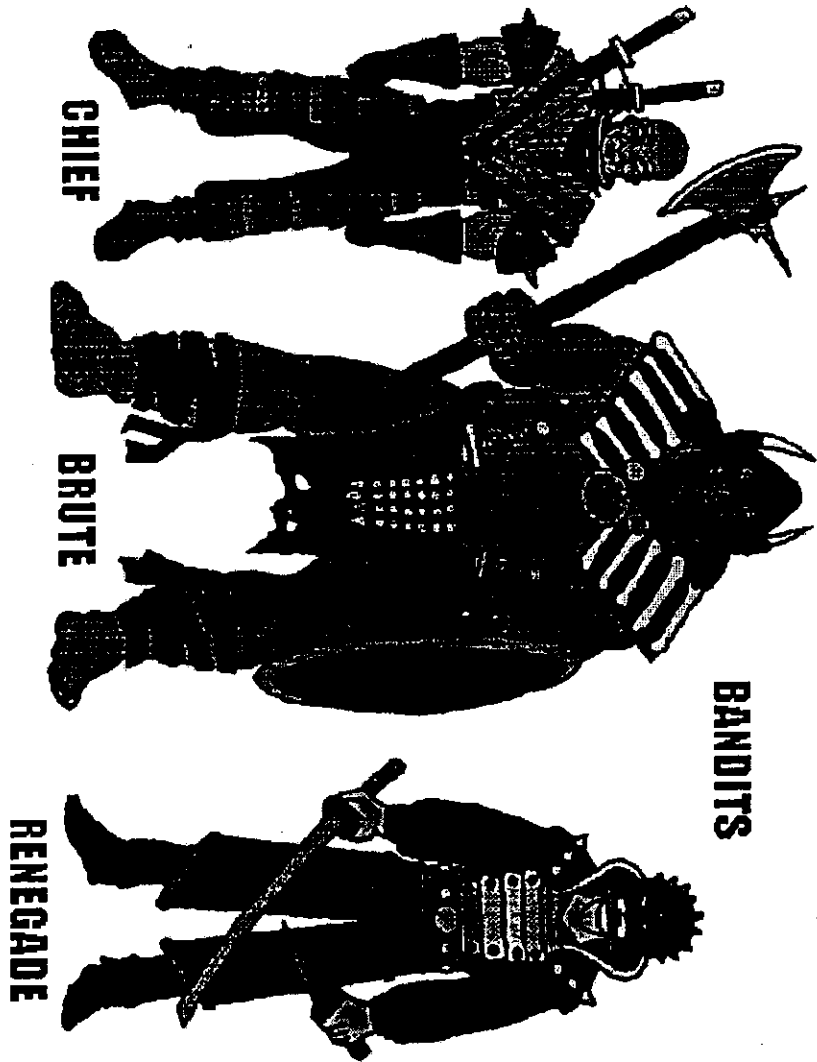
**NEW
CHARACTERS
FOR
DISK 2**

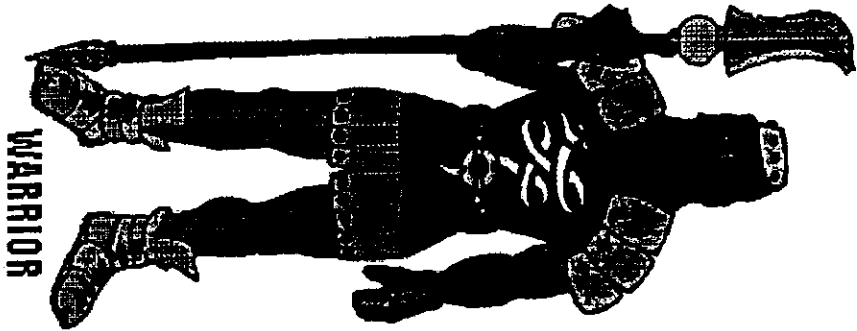


ALIA



**HUNTER
SERGEANT**

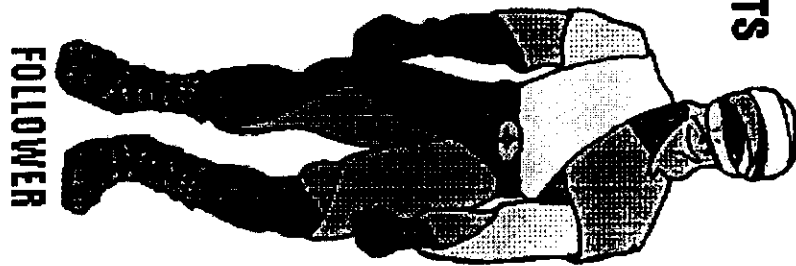




WARRIOR



PRIEST



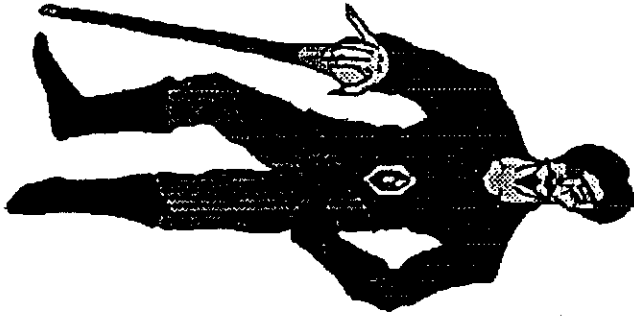
FOLLOWER

DESERT

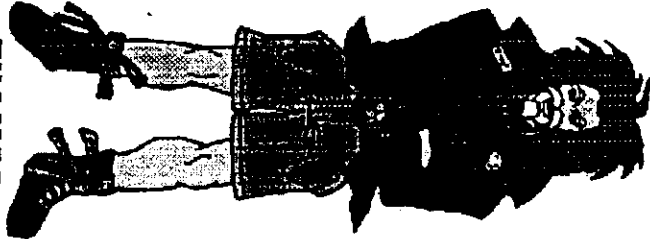
CULTISTS

JETTATORS

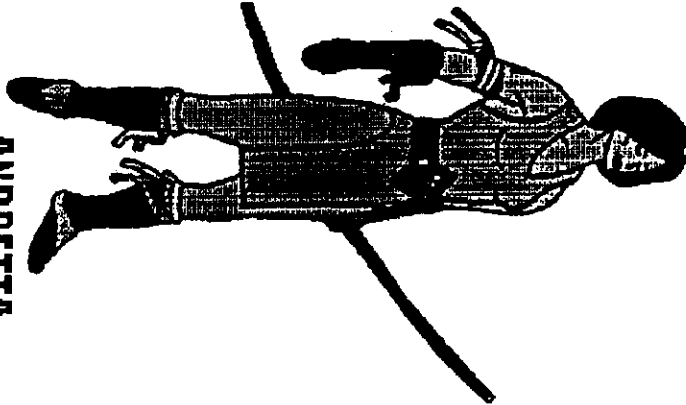
FREDRICK



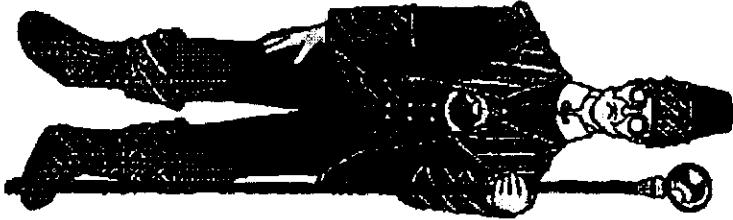
THOMAS



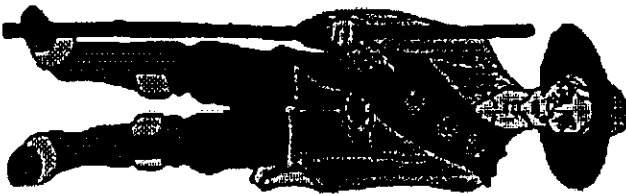
ANDRETTA



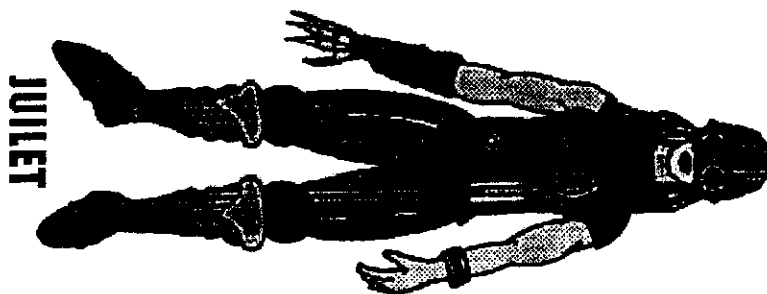
BENEZIR



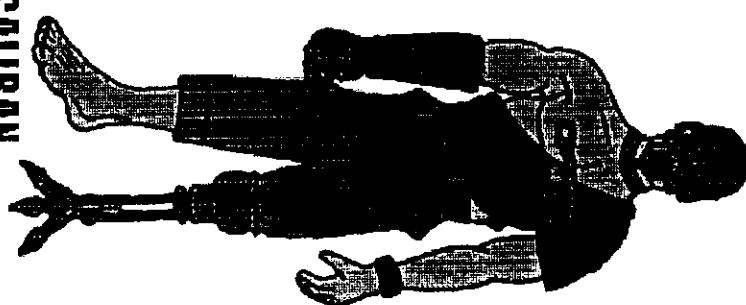
GENOBEN



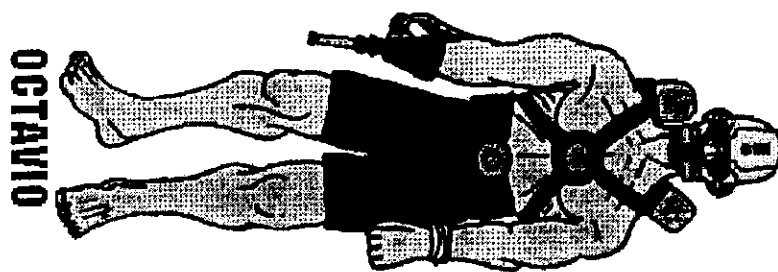
CHILDREN OF THE UNDERGROUND



JULIET

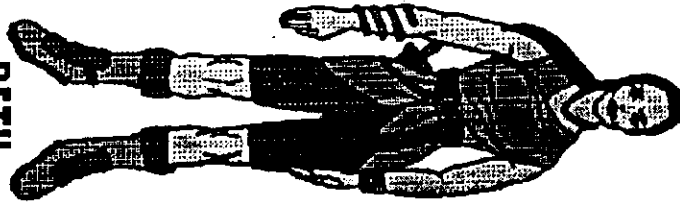


GALIBAN

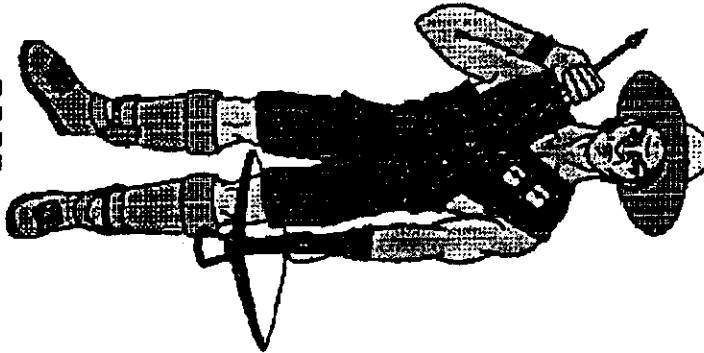


OCTAVIO

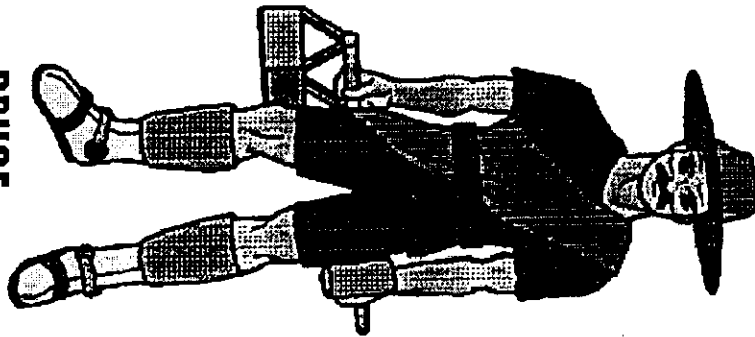
BETH



BRAD



BRUCE



DEVIL BEAST



**SWAMP
INHABITANTS**