

UU2: The Secret of Acme

Start at Your House = figurine of Great Buddha + Xray sples

+1 rub figurine

- your statue has bird poop on it
- boulder 20ft diameter, no life around it, might be covering underground entrance, scorched ground smells minty.

Picnic Area - oak trees, picnic bench

"Zot" carved in gothic in bench, magnetic west board, apple board is 19 x 19 grid with sweet stores on it
stores are $\frac{1}{2}$ black or white + magnetic

- Zot (hear distant rumble)

- see river goes through Dawg Rock, natural bridge between western + eastern parts. No obvious way across river

N of oak tree, near natural bridge is a waterfall (something behind it)

40pts

[get in swing. e.e.e.] to get across river (one way trip!)

can of Kerosene "Kerosene, Don Dedlee (Do not drink or bathe in) ~ gallon
rock - suitable for sitting, ground depressed, smell (minty)

graphiti

"Great ---!"

sit on rock. zot. (you are now at Base of a Giant Boulder!)

+15 pts.

bottle of purple liquid (bottle is thick brown glass, label faded)

silver bullet, no writing on it, ^{very} cold to touch (x wood to find it)

candy bar "Acme Dan Yumzee Suzzys Bar (tm)" - smell of peanuts + caramel

Smells like artif grape flavoring, tastes horribly sweet!

teddy bear under bed

hit flint with knife: You produce a tiny spark

At hospite: pour kerosene on wood, then hit flint with knife

to reveal a staircase down (+25 pts)

[Now: At the Staircase Behind the Shack]

tie: "Azme Soopus Hy-Trakshun Everest Raydeeuht Taur (tm) 34Psi"
(bald) damp map in tie

map: ~~map~~ "his" measure map (NW-E-S-S) drawn in crayon

rotten tree: home for gubs

Retreat in the Woods - cottage with twin statues of Buddha,
old man (same pattern as in UU1?)
wants egg

fountain @ Ctyd - cheez cheurb

gravel path east of Ctyd is noisy & attracted guard dogs
wear slippers! to not make a sound.

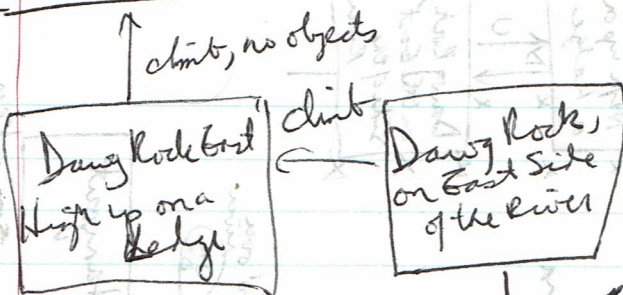
Rob in Kitchen: Don't bother trying to get the pilot light on.
You can't. It's also worth noting how clean this kitchen is.

Judging from the Cheez Pig Inn, either Azme's improved
their sanitation standards, or this place isn't really ever used
for food preparation.

Rob in lounge: I bet the pizza's just a decoration,
but you never know.

give went stones to troll: "Round? Heather!"

On Top of Dawy Rock, 200' up
East of River



Dawy Rock East
High up on a ledge

Dawy Rock,
on East Side
of the River

T. C. in the
Woods

Tim, C. in
the Woods

On the East Bank
of the River,
Opposite the
Tree Swing
(leaves)

Tim, Climbing
in the
Woods
① (no ties
sign)

Tim, Climbing
in the
Woods

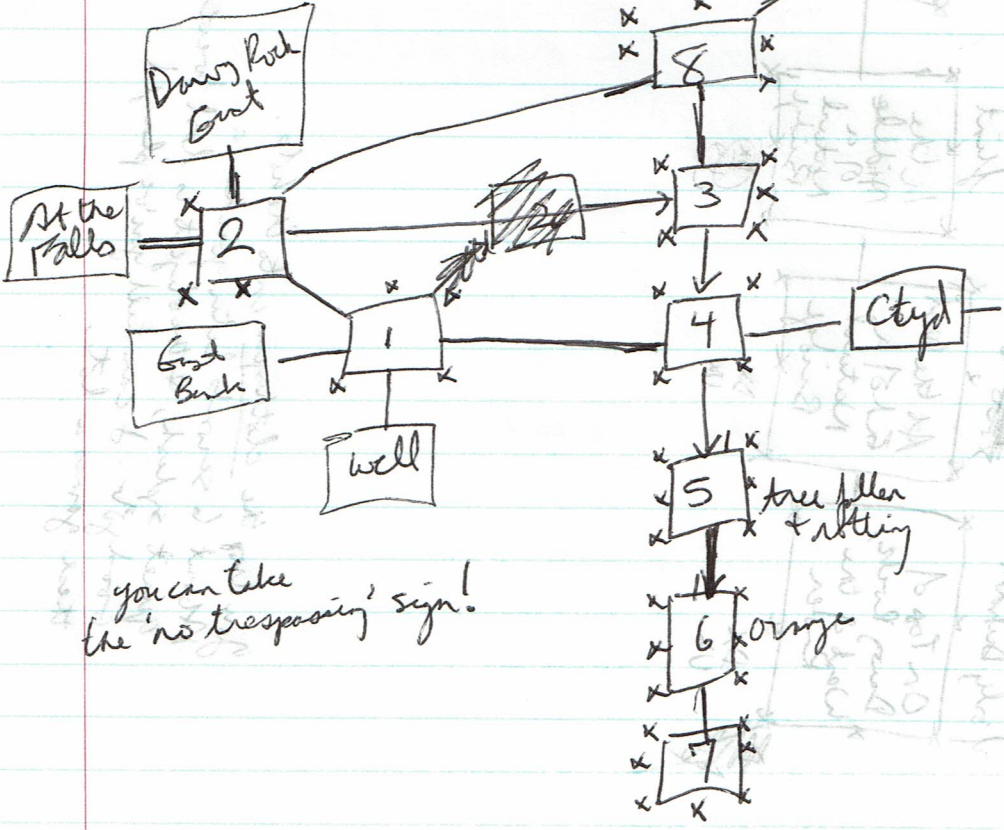
Courtyard
fountain
trees, flowers
"ACME HQ"
small sign
"Be aware of Dogs"

On the East Bank
of the River
large rocks
can of kerosene

Looking Down
an Old
Well
well
old metal
bucket

Retreat
in the
Woods

9?

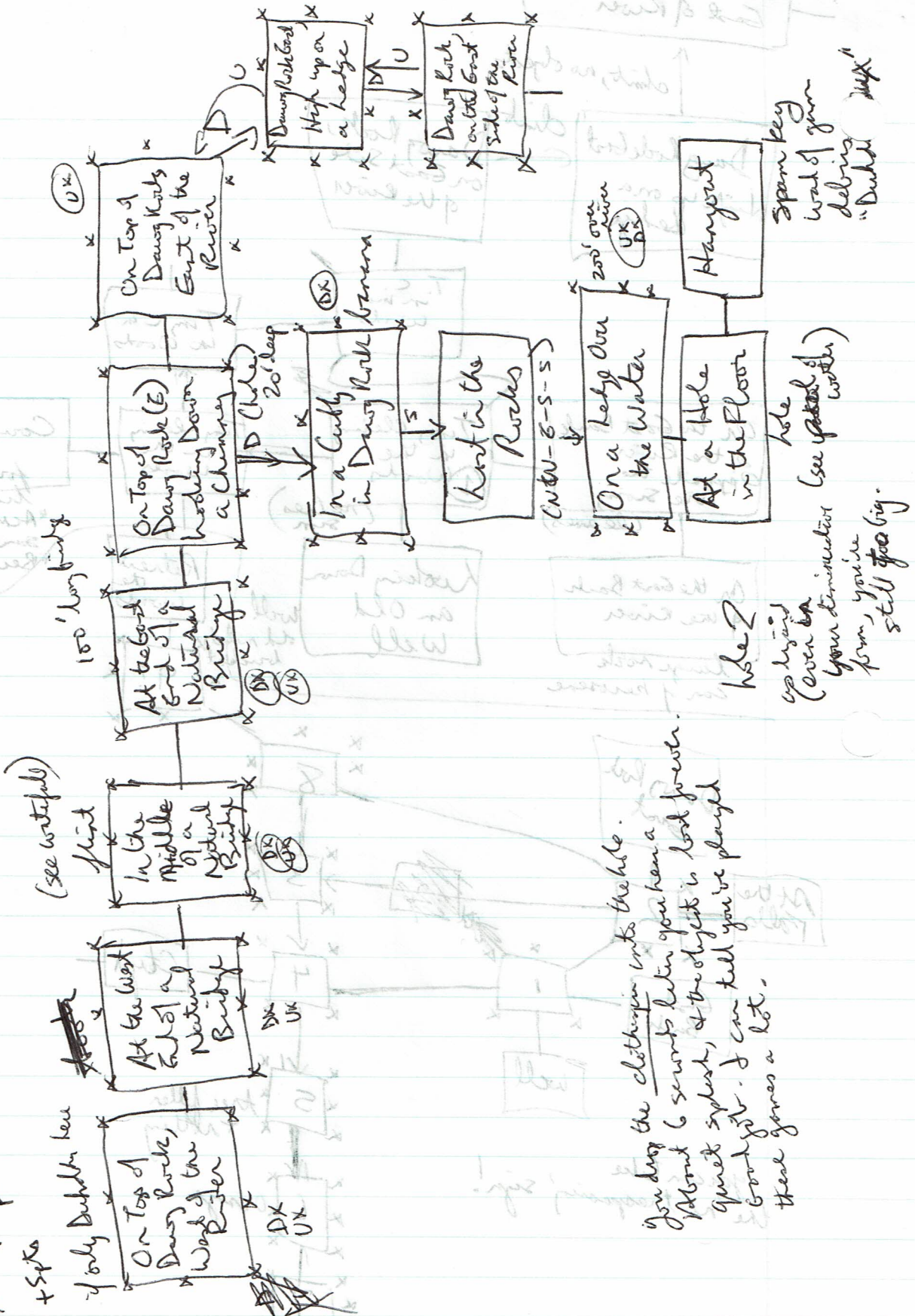


you can take
the 'no trespassing' sign!

red cover / handbrake
"Yummae Treats" (jelly donut recipe books good)

Sparrow Kee - old dummy
"Arme Gud-Fre-Ya Heltlee
Sparrow Kee (tm)"

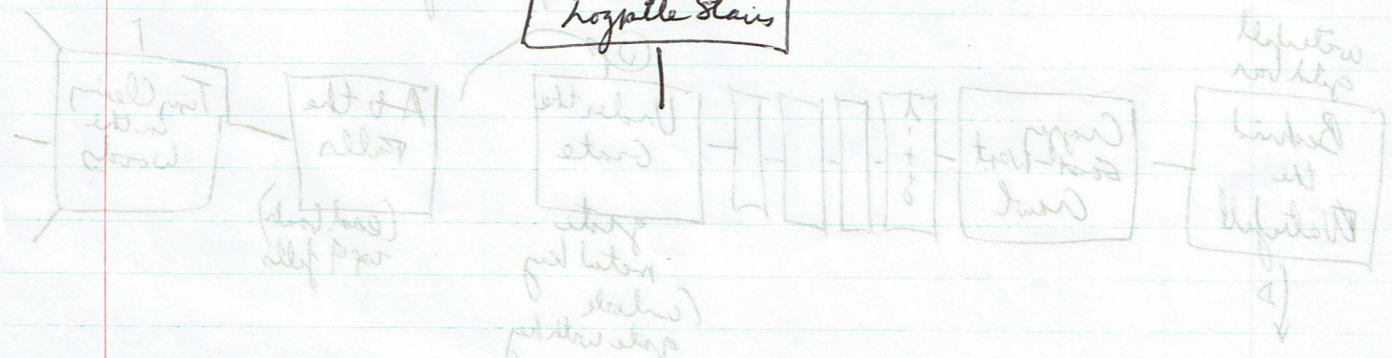
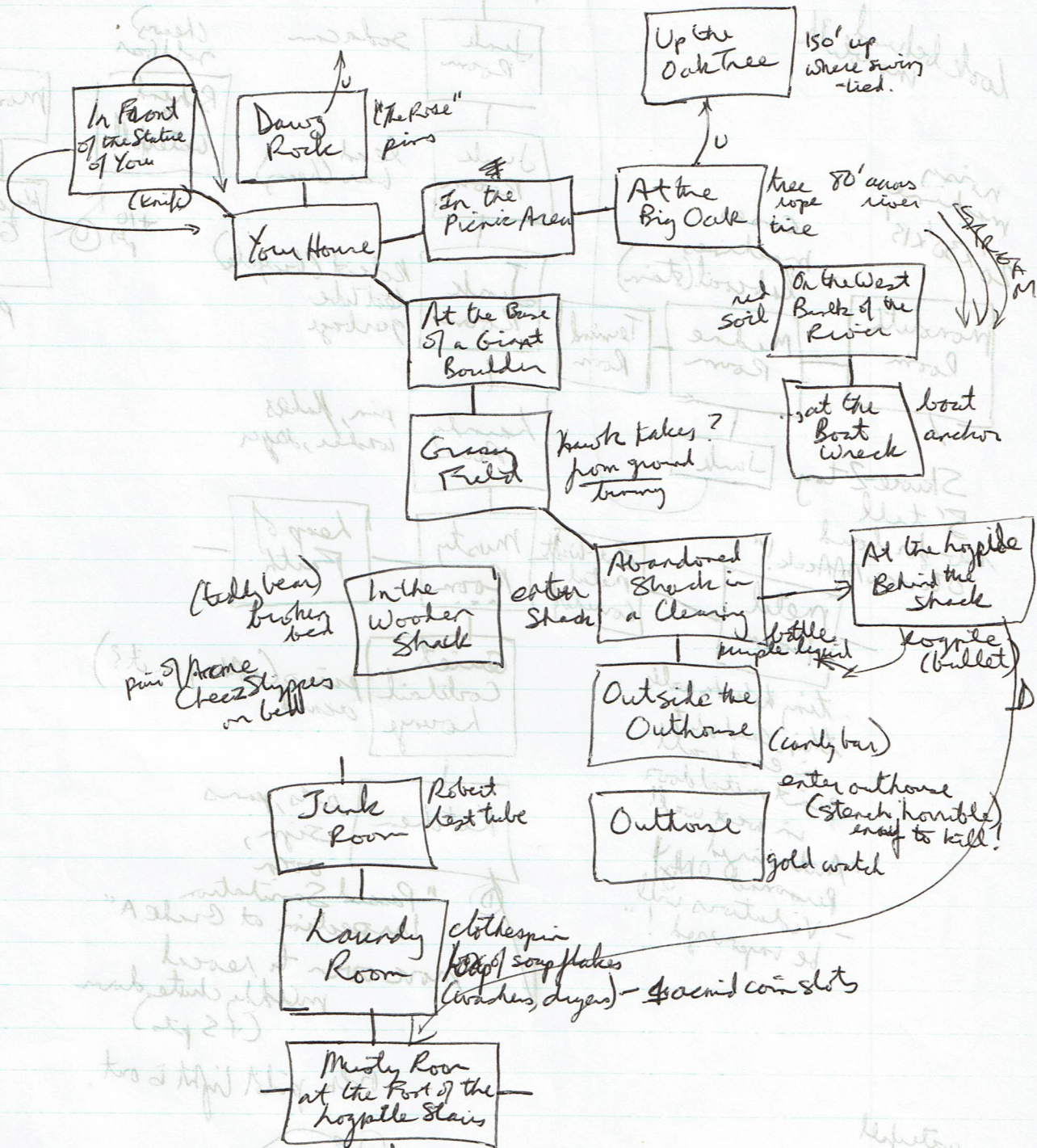
recipe book,
+ Spts
if only Duhdun here



you dig the clothing into the hole.
About 6 screws later you have a
quiet splash, & the object is lost forever.
Good job. I can tell you've played
these games a lot.

hole
up behind
(even on
your destination
see pattern with)

Sparrow key
west of your
debris
"Duhdun" map



Robert Abernathy, adventure game wizard

— guy probably one who wrote game?
David M Bayzett?
D. A. Leahy?

look behind monolith

noisy machine
20' x 30' x 15'

cases medicines
lubricant (stain)

monolith room

Medicine Room

Terminal Room

Junk

Laundry Room

Musty Room

Leap of Faith

metal Room

East-West Metal Corridor

Quiet Corridor lounge

piano (nothing on it?)
acrid

Kitchen

pts, pans
sign,
oven

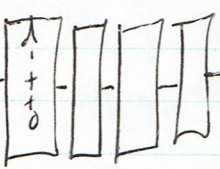
Ⓛ "Passed Sanitation Inspection at Grate A"
move over to reveal messy chute down (+5 pts)

when pilot light is out.

waterfall gold bar

Behind the Waterfall

Crazy East-West Crawl



Under the Grate

grate
metal key
(unlock grate with key)

At the Falls

(east bank)
top of falls

Tiny clearing in the woods

Junk Room

newspaper

"Bliss Sighted in Acme Lab"
— munching on Acme Chew Donuts (Aem)™

Junk Room

soda can

chewy gold bar

Behind the Waterfall

monolith room

Junk Room

lead bar (chewy)

+10 pts

Hydro-Blading Generator Room

pomegranate generator
water
whirlpool

Junk Room

Robert (bicycle)
test tube
garbage

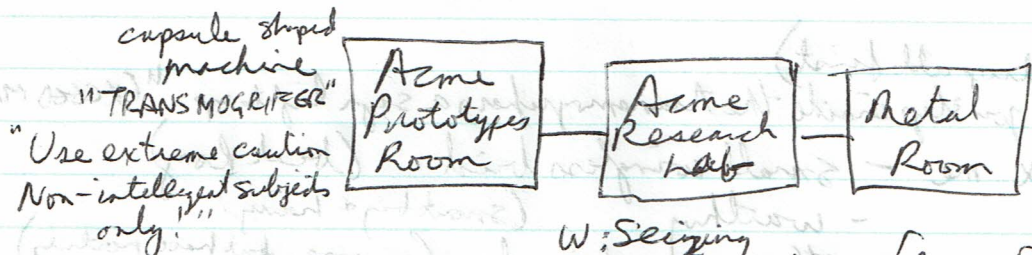
Laundry Room

pin, plates
washer, dryer

tiny holes in walls
thin card slot
in east wall
great metal door
in west wall
"Authorized Personnel Only"
- Violators will be vaporized!

put acmid in dryer slot; kick dryer: (dryer starts + get acmid!) +5 pts)
 put labcoat (with stain) in washer;
 put soap in washer; put acmid in washer slot;
 put (wd) labcoat in dryer; take labcoat

wear X-ray specs
 wear (clean) labcoat; put pin on nose; drink purple liquid;
 clap erasers; open door; W +30 pts!
 Lab: workers, tables, vials, flasks, dishes, paper, charts, tomes, etc
 to west: sliding glass door with card slot
 (in corner: cloud of green smoke "Biohazard! Biohazard!")



- squooshy disquette
 - pair of Acme Cheez Specs (tr)
 - Acme Puzzelkyob (tr)
 - flask of soupy yellowish goop
 - prototype vaporizer: container
 - transparent Klein bottle
 - paper chip
 - girlic magazine
 - tube of Acme Eepokese (lvo) (tr)
 - transmogifier has big red plastic button
 - eat Cheez Specs to get the lenses.
 - put disquette in monolith's slot.
 - "/dev/sq mounted... reading data... generating prototype... done"
 - monolith compartment seems to contain an Acme Cheez Kayk (tr).
 - icing: "Acme D-hishes Cheez Kayk (tr) (Prototype).
 - Rst on glue: snello bad, like Red Herring
- W: Seizing your window of opportunity
- [Acme Prototype Design Data] cheez covers lenses (one tinted)
- 2x2x2 cube
- "synthreplast Q-36" (edible?)
- "vaporizer prototype XP-11 - USE CAUTION!"
- "Klein Bottle for Sale - Apply Within"
- "Hakt Acme Akshun (tr)" women + cheez
- "Part A. Mix with Part B in a 1 to 1 ratio."

slime creature ~~is~~ ^{has} 4 eyestalks for two small

- researcher asks if you've seen lab notes? Calls you Fenwick
 - lab worker pours a red liquid out of flask into can of soda (door won't open)
 - ~~researcher~~ researcher brings in cage with rat (~~x cage~~, ~~x rat~~)
- Examine researcher - all running around
- small wingless bird runs underfoot & escapes lab
 - researcher now has empty cage & looks worried
 - hear cursing, crash, breaking glass, sounds of labcap (?)
 - "Hey Fenwick, did you see the gorilla that escaped yesterday?"
 - flash of light "PAFF" sound

(drop all first)

- as you step inside the transmyper, a sign lights up "EXCEED MAX WEIGHT"
- x me - small wingless bird (beak long)
 - warty (snout big & hairy)
 - thin green lizard (no nose, but have nostrils)
 - slime creature \bar{c} 4 tentacles/eyestalks (nose: yuck, hair: disgusting)
 - Daffy Duck (beak big flat & bright orange)
 - yourself
 - giant gorilla (can carry me) \Leftarrow trolls still kill gorilla
- give Pome Chee Cake to Saturnine troll (+15 pts)
As you lift the mirror off the wall you are overwhelmed with a feeling of despair
- give cube to ~~the~~ troll, put recipe book ~~of~~ on table (+15 pts)
props
- look through clear lens (when you have bookmark) "snorgumfert"
- x mirror: 10" x 6", decorative bronze back.
"Valley Kingdom Corporation Museum of Incredible Depression"
- give gold watch to troll to lift portcullis! (+15 pts)

put pin on nose
wear clean labcoat (Penwick?)
~~clap erasers~~ open door
clap erasers
drink bottle
w

put bowl in bucket,
bucket in tree =>
max starts cooking then
evaporates! all at once

measure toy => 5'2" tall
toy, wear coat => [TADS-1023: unknown: no error message file]
look through tube => Everything looks smaller.

no effect: put X in irregular slot (of monolith) cont: me
skwee-z toy, glo-stick, wet labcoat, figurine, specs,
test tube, gold watch, slippers, cheesebee, board, erasers,
bottle, pin, ruler

login: acme } +15 pts
password: frustme }

Welcome to BogOs, user "acme"!
The system will be down on and off today, as usual.
A new version of "prototypes" has been installed.
Please report any new bugs and maybe we'll fix them.
- Your Friendly System Administrator

cheeze?o

> dir: Files found: prototypes, unknkul, newinfo
"type newinfo" => command not found
"commands" => command not found

"unkkul" => start of ULL1
i/o error: sio overflow - core dumped

50 p. 3

type 'newsinfo' on keyboard

ACME Research - Industrial Espionage Division

Recent finds:

We have recently come across a cryptic document & the following message written on it:

To build Duddha's Kaleidoscope of True Seeing you will need the following:

1. a dark lens (dark lens)
2. a metal cylinder (soda can) (bucket?) (vaporizer?) (shiny pipe?)
3. an image of a follower of Duddha (you?) (mirror?)
4. many stones of equal size and shape (wrest stones)
5. a thin piece of wire (paper clip)
6. a piece of silver (bullet)
7. a bar of solid gold (gold bar)

To construct Duddha's artifact, recite a word of great magical power.
- must have bookmark (snorgumfart)

Our researchers have no idea what this item is for, but as usual we are attempting to acquire one & analyze it.
[end of text]

type "prototypes" on keyboard

It says "/dev/sy: no media."

type "help" on keyboard

"Try typing 'ls'; user 'acme'!"

look for a 'disk'

Rob on disk: "There's some useful data on that disk."

Rob on Kaleidoscope: "Duddha's real proud of that one."

Rob on test tube: "It's very sturdy, I'll give it that"

Rob on bear: "I can't imagine what you'd do with that."

I UU B tabs ← "lookman"

regnum bar - walfornalis: rare of

monolith machine 20' x 30' x 15', small energy opening at front,
panel on right side

x machine: casts eerie shadow behind it
puddles of water ripples towards you

x panel: indented a few millimeters, jet black

Terminal Room: junk food containers, computer terminal & keyboard,
desk, programmer (asleep?)

man: unkempt, beard, plaid shirt, polyester trousers, digital watch

x terminal: Bucket o' Bits TV 200

reads: ACME Bog Os 1.0 (cheezee)

cheezee login:

shirt has pocket + Acme Sap-T Pocket Protector in it

x protector: slip of paper with a word

starting with T and ending with E.

x watch: got calculator, appt minder, video game, etc. almost 1' wide.

Rob hints: on monolith - It accepts rather unorthodox media

Welcome to the 'Leap of Faith' - west side of chasm 100' across

or go down to ledge where a dragon is knocking pots + pans??

dragon is cross-eyed, stupid? but content

houage - piano, acmid on table

acmid - "ACME" "One Acmid, payable in Chez to the bearer on demand."

stool - floor around it is scuffed; contains bowl of cake mix.

wear clothequin to enter outhouse & get gold watch (+10 pts)

watch is "Acme Dam Ekspersis Gould Watch (tm)

- hairtair Warrantee!" not ticking.

Rob on bottle: "watch that stuff, it's drugged"
Rob on bullet: "It's probably good for killing vampires, but that will have to wait until D.A. Leary's Horror of Rylvania is released."
Rob on bear: "I can't imagine what you'd do with that."

begin not: elvis/taster
taster/taster
bryett/taster

put knife, candy bar, recipe book in machine,
<CHUNK> 10 seconds grinding, then spits it out unchanged.

Rob on lab coat: could be connection between LAB COAT
and the ACME PROTOTYPES LAB?

Rob on map: It tells you how to get from the first host in the Rocks room
(just south of the cubby) to the ledge over the water."

Rob on newspaper: Now there's some hard-hitting journalism;

Rob on piano: I used to be able to play "The Entertainer";

Rob on lead bar: It's really heavy; I'll give it that.

Rob on west board: I think Buddhist monks get these things for breakfast.
Roughage, you know.

Rob on west stones: The whole west thing actually evolved from an early
form of tiddly winks

Rob on soda can: Some programmer probably left that lying around

Rob on candy bar: Yummy!

Rob on watch: — on your own —

carved on branch of oak: "Valley King loves Amanda 4Ever"

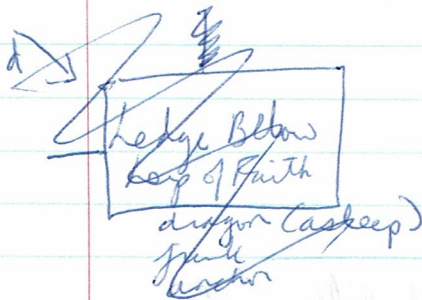
Rob at chess: Tough break Guy. You'll get the drop on him
if you throw your weight around, though.

Rainbow in mist in Hydroblue Gen Rm

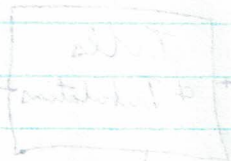
drop X on dragon (lead bar, squeak-2 ty, anchor?
(too heavy)
put anchor on board?? drop anchor on dragon (+20 pts)

(start cooking steps)

the ingredients
are
in addition, you will
put in an amount
of the...



(well) ...



small matter
the...
the...
the...
the...
the...
the...

the... the... the...

the... the... the... the... the... the...

the... the... the... the... the... the...

the... the... the... the... the... the...

the... the... the... the... the... the...

(give cooked cake)

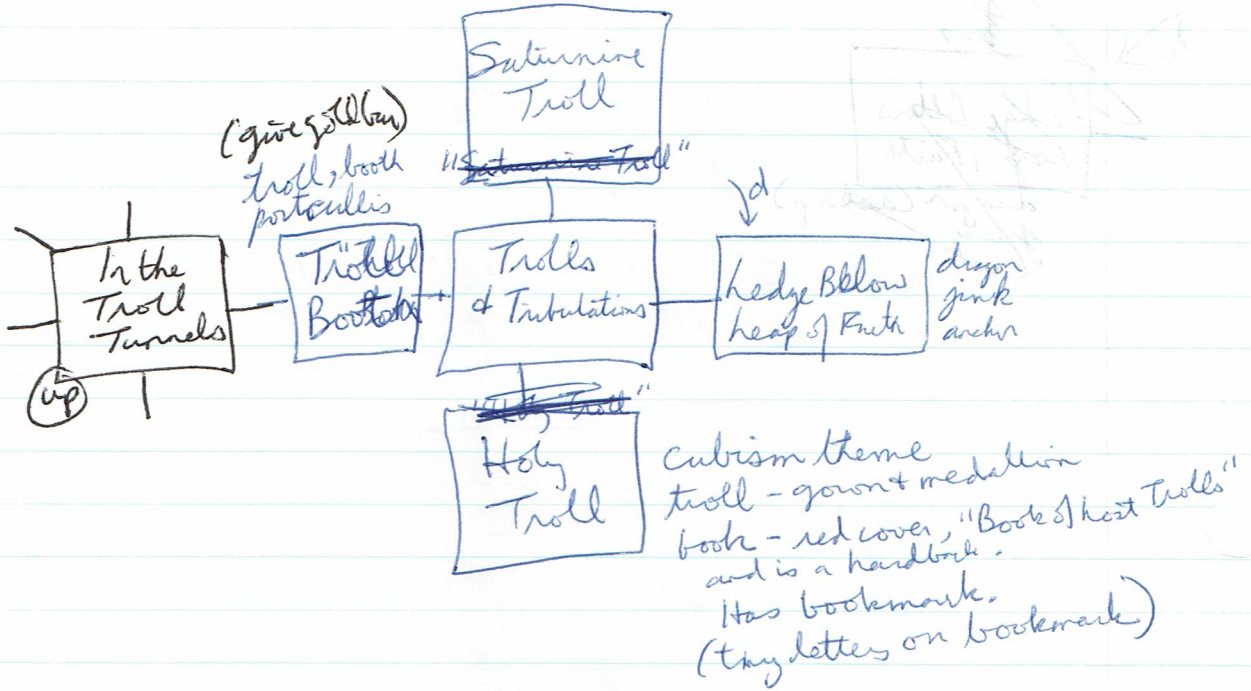
"I'm so depressed"

"No one ever remembers"

table, chair, mirror -

"No card, no nothing."

12' tall female sat troll



Troll Booth - troll wants payment

sign "Trolls Only! Other Species Not Welcome. This means YOU!"

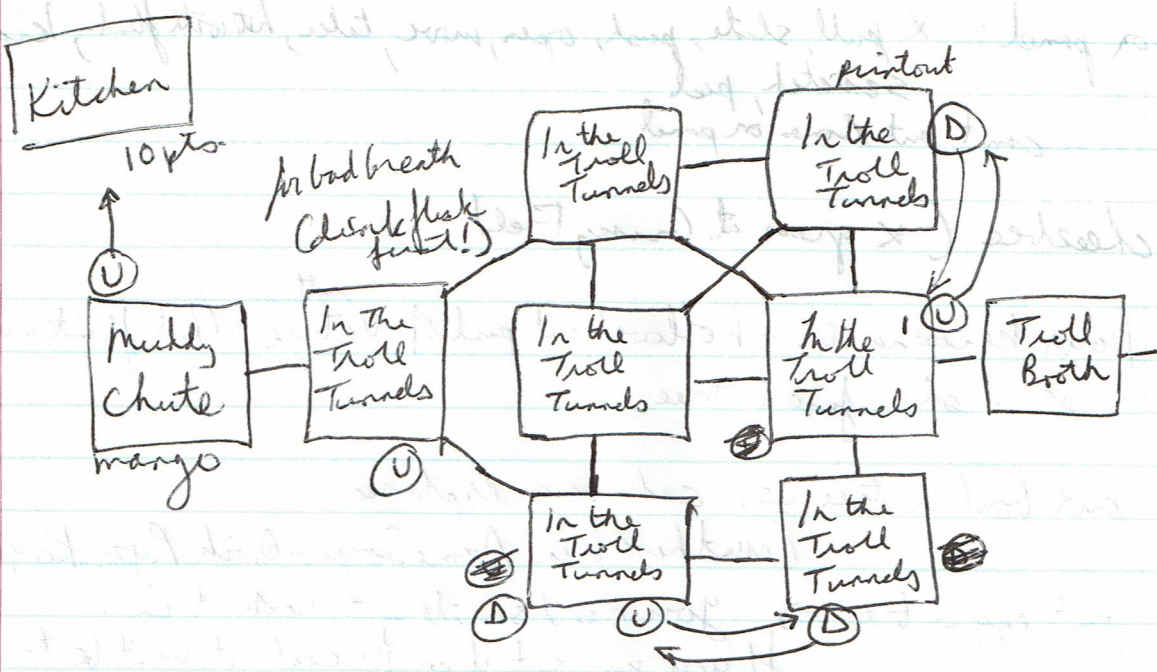
troll has spiky vest, tattoos, tall

Rob on skewer-2: squeeze it, it's cuddly.

Come to think of it, it's about your height too.

at 251 pts, are on a wild goose chase?

Squid...



printout: dozen 8 1/2 x 11 sheets tractor feed "trust me" over & over

to in abt... need to... label... (you copy) small... more... in... is... -

Pyrene lip?
fire?

amb wrap in a mess 1 day 125 to

not daleay/trustme
baggett/trustme
david in baggett/trustme
BAGGETT/TRUSTME

Rob on ID: I haven't been able to find
an ID card anywhere around here

on panel: X pull, slide, push, open, move, take, hit with flint, kick, clap
scratch, peel
can't put stone on panel

cheezbee (X grass at Grassy Field)

pour kerosene in a hollowed out part of the tree (hit flint with knife)
start slow fire in tree

put bowl in tree \Rightarrow cake mix explodes
(must have been Aeme Sooper-Quick Ryze Kayk Myx (tm))

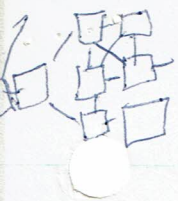
put egg in tree \Rightarrow you need something to cook it in.
If you just set it on the coals it won't be terribly
tasty once it's cooked, you know.

put egg in bucket, put bucket in tree! \Rightarrow cooked egg

Inside the
Cottage in
the Woods

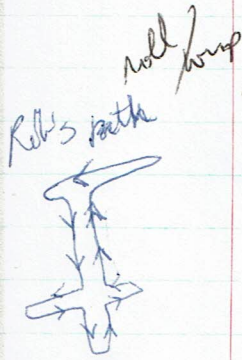
+20 pts looks like classroom
desks, chalkboard
pair of chalky erasers, ruler
chalkboard has drawing of Duhkka "Kukul"
and sketch of Aeme Cheez Kee (tm) "Unukul"
clap erasers to get cloud of chalk dust

Rob on bucket: well, at least it doesn't have a hole in it.
clap erasers in metal room to show beams (you cough)
- bottle is cough syrup?



snorgumfert - as human, holding objects on board, + holding bookwork
 + 30 pts (~~see~~ "Well done, slave, err, I mean my child.")

orange, candy bar, mango, pomegranate
 newspaper, gum, bear, skwee-z, bowl of cake mix, lead bar
 cheezbee, ruler, test tube, klein bottle, quillie mag
 tube of glue, figurine, trollish book, kaleidoscope,
 no trespassing sign, printout, (Robot, bike) (hawk, rabbit)



roll down / fold newspaper (it rolls up) "Now there's somewhat-killing journalism"

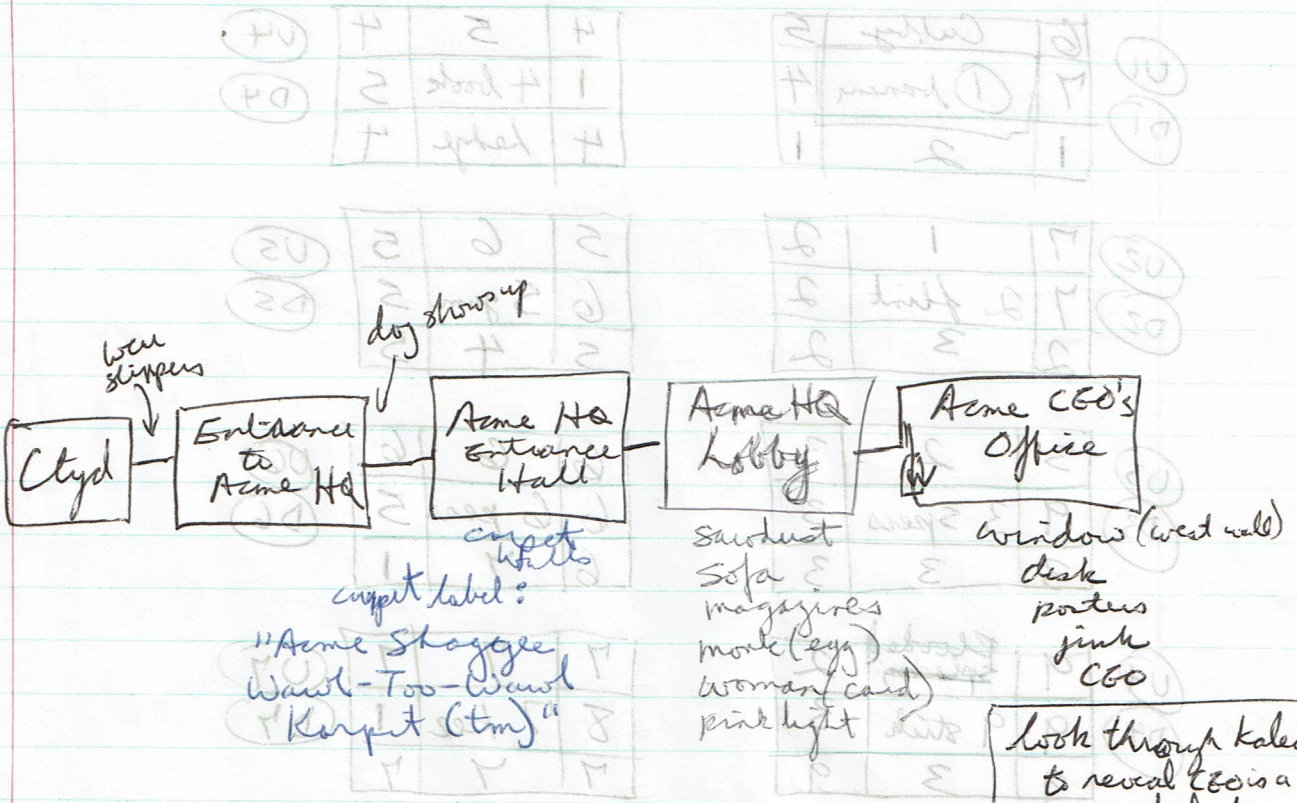
almost all can fit in vaporizer (not skwee-z, not kaleidoscope,
 not lead bar, prob not anchor)

vaporizer slips when at top of steps

- don't: ~~pat~~ it

drop newspaper, give it to dog

do: hit dog with rolled-up newspaper!
 +10 pts



look through kaleid to reveal CEO is a unknud demon! die +100 pts

sofa: "Acme So-Kunjablll - Yu-Wawont - Beelees - It - and - Dam - Stundes - Too Sofuh (tm)"

woman: looks like Kuelest!

card: has picture of a waterfall on it

magazines: "Cheezer's Digest Condensed Periodikaal"

"Field & Cheez Pig", "Bon Span"

"Acme Prabdex Updayt": new item "Acme Kulaiduhscoryp of Wayknuul Dystorshun (tm)" billed as "Crayt Fawlee Firr".

posters: "Acme Kueel Kaps (tm)"

"Wewone & you'll be kueler than your Duhdhist friends!"

window: see guard dogs, one lifts leg on base of a bird bath

bath: looks heavy, base of bath is stained yellow all over

junk: "Acme Sooper Dregon - B-Gone Sleep - Indwoosing Pelllets (tm)"

CEO: wears mauve/salmon suit & orange stripes on green polka dots

Host in the Rocks

U1
D1

6	Cubby	5
7	① banana	4
1	2	1

U4
D4

4	5	4
1	4 book	5
4	ledge	4

U2
D2

7	1	2
7	2 flint	2
2	3	2

U5
D5

5	6	5
6	5 gum	5
5	4	5

U3
D3

3	2	3
9	3 specs	3
3	3	3

U6
D6

6	6	6
6	6 pear	5
6	7	1

U4
D4

9	Flooded Explosion	2
9	9 stick	3
9	3	9

U7
D7

7	7	7
8	7 Kee	1
7	7	7

e: I see no clear way to do that at the moment

X	X	X
X	8 glo stick	7
X	X	X

hole above out of reach
dX

at a hole in the ceiling

up to neck, reaching



brown water
alligator
(wants meat)

give Span Kee to alligator
(Spanm is toxic to alligators) +25 pt

Alligator Den
ledge with debris
pipes
alligator egg

grind pipes
(too deep) 2

Unnkulian Unventure II: The Secret of Acme

401 points High Score:

+1 pt	- when you first rub the figurine of Duhdha
+15 pts	- when you first use "zot" correctly
+5 pts	- when you first reach west top end of Dawg Rock
+25 pts	- when you give the Acme Spamm Key (tm) to the alligator
+20 pts	- when you first enter the monk's cottage in the woods
+25 pts	- when you burn the woodpile and reveal the staircase
+5 pts	- when you move the oven to reveal the muddy chute
+10 pts	- when you first reach "Behind the Waterfall"
+10 pts	- when you get the gold watch from the outhouse
+5 pts	- when you get the dryer to start working
+30 pts	- when you first enter the Acme Lab successfully
+15 pts	- when you first login to the computer successfully
+20 pts	- when you drop the anchor on the dragon
+15 pts	- when you give the cheesecake to the sad troll
+15 pts	- when you switch the recipe book for the trollish book
+15 pts	- when you give the gold watch to the trollbooth troll
+10 pts	- when you first go up the muddy chute to the kitchen
+30 pts	- when you create the kaleidoscope
+20 pts??	- when you cross the gravel walkway wearing CheezSlippers
+10 pts	- when you hit the guard dog with the rolled newspaper
+100 pts	- when you defeat the Lord of Unnkul

- 1) Rub the figurine of Duhdha for luck.
- 2) You will need to eat in this game. Food you may eat:
 - apple: on picnic table at "In the Picnic Area"
 - pear: at "On Top of Dawg Rock, West of the River"
 - banana: at "In a Cubby in Dawg Rock"
 - orange: at one of the "Tiny Clearing in the Woods" rooms
 - pomegranate: at "Hydro-Electric Generator Room"
 - mango: at "Muddy Chute"
 - candy bar: at "Outside the Outhouse"
 - soda pop: in soda can at nth "Junk Room"

If you're desparate for food, these *might* help:

- chewed gum: in "Hangout"
- CheezBee: hidden in grass in "Grassy Field"
- bowl of cake mix: in oven in "Kitchen"

- 3) To cross to the east side of the river:
go to "At the Big Oak"; get in tire; e; e; e.
You will land in the pile of leaves at
"On The East Bank of the River, Opposite the Tire Swing".
Also, look in tire for a map!

- 4) To cross to the west side of the river:
go to "On the East Bank of the River"; sit on rock; zot.
You teleport to "At the Base of a Giant Boulder".

- 5) Explore Dawg Rock. Go to "Dawg Rock, on East Side of River"
and drop all before climbing. Walk west and pick up the
flint, recipe book and pear. Go back to the chimney, and go down
it to the cubbyhole and pick up the banana. Go through
"Lost in the Rocks" maze according to the map (NW-E-S-S)
to get to "On a Ledge Over the Water". Head south to Hangout
and pick up the gum and spam key. Don't put anything in the hole
at "At a Hole in the Floor" or you'll lose it forever.

Map out "Lost in the Rocks" with the flint, book, pear, banana,
gum, and key. Take the glo-stik when you find it.
Note where "Flooded Room" is; take back all your objects
you mapped the maze with, and return to "Flooded Room".
(You need the glo-stik to see the "Flooded Room".)
Give the spam key to the alligator to kill it.
Take the egg in "Alligator Den", and leave Dawg Rock
back up the way you came with all your goodies.

- 6) Make a fried egg: you'll need the flint, the egg,
the knife (at "In Front of Statue of You"),
the can of kerosene (at "On the East Bank of the River"),
and the metal bucket (at "Looking Down an Old Well").

Go to the "Tiny Clearing in the Woods" where there's a
fallen rotten tree full of disgusting grubs. Pour the
kerosene in the tree. Hit the flint with the knife.
Put the egg in the bucket. Put the bucket in the tree.

Give the fried egg to the monk at "Retreat in the Woods".
You can now get the erasers and ruler in the cottage.

- 7) Go to "At the Logpile Behind the Shack". Search the wood
and find a silver bullet. Pour kerosene on the wood.
Hit the flint with the knife. The wood burns away to reveal
a staircase. (The room is now "At the Staircase Behind the Shack".)
You'll need the glo-stik to explore the underground areas.

- 8) The "Musty Room at the Foot of the Logpile Stairs"
is a good place to dump stuff you don't need just yet.
Robert Abernathy will show up on a bike in most of the underground
rooms to give you hints. And he's *only* there to give hints.

- 9) Head south of "Musty Room" and pick up the acmid coin on the
table in "Quiet Cocktail Lounge". Ignore the piano.
Go south again to "Kitchen" and push the oven to reveal a
muddy chute. The chute is a one-way exit; you can never go down it.
The oven can never be turned on, and the bowl of cake mix is
a red herring.

- 10) Head north to "Laundry Room" and pick up the clothespin. Take a short trip back outside to "Outside the Outhouse". Put clothespin on nose. Enter. You now have a fake gold watch. At "Abandoned Shack in a Clearing", pick up the bottle of purple liquid, enter, and find the CheezSlippers. Look under bed to find a teddy bear, but you don't need the bear. You may want to get the went board, went stones and apple from the picnic table, too, at this juncture.
- 11) North of the laundry are five "Junk Room"s containing one of: a test tube, a lead bar, a soda can, a newspaper, and an Acme Skwee-Z Toy (tm). Only the can and newspaper are useful.
- 12) Further north is "Machine Room" containing a stained labcoat. Wash and dry it as follows. Take the labcoat and acmid to "Laundry Room". Put acmid in dryer slot. Kick the dryer to both start the dryer and return the acmid. Put the coat and soap flakes in the washer. Put acmid in washer slot. Take the wet coat. Put it in the dryer. Take the dry coat.
- 13) West of "Machine Room" is "Monolith Room". Look behind the monolith to find the hole in the south wall. Go south to "Hydro-Electric Generator Room" to get the pomegranate. Go up to "Behind the Rainbow" to find the gold bar, but it's too heavy; leave it for now. Go east several times to "Under the Grate" and unlock the grate and open it with the metal key that is there. This gives you a second way to travel across the river, underground, to "At the Falls".
- 14) To enter the Acme Research Lab, do the following:
Leave the glo-stik at Musty Room.
Wear the clean and dry labcoat. Wear the x-ray specs.
Put the clothespin on your nose. Drink the purple liquid.
Take the erasers and go to "Metal Room". Clap the erasers.
Open the door. West.
- There's nothing in the lab itself that you want.
Wait until a researcher with a cage enters or exits the prototypes room. West.
- 15) In the "Acme Prototypes Room":
Drop all. Enter the transmogrifier as many times as necessary to become a gorilla. Examine yourself to be sure.
Ignore the red button; it just turns the machine on and off.
Take all. Go back to Musty Room and drop all. We'll sort out all that loot later.

- 16) As a gorilla:
- take the glo-stik and go get that gold bar from "Behind the Rainbow".
 - now go to "On the West Bank of the River, at the Boat Wreck" and pick up the boat anchor. Take it to "Leap of Faith" and drop it on the goofy dragon to knock him out.
 - you can now go back to transmogrifier to change back to human anytime, but you may want to wait a bit since your strength and carrying capacity is much improved in simian form. Don't worry about entering the lab, except in human form.
- 17) Visiting the trolls, part one:
- Take the glo-stik, flask of goop, and fake gold watch.
Note that the saturnine troll is having birthday woes.
Note that the pious troll is obsessed with cubism, and has a red hardcover very similar in appearance to the recipe book.
Give the gold watch to the trollbooth troll to raise the portcullis.
Drink the goop when "In the Troll Tunnels" to give yourself a breath bad enough to scare murderous trolls away.
Find a printout in the tunnels with "trustme" repeated over and over.
Go up the chute at "Muddy Chute" to return to "Kitchen".
- 18) To make a cake:
- Take the squooshy disquette, and put it in the irregular slot of the monolith in "Monolith Room". Go to "Terminal Room".
Examine the man and note how he's dressed. Look in his pocket to discover a slip of paper with "T-----E" written on it.
Type "acme" on the keyboard.
Type "trustme" on the keyboard.
Type "dir" (or "ls") on the keyboard.
Type "prototypes" on the keyboard.
Type "unnkul" on the keyboard. (<-- not necessary, but fun)
Type "newinfo" on the keyboard.
Note all the stuff you need for a kaleidoscope.
Go back to the monolith, and take the CheezCake from the now open panel.
- 19) Visiting the trolls, part two:
- Don't forget the flask and glo-stik!
Also, take the cube, recipe book and cake.
Give the cake to saturnine troll. Take mirror.
Give the cube to the pious troll. Put recipe book on table.
You now have the trollish book and the bookmark.

20)

To build a Kaleidoscope of True Seeing:

Eat the cheezspecs, spitting out the lenses, one clear, one dark.
Take the bookmark. Look through clear lens to read "snorgumfert".
Go back to human form, if you haven't already.

Assemble in one place:

1. the dark lens (from the cheezspecs)
2. the soda can ("a metal cylinder"; drink it now or never)
3. the mirror (which is why you must be human again)
4. the went stones
5. the paper clip ("a thin piece of wire", from the proto lab)
6. the bullet ("a piece of silver")
7. the gold bar

Put it all on the went board, if necessary.

Snorgumfert. The bookmark must be present.

21)

The endgame:

Take the cheezslippers, vaporizer, kaleidoscope and newspaper
(and figurine??) to "Courtyard".

Roll the newspaper. Wear the slippers. East.

Put the slippers in the vaporizer.

Hit the dog with the newspaper. (must be rolled-up)

Head east until in CEO's office and look through kaleidoscope.

But what about...?

You don't need to do anything with the following takeable objects:

the gum,	the CheezBee,
the glass klein bottle,	the test tube,
the lead bar,	the tube of epoxy glue,
the teddy bear,	the Acme Sqwee-Z Toy (tm),
the ruler,	the bowl of cake mix,
the girlie magazine,	the 'No Trespassing' sign,
the map,	the went board,
... or any food you didn't eat.	

You also may ignore these non-takeable objects:

the statue of you,	the bird poop,
the collection of pins,	the well,
Robert Abernathy,	his sporty bicycle,
the red soil on each bank,	the rope,
the giant boulder,	the alligator carcass,
the grubs,	the east side of the chasm,
the piano,	the id card slots,
the monolith's panel,	the hydro-electric generator,
the whirlpool,	the rainbow,
the mist,	the waterfall,
any water anywhere,	the hawk,
the rabbit,	the pilot light,
the pipes,	the carpet,
the sawdust,	the sofa,
the woman,	the postcard,
the posters,	the fountain

Other Observations

- although the shack is in danger of falling over, it never does.
- you must type "enter" or "in" to enter the shack or outhouse; there is no directional equivalent.
- You can pour kerosene on the giant boulder and light it with the flint and knife. This causes a brief fireball and turns the boulder black. This doesn't interfere with "zot", and you may only do it once.
- You can't pour kerosene on the slow fire.
- You can't enter the small hole near Hangout, even as a tiny lizard.
- You can't enter the rabbit hole at Grassy Field, even as a tiny lizard.
- You can't push the giant boulder, even as a giant gorilla.
- There is no ID card in the game.
- Putting the bowl of cake mix in the slow fire causes the mix to bubble and explode, covering you in batter. Putting the bowl in the bucket first isn't much better: the cake mix evaporates!
- Putting the wet labcoat into the bucket, and that into the slow fire gets the message that it'll take days to dry the labcoat that way.
- You can logout (logoff?) from the terminal.
- although bad breath can scare off a 12-foot troll, it means nothing at all to a guard dog.
- a useful apparent bug in the game allows you to pile stuff onto the went board and ignore its weight. I was able to carry the anchor, gold bar, and lead bar simultaneously in human form this way. I rather doubt that that was intended.
- look through these objects for different effects:
 - x-ray specs: for a 3-D effect, sort-of, gives you a headache
 - clear lens: everything looks bigger
 - dark lens: everything looks darker
 - test tube: everything looks smaller
 - Klein bottle: everything looks the same, implying you see everything 2-dimensionally anyway
 - Kaleidoscope: true sight, exposes illusions
- you die if you enter the lab without taking precautions, but in a different and spectacular way depending on which precaution you forgot.
- you can follow Robert from room to room; he rides in a predictable counterclockwise path in the underground areas.
- only the heavier objects in the game will affect the dragon, eg: skwee-z toy, lead bar, but only the anchor will put it to sleep.
- you could give the gold bar to get the troll to raise the portcullis, but then you'll never be able to make the kaleidoscope later.
- between this game and UU1, it would seem that your dead master Kuulest, the monk, the missing Valley King, and the god Duhdha are all the same person. Perhaps subsequent games will clear up the many contradictions this appears to pose.
- the woman in the lobby can only be Kuulest's mother, who sent the postcard to him in UU1.

A Very Limited Selection of Acme Products

Acme BogOs 1.0 (cheezee), a computer operating system
Acme Cheez Kee (tm)
Acme CheezBee (tm)
Acme CheezDonuts (tm)
Acme CheezSlippers (tm)
Acme CheezSpecs (tm)
Acme D-Lishus CheezKayk (tm) (prototype)
Acme Dam Ekspensiv Gould Waach (tm) -- Laiftaim Warrantee!
Acme Dam Yumme Sniggers Baar (tm)
Acme Eepockse Gloc (tm)
Acme Gud-Fore-Ya Helthee Spamm Kee (tm)
Acme Kulaiduhscoop of Waykuul Dystorshun (tm)
Acme Kuul Kaps (tm)
Acme PuzzelKyoob (tm)
Acme Safe-T Pokket Protector (tm)
Acme Shaggee Wawl-Too-Wawl Karpit (tm)
Acme So-Kumferbuhl-Yu-Wawnt-Beeleev-It-and-Dam-Sturdee-Too Sofuh (tm)
Acme Sooper Dragon-B-Gone Sleep-Indoosing Felluts (tm)
Acme Sooper Hy-Trakshun Everlast Raydeeuhi Taiur (tm) 34PSI
Acme Sooper-Qwik Ryze Kayk Myx (tm)
Acme Skwee-Z Toy (tm)
acmid: "One Acmid, payable in Cheez to the bearer on demand"
"Acme Prahdux Updayt", a newsletter
"Acme Tymes (tm)", a newspaper
"Cheezer's Digest Condensed Feeriodikaal", a magazine
"Field & CheezPig", a magazine
"Haht Acme Akshun (tm)", a girlie/cheez calendar
Kerosene, Dam Dedlee (Do not drink or bathe in)

UNNOMIAN UNVENTURE II: THE SECRET OF AEMB

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[Your House] statue NW, Dairy Rock N, bench E, boulder SE {figurine, spears}, house
~~tree~~ x figurine rub it (+1) x spears (blue & red lens) x house x statue
 NW → [In Front of the Statue of You] statue, knife, x statue, x pool
 S, E, W, N → YH tree; // e → [In the Picnic Area] trees, bench, oak E, "rot", west board, apple.
 x west board (stones) e → [At the Big Oak] path SE, oak, water, rope, tree
 x tree (paper) x map (NW-E-S-S) se → [On the West Bank of the River] soil, NW, S.
 S → [On the West Bank of the River, at the Boat Wreck] boat, anchor
 SE from YH → [At the base of a Great Boulder] [Grassy Field] grass, trees
 x grass (Cheer Bee) z. x bunny, x hole, x hawk
 SE → [Abandoned Shack in a Clearing] bottle. e → [At the haypile Behind the Shack] wood
 x wood (silver bullet) // [Outside the Outhouse] candy bar // Outhouse (in x7, die from
 stepah; bad gold watch here) // [In the Wooden Shack] slippers, bed. take slippers.
 both under bed. (teddy bear)

