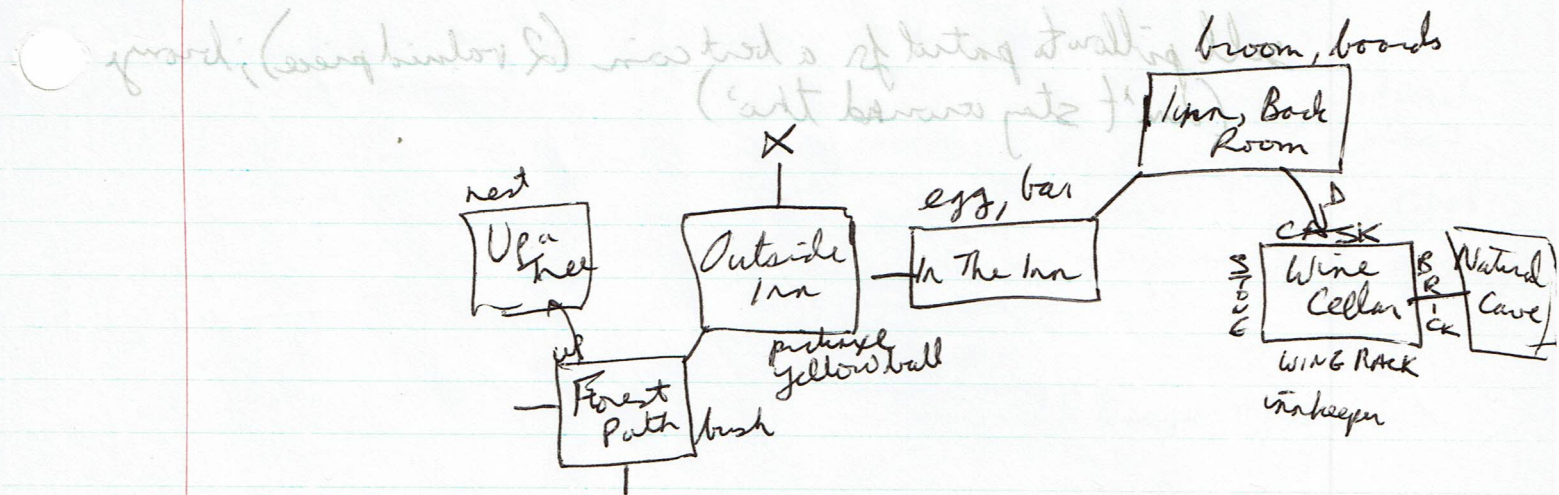


Unpakulee One Half

W1/2: The Salesman Triumphant (start@INN)



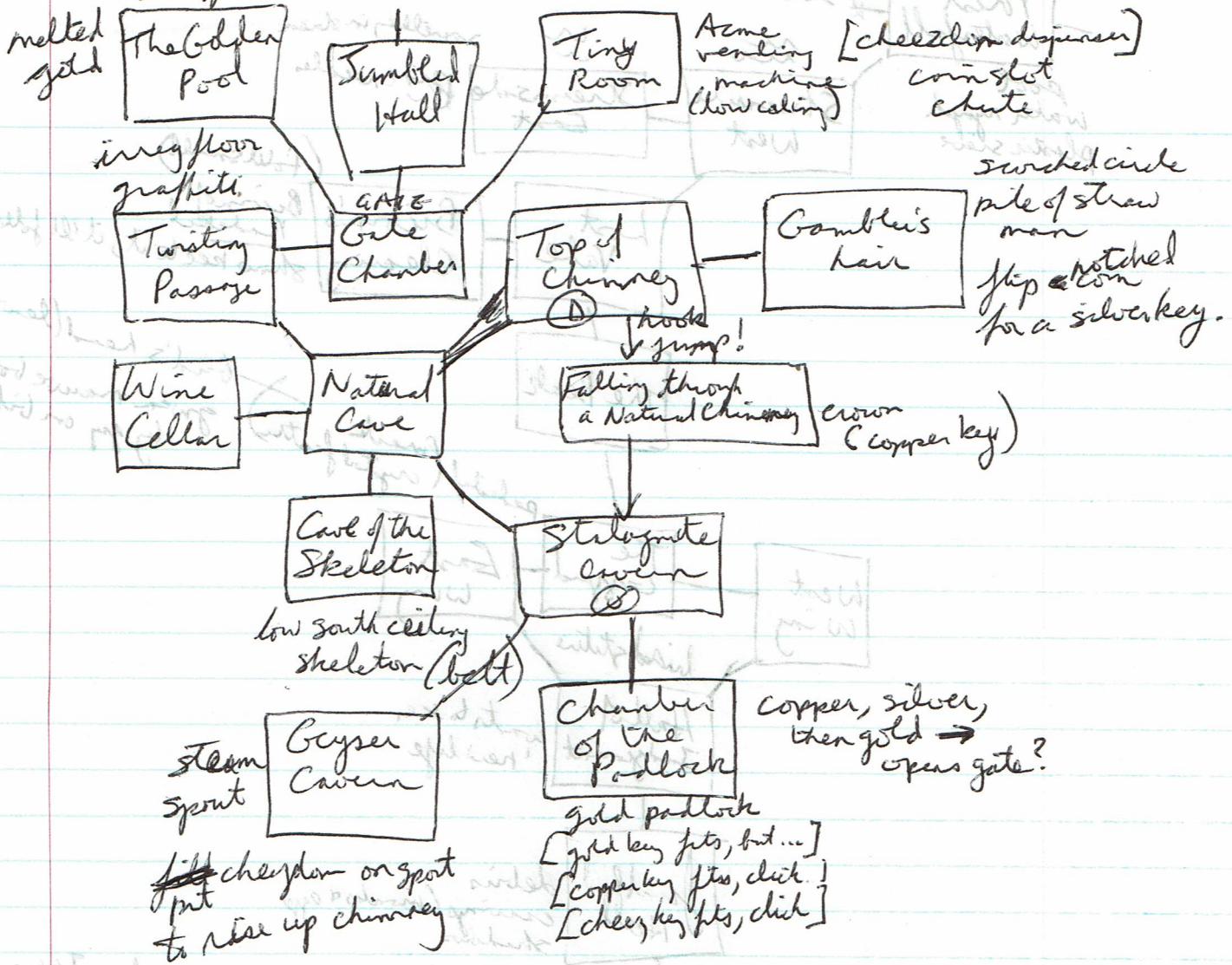
hit brick & purchase twice

start: bungee cord "Acme Kook Shalpin Bkurgu Khord - Dan Sayfe!"
 cheez domy "Acme Kookrikayed Cheezdom": Prakhiss Sayfaki
 cookie cutter "Acme Slyson-Dyson Kooker Khatoori." key-shaped
 acmid orange plastic coin
 cheez key "Acme Dan Taster Cheez Kee"
 plastic card "Jay-Bob Tuckbrucker - Acme Sayles."
 pillow "Acme Sooper-Sopst Downee Pillouph" brick-hand
 candy bar "Acme Dan Hellthee Brah-krow-uh Bhai" heavy.

egg - hard boiled
 innkeeper offers Inn for 18 valmids!

ball: "Acme Dan-like Whipkubball: 100% S'whiss Cheez!" glows green

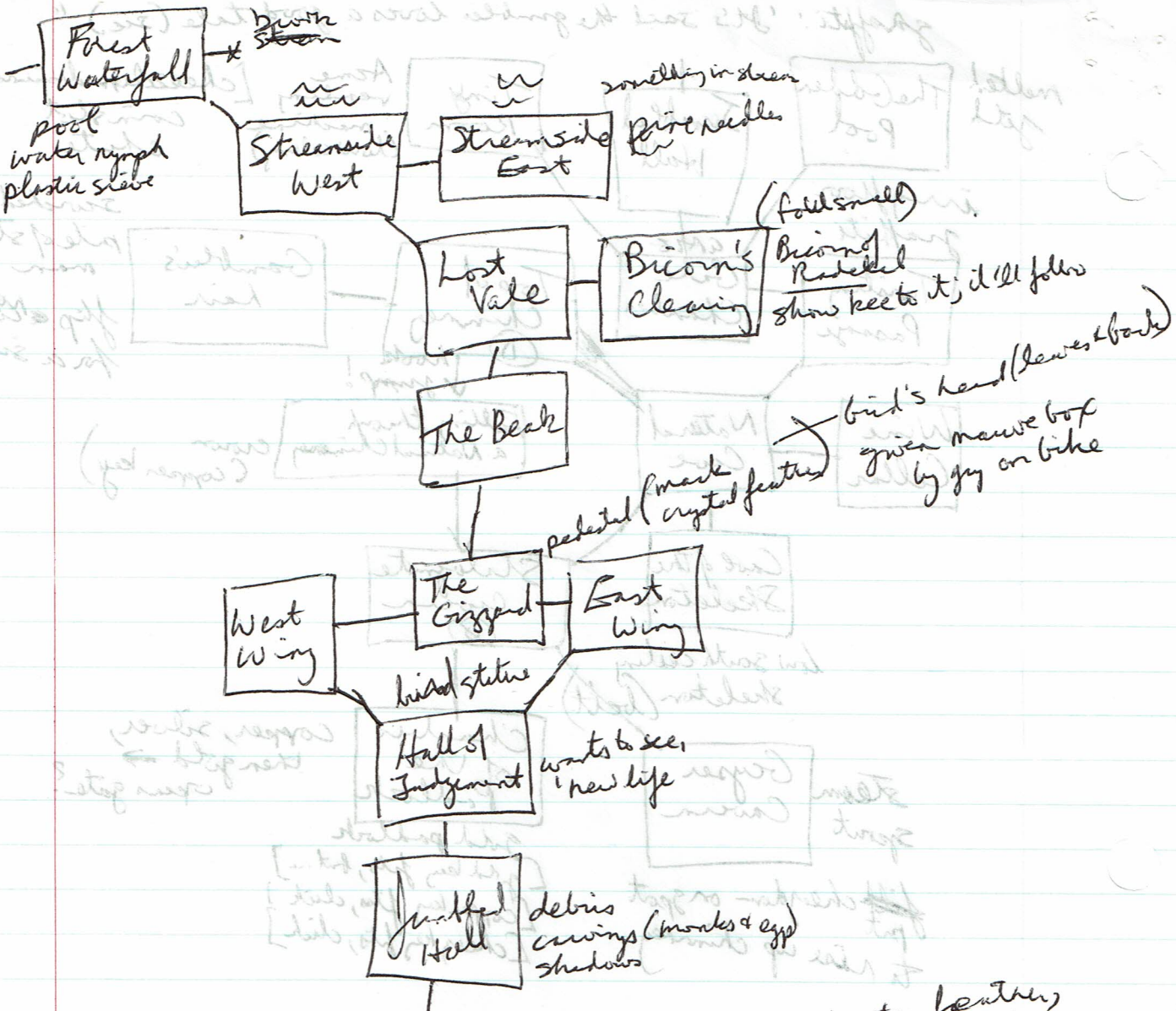
graffiti: "It's said the gambler loves a good tale (sic)."



put attar in gold → gold key (worth 3 valmids)
 attach cord to hook
 attach cord to belt
 crown - paper, "Try it Our Way at Burger Monarch"
 put acmid in machine; kick machine → notched coin (1 valmid)

time, tea is power key, tea & drink key at show stand -
 walked to library know; tea when called him a R

(where press the stand at int) antip hand at drink work -
 (stand & show) go balcony top ← (the up some help)



- to take the feathers, head N.
All in Gizzard is destroyed

mauve box: green button on side
 "Akemi Galaktikorp Tyme Distorter -
 Bhackwerdz Throo Tyme Ownder (Yooz Whith Kaer!)"
 use to uncover the egg

use sieve at Streamside East ("put sieve in stream") → pyrite lump

- wear mask to get back to nest; put raw egg in nest; wait
 → a bird settles on the nest; wait until it hatches

- show chick to bird statue ("train the chick with aase; one day it shall serve you well.") → get jeweled egg (worth 2 valunits)

Belt:	2v	2	✓
notched coin:	1v	3	✓
gold key:	3v	6	✓
jeweled egg:	2v	8	
silver key:	2v	10	✓
copper key:	1v	11	✓
pyrite:	2v	13	
crown:	1v	14	✓
bent coin:	2v	16	
feather:	2v	18	

Unnkulia One-Half: The Salesman Triumphant

Start:

You are Jay-Bob Tuckbucker, a despondent Acme salesman.

You begin at In The Inn, carrying:

- a bungee cord ("Acme Kwik-Snahpin Bhungi Khord - Dam Sayfe!"; it has a small hook at each end.)
- a cheezdom ("Acme Loobrikayted Cheezdom: Praktiss Sayfe Sëks!"; it's made of swiss cheeze and full of holes.)
- a cookie cutter ("Acme Slysor-Dysor Kookee Khutoor"; key-shaped)
- an acmid (an orange plastic coin)
- a cheez key ("Acme Dam Tastee Cheez Kee")
- a plastic card ("Jay-Bob Tuckbucker - Acme Sayles"; your ID card)
- a pillow ("Acme Soopur-Sopht Downee Pillough"; hard as a brick.)
- a candy bar ("Acme Dam Hellthee Grah-know-lah Bhar"; heavy)

Goal of Game:

To buy the Golden Dragon Inn from the innkeeper, for 18 valmids. To find the innkeeper, go to the Back Room (of the Inn), pull the boards up from the floor and go down to Wine Cellar.

Warnings:

- 1) Save often; the UNDO command isn't offered when you're killed.
- 2) You don't have infinite time; there's very little food to eat. In fact, the candy bar is all you may safely eat.
- 3) You can't carry everything; the Natural Cave is a good spot to leave stuff.

Walkthru:

prolog:

Stand. (to get off the chair)
Take egg. (it's hardboiled)
Go west to Outside Inn; you'll get the pickaxe and yellow ball.
The ball is your light source; don't eat it!
Go to Back Room; pull the [floor]boards. Ignore the broom.
Go down to Wine Cellar; do stuff until inn is offered for 18 valmids.
Hit brick [wall] with pickaxe twice.
Go east into Natural Cave and start exploring.

belt (worth 2 valmids):

Go to Chamber of the Skeleton. Examine skeleton. Take belt. Wear it.

crown (worth 1 valmid):

Go to Top of Chimney. Attach the [bungee] cord to the hook.
Attach the cord to the belt. Jump. Take the crown (while Falling Through a Natural Chimney). Remove the cord NOW!
[note: use the verb ATTACH; game doesn't know TIE.]

copper key (worth 1 valmid):

Go to Geyser Cavern. Put the cheezdom on the spout.
The cheezdom inflates with hot air. Go northeast immediately, and you'll be Rising Through a Natural Chimney.
Take the copper key. Drop the cheezdom NOW!

gold key (worth 3 valmids):

Go to The Golden Pool. Put the cookie cutter in the gold.
Wait a bit until the gold key cools. Take the gold key.

notched coin (worth 1 valmid):

Go to Tiny Room. Put the acmid in the machine.
Kick the machine. Take the notched coin.

silver key (worth 2 valmids):

[If you go to Twisting Passage and read the graffiti;
you'll note that "It's said that the gambler loves a good tale
(sic)." Flipping the coins in the game reveals that the acmid
and bent coin always come up tails; the notched coin always
comes up heads.]

Go to Gambler's Lair. Flip the notched coin.

The man gives the silver key to you. Ignore the straw.

[If you try to sweep with the broom here, the gambler breaks
the broom into firewood!]

bent coin (worth 2 valmids):

Go to Forest Path. Show the pillow to the patrol. They'll
give you a bent coin for it. Go back to the Inn ASAP before
they realize they've been swindled! And don't show your face
to the patrol again!

opening the gate:

Go to Chamber of the Padlock. *Unlock padlock with chess ky.*
Unlock the padlock with the
copper key. Unlock the padlock with the silver key.

Finally, unlock the padlock with the gold key.

The Gate Chamber is now the No Gate Chamber.

jeweled egg (worth 2 valmids):

When you first enter the Hall of Judgement, the bird statue
tells you you'll be rewarded if you bring "new life" to it.
Several turns later, a man on a bicycle will pop in from
nowhere and drop a mauve box. The man disappears. Take the box.
The box has a green button and is labelled "Akmi Galaktikorp
Tyme Disstortur - Bhackwerdz Throc Tyme Ownlee (Yooz Whith Kaer!)"
Put the cooked egg in the box. Push the button. The egg is now
raw. Go to The Gizzard and take the [bird] mask ONLY!
Wear the mask, and take the raw egg to Up a Tree. Put the egg
in the nest. Wait until a bird hatches the egg. Take the chick
back to the Hall of Judgement. Remove the mask.
Show the chick to the statue. Take the jeweled egg.
[Don't show the chick to the innkeeper! He'll squoosh it!]

lump of pyrite (worth 2 valmids):

Go to Bicorn's Clearing. Show the cheez key to the bicorn.

[Don't give it to him! Don't show the ball to the bicorn!]

The bicorn will now follow you. Go to Forest Waterfall.

The bicorn and water nymph flee, leaving the sieve.

Take sieve. Go to Streamside East. Put the sieve in the water.

Take the pyrite.

crystal feather (worth 2 valmids):

Careful, the feather is booby-trapped!

Go to The Gizzard and take the feather. Immediately, go north

to Beak to evade the boulders from West Wing and East Wing.

EVERYTHING IN THE GIZZARD WILL BE DESTROYED!

However, you're safe now, and can return thru the wings normally.

to win:

Go to Wine Cellar and give the belt, crown, copper key, silver key, gold key, notched coin, bent coin, jeweled egg, pyrite and feather to the innkeeper. You'll change the inn's name to the Cheez Pig Inn and train the chick to deliver Acme products.