

Taroda Scheme Cluesheet

This cluesheet has been compiled to give you hints in the game without spoiling your enjoyment. Look up the object or location you wish to find or know more about. The numbers in brackets after each one are of the form (location, details). Have fun!

Objects and people

- | | |
|-------------------------------------|---|
| 1) arfeebuk tree (186,261) | 60) jelly (blobs of) (145,490) |
| 2) arm (spare) (277,335) | 61) jumpleads (272,484) |
| 3) badge (161,295) | 62) key (196,317) |
| 4) bandage (162,486) | 63) kickerboots (485,502) |
| 5) beam (metal) (274,442) | 64) laser beams (342,411) |
| 6) beanstalk (286,488) | 65) leave ticket (129,273) |
| 7) black box (133,337) | 66) lenses (292,468) |
| 8) blindfold (306,297) | 67) machine (food synthesis) (149,319) |
| 9) blobs of jelly (145,490) | 68) magpak (169,359) |
| 10) blue circle (322,291) | 69) medicine cabinet (128,349) |
| 11) board (circuit) (172,494) | 70) metal beam (274,442) |
| 12) body (frozen) (160,313) | 71) money (322,291) |
| 13) bottle (gas) (179,269) | 72) monument (of learning) (135,480) |
| 14) book (data) (195,492) | 73) muscle toner (pseudo-matic) (176,321) |
| 15) book (pension) (129,299) | 74) nose filter plugs (290,275) |
| 16) booth (photo) (370,323) | 75) overalls (296,357) |
| 17) box (small black) (133,337) | 76) paper (scrap of) (196,478) |
| 18) buggy (155,384) | 77) pension book (129,476) |
| 19) cabinet (medicine) (128,349) | 78) personhole covers (454,363) |
| 20) can (215,444) | 79) photo (294,476) |
| 21) cap (304,339) | 80) photo booth (370,323) |
| 22) card (plastic) (288,263) | 81) pipes (184,450) |
| 23) cheese roll (151,432) | 82) plan (142,369) |
| 24) chessboard (173,303) | 83) plastic card (288,263) |
| 25) chewing gum (266,267) | 84) plugs (nose filter) (290,275) |
| 26) circle (blue) (322,291) | 85) policeperson (143,474) |
| 27) circuit board (172,494) | 86) prongs (on the wall) (142,470) |
| 28) compact disc (129,341) | 87) red triangle (322,291) |
| 29) computer terminal (139,440) | 88) rod (steel) (125,436) |
| 30) computer zone door (145,307) | 89) roll (cheese) (151,432) |
| 31) control console (217,351) | 90) safe (207,276) |
| 32) couch (162,448) | 91) samuroid (137,325) |
| 33) cover (personhole) (454,363) | 92) screen (142,452) |
| 34) crank (302,343) | 93) secateurs (186,361) |
| 35) cube of soup (268,309) | 94) seeds (144,472) |
| 36) data book (195,492) | 95) see-lenses (292,468) |
| 37) data pack (196,353) | 96) sentry (sleeping) (157,278) |
| 38) data pack (fake) (146,265) | 97) service droid (284,466) |
| 39) dead weed (260,434) | 98) serviceman (280,329) |
| 40) deceased guard (264,355) | 99) shower operating unit (128,365) |
| 41) desk (224,311) | 100) soup (268,309) |
| 42) disc (compact) (129,341) | 101) spacesuit (179,464) |
| 43) dispenser (212,279) | 102) square (green) (322,291) |
| 44) door (computer zone) (145,307) | 103) steel rod (125,436) |
| 45) drink (270,460) | 104) strykalite (174,327) |
| 46) droid (service) (284,466) | 105) Sun (a copy of) (147,462) |
| 47) fake data pack (146,265) | 106) surface buggy (155,384) |
| 47a) frequency oscillator (456,367) | 107) tables (221,283) |
| 48) frozen body (160,313) | 108) tank (water) (133,289) |
| 49) fish (262,500) | 109) Taylor (280,329) |
| 50) gas bottle (179,269) | 110) terminal (computer) (139,442) |
| 51) glove (133,504) | 111) ticket (leave) (129,273) |
| 52) green square (322,291) | 112) tissue (282,371) |
| 53) guard (300,498) | 113) token (129,285) |
| 54) guard (deceased) (264,355) | 114) tractor (156,438) |
| 55) gum (chewing) (266,267) | 115) tree (arfeebuk) (186,267) |
| 56) hairdryer (222,496) | 116) triangle (red) (322,291) |
| 57) hatch (506,315) | 117) unit (shower operating) (128,365) |
| 58) holes (298,271) | 118) vide-screens (bank of) (204,331) |
| 59) inspection window (139,333) | 119) water tank (133,287) |
| | 120) weed (187,345) |
| | 121) weed (dead) (260,434) |
| | 122) window (inspection) (139,333) |
| | 123) Yummyburger (151,293) |

Locations

124) airlocks (308,373)
125) air purification plant (354,550)
126) alien city (338,556)

127) bare soils (red, yellow, blue) (186,395)
128) bathroom (spaceship) (204,566)
129) bedsits (390,552)
130) black rocky tunnel maze (174,375)
131) body bank (human) (see 159-161)
132) buggy (inside) (384,301)

133) caretaker's room (166,397)
134) Central Base (392,562)
135) Central Square (126,377)
136) city (alien) (338,556)
137) cold chamber (404,554)
138) computer (inside) (356,399)
139) computer zone (310,435)
140) control room (methane transportation) (396,379)
141) controlling the droid (138,399)
142) corridor (curving) (203,401)
143) corridor (metallic) (348,405)
144) corridor (neutral) (326,446)
145) corridor (tubular) (410,558)

146) data pack chamber (402,381)
147) desert (178,419)
148) dais (217,403)
149) dining area (spaceship) (204,405)
150) dome (plantations) (408,548)

151) energy stimulation zone (336,385)
152) engine room (204,405)
153) exercise area (204,405)

154) freighter ship (202,407)

155) garage (large) (394,439)
156) garage (plantation) (344,564)
157) garage (strange) (346,387)

158) hospital (431,560)
159) human body bank (upper) (336,409)
160) human body bank (lower) (316,409)
161) human body bank (base) (358,409)

162) immortality stimulation zone (336,389)
163) inside pipe (380,530)

164) laboratory (386,437)
165) laser beams (342,411)
166) living quarters (388,552)
167) loading bay (154,405)

168) matter transference zone (398,391)
169) maze (black rocky tunnels) (174,375)
170) maze (sewer) (400,475)
171) maze (splintered rock) (362,413)
172) memory banks (138,538)
173) mental stimulation zone (336,514)
174) mines (360,393)
175) moving platform (174,405)
176) muscular stimulation zone (336,516)

177) neutral corridor (326,446)

178) observation zone 2 (312,419)
179) observation zone 1 (312,423)
180) optician (324,427)

181) perimeter track (368,405)
182) photo booth (370,323)
183) pipes (inside) (380,530)
184) planet surface (412,425)
185) plantations dome (408,548)
186) plantation (methane) (430,518)
187) plantation (oxygen) (382,405)

188) platform (moving) (174,405)
189) podiums (148,522)
190) police station (135,415)
191) post office (364,524)
192) precinct (376,417)
193) pub (416,427)

194) radio station (428,526)
195) reference zone (332,405)

196) safe (207,530)
197) Sartravaag VI (418,429)
198) service duct (414,546)
199) sewer maze (426,475)
200) shopping precinct (376,417)
201) souvenir shop (422,427)
202) spaceport (352,544)
203) space station (350,401)
204) spaceship (378,520)
205) splintered rock maze (362,413)
206) storeroom (spaceship) (204,405)
207) strongroom (328,536)
208) strykalite mines (360,393)
209) surface buggy (inside) (384,301)
210) surface (of planet) (412,425)

211) Taroda (366,433)
212) toilet (space station) (330,544)
213) toilets (clean) (420,532)
214) toilets (dirty) (166,532)
215) toolshed (344,405)
216) tractor (inside) (372,508)
217) transporter room (334,540)

218) under pipes (184,450)

219) ventilation shaft (314,405)
220) vortex (138,522)

221) war veterans' club (374,510)
222) washroom (mines) (318,405)
223) weakroom (320,534)
224) working quarters (204,512)
225) workshop (droid) (316,421)

Miscellaneous

226) The alien language (511)
227) Starting off (513)
228) Seeing in the dark (557)
229) Carrying more (519)
230) Scoring (523)
231) The object of the game (517)
232) Winning (547)
233) Rough map of the game (541)
234) The password (406)
235) Breathing (499)
236) Disguise (515)
237) The aliens (553)
238) Teleporting (501)
239) Industry on the planet (521)

Answers

260) It appears in (187) under certain conditions. See (446).
261) A rare species, indigenous to the planet of Warfbuttle. For some reason, there is a door in it which you can open.
262) Inside (19), but you have to open it first. See (349)
263) A body debit card - Your body is debited from where you're standing and it goes into credit somewhere else. In this case, (203). See (467) to operate it.
264) Outside the southern garage in the alien city. He died a 'musical' death. See (447).
265) It has been put into the computer by the aliens to order the large methane dumps to go and swallow your home planet, (418). It is your duty to replace it with the real one.
266) Old age pensioners chew gum a lot. See (449)

- 267) Very sticky when chewed. See (477).
- 268) Obtainable from (67). See (347)
- 269) Oxygen. It has two uses. Firstly, it helps you to stay alive. See (235). Secondly, it serves as a poisonous gas for (96), who breathes methane. See (459).
- 270) Purchase it from (193). See (291)
- 271) See (281), (289), (305) and (343).
- 272) At the top of (6).
- 273) It allows some officials to skive off work. See (451).
- 274) In the outer perimeter of the top level of the space-station. See (453).
- 275) A clever device which breaks down methane molecules, forming them into oxygen molecules. Impossible, you may think and you're probably right, but this is a sci-fi adventure.
- 276) There's no way of unlocking it, but a strong acid may be able to dissolve the door. See (455).
- 277) Obtainable from (158), but only if you're deserving of it. See (457).
- 278) Sleeping on duty - disgusting. He wears some useful overalls, and oxygen gas is poisonous to him. See (459) to dispose of him.
- 279) The dispenser dispenses a tissue for you when you 'THINK TISSUE'.
- 280) He is originally (48), but he can be revived with heat. See (461).
- 281) One of the sixteen holes leading down from (203) leads to the lower level of the station. The clue to which one is in (82).
- 282) Get it out of (43). See (279) for how.
- 283) Just plain old tables, but riddled with nooks and crannies. See (449) if you still don't understand.
- 284) On the droid dump, halfway down the strykalite mines.
- 285) Accepted in all known photo booths. See (463) for precise fool's-guide details.
- 286) You have to grow it from (94) in a suitable spot. See (507).
- 287) Supplies water to everybody's living quarters. A good way of transmitting diseases, or curing them. See (465).
- 288) You have to drink (35) to get it.
- 289) You can go IN to the hole in (145). It leads to (219).
- 290) For reasons no-one will ever determine, they're inside (1).
- 291) The three coins are (10), (87) and (52) in increasing value. You can buy (45) at (193), (21) at (201) and (8) at (180) with them respectively. Note that the most valuable coin can buy anything, so be careful how you spend!
- 292) Your own. You use them for careful study. See (482).
- 293) 'Fast food for fast people' is YummyCorp's latest slogan. The burger is also very sticky - useful for getting a grip on shiny surfaces. See (469).
- 294) You have to have it taken. See (463).
- 295) Contains electrical circuitry showing rank. This badge belongs to a high-ranking being, and all droids must obey the wearer. See (471).
- 296) Upon the sleeping sentry. See (459) to get them.
- 297) Notice that it is an ALIEN blindfold (see (237)). It fits snugly over your ears, like earmuffs. This can be used to prevent ear damage when in (174), but is a hindrance when trying to get out of (170).
- 298) There are quite a few of these. There are sixteen in (203), some in (199), another in (145), and some small square ones by (124) and in (140).
- 299) A pension can be drawn from (191), providing that the pension book has a photo on it. See (477).
- 300) At the entrance to the southernmost garage in the alien city.
- 301) To get the buggy started, you need to be wearing (2) and carrying (62).
- 302) You have to make it yourself. See (436).
- 303) Very reflective and deflective. See (483). Can also be exchanged for (63) in (135).
- 304) Buy it from (201).
- 305) The holes in the sewer maze are there to confuse you. There are only two real holes, leading to (213) and (214). The maze has a logical solution. The caretaker knows it! See (337).
- 306) Buy it from (180).
- 307) This door slides open, but you need to get a grip on it. See (469).
- 308) At both ends of (145). They lead out onto the planet surface.
- 309) Drink the soup to reveal the plastic card.
- 310) Behind the computer zone door in (145).
- 311) Covered in papers which may be hiding something interesting. If you still don't get it, see (482).
- 312) East and west from (168).
- 313) A serviceman in suspended animation. You can revive him with a little heat. See (461).
- 314) Go IN to the hole in (145).
- 315) The one in (139) leads into the computer. The same shape as (97). See (443). The one on (148) is a teleport for inorganic objects, such as (47a)
- 316) Halfway down the mineshaft, and accessible from (175).
- 317) Sorry, just had to put a key in the game. Use it to start (18)
- 318) On the eastern side of (169), in a small chamber.
- 319) You get (100) from it by mental request. See (347).
- 320) Timbuctoo.
- 321) Makes you stronger when you go IN to it. You can bend things. See (436).
- 322) Money is obtainable in the city from the post office in the form of a pension, and from the police station in the form of a reward. See (299) and (487) for specific details.
- 323) You can obviously have your photo taken here. See (463). If you have trouble getting the photo out, see (505).
- 324) In the north-western corner of (200).
- 325) The Samuroid is the guardian of the data pack chamber. You can melt him with (56), but he will also change the real data pack for the fake one in the chamber for you if you give the real one to him. If you do it yourself, you're likely to be electrocuted. See also (471).
- 326) In the centre of (185), connected to (186) and (187) by doors.
- 327) A naturally occurring barbecue fuel with no use whatsoever in the game.
- 328) East from the southern end of (143).
- 329) The serviceman will fix (97) for you. He will also attach (68) and (3) to it for you if you give them to him.
- 330) To the north of (217), on the lower level of (203).
- 331) The object coming towards the ship is a methane collection dump which will eat you up if you don't get out of the ship quickly.
- 332) A chamber to the south of (145).
- 333) When pushed, it shows the data packs installed in the computer. One of them may be alien, and it needs replacing from inside the computer.
- 334) In the centre of the lower level of (203).
- 335) The aliens have three arms, and so an extra one for you is very useful. See (363) and (301).
- 336) In the area to the south of (145), opposite (30).
- 337) The black box is a device which finds the exits in (170). It beeps when directly below one. Don't wear (8) when using it.
- 338) On the far side of the planet, through (171). You need some transport to get to it.
- 339) It scores points.
- 340) This is the place you beam down to from (217).
- 341) An ancient device. Only a D.J. would be interested in it. See (447).
- 342) On the planet surface, running around the perimeter of (150).
- 343) The crank is used mainly for opening airlocks. Insert it into the square hole by the airlock, and then turn it. Remember to get it back before you go through. You need it to get back. It is also used for starting up the freighter ship, when in (140).
- 344) Outside (150). Go through the door at the west end of (177). See (473) if you have problems getting back.
- 345) A drug which could cure an epidemic. Be careful not to kill it. See (465).
- 346) In (126). You crash in it after your journey through (171).
- 347) 'THINK SOUP'.
- 348) It runs north-south down the middle of the authoritative area, the southern leg of (136). See (475) to reach it.
- 349) Pull it, and don't give up! Then see (458).
- 350) You beam down to it from (204). See (441) for how.
- 351) You need to install a conductor between the terminals. Try (5), and see (383) if you have trouble.
- 352) Go through (169) and up the shaft.
- 353) It needs to be put back into the computer where it belongs to avert the destruction of Sartravaag VI. See (325).
- 354) Go IN to the hole in (145) and follow (219). This is the only way into it, though you can also see it from (184).
- 355) Completely useless. You've killed him, you brute!
- 356) You cannot physically enter the computer, but (97) can. See (443).
- 357) You need to wear them in the alien city if you want to stay inconspicuous and alive.
- 358) Go down the ladder from the centre of (159).
- 359) A magnetic field neutraliser. Have it fitted to (97) by (98).
- 360) The entrance is south then east from the centre of (134).
- 361) Use them to cut the weed.
- 362) You come across it when driving either (114) or (18).
- 363) The first personhole opens easily, but the second one requires (2) to be worn.
- 364) It's the second door up on the eastern side of (200).
- 365) Pushing it is useless. Try the opposite. See (456). Also useful with (86).
- 366) It is the furthest planet from the sun in the Sartravaag solar system.

- Where that is exactly eludes me completely.
- 367) Teleport (47a) through the 'inorganic items' hatch. It jellifies the six alien guards in Central Base.
 - 368) It runs around the southern side of (185). You can only get to it when you're in (216).
 - 369) Tells you which hole to go down. Trial and error will be useless here because you have to have read the plan to get down the hole. SC is screen, PL is plan, SD is service duct and XT is exit. If you still don't get it, see (491).
 - 370) In the northeast corner of (200).
 - 371) Wipe away stains today. See (383)
 - 372) You get IN through the hatch, but you need to power it up first. See (493). Once inside, you can drive it.
 - 373) They lead out onto the planet surface. See (343) to open them. Do not on any account open the eastern airlock.
 - 374) First door to the west as you enter (200).
 - 375) The walls are made of strykalite. A bit of a joke really. Just go east eight times to get through. It's even easier getting back.
 - 376) The northern leg of (126).
 - 377) All alien cities have a Central Square for reasons unknown.
 - 378) You start in it. It is in a stable orbit around the planet.
 - 379) From here you can set up your escape route from the planet. See (343), and then make your way to (154).
 - 380) You have to blow a hole in them to get inside. The laser beams may be useful. See (483)
 - 381) All the data packs which control the central computer can be plugged in here. It's best if you leave that to (91). Doing it yourself could be dangerous.
 - 382) This is the northern half of the dome that you can get to through the pipe.
 - 383) Wipe the beam with the tissue (a terrible pun on BEAM me up SCOTTY) before installing it in (31).
 - 384) You can go IN to it through the hatch. Getting it started is a different matter. See (301).
 - 385) Where the mineworkers have dinner.
 - 386) West from the south end of (143).
 - 387) The entrance to the alien city. One of the two garages in it.
 - 388) The western leg of (126). They consist of (129).
 - 389) Where the mineworkers get plasters put on their knees. Lie on the couch to score.
 - 390) In (166), behind the doors, which need a special key of sorts to open them. See (495).
 - 391) A primitive teleport system.
 - 392) On the sunny side of Taroda. You beam down to it from (203).
 - 393) The original reason for setting up a base on Taroda, and exploited to the full. Workers are kept in suspended animation for 90% of the time. If you keep getting your ears blasted out, wear (8).
 - 394) This is the southern garage in the loading bay (the eastern leg of (126)), beyond (53).
 - 395) Contain strange and interesting fertilisers. One of them is suitable for planting (94). See (507)
 - 396) On the far side of (220).
 - 397) The caretaker lives here.
 - 398) Just to the north of (145), near its east end.
 - 399) Your droid can perform two major functions inside the computer. Firstly, it can avert the destruction of Sartravaag VI. See (325). Secondly it can plan your escape route from the planet. See (343)
 - 400) Go through (78), removing it first.
 - 401) The space station consists of two circular curving corridors, one above the other. See (491) to get to the lower one.
 - 402) Inside the computer, beyond (137).
 - 403) Stand on the dais when you want to teleport from (203) to (134). The MentOp word is 'BEAM' so 'THINK BEAM', but make sure (31) is active first, and see (367) if you have alien guard problems.
 - 404) Inside the computer, beyond the password door.
 - 405) Not important, Just scenery.
 - 406) The password is 'WINE', though you have to have actually discovered it in each game, or it won't work. See (497).
 - 407) Escape from the planet on it. See (342) to get in the door.
 - 408) Across the planet surface. The only way in is (163).
 - 409) The human body bank is a huge wall of bodies leading north-south. It also exists on three different levels - upper, lower and base. It may be confusing to find that the base appears to be above the lower section. This is not true. Also, the direction pointers in the base are a red herring. You just get killed, so leave them alone.
 - 410) It runs east-west down the middle of (134).
 - 411) Pink. To get past them from east to west, see (483). To get past them from west to east, see (473).
 - 412) You meet it twice, once on foot and one in a vehicle. You first meet it by going out of the western airlock in (134). The second stretch is between (185) and (126).
 - 413) From the break in the lasers, go W N W W to get through. To get back, go E S W E from the flatlands.
 - 414) In (139). You cannot enter it physically, but (97) can.
 - 415) Hand in lost property here. See (487).
 - 416) Second door up on the western side of (200).
 - 417) 354,819,326 shopping days until Christmas.
 - 418) The fourth planet out in the Sartravaag solar system. Your home, and you're missing it something rotten.
 - 419) Oh dear. You appear to be stuck. Try digging in the sand.
 - 420) In the authoritative section of (126) - the southern leg of the base. Reach it through (199).
 - 421) A serviceman could fix broken droids here.
 - 422) First door up on the eastern side of (200).
 - 423) This is a moon in orbit around the planet. From here you can get a general idea of the layout of the planet.
 - 424) Throw the cheese roll west by saying 'WEST' and then go east and north, or vice versa. The vaporised cheese roll can be found below the north podium, so make sure you get across before the vortex returns to its senses.
 - 425) When walking on it, you need to be able to breathe oxygen somehow.
 - 426) Underneath (126). Go down through (78).
 - 427) You can buy something here. See (291).
 - 428) West from (143), opposite (213).
 - 429) It's going to be swallowed by a giant methane collection dump unless you can stop it.
 - 430) The southern half of (185). Entrance is through the door in the neutral corridor.
 - 431) In the north west corner of Central Square. See (465) if you have difficulties getting in.
 - 432) Don't eat it. Use it to bypass the vortex. See (424).
 - 433) See various sections in miscellaneous for details.
 - 434) A drug which can be used to make an epidemic even worse.
 - 435) Most of it is just scenery, but you can gain access to the computer. See (110).
 - 436) Bend the steel rod into a crank after having entered the muscle machine.
 - 437) Notice the vat. Notice the sign. Notice what happens when you squeeze (49). If you don't get the rather obvious hint, see (503).
 - 438) The battery is flat. You need to jump-start it. See (493). You get IN through the hatch, but you can't get out again until your journey ends.
 - 439) It contains your means of escape from the city.
 - 440) It allows interface with (97) When it's inside the computer. Push it.
 - 441) Squeeze the card to teleport from the spaceship to the space station.
 - 442) It is the same length as the distance between the terminals on (31), but is covered in superconductive particles. See (383).
 - 443) Put the service droid into the hatch and then push the terminal.
 - 444) Full of oil. Squeeze it to operate. Can be used to oil the rusty door in (187). If you have problems getting back into the dome, see (473).
 - 446) If both doors in (177) are open at the same time, methane gas will kill (120). To close the rusty door, use (20). See (473) if you have trouble getting back into the dome.
 - 447) Give the compact disc to the D.J. in the radio station to kill the guard.
 - 448) Lie on it to score some points.
 - 449) Search the tables to find the chewing gum.
 - 450) You can get into one of the pipes by making a hole in it. See (483).
 - 451) Give the leave ticket to the policeperson to make it leave (ha ha).
 - 452) When first pushed, it shows your spaceship being swallowed by a methane collection dump. A second push will show the dump heading off to swallow your home planet of Sartravaag VI. This has to be stopped.
 - 453) Install the shower operating unit onto the prongs and push it to open the service duct.
 - 454) There is one in (214) and one at the exit to (170).
 - 455) Pour the drink on the safe in the strongroom to open it.
 - 456) Pull (99) off the wall to find (47a).
 - 457) Give the pension book (with (79) stuck on) to the receptionist at the hospital to get a spare arm. See (465) if you have problems getting in.
 - 458) After having removed (69) from the wall, throw it against a wall to reveal (49).
 - 459) Open the gas bottle in the strange garage to kill the sentry.
 - 460) On no account should you drink it! Use it instead as a powerful

- solvent. See (455).
- 461) Push the hairdryer near the frozen body to revive it into a fully-operational serviceman.
- 462) Completely useless of course, but read it to find a plug.
- 463) Insert the token inside the booth to have your picture taken.
- 464) Handy for planet surface walking. See (235). The battery is also useful. See (493).
- 465) Throw or put the weed into the water tank to stop the epidemic. Then you can get in the hospital.
- 466) Used for servicing the Central Base computer system. It needs fixing, see (329), and then see (443).
- 467) Wear the see-lenses and read the small writing on the card. See (441).
- 468) A thin disguise for a pair of specs. Wear them to read the small writing on (83).
- 469) Slide the computer zone door whilst carrying the yummyburger.
- 470) The prongs are part of the opening mechanism for the service duct. See (453).
- 471) Give the badge to the serviceman and he will install it on the service droid. The samuroid will then obey it.
- 472) Plant them on (127), but remember what colour they are and what colour the plant is likely to be. See (507).
- 473) Jump on the porous rocks outside the neutral corridor to get over the laser beams. You can then get back into the dome via the pipes.
- 474) You need to get past him. Try using (65). See (451).
- 475) Go through the sewer maze to get to the authoritative area. See (337).
- 476) Essential for I.D. purposes, especially when trying to claim benefits from the government. See (299), (457) and (487).
- 477) Chew the gum and stick it to the photo. It can then be stuck to the pension book.
- 478) It may seem blank, but it actually contains a codeword on it for opening a door in (138). See (497) to find the code.
- 479) See (534).
- 480) The message on it is a key to the alien language. See (226).
- 481) Passport-size. Handy for proof of ID. See (477).
- 482) Search the desk to find the see lenses.
- 483) Wave the chessboard by the laser beams under the pipes to blow a hole in the pipe. You can go in, but hurry up before the hole re-seals.
- 484) Used for jump-starting vehicles. See (493).
- 485) The alien is selling them in Central Square. Give it (24) to obtain them.
- 486) Wear it around your head when in (126) to avoid your rather obviously un-alien features.
- 487) Give the photoless pension book in at the police station for a reward, but draw your pension first!
- 488) You can climb it, but that's about all. There isn't even a giant at the top of it.
- 489) Kick the photo booth whilst wearing the kickerboots to free the photo if it's stuck.
- 490) The result of having your organs shaken to bits by a frequency oscillator.
- 491) After having read the plan, go down the hole at WSW.
- 492) Read it a few times.
- 493) Connect (61) to (101) and (114) and jump!
- 494) Memory banks. Try pushing it - twice.
- 495) Wear (51) to get through the doors in (166).
- 496) Has a warming effect. See (461) and (325).
- 497) Throw (76) into (108) to reveal the codeword.
- 498) Listening to the radio. Force him to listen to something he doesn't agree with. See (447).
- 499) There are three main areas where you need fresh oxygen to breathe - (184), (186) and (126). To obtain this oxygen, either wear (101) with a full (50) installed, or wear (74).
- 500) Anything but a red herring. One of the most important objects in the adventure. Try squeezing it, and see (503).
- 501) There are three places to teleport to. See (441), (403) and (509).
- 502) Bovva boots. Use them to knock things about. See (489).
- 503) Squeeze (49) over the vat in (164), and hurry to (106) to get away before (126) explodes.
- 504) A key in disguise. See (495).
- 505) Get violent! See (489).
- 506) There are two. One in (139) and one on (148)
- 507) Plant the yellow (94) on the blue part of (127) to grow a green (6) (remember your primaries!)
- 508) Try driving it.
- 509) Walking through the doors to the east and west of (168) will teleport you to (179) and (178).
- 510) The tables are interesting.
- 511) The alien language was a strange idea, and was put in as a change from the usual linking object puzzles. We later regretted it because we found several bugs in our translating just as the game was ready for sale. Each letter maps onto another - vowels onto different vowels and consonants onto different consonants, in an attempt to make the words pronounceable. I won't go through all the translations here - you can work them out yourself, but see (531) for a translation of the monument inscription.
- 512) The desk is interesting.
- 513) Your spaceship is soon to be swallowed by a massive methane collection dump. To teleport off it, search the desk to find the see lenses, 'THINK SOUP' at the machine, get the soup, eat it and get the card. Go and pull the medicine cabinet a few times. When you have it, smash it and get the fish. Pull the unit and get the oscillator. Read the card (not really necessary) and then squeeze it.
- 514) Where the mineworkers play chess.
- 515) In the alien city it is essential to have a disguise in order to stay inconspicuous. Wear (75) and (4).
- 516) Where the mineworkers do pressups.
- 517) You discover (by pushing (122)) that the aliens have reprogrammed the computer to send a methane collection dump to swallow your home planet of (197), because they're really nasty. You must avert this disaster by exchanging the fake data pack in the computer for the real one from the alien base. In order to prevent the aliens from doing the same thing again, it is also necessary to blow up their city.
- 518) The plants in here breathe methane gas because it is a good supply of hydrocarbons. Try not to leave the door open.
- 519) Play a game with a higher carry limit.
- 520) A small cruiser which is soon to be swallowed by a large methane collection dump.
- 521) Industry on the planet is wide and varied. The first project was the methane collection, using large black holes or dumps in orbit to draw in the constantly forming atmosphere. This was closely followed by the mining projects, financed by GalFuel (our sincere thanks, guys). The plantations are a recent instalment and are still in experimental stages.
- 522) There are two paths through the vortex. You must lure the vortex onto one of them and then take the other. See (424).
- 523) To score full points, when entering suspended animation at the end of the game, you must be carrying (95), (49), (123), (20), (50), (21) and (79). You must have blown up (126) and have ordered (91) to exchange (38) for (37) for you. See also (539).
- 524) You can collect your pension here if you have a valid (77).
- 526) The music is broadcast to all radios in the city. Notice that (53) has one. See (447).
- 528) Full of goodies, the most important being (37).
- 530) The only way out is at the west end.
- 531) 'The quick brown fox jumps over the lazy dog'.
- 532) There is an entrance to the sewer here.
- 534) See (479).
- 536) The safe needs to be opened. Use a solvent. See (455).
- 538) A bit bigger than yours. Push (27) to reveal more.
- 539) You must have jellified the six guards, toned up your muscles, lain on the couch, oiled the plantation door, jump-started the tractor, cured the epidemic with the weed, opened the service duct, had the droid fixed, read the scrap of paper and started up the freighter ship from inside the computer. Most of these are necessary anyway.
- 540) From here you can teleport down to the planet. See (403).
- 542) The dispenser is interesting.
- 541) The game is sub-divided into nine sections. The spaceship is in orbit, as is the space station. Central Base is on the sunny side of the planet. Sections leading off it are the mines (below) and inside the computer. You can also reach observation zone 2 from here, which is an orbiting moon. Moving westwards from Central Base, you come to a stretch of barren planet surface, followed by the plantation dome, then some more barren, splintered rocky land and finally, on the far side of the planet, is the alien city.
- 544) In it is (154), your means of escape from Taroda.
- 546) See (470) to open it.
- 547) To win you must have the fake data pack exchanged for the real one, blow up the alien city and then board the freighter ship and enter suspended animation for the journey home.
- 548) One of the schemes which makes use of the methane atmosphere indigenous to Taroda. See (239) for info.
- 550) Supplies clean oxygen-containing air to Central Base.
- 552) The worker aliens live in the bedsits in the living quarters. To open

- the doors see (495).
- 553) The aliens come from far away, and have evolved rather stangely. They are short and squat, but not slimy. They have three arms arranged at equal distances around their body. Their eyes are like a fly's, at the side of their head. Their ears are close together, so spatial stereo is unheard of to them.
- 554) Inhabited by (91), guardian of the data packs. It's cold because he can't stand the heat. See (325).
- 556) An alien race from a planet far away have colonised the planet Taroda. Being the jealous types, they have discovered Central Base and sabotaged the computer. It is your duty as a human to destroy the city and put the damage right.
- 557) Eat carrots.
- 558) Essential for connecting one bit of the base to another.
- 560) The hospital is currently full up due to an epidemic. You can only get in by stopping the epidemic. When you do get in, you can apply for (2), but only if you are deserving of it. See (457).
- 562) The people of Sartravaag VI colonized Taroda, and Central Base was the first instalment, being a home for the mineworkers, and a centre for possible later expansion. All methane collection is controlled from here also.
- 564) All the machinery used for the upkeep of the plantation is kept here.
- 566) This location description took approximately 4.34 hours to devise. Be nosey - examine the medicine cabinet.

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