

The Solve

Introduction to the Asylum solution:

I think a lot of people have found Asylum to be a baffling experience. The game is by no means outstanding, but it does hold a kind of fascination.

Agreed, there is way too much pointless wandering around, and the game does have its share of questionable puzzles. However, what annoys most people is - I believe - those diabolical mazes. So I hope that the maps will clear up things for you!

Naturally, there is also a step-by-step solution.

This file will explain how to use the maps and give you a few hints for the game itself. Please refer to the file Asylum_solve.txt for the full solution.

A lot of thanks must go to Paul D. Doherty for the original maps.

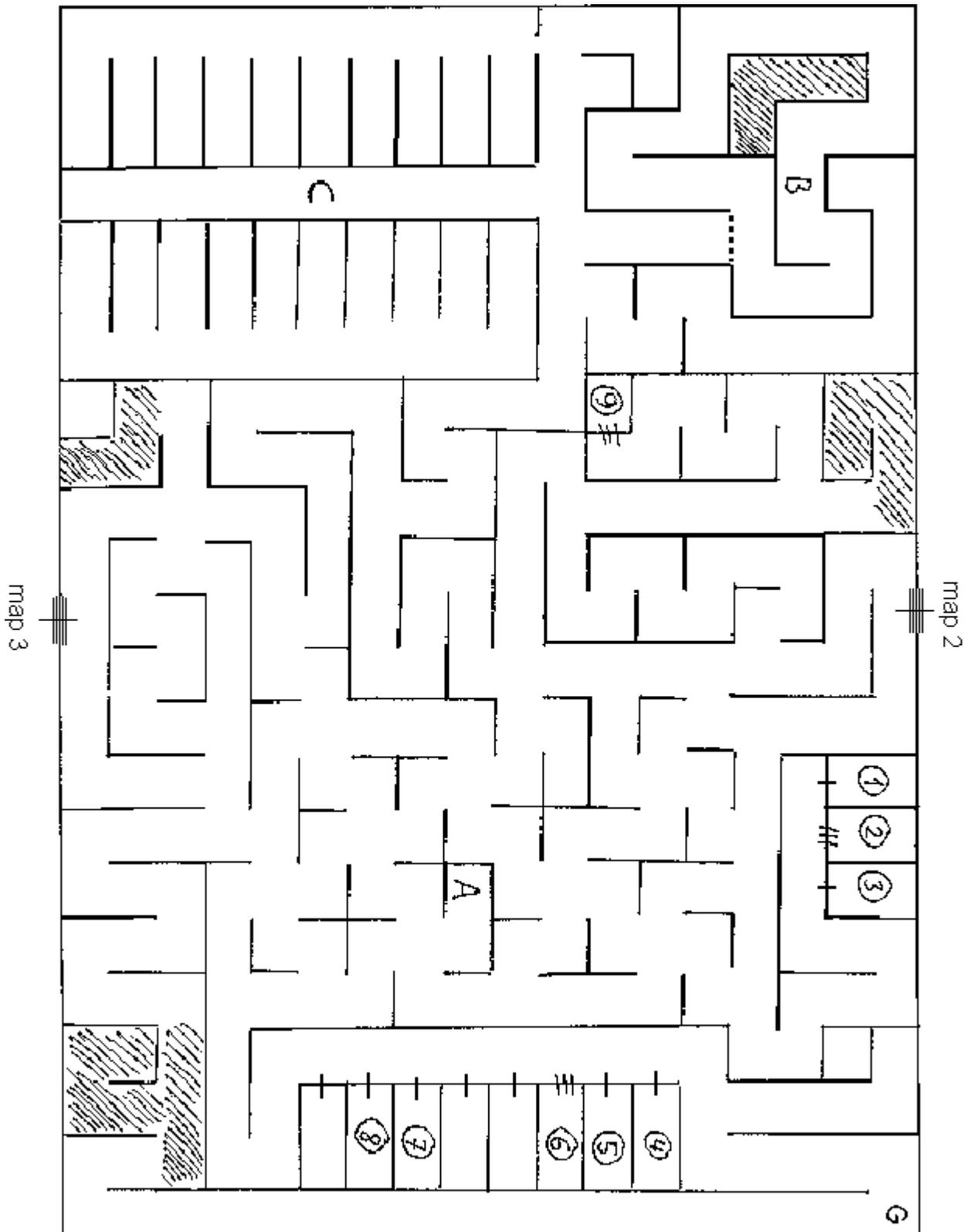
NOTES:

1. All doors are marked with a straight line. Most of them lead to a room.
2. Most rooms are empty. The important ones have numbers
3. Your starting location is in room #1
4. Cards needed:
 - Map 1: Credit card for all doors except the ones with 3 lines - for those you need the gold card.
In area C you need the silver card.
 - Map 2: Gold card for all the doors.
 - Map 3-5: Platinum card for all doors.
5. Shaded areas are teleport areas. They are impossible to map, so just avoid them!
6. Don't keep too many doors open at any given time. Five doors maximum!
7. Part one of the game only takes place on maps 1 and 2.

Enjoy!

- Jacob Guinness - gunness@dorit.ihl.ku.dk

Maps

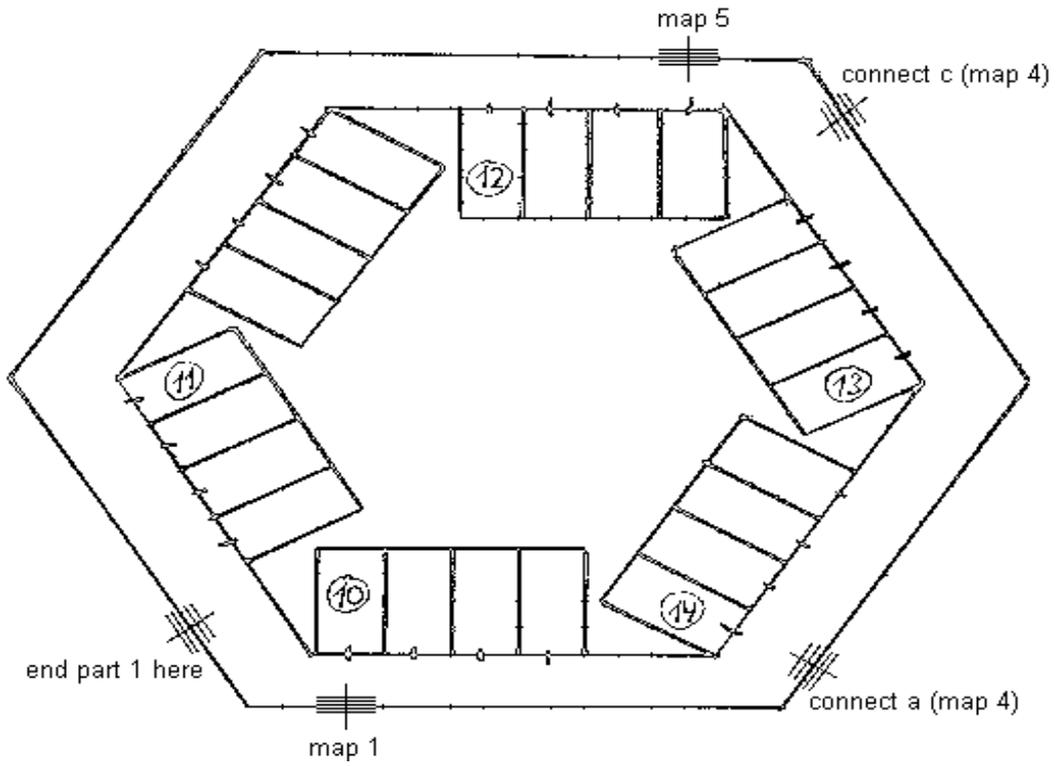


Asylum map 1

Original by Paul Doherty. Redone by Jacob Gunness

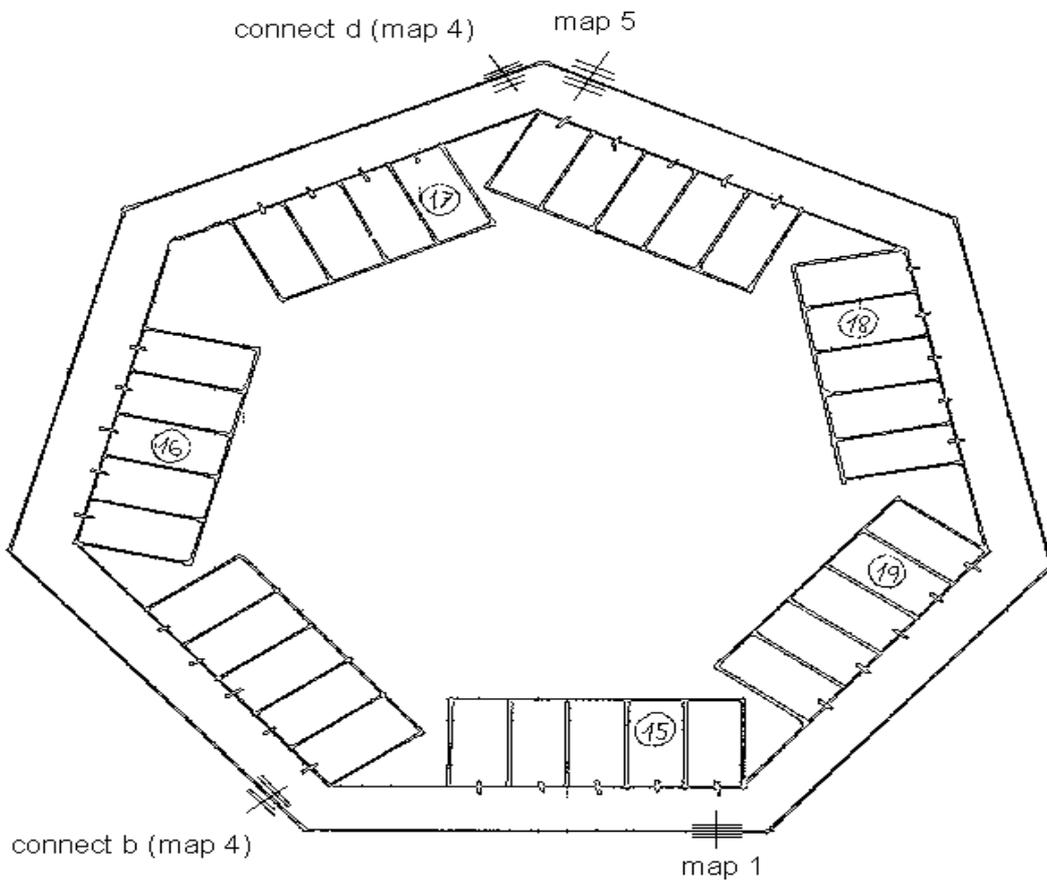
Asylum map 2

Original by Paul Doherty. Redone by Jacob Gunness

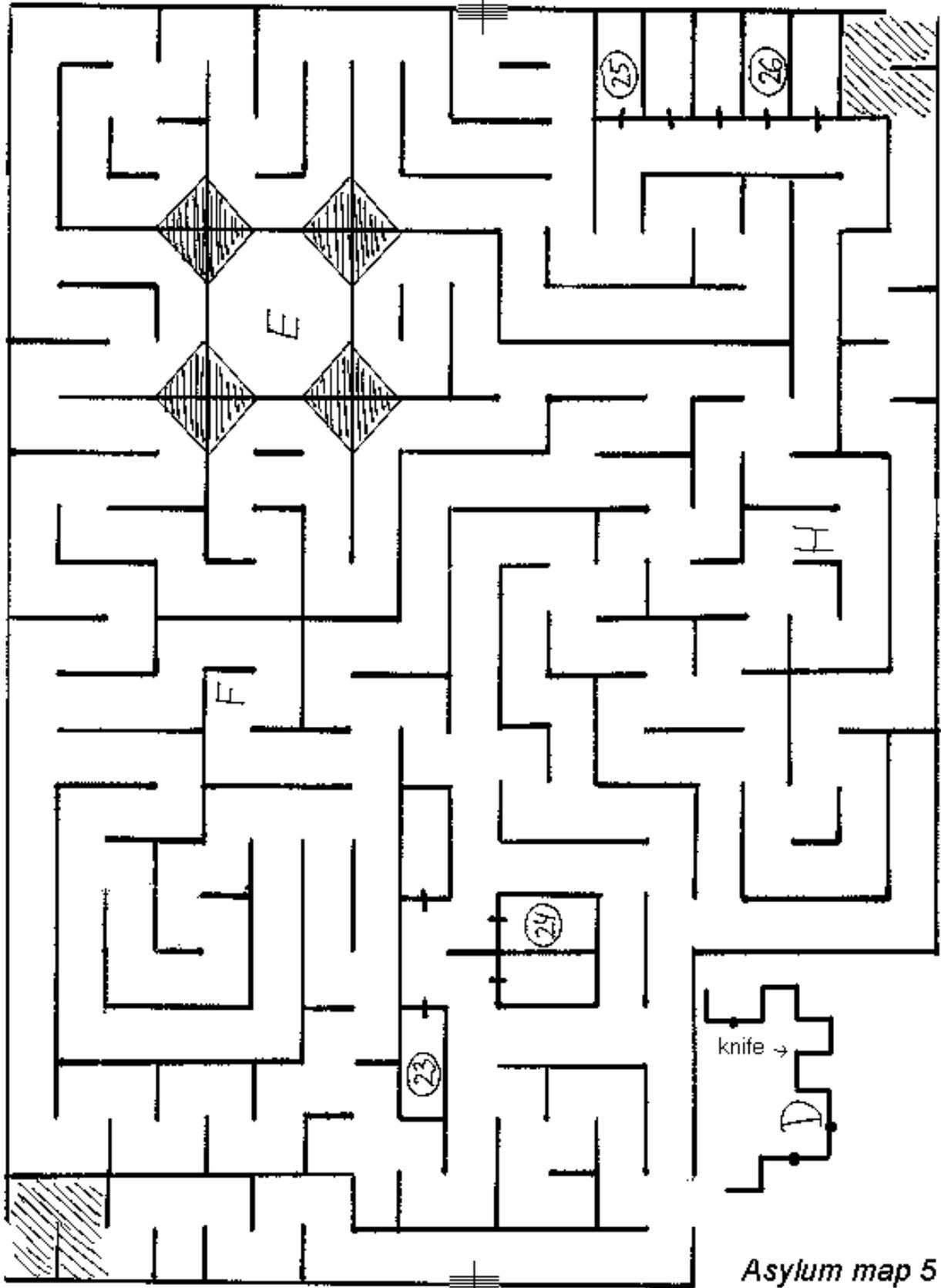


Asylum map 3

Original by Paul Doherty. Redone by Jacob Gunness



map 2



map 3

Asylum map 5

Original by Paul Doherty. Redone by Jacob Guinness

Asylum (Screenplay)

The game in itself isn't all that difficult. Admittedly, all the puzzles without exception seem to have been thrown in at random, and quite a lot of them defy any kind of logic. The game doesn't make the least attempt to develop a story, either. But if you want to beat it, here goes...

Oh yeah, one more thing – all objects come in boxes. Weird.

--- Part 1 ---

MAP 1

(1) - You begin in your cell. For some odd reason someone has chosen to leave behind a CREDIT CARD which gives you access to most rooms on MAP 1. Nice guards, I'll give them that :-)

Take the card.

(3) – The inmate here will give you a hint on how to escape: wear a doctor's coat.

Now, go through the door leading to MAP 2 then return to point A on MAP 1 and pick up the GOLD CARD, which has appeared here.

(2) – pick up the ROCKET BELT.

(4), (5), (7) and (8) - Pick up the BIRD COSTUME, BEAN BAG, STETHOSCOPE, and SILVER CARD, respectively.

Proceed to point G, DROP BEAN BAG, RUN to the other end of the hallway, turn around, WEAR BELT and PRESS BUTTON ON BELT. You'll crash into the wall at the other end, producing some COPPER WIRE.

(6) Fuse Room – EXAMINE FUSE BOX then SCRAMBLE FUSE BOX. This has effect on Electro Therapy later on. Sooner or later you'll run into a seemingly sick inmate. Just GIVE STETHOSCOPE TO INMATE and try to KILL INMATE afterwards. This will leave you with some DRUGS.

Go and pick up the AXE at point B. At this point, a wall across the exit is being built (dotted line on MAP). Keep track of where you're going now! Go back towards the exit and you'll run into an ELECTRICIAN. Do not look up, as he suggests. Instead, KILL INMATE WITH AXE and TAKE FUSE. Return to where the exit was and HACK WALL WITH AXE to get out!

Nearby, in area C, CLOSE DOOR and LOCK DOOR WITH SILVER CARD. Do this with all the doors. Hey, there are only a total of 20 (arrgh! what an awful puzzle!) This will make the unseen character drop something nearby. Look behind all of the doors and you'll eventually find some MATCHES and a CANDLE.

MAP 2:

(12) Surgery – If you're carrying the drugs, the surgeon will alter your face. Now you're looking like Alfred Hitchcock (???)

(14) Film set – Entering here, the producer – recognizing you as Mr. Hitchcock – gives you a CAMERA.

Wander around for a bit and a guard will show up and ask to be in your movie. Say YES twice and then GIVE BIRD COSTUME TO GUARD. Afterwards, take his UNIFORM (great puzzle :-)

(13) Therapy – once you enter here, the guards will try to give you shock therapy. If you've messed up the fuse box at (6), however, the fuses blow and you're left with a BATTERY.

Now, LIGHT CANDLE WITH MATCHES.

MAP 1:

(6) Fuse Room - Simply INSERT FUSE IN FUSE BOX to turn the power back on.

(9) Phone Room – WEAR UNIFORM to prevent unwanted attention and then HACK PHONE WITH AXE and HACK RECEIVER WITH AXE to produce some COINS and a MAGNET.

Remember to DROP UNIFORM and GET UNIFORM again, otherwise the “Outside room” descriptions vanish (for no apparent reason...)

MAP 2:

(11) Scientist – enter here with the MAGNET, BATTERY and COPPER WIRE, and the nice lady will give you a Time Stasis Unit, a.k.a. a GENERATOR (pretty strange that she doesn't keep it for herself – ah, well...).

(10) Psychiatrist – Unless you prefer to be bored to death, PRESS BUTTON ON GENERATOR.

This makes time pass at a tremendous rate. The shrink will depart, leaving his SMOCK behind.
WEAR SMOCK then leave at the nearby exit to finish part 1!

A guard appears to order you to stop the Master Mystic who is roaming the corridors of the asylum.
You are given a PLATINUM CARD, which will grant you access to all rooms on maps 3, 4, and 5.
Afterwards, you are returned to your room.

--- Part 2 ---

Go to MAP 5 via MAP 2.

Go to point H and slip on the banana peel twice. A very peculiar lawyer appears and gives you a BOOK ON LAW.
Also, EXAMINE PEEL to find a CATERPILLAR.

At point F, take the ROPE.

(24) – take the RAT SUIT.

Next, enter area D and pick up the KNIFE. This area is very difficult to MAP, so I have merely given the directions to get you in and out again.

MAP 3:

(18) Spiritual Master – GIVE BOOK TO GURU and in return you will receive a SCROLL, which you must use to end the game.

(17) Exterminator – when standing outside the room, TIPTOE, enter the room and TIE EXTERMINATOR WITH ROPE. This prevents him from showing up later in the game.

(16) Terrorist – EXAMINE KNIFE to learn that it's a suicide knife. In order to impress this chick you should KILL MYSELF WITH KNIFE! Fortunately the knife is a prop, but the terrorist, awe-inspired, leaves the room. This reveals a broken vending machine.

MAP 5:

(25) Author – William Denman himself is sitting here (this game is getting really strange!) He agrees to fix the vending machine.

MAP 3:

(16) – INSERT COIN IN MACHINE to get a BOMB!

MAP 5:

(23) Catapult Room – first, PUT BOMB ON CATAPULT and PRESS BUTTON ON WALL to blow a hole in the roof, preventing your own untimely death. Next, it's your own turn to go.

Thinking merry thoughts won't get you far, though. Instead, SIT ON CATAPULT and PRESS BUTTON ON WALL to fly to point E. Here you should get the JAR. Getting out of here is a bit tricky since those things on the map are revolving doors, and they can prove quite annoying!

Eventually, you'll make it :-)

MAP 3:

(19) Entomologist – Just GIVE CATERPILLAR TO ENTOMOLOGIST, and in return your jar will be filled with KILLER ANTS!

MAP 5:

(26) Tourist – if you OPEN JAR, the ants will eat the poor guy but leave his LUNCH behind (how considerate)

[the finale, coming next, has more face changes than Mission: Impossible ;-)] It seems like the author ran out of ideas – or maybe he just didn't like being disturbed by silly adventurers?]

MAP 2:

(12) Surgery – enter here, say YES and GIVE COINS TO SURGEON to get the face of James T. Kirk.

MAP 4:

(20) Star Trek – if you look like Kirk, Dr. McCoy will give you a broken TRANSPORTER.

MAP 2:

(12) Surgery – more facial cuts, this time you'll look like Andy Taylor (maybe the Duran Duran one?).

MAP 3:

(15) Fix-it shop – if you look like Andy here and GIVE the LUNCH TO EMMIT, he'll gladly fix McCoy's broken transporter for you.

MAP 2:

(12) Surgery – (this is really getting tedious!) have the face of the Master Mystic!

MAP 4:

(22) Master Mystic – stand outside, PRESS BUTTON ON TRANSPORTER to be able to walk through walls. Now, DROP RAT SUIT and walk forward through the closed door to enter the lair of the M.M. If you do not look like him, the game will restart without further explanation. Otherwise, if you are carrying the scroll from the spiritual master at (18), the M.M. will vanish, leaving you with a DRAGON RING. This will serve as proof of the fact that you now have completed your mission.

MAP 1 (go via MAP 3, not via MAP 2!):

(1) – LOOK UNDER BED and GET PICTURE FROM UNDER BED to find a photo of yourself.

MAP 2:

(12) Surgery – (final one, promise!) say YES to surgery then GIVE PICTURE TO SURGEON to get your old face back. Now, simply walk through the same door where you ended part one to finish the game!

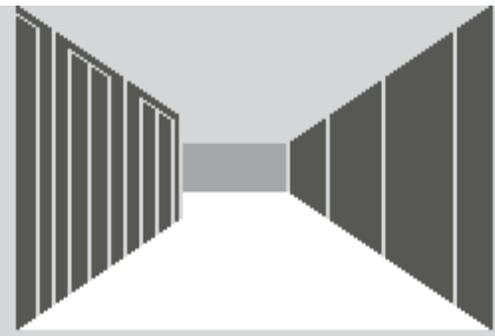
***** Congratulations!!! *****

You have escaped from the asylum





ASYLUM™



F1 ==> Vocabulary F2 ==> Slide Show
 F3 ==> Unused
 F5 ==> Save Game
 F7 ==> Inventory F8 ==> Text
 This is a hint. Remember it. Always pay attention and look in devious places. The author, William Denman, is insidious.
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Lock	l	Unlock	magnet	drugs	pills
u	Pick	Open	camera	movie camera	
o	Close	Shut	uniform	generator	stasis
c	Get	Carry	generator	battery	smock
Hold	Steal	Take	copper wire	wire	rat suit
g	Drop	Leave	suit	book	law book
Put	Place	p	scroll	Nirvana	caterpillar
Vocabulary	Save Game	Save	worm	army ants	ants
Quit	Stop	Restore	lunch	transporter	bomb
Yes	No	Heave	Dragon ring	ring	picture
Throw	Toss	Examine	axe	stethoscope	bird costume
Inspect	Look	Read	costume	bean bag	bag
Search	Advice	Clue	bean	rocket belt	belt
Help	Hint	Inventory	knife	dagger	jar
Text	Break	Destroy	banana peel	peel	rope
Rip	Smash	Shatter	wall	bed	cot
Tear	Slide Show	Gallery	pillow	desk	assistance
Art	Attack	Bludgeon	grill	window	catapult
Beat	Hit	Kill	rat	rats	door
Kick	Punch	Stab	d	machine	slot
Slash	Strike	Slug	vending	phone	pay phone
Chop	Hack	Give	telephone	dead	button
Pay	Feed	Ask	receiver	mirror	down
Buy			me	myself	self
			up		
Pay	Feed	Ask	telephone	dead	button
Buy	Swap	Trade	receiver	mirror	down
Wear	Listen	Lie	me	myself	self
Lay	Sit	Stand	up	all	everything
Burn	Ignite	Light	card	box	b
Eat	Ingest	Munch	Master Mystic		Mystic
Swallow	Display	Show	exterminator		Bill
Clean	Make	Neaten	Denman	Mike	programmer
Wipe	Score	Say	William Denman		terrorist
Scream	Shout	Talk	Emmit	McCoy	picnicker
Yell	Tiptoe	Walk Quietly	entomologist		philosopher
Tie	Untie	Charge	guru	physicist	psychiatrist
Run	r	Walk Fast	guard	producer	surgeon
Fart	Mix	Scramble	hypochondriac		electrician
Switch	Flip	Press	inmate	on	under
Push	Catch	Capture	behind	beneath	in
Fix	Repair	Blow	into	against	through
Insert	Replace	fuse box	out	of	from
credit card	silver card	gold card	to	for	with
gold	platinum card		w	except	but
fuse	fuses	sign	less	then	.
candle	matches	coins	it	her	him
coin	cash	money			
magnet	drugs	pills			
camera					