

JinXter

SOLUTION BOOK

By Magnetic Scrolls Ltd.



Jinxter

BACKGROUND

Somewhere in the perplexing and jinxed land of Aquitania, you are travelling home on the local bus service when you encounter a supernatural being from another dimension. This being, between spraying you with bits of his cheese sandwich, gives you the task of saving the land from the wicked crone Jannedor and rescuing luck into the bargain.

So, you set out on your rather peculiar quest, armed only with the few items that you discover around your home, trying to think of what conceivable use they might be. But then in Jinxter, everything is becoming slightly odd today!

HOW TO USE THIS BOOK

The layout of this solution book is divided up into sections for easy reference. These will give you different information, and collectively form the complete solution to Guild Of Thieves.

The first section lists all the locations, with a corresponding problem number as found on the various maps of the game, and a three-digit figure that refers to the coded answers in Section Two. If you are stuck in a particular room, refer to it on the map, find the problem number at the side of the location and then look it up on the list. Then read across to the answer number and turn to the next section to uncover the answer.

The second section is coded in a simple cypher; just take the letter of the code and read one letter back in the alphabet. For example if the clue says: Open the door with the JWPSZ LFZ, this translates to IVORY KEY.

Section Three lists all the objects that you will find on your travels throughout the game, their locations and uses. For the weak-willed amongst you, there is also a complete solution at the end of the book.

GENERAL HINTS 'N' TIPS

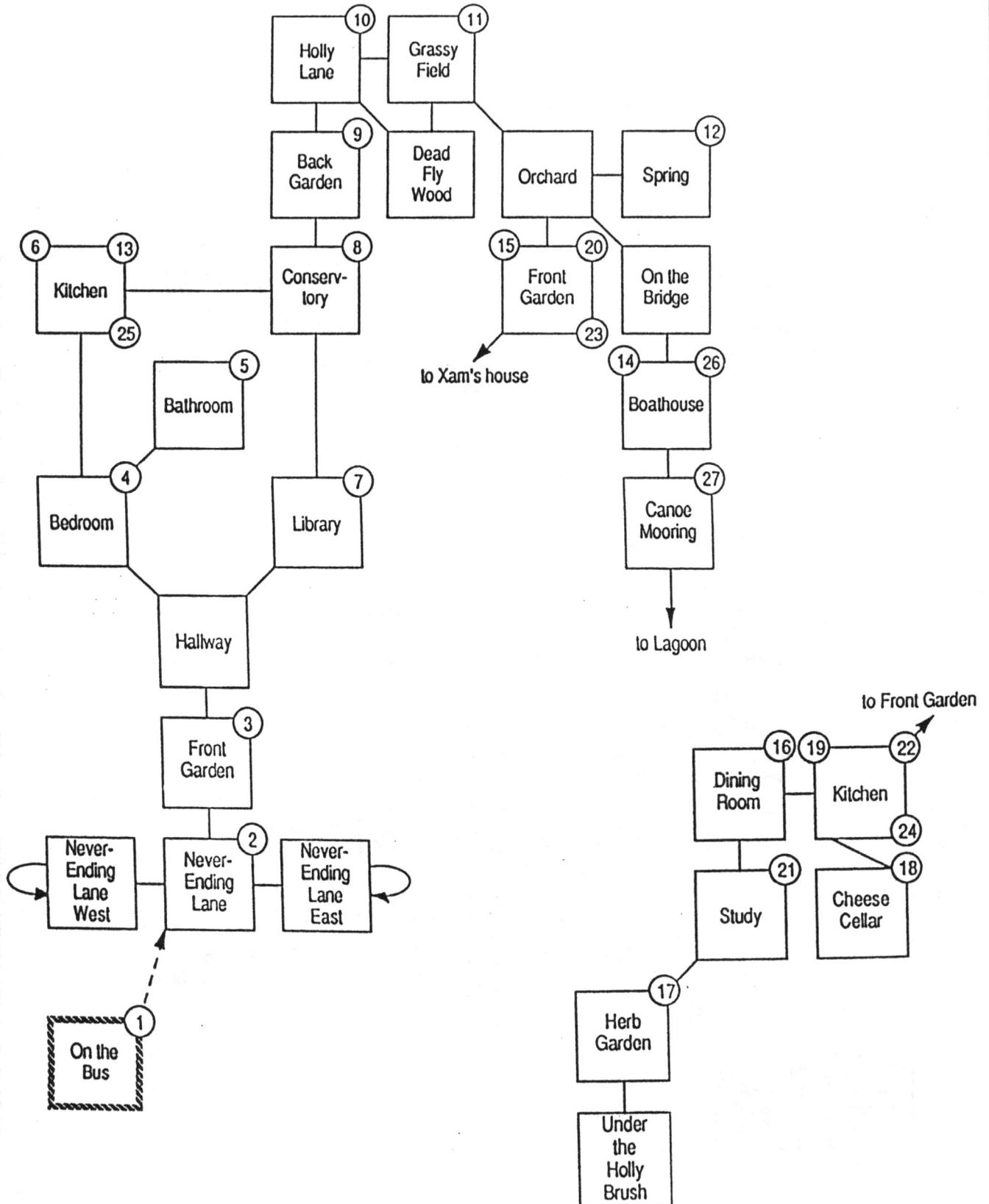
1. The GO TO <Location> command saves a lot of

typing time when the need to travel to nearby locations arises, but beware! Similarly described locations will confuse the program. Also, you cannot obviously go to a room where a puzzle needs to be solved beforehand in order to gain access to that location.

2. Read ALL the documentation that accompanies your game for subtle clues and outright hints!
3. An alternative method of freezing the contents of the old plastic bottle, is to place the latter in the fly bath, near the magpie. You could then cast OOJIMY to freeze the water and then collect the oil in the milk bottle.
4. The secateurs can be used to cut the barbed wire, thus affording a route around the bull - BUT you miss the points gained by taking another less obvious route.
5. There is an element of luck throughout the game, depending on how and when you approach specific puzzles.
6. If you SIT ON THE PELICAN (on the Carousel) and CAST DOOFER on it, it will fly off. Similarly casting DOOFER upon the fire engine and walrus whilst sitting upon them will yield amusing responses!
7. Note the available exits and 'directional nudges' contained in the descriptive text whilst underwater as you only have a limited supply of air in the aqualung!
8. The glass has been used in this solution to stand the burning candle in. However, there is nothing to stop you standing the candle inside the top hat if you so wish, the result is the same!
9. If you take too long in a particular situation, the Guardian will pop in, feed you a few lines of nonsense and leave; this does not affect gameplay in any way.
10. Remember, don't loose any Luck!

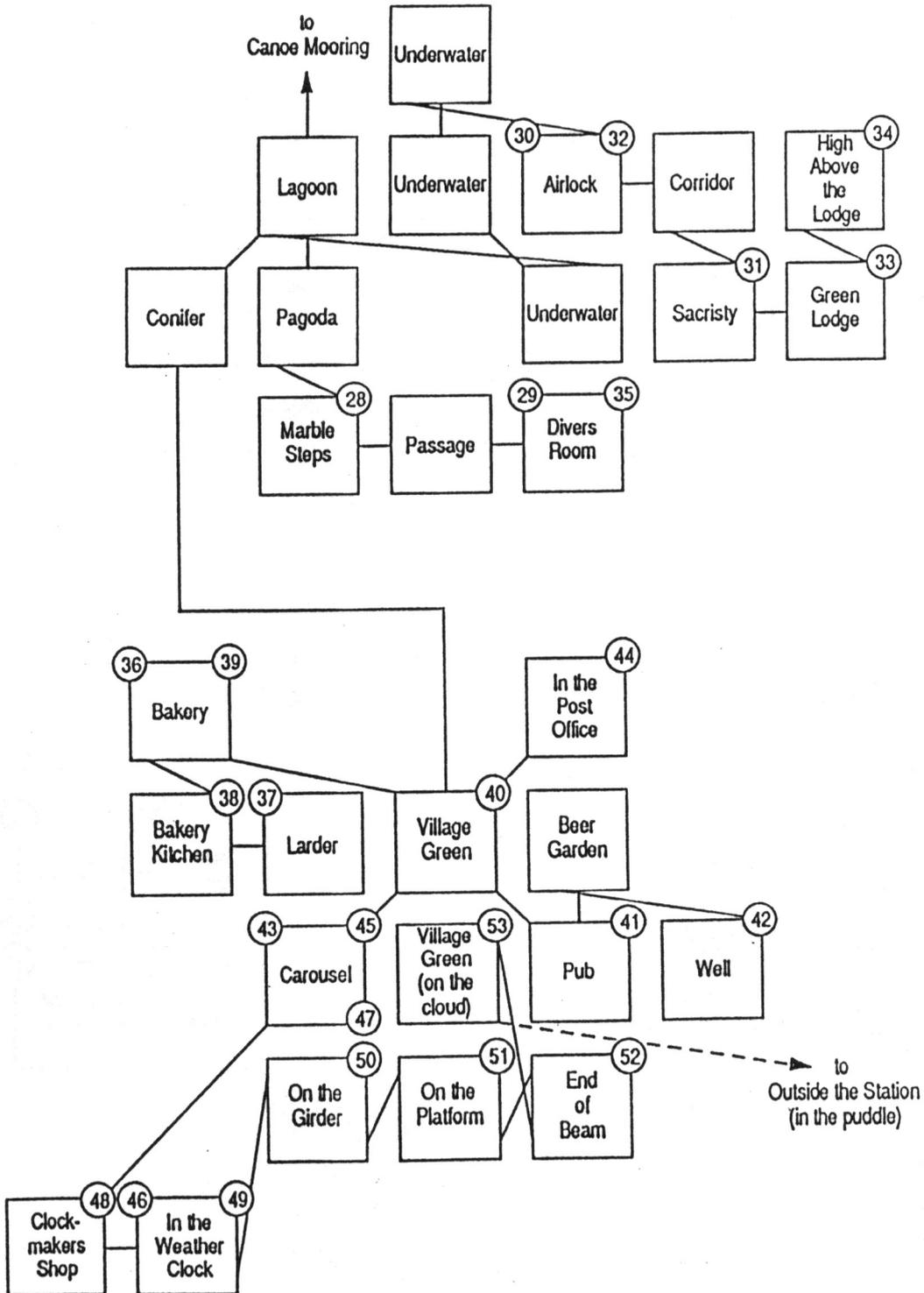
Jinxter : Map One

Neverending Lane



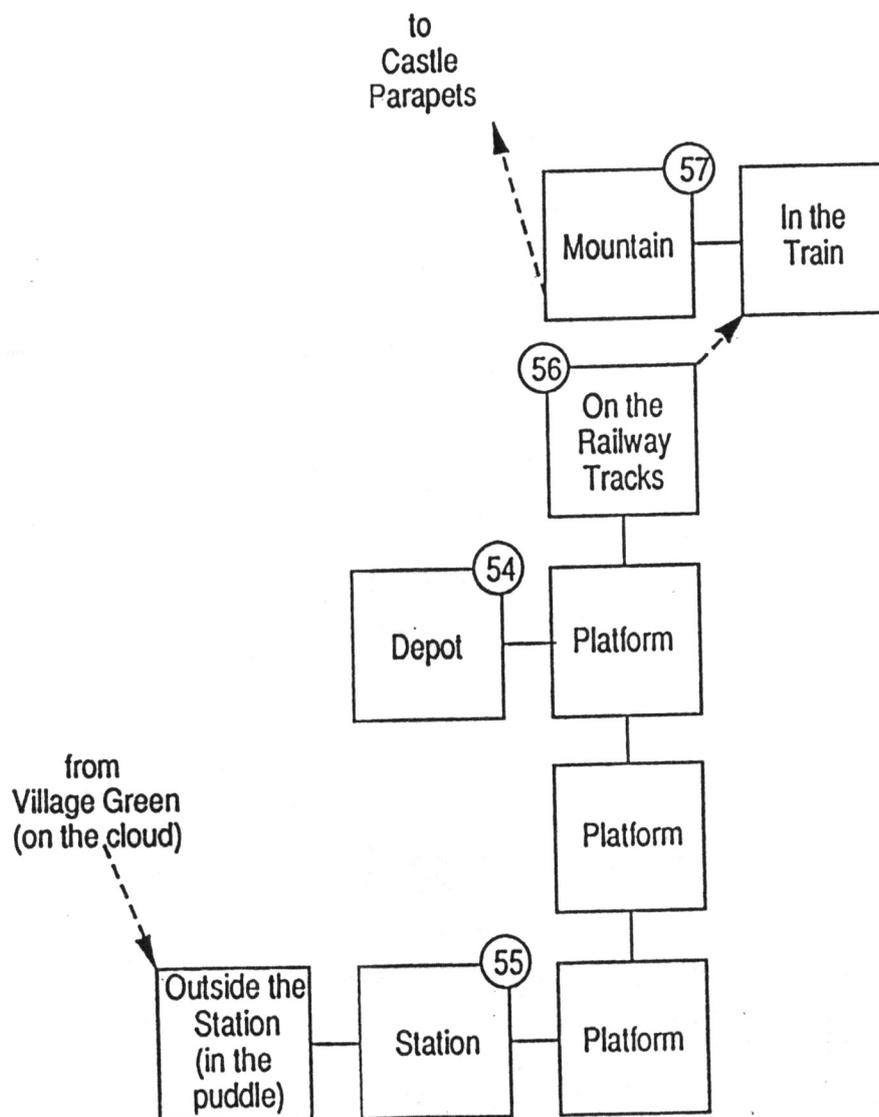
Jinxter : Map Two

The Village



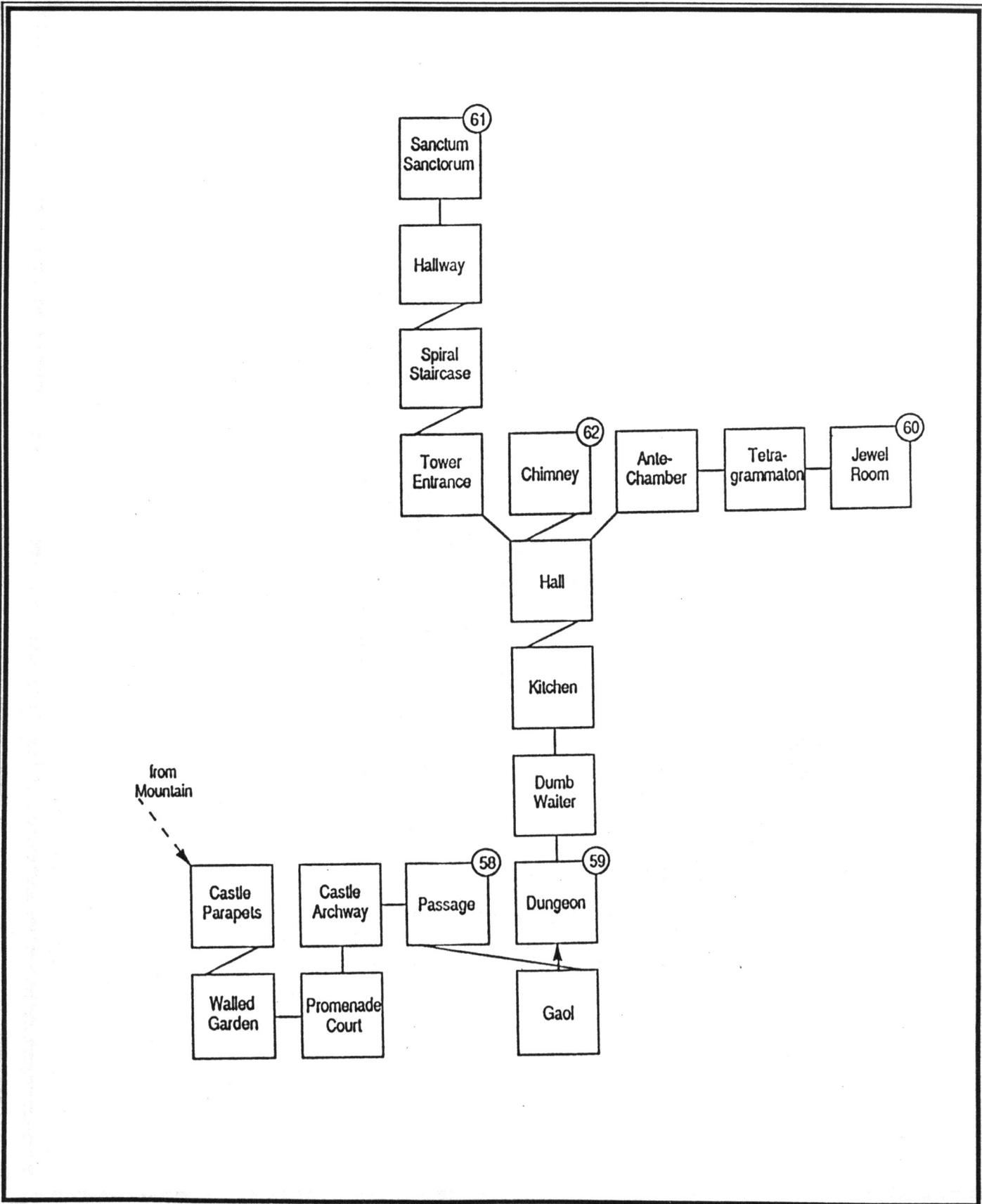
Jinxter : Map Three

Railway Station



Jinxter : Map Four

Jannedor's Castle



SECTION ONE

This section is linked with Section Two. If you are stuck on a particular problem, refer to the maps throughout this solution book and find the associated problem number (denoted by a circle on the side of the location). Next look up that number,

read across to check the location name and note the three-digit answer number.

This is then used to look up in Section Two, the coded answer section.

Prob.No.	Location	Answer No.	Prob.No.	Location	Answer No.
1	On The Bus	754	32	Airlock	649
2	Neverending Lane	894	33	Green Lodge	579
3	Front Garden (Yours)	699	34	High Above The Lodge	843
4	Bedroom	701	35	Diver's Room	875
5	Bathroom	870	36	Bakery	798
6	Kitchen (Yours)	905	37	Larder	929
7	Library	807	38	Bakery Kitchen	851
8	Conservatory	611	39	Bakery	895
9	Back Garden	720	40	Village Green	688
10	Holly Lane	893	41	Pub	679
11	Grassy Field	645	42	Well	833
12	Spring	783	43	Carousel	696
13	Kitchen (Yours)	676	44	In The Post Office	814
14	Boathouse	791	45	Carousel	587
15	Front Garden (Xam's)	755	46	In The Weather Clock	869
16	Dining Room	682	47	Carousel	741
17	Herb Garden	897	48	Clockmaker's Shop	970
18	Cheese Cellar	590	49	In The Weather Clock	707
19	Kitchen (Xam's)	805	50	On The Girder	722
20	Front Garden (Xam's)	651	51	On The Platform	815
21	Study	685	52	End Of Beam	718
22	Kitchen (Xam's)	724	53	Village Green (Cloud)	871
23	Front Garden (Xam's)	700	54	Depot	648
24	Kitchen (Xam's)	878	55	Station	610
25	Kitchen (Yours)	573	56	On The Railway Tracks	736
26	Boathouse	621	57	Mountain	853
27	Canoe Mooring	665	58	Passage	677
28	Marble Steps	743	59	Dungeon	551
29	Diver's Room	617	60	Jewel Room	861
30	Airlock	879	61	Sanctum Sanctorum	903
31	Sacristy	689	62	Chimney	738

THE MAGICAL CHARMS

WALRUS CHARM	Found in ZPVS QBSDFM	OOJIMY
AMETHYST CHARM	Found in TBDL at DBOPF NPPSJOH	DOODAH
UNICORN CHARM	Found in DIBOEFMJFS	WATCHERCALLIT
PELICAN CHARM	Found in CVSOU CSFBE	DOOFER
DRAGON CHARM	Found in QPTU PGGJDF TBGF	THINGY

The application of these special words is hinted at in the documentation that accompanies the game.

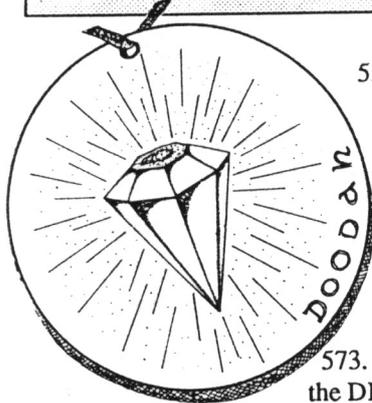
SECTION TWO

Before consulting this section, make sure you have already found out which number to refer to from Section One.

When you have the answer number, look down the list (they are all in numerical order) and read the answer to that

particular problem.

The code is worked out by taking the letter and referring to the previous letter in the alphabet. For example, the word JWPSZ LFZ would equal IVORY KEY (where J=I, W=V and so forth). Having the key words coded means that you cannot overlook any answers that you do not want to see.



551. XBLF Xam. Tie the SPQF to the NBOBDMF. Take the NBUDI then MJHIU it. MJHIU the DBOEMF with the NBUDI. Put the DBOEMF in the HMBTT. Put the HMBTT under the SPQF.

573. ESJOL the NJML. Open the DBO of XPSNT. Put the XPSNT in the NJML CPUUMF. Open the GSJEHF (the QMBTUJD CPUUMF you put in there before now contains JDF and some PJM). Take the PJM (in the DBO that previously contained the XPSNT).

579. XBJU (twice.....the water is now up to your OPTF). VQ.

587. LOPDL on the door. UISPX the UJO at the PJM MBMQ (the room DBUDIFT GJSF!)

590. Wear the TQFDUBDMFT. Take the DIFFTF.

610. Put the DPJO in the IBU. Drop the IBU. EPPGFS the TIPFT. Play the IBSNPOJDB (one of the tourist drops a TJMWFS DPJO into your OBU. Take the IBU. But the UJDLFU with the POF GFSH DPJO (The Stationmaster raises the price to two Fergs). Go FBTU and XBJU until the Stationmaster calls you back and agrees to sell you a UJDLFU for one Ferg). Buy the UJDLFU (it blows out of your hand. Head after it attempting to take it at each location until you reach the FOE of the Platform.

611. Take the UBCMFDMPUI and put it in the DBTF. VOMPDL the back door with the JSPO LFZ.

617. Drop the TIPFY, TIJSU and USPVTFST. Drop BMM. Wear the BRVBMVOH, NBTL, GMJQQFST and TVJU.

621. Put PJM on the door.

645. XBWF the UBCMFDMPUI (at the CVMM). Drop the UBCMFDMPUI.

648. Take the TBEEMF.

649. QVTI the SJHIU button.

651. Look JOTJEF the NBJMCPY (it should now contain a QPTUBM OPUF). Take the OPUF then read it (it tells you how to retrieve an undelivered QBSDFM addressed to you).

665. Take the BNFUIZTU charm (from the sack). Examine the BNFUIZTU charm. Put the CVOH in the TPD. Put the TPD in the IPMF. Put the DBOPF in the water. Enter the DBOPF. Take the QBEEMF.

676. Open the GSJEHF. Put the QMBTUJD CPUUMF in the GSJEHF. DMPTF the GSJEHF.

677. SFNPWF the shoes.

679. XBUDIFSDBMMJU the DPJO. Buy CFFS with the DPJO. XBUDIFSDBMMJU the HMBTT. PPKJNZ the GJSF. Take the BTI.

682. Take the DBOEMF and the NBUDI CPY.

685. EMJBM 300.

688. Take the CSFBE. Eat the CSFBE (you remove the QFMJDBO DIBSN from your mouth). Examine the DIBSN.

689. Take the DPJO (from the OPUFDBTF on the desk).

696. EPPGFS the VOJDPSO. Take the TBEEMF.

699. VOMPDL the door with the JSPO LFZ.

700. VOMPDL the NBJMCPY with the QMBTUJD LFZ. Take the QBSDFM then PQFO it. Examine the DIBSN. Read the MFUUF.

701. Take the DFMMP DBTF. Open the XBSSEPCF. Wear the TIPFT. Look VOEFS the CFE. Take the TPD and put it in the DBTF.

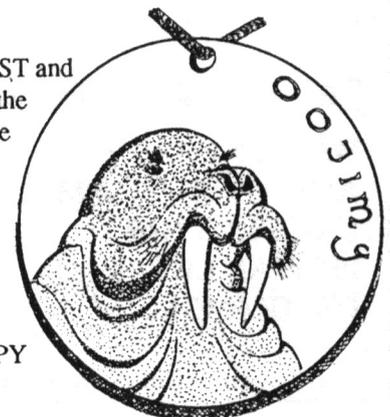
707. Drop the TUPPM. Put the MBEEFS on the HJSEFS. Take all but the MBEEFS and the TUPPM. DMJNC on the TUPPM. DMJNC the MBEEFS.

718. Take BMM from the case. Drop the case. EPPEBI. Get on the DMPVE.

720. Take the TFDBUFVST and put them in the DBTF. Take the HMPWF and put them in the DBTF.

722. KVNQ north.

724. XBJU (for Lebling to appear and then put the QBSDFM in Xam's NVJMCPY and lock it). Open the



NBUDICPY. Take the NBUDI then MJHIU it. MJHIU the DBOEMF (UXJDF).

736. Take the UJDLFU. SVO after the USBJO (twice).

738. Examine the CBMM (repeat until Jannedor glances at the GJSFQMBDF). EPPGFS the CBMM. Drop the BTI. XBJU (repeat until the DMBX of Jannedor appears). Put the CSBDFMFU on the DMBX.

741. Put the MBEEFS on the TIPQ. Take the MBEEFS.

743. FNQUZ the NJML CPUUMF on the dirt. EJH in the dirt (it reveals a passage east)

754. Show the UJDLFU to the Inspector (when he BTLT for it). QVTI the button. XBJU (repeat until the bus stops at Neverending Lane and the doors open). FYJU.

755. Unlock the door with the SVTUZ LFZ.

783. Take the QMBTUJD CPUUMF and put it in the DBTF.

791. Take the NPVTF USBQ. Take the DBO of XPSNT. Take the CVOH (from inside the CPBU).

798. Ask the baker for a KPC.

805. Put the DIFFTF on the NPVTF USBQ. TFU the NPVTF USBQ. Drop the NPVTF USBQ.

807. Answer the UFMFQIPOF.

814. NBJM the TBEEMF to the station. Give the UXP GFSH DPJO to the Postmistress. XBJU (until she gives the TBEEMF to Lebling with directions where to take it. TIPX the NPVTF to the Postmistress. UVSO the bottom SJHIU handle. Turn the UPQ SJHIU handle. Turn the CPUUPN SJHIU handle. Turn the CPUUPN SJHIU handle. Turn the UPQ MFGU handle. Open the TBGF. Take the ESBHPO DIBSN. Examine the ESBHPO DIBSN.

815. UIJOHZ (if the Sun weatherman is at ZPVS end of the CFBN otherwise skip this command). Take the IBU (from the SBJO XFBUIFSNBO). DMJNC on the CFBN.

833. Take the UXP GFSH DPJO.

843. Take the DIBSN (from the DIBOEFMJFS).

851. Put the QFMJDBO DIBSN in the UJO. Open the PWFO. Put the UJO in the PWFO. DMPTF the PWFO (hopefully the Baker has not arrived yet, if he has, restore a previously saved game). QVTI the

HSFFO button (twice). Open the PWFO. Take the UJO (by now the Baker should have arrived). TIPX the CSFBE to the Baker.

853. Put the TBEEMF on the VOJDPSO. NPVOU the VOJDPSO. EPPGFS the VOJDPSO.

861. Examine the CMPDLT (you want to arrange them so that the numbers in any row or column add up to GJGUFFO). Slide GJWF. Slide FJHIU. Slide POF. Slide TJY. Slide TFWFO. Slide UXP. Slide OJOF. Slide GJWF. Slide UISFF. Slide GPVS. Take the CSBDFMFU. Put the DIBSNT on the CSBDFMFU.

869. Drop BMM but the XBMSVT DIBSN.

870. Take the ESBHPO and put it in the DBTF.

871. EPPGFS the DMPVE.

875. Drop the BRVBMVOH, NBTL, GMJQQFST and TVJU. Wear the TIPFT, TJSU, USPVTFS and HMPWF. Take the DBTF, paddle, NBUDI CPY, candle, mouse, BNFUIZTU charm and XBMSVT charm (from the QBSDFM).

878. Examine the NPVTF USBQ (there should be a NPVTF in it now). Take the NPVTF.

879. DMPTF the IBUDI. QVTI the MFGU button. UVSO the XIFFM. Open the EPPS.

893. VOMPDL the NBJMCPY with the QMBTUJD LFZ (there should be nothing inside it now).

894. Take the LFZSJOH. XBJU (repeat until you are handed a EPDVNFOU). Read the EPDVNFOU. Drop the UJDLFU and the EPDVNFOU. Open the HBUF.

895. TIPX the CSFBE to the Baker (he throws you out of the shop).

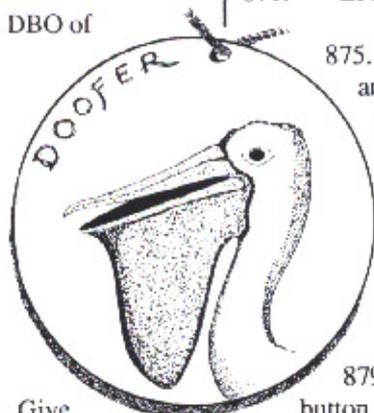
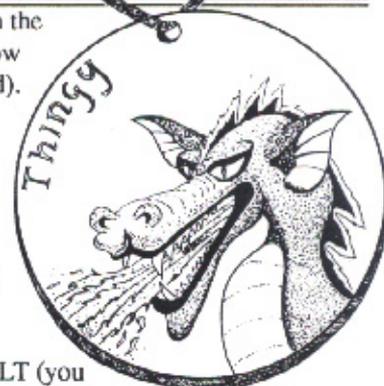
897. MJTUFO to the Magpie (he gives you a pair of TQFDUBDMFT).

903. Take the DSZTUBM CBMM (from the table).

905. Take the PQFOFS and put it in the DBTF. Open the GSJEHF. Take the CPUUMF and put it in the DBTF. Close the GSJEHF.

929. Open the TBDL. Take the TJFWF. TJFWF the flour with the TJFWF. Take the QFMJDBO DIBSN (from the GMPVS).

970. PPKJNZ the Tuppm. Take the TUPPM.



SECTION THREE

This section lists most of the objects that you will encounter in the game. Use it as a quick reference if you are having a particular problem with a specific object.

The objects are arranged in alphabetical order, thus making it

easy to locate. Once found, the table allows you to look across and find where it is found and also a clue as to its use within the game.

This section can be used to cross reference Section's One and Two, or as a separate part to help you with the final solution of the game.

OBJECT	LOCATION	USE
AQUALUNG	Diver's Room	Wear under water
ASH	Pub grate	Drop in Castle Chimney
BRACELET	Jewel Room	Attach Charms
BUNG	In Boat	Fix Canoe
BURNT BREAD	You bake it	Eat to discover
CANOE	Canoe Mooring	Water transport
CANDLE	Dining Room (Xam's)	Burn rope/Bend plastic
CAN OF WORMS	Boathouse	Worms loosen soil
CELLO CASE	Bedroom (yours)	Carry more
CHEESE	Cheese Cellar	Attract mice
CRYSTAL BALL	Sanctum Sanctorum	Watch Jannedor at end
DECK CHAIR	Front Garden (yours)	No use!
DIVING SUIT	Diver's Room	Wear under water
DOCUMENT	Neverending Lane	Read it at start
FIRE ENGINE	Carousel	Need ladder
FLIPPERS	Diver's Room	Wear underwater
FLOUR SACK	Baker's Larder	Sieve it
GLASS	Pub	Helps candles stand up
GLOVES	Back Garden	Wear them
HARMONICA	Bedroom (yours)	Play at station
HAT	On the Platform	Collect money in
KEYRING	Neverending Lane	Holds several keys
LADDER	Fire Engine	Climb it
MANACLES	Dungeon	Secure end of rope
MASK	Diver's Room	Wear under water
MATCH BOX	Dining Room	Light candle
MILK BOTTLE	Kitchen (yours)	Drink milk/contain worms
MOUSE	Kitchen (Xam's)	Show to Postmistress
NOTE	Parcel/Mailbox	Read it for a phone number
NOTECASE	Sacristy	Examine it
ONE-FERG COIN	Sacristy	Buy beer
PADDLE	Canoe Mooring	Propel canoe
PLASTIC BOTTLE (OIL)	Spring	Contains some oil
PLASTIC DRAGON	Bathroom	No use
PLUM ROLL	Baker's Larder	No use
PUZZLE	Jewel Room	Sliding number puzzle
ROPE	Dungeon	Tie to manacles/hatch
SADDLE	Carousel/Unicorn	Post to Station
SECATEURS	Back Garden (yours)	Cut barbed wire
SIEVE	Baker's Larder	Sieve flour in sack
SOCK	Under your bed	Use with bung in canoe
SPECTACLES	Under Holly Bush	See in the dark
STOOL	Clockmaker's shop	Stand on it
TABLECLOTH	Conservatory	To attract attention
TAP SHOES	Bedroom (yours)	For dancing
TICKET	Station	Use train
TIN OF DOUGH	Bakery Kitchen	Bake in oven
TIN OPENER	Kitchen (yours)	Open cans
TWO-FERG COIN	Well of Beer Garden	Postal Rate/Train Fare
UMBRELLA	Platform	No use!
UNICORN	Carousel/Mountain Top	Doofer it, then ride it later

Complete Solution

WARNING: Idly reading the following solution will ruin the fun of playing the game. Only use this section as a last resort.

INVENTORY (You are carrying a keyring and bus ticket. You are wearing a pair of trousers and a shirt)
 EXAMINE THE KEYRING (It contains a yellow plastic key, a rusty key and an iron key)
 EXAMINE THE BUS TICKET (It specifies that the destination is Neverending Lane)
 WAIT (until the Inspector comes up to you and asks to see your ticket)
 SHOW THE TICKET TO THE INSPECTOR (He informs you that Neverending Lane is just two stops from here)
 READ THE SIGN (It warns passengers not to talk to the driver while the bus is in motion)
 EXAMINE THE BUTTON (It tells the driver to let you off at the next stop. The bus sails past a bus stop. You want to get off at the next stop)
 PUSH THE BUTTON
 WAIT (Repeat until the bus comes to a halt beside a bus stop and the doors open)
 EXIT (The Inspector tosses your keyring out after you) [5/205]
 TAKE THE KEYRING
 WAIT
 WAIT (You are propelled to the kerbside by a firm grip on your collar, belonging to a Guardian, who hands you a document)
 READ THE DOCUMENT (This describes your mission)
 DROP THE TICKET AND THE DOCUMENT
 OPEN THE GATE
 NORTH
 EXAMINE THE CHAIR
 UNLOCK THE DOOR WITH THE IRON KEY
 OPEN THE DOOR
 NORTH
 NORTHWEST
 OPEN THE CELLO CASE
 LOOK INSIDE THE CELLO CASE (It contains a harmonica and there's plenty of room for more items)
 TAKE THE CASE
 OPEN THE WARDROBE
 LOOK INSIDE THE WARDROBE (It contains some tap-dancing shoes)
 WEAR THE SHOES
 LOOK UNDER THE BED (you find a woolly sock)
 TAKE THE SOCK AND PUT IT IN THE CASE
 NORTHEAST
 EXAMINE THE BOOK
 EXAMINE THE BASIN (It contains a dragon)
 EXAMINE THE DRAGON (It's a plastic toy)
 TAKE THE DRAGON AND PUT IT IN THE CASE
 SOUTHWEST
 NORTH
 EXAMINE THE TABLE (You see a tin opener)
 TAKE THE TIN OPENER AND PUT IT IN THE CASE
 OPEN THE FRIDGE
 LOOK INSIDE THE FRIDGE (It contains a bottle of milk)
 TAKE THE BOTTLE AND PUT IT IN THE CASE
 CLOSE THE FRIDGE
 EAST

SOUTH (Into the Library; the telephone's ringing)
 ANSWER THE TELEPHONE (It's your old friend Xam in a panic)
 EXAMINE THE BOOKSHELVES (All of your books have disappeared)
 NORTH
 EXAMINE THE TABLE (It has a tablecloth on it)
 EXAMINE THE TABLECLOTH (It's dull red and very frayed)
 TAKE THE TABLECLOTH AND PUT IT IN THE CASE
 UNLOCK THE BACK DOOR WITH THE IRON KEY
 OPEN THE DOOR
 NORTH
 EXAMINE THE SECATEURS
 TAKE THE SECATEURS AND PUT THEM IN THE CASE
 EXAMINE THE GLOVES (They will protect against the tin opener)
 TAKE THE GLOVES AND PUT THEM IN THE CASE
 NORTH
 UNLOCK THE MAIL BOX WITH THE PLASTIC KEY
 OPEN THE MAILBOX
 LOOK INSIDE THE MAILBOX (It's empty)
 CLOSE THE MAILBOX
 EAST (You see a Bull)
 WAVE THE TABLECLOTH (The bull charges at you)
 DROP THE TABLECLOTH (The bull redirects his charge from you to the tablecloth. It goes the tablecloth and gets its horns entangled in it, thus blocking its vision) [10/205]
 SOUTHEAST
 EAST (There's an old bottle caught up in the weeds)
 EXAMINE THE PLASTIC BOTTLE (It's an old oil bottle containing some iridescent fluid)
 EXAMINE THE FLUID (It's mostly spring water with a film of oil from the previous contents of the bottle)
 TAKE THE PLASTIC BOTTLE AND PUT IT IN THE CASE
 WEST
 NORTHWEST
 WEST
 SOUTH
 SOUTH
 WEST
 OPEN THE FRIDGE
 PUT THE PLASTIC BOTTLE IN THE FRIDGE
 CLOSE THE FRIDGE
 EAST
 NORTH
 NORTH
 EAST
 SOUTHEAST
 SOUTHEAST
 SOUTH
 TAKE THE MOUSE TRAP
 TAKE THE CAN OF WORMS
 LOOK INSIDE THE BOAT (It contains a bung)
 TAKE THE BUNG
 NORTH
 NORTHWEST

SOUTH (In Xam's front garden)
 EXAMINE THE DOOR
 UNLOCK THE DOOR WITH THE RUSTY KEY
 OPEN THE DOOR
 SOUTHWEST
 WEST
 EXAMINE THE TABLE (On it is a wax candle and a match box) [20/205]
 TAKE THE CANDLE AND MATCH BOX
 SOUTH
 EXAMINE THE TABLE (On it is a telephone)
 SOUTHWEST
 SOUTH (You see a magpie, whistling cheerfully)
 LISTEN TO THE MAGPIE (It tries to buy you off by giving you a pair of old spectacles. They will soon come in very handy) [25/205]
 NORTH
 NORTHEAST
 NORTH
 EAST
 OPEN THE TRAPDOOR
 DOWN
 WEAR SPECTACLES (You can now see that you are in a Cheese Cellar)
 TAKE THE CHEESE
 UP
 PUT THE CHEESE ON THE MOUSE TRAP
 SET THE MOUSE TRAP
 DROP THE MOUSE TRAP
 NORTHEAST
 LOOK INSIDE THE MAILBOX (It now contains a postal note)
 TAKE THE NOTE THEN READ IT (It's from the Aquitania Postal Service about an undelivered parcel addressed to you. Dial 300 to arrange pre-delivery.
 SOUTHWEST
 WEST
 SOUTH
 DIAL 300 (You are told that the delivery man, Lebling, will call back with your parcel)
 NORTH
 EAST
 WAIT (Lebling appears. He recognises that you're not Xam and won't give you the parcel. Instead, he puts it in Xam's mailbox and locks it)
 NORTHEAST
 UNLOCK THE MAIL BOX WITH THE PLASTIC KEY (It doesn't quite fit)
 SOUTHWEST
 OPEN THE MATCHBOX
 TAKE THE MATCH THEN LIGHT IT
 LIGHT THE CANDLE WITH THE MATCH
 HEAT THE PLASTIC KEY WITH THE CANDLE
 HEAT THE PLASTIC KEY WITH CANDLE
 NORTHEAST
 UNLOCK THE MAILBOX WITH THE PLASTIC KEY (It springs open) [35/205]
 LOOK INSIDE THE MAIL BOX
 TAKE THE PARCEL THEN OPEN IT
 LOOK INSIDE THE PARCEL (It contains a Walrus Charm and a letter)
 EXAMINE THE CHARM (Etched into its surface is the word "OOJIMY")
 READ THE LETTER
 SOUTHWEST
 EXAMINE THE MOUSE TRAP (There should be

a mouse in it by now)
 TAKE THE MOUSE
 NORTHEAST
 NORTH
 NORTHWEST
 WEST
 SOUTH
 SOUTH
 WEST
 DRINK THE MILK
 OPEN THE CAN OF WORMS WITH THE TIN OPENER
 PUT THE WORMS IN THE MILK BOTTLE
 OPEN THE FRIDGE
 LOOK INSIDE THE FRIDGE (You see a plastic bottle (of ice) and some oil)
 TAKE THE OIL. (In the can that contained the worms)
 CLOSE THE FRIDGE
 EAST
 NORTH
 NORTH
 EAST
 SOUTHEAST
 SOUTHEAST
 SOUTH
 EXAMINE THE DOOR (It's neglected and rusty)
 PUT OIL ON THE DOOR
 OPEN THE DOOR
 SOUTH [45/205]
 EXAMINE THE SACK (It says "SWAG" on it. It contains an Amethyst Charm)
 TAKE THE AMETHYST CHARM
 EXAMINE THE AMETHYST CHARM (It bears the word: "DOODAH")
 EXAMINE THE CANOE (It contains a paddle and has a hole in it below the water line)
 PUT THE BUNG IN THE SOCK
 PUT THE SOCK IN THE HOLE
 PUT THE CANOE IN THE WATER [55/205]
 GET IN THE CANOE
 TAKE THE PADDLE
 SOUTH
 SOUTH
 GET OUT
 DOWN
 DIG IN THE DIRT (You can't, it's too compacted)
 EMPTY THE MILK BOTTLE ON THE DIRT (The worms enter and loosen up the dirt)
 DIG IN THE DIRT (It reveals a passage to the east) [65/205]
 EAST
 EAST (There is some diving equipment here)
 DROP THE SHOES, SHIRT AND TROUSERS
 DROP ALL
 WEAR THE AQUALUNG, MASK, FLIPPERS AND SUIT
 WEST
 WEST
 UP
 NORTH
 DOWN
 NORTHWEST
 NORTH
 OPEN THE HATCH
 DOWN
 CLOSE THE HATCH
 EXAMINE THE PANEL (It has two buttons on it)
 EXAMINE THE BUTTONS (The left one bears the word "FLOOD". The right one bears the word "FLOOD")
 PUSH THE LEFT BUTTON
 EXAMINE THE DOOR (It has a wheel on it)
 TURN THE WHEEL
 OPEN THE DOOR
 EAST
 DOWN (In the Sacristy)

EXAMINE THE DESK (There is a notecase on it)
 EXAMINE THE NOTECASE (It contains a one ferg coin)
 TAKE THE COIN
 OPEN THE RED DOOR
 EAST
 EXAMINE THE CHANDELIER (It has a lapidary glint as though concealing something, but you can't reach it)
 WEST
 UP
 WEST
 PUSH THE RIGHT BUTTON (The airlock starts to fill with water)
 EAST
 DOWN
 EAST
 WAIT
 WAIT (The water is now up to your nose)
 LOOK (Everything is now underwater and you can swim around like a fish)
 UP (You are high above the lodge. The chandelier is well within your reach)
 EXAMINE THE CHANDELIER (It conceals a tiny charm hidden by the crazed gardener in a fit of virtue)
 TAKE THE CHARM
 EXAMINE THE CHARM (It's ivory and fashioned in the shape of a Unicorn. The word "WATCHERCALLIT" is engraved on its surface.)
 DOWN
 WEST
 UP
 WEST
 OPEN THE HATCH
 UP
 SOUTH
 SOUTHEAST
 UP
 SOUTH
 DOWN
 EAST
 EAST
 DROP THE AQUALUNG, MASK, FLIPPERS AND SUIT, WEAR THE SHOES, SHIRT, TROUSERS AND GLOVES
 TAKE THE CASE, PADDLE, MATCH BOX, CANDLE, MOUSE, AMETHYST CHARM AND WALRUS CHARM (From the parcel)
 WEST
 WEST
 UP
 ENTER THE CANOE
 NORTH
 SOUTHWEST
 DROP THE PADDLE
 GET OUT
 SOUTH (To the Village Green)
 NORTHWEST
 READ THE NOTICE (It reads: "Wanted! - Smart lad to take over as Baker's apprentice. Ask here")
 ASK BAKER FOR JOB (He tells you to go downstairs and bake some bread)
 DOWN
 EAST
 EXAMINE THE FLOUR SACK (It's closed)
 OPEN THE SACK
 TAKE THE SIEVE
 SIEVE THE FLOUR WITH THE SIEVE (You discover a charm)
 EXAMINE THE SIEVE (It contains a Pelican Charm)
 TAKE THE PELICAN CHARM
 WEST
 EXAMINE THE TABLE (There is a baking tin on it)

EXAMINE THE TIN (It contains some dough.
 You are about to bake a loaf of bread with the pelican charm in the middle of it!)
 PUT THE PELICAN CHARM IN THE TIN
 OPEN THE OVEN
 PUT THE TIN IN THE OVEN
 CLOSE THE OVEN (Hopefully the Baker has not arrived yet. He will soon though!)
 EXAMINE THE OVEN (It has a panel on its side)
 EXAMINE THE PANEL (It has a single green button)
 PUSH THE GREEN BUTTON (The dough begins to cook)
 PUSH THE GREEN BUTTON (The loaf begins to cook)
 OPEN THE OVEN
 TAKE THE TIN (It contains some burnt bread. You've obviously failed at your baking test!)
 SHOW THE BREAD TO THE BAKER (He suggests going upstairs where there is more light)
 UP
 SHOW THE BREAD TO THE BAKER (He takes a bite of it. In disgust, he hurls the bread at you. It flies through the door just what you wanted to happen - he then accuses you of being a moron and throws you out of the Village Green)
 TAKE THE BREAD
 EAT THE BREAD (You remove the charm from your mouth!)
 EXAMINE THE PELICAN CHARM (Inscribed on it is the word: "DOOFER")
 SOUTHEAST
 EXAMINE BAR (A sign on a handpump indicates that beer sells for one ferg per pint. You will need that one ferg coin later on, so you must figure out a way to buy the beer yet get the coin back. This is where you get to use some of the magic associated with the words inscribed on the various charms that make up the bracelet of Turani)
 WATCHERCALLIT THE COIN (This makes it glow)
 BUY BEER WITH COIN (The one ferg coin reappears in your hand because of the "WATCHERCALLIT" magic you cast upon it!)
 WATCHERCALLIT GLASS (This will prevent the Bartender from taking the glass away from you when you leave the bar)
 EXAMINE THE HEARTH (A roaring fire is blazing in it)
 OOJIMY FIRE (It goes out leaving some ash)
 TAKE THE ASH
 NORTH
 EXAMINE THE WELL (It's large enough for you to climb into)
 DOWN
 TAKE THE TWO FERG COIN
 UP SOUTH
 NORTHWEST
 SOUTHWEST
 DOOFER THE UNICORN (It springs to life shaking free its saddle. He rises slowly up into the sky)
 TAKE THE SADDLE
 NORTHEAST
 OPEN THE DOOR
 NORTHEAST
 MAIL THE SADDLE TO THE STATION (You will need it later on in the game.)
 GIVE THE TWO FERG COIN TO THE POSTMISTRESS
 WAIT (Lebling comes in. The Postmistress gives him the saddle with directions where to take it)
 SHOW THE MOUSE TO THE POSTMISTRESS (She rushes outside) [80/205]
 EXAMINE THE SAFE (It has four handles, one in each corner)
 EXAMINE THE HANDLES (They're all up)

TURN THE BOTTOM RIGHT HANDLE
 TURN THE TOP RIGHT HANDLE
 TURN THE BOTTOM RIGHT HANDLE
 TURN THE BOTTOM RIGHT HANDLE
 TURN THE TOP LEFT HANDLE (You hear a click from deep in the safe) [90/205]
 OPEN THE SAFE
 LOOK INSIDE THE SAFE (You see a Dragon Charm)
 TAKE THE DRAGON CHARM
 EXAMINE THE DRAGON CHARM (It's carved in jade and bears the word "THINGY")
 OPEN THE DOOR
 SOUTHWEST
 SOUTHWEST
 EXAMINE THE DOOR
 READ THE NOTICE (It reads: "Sorry - No Repairs Accepted")
 EXAMINE THE SHOP
 LOOK INSIDE THE WINDOW
 KNOCK ON THE DOOR
 THROW THE TIN AT THE OIL LAMP
 SOUTHWEST (To inside the Clockmaker's Shop)
 EAST
 DROP ALL BUT THE WALRUS CHARM
 WEST
 NORTHEAST
 EXAMINE THE FIRE ENGINE (It sports a splendid ladder)
 PUT LADDER ON SHOP
 TAKE LADDER
 EXAMINE LADDER (It's missing eight rungs from either the top or bottom)
 SOUTHWEST
 OQJIMY THE STOOL (Remember it was hot from the fire. It's cold now)
 TAKE THE STOOL
 EAST
 DROP THE STOOL
 PUT THE LADDER ON THE GIRDER
 TAKE ALL BUT THE LADDER AND THE STOOL
 CLIMB ON THE STOOL
 CLIMB THE LADDER (You get to the top of the ladder and transfer over to the over to the girder. The ladder falls) [100/205]
 JUMP NORTH (There are life-size wax figures here, a Sun Weatherman, poised at either end of a wooden beam. One of the figures will be on your end of the beam. You want the Rain Weatherman at your end of the beam)
 THINGY (... only if the Sun Weatherman is at your end of the beam....otherwise skip this command. The rain stops, the beam pivots, and the Sun Weatherman goes outside)
 EXAMINE THE RAIN WEATHERMAN (His head is crowned with a battered old top hat)
 TAKE THE HAT
 CLIMB ON THE BEAM
 TAKE ALL FROM THE CASE (You won't be able to take the case any further)
 DROP THE CASE
 DOODAH (Rain begins to fall. Again the beam pivots taking you and the Rain Weatherman out to the end of the beam. You see a cloud)
 GET ON THE CLOUD [110/100]
 DOOFER THE CLOUD (The cloud comes to life. It takes off and eventually deposits you on the ground where you are sitting in a small, sad puddle outside a railway station)
 EXAMINE THE SIGN (It reads: "No Busking Whatsoever At All Anywhere On The Premises, Look You")
 EAST
 EAST
 NORTH
 NORTH

OPEN THE DOOR
 WEST
 TAKE THE SADDLE (This is the one you mailed in the Post Office)
 EAST
 SOUTH
 SOUTH
 WEST
 PUT THE COIN IN THE HAT
 DROP THE HAT
 DOOFER THE SHOES (Your feet are dancing!)
 PLAY THE HARMONICA (Your entertainment gathers a crowd of tourists. One of them drops a silver coin into your hat)
 TAKE THE HAT
 LOOK INSIDE THE HAT (In addition to the one ferg coin, a foreign coin is there)
 BUY THE TICKET WITH ONE FERG COIN (Giving you ridiculous reasoning the Stationmaster raises the price of the ticket to two ferGs. You walk away)
 EAST
 WAIT (Repeat until the Stationmaster calls you back and agrees to sell you the ticket half-price, that is the original price of one ferg!)
 WEST
 BUY THE TICKET WITH ONE FERG COIN (After the Stationmaster grudgingly sells you the ticket, a gust of wind blows it out of your hand) [120/205]
 EAST
 TAKE THE TICKET (Again the wind blows the ticket away)
 NORTH
 TAKE THE TICKET (Again the wind blows the ticket away)
 NORTH
 TAKE THE TICKET (Again the wind blows the ticket away)
 NORTH
 TAKE THE TICKET (You finally get hold of it just as the train moves away from the platform)
 RUN AFTER THE TRAIN (You finally catch up with it. The Guard extends a hand and hauls you aboard. He asks to see your ticket) [130/205]
 SHOW THE TICKET TO THE GUARD
 WAIT (The train comes to a halt)
 WEST (A snow white unicorn grazes nearby)
 PUT THE SADDLE ON THE UNICORN (He is turning slowly back into wood. You've got to bring him back to life)
 MOUNT THE UNICORN
 DOOFER THE UNICORN (Once again life flows through his body. You and the unicorn ride into the air. After a brief flight, you settle on the parapet of the Castle) [140/205]
 DISMOUNT
 DOWN
 EAST
 NORTH
 EAST
 REMOVE THE SHOES
 DOWN
 OPEN THE DOOR
 NORTH (Xam is here!)
 LOOK AT XAM (His imprisonment and restraint by the manacles have badly affected him)
 WAKE XAM (He realises it's you and starts to shout "Free! Free! Free!". This wakes the Gaoler who peers into the cell. Hen summons a Guard who drops Xam off to Jannedor. He then hurls you against the dungeon wall and slams the door) [150/205]
 TIE THE ROPE TO THE MANACLE (It now keeps the hatch shutter open)
 TAKE THE MATCH THEN LIGHT IT
 LIGHT THE CANDLE WITH THE MATCH

PUT THE CANDLE IN THE GLASS
 PUT THE GLASS UNDER THE ROPE
 NORTH
 WAIT (The candle flame burns through the rope. The inner hatch slides downwards and simultaneously the outer hatch opens)
 NORTH [160/205]
 UP
 NORTHEAST
 OPEN THE DOOR
 EAST
 EAST (A glass dome is in the centre of this room)
 EXAMINE THE DOME (It's a glass hemisphere locked to a massive immovable base with sliding plastic blocks)
 EXAMINE THE BLOCKS (The arrangement of blocks and lights currently look like this:

```

.....
. 1 . . 8 . . 5 .
.....
.....
. 6 . . 9 . . .
.....
.....
. 7 . . 2 . . 3 . . 4 .
.....
    
```

(This is a classic number puzzle where you need to slide the blocks so that the numbers in any row vertically, horizontally or diagonally, add up to fifteen).
 SLIDE 5
 SLIDE 8, SLIDE 1,, SLIDE 6, SLIDE 7, SLIDE 2, SLIDE 9, SLIDE 5, SLIDE 3, SLIDE 4
 (The lights flash, the glass dome shatters into hundreds of shards) [170/205]
 TAKE THE BRACELET (The gloves protect your hands!)
 PUT THE CHARMS ON THE BRACELET [175/205]
 WEST
 WEST
 SOUTHWEST
 NORTHWEST
 UP
 UP [SAVE game here!]
 OPEN THE LEFT DOOR
 NORTH [185/205]
 EXAMINE THE TABLE (You see a crystal ball)
 TAKE THE BALL (Hopefully Jannedor has not returned. If so, you are dead must restore back to the Hallway and try again. Maybe you should try the other door this time! Depends on your current luck)
 SOUTH
 DOWN
 DOWN
 SOUTHEAST
 EXAMINE THE FIREPLACE (It has a hearth)
 EXAMINE THE HEARTH (It's spick and span)
 UP (Inside the chimney)
 EXAMINE THE BALL (repeat until Jannedor "glances at the fireplace"
 DOOFER THE BALL
 DROP THE ASH
 WAIT (repeat until the claw of Jannedor appears and, like a snake, writhes around inside the chimney)
 PUT THE BRACELET ON THE CLAW (You eventually wind up back in Neverending Lane next to the bus stop)
 INVENTORY (The only things that you now have are a cheese sandwich and a herringbone coat!)
 LOOK (You are run over by the bus!)
 Congratulations! You have died, but have indeed won the game! [205/205]

Jinxter
SOLUTION BOOK

Produced by John Trevillian
of Official Secrets, the Adventure, Strategy and Role-playing Club.
Written by John R. Barnsley.
Artwork by Paul Morgan.

No. 3 in a series.
Also in this series: The Pawn, Guild Of Thieves, Corruption, Fish! and Myth.

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