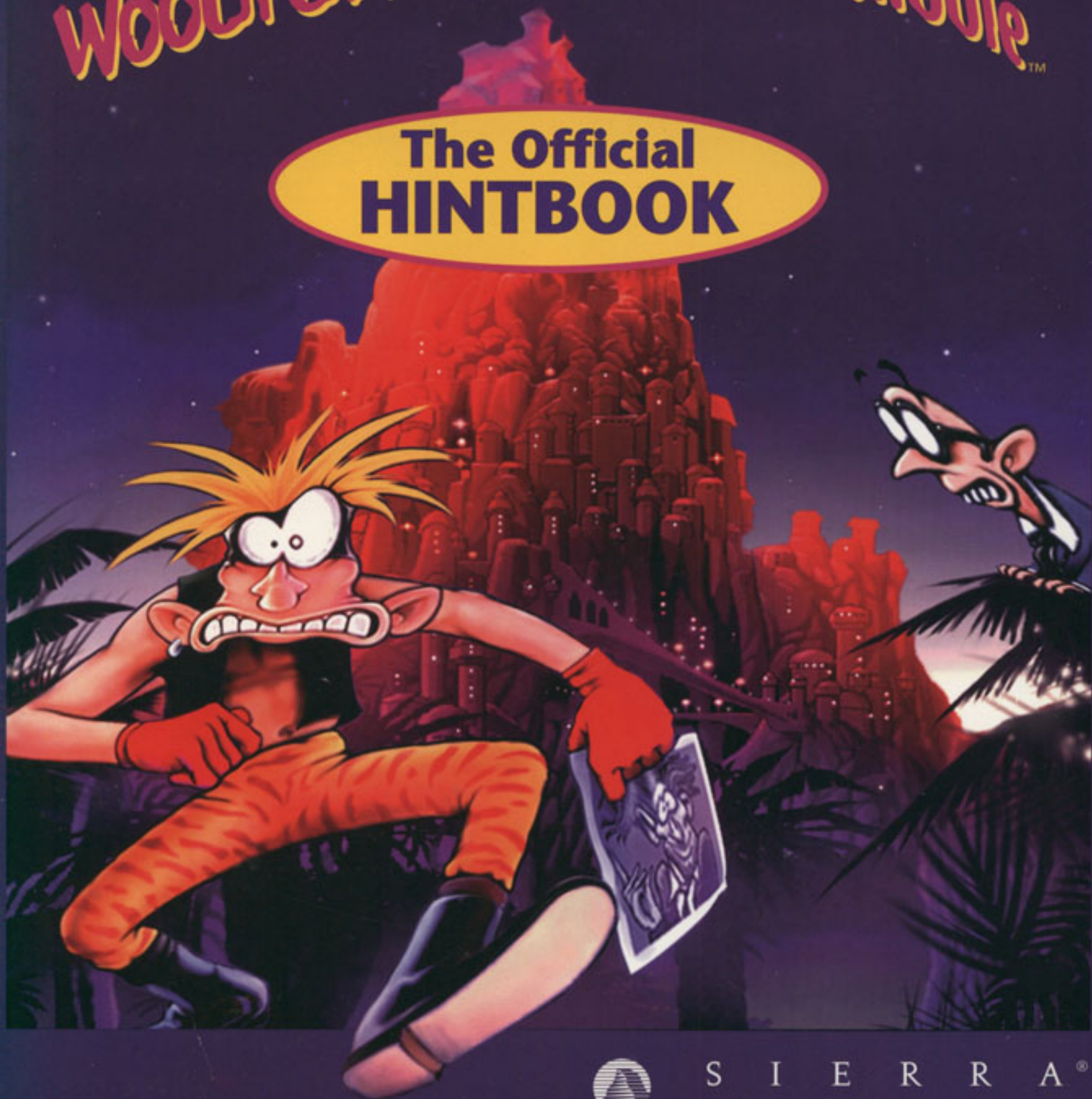


THE BIZARRE ADVENTURES OF  
*Woodruff and the Schnibble*<sup>TM</sup>

The Official  
**HINTBOOK**



S I E R R A<sup>®</sup>

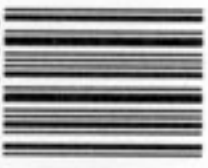
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THE BIZARRE ADVENTURES OF  
**WOODRUFF and the Schnibble™**



**HINTBOOK**

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Published by Sierra On-Line, Inc.  
Oakhurst, California 93644



S I E R R A ®



**The Bizarre Adventures of Woodruff and the Schnibble • Hintbook** \_\_\_\_\_

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## Introduction

WHOOOWEEE! This game is smoking, or is it just my brain?! Man, oh, man who came up with this crazy stuff? I consider myself a buffed out computer game freak but, WOW! What can I say? This is like tripsville. I'll bet, if you're like me, the time has come to get down to serious game playing fun. I love playing computer games and wringing my brain out over hippocampus teasin' puzzles, but when the brain strain is draining my microchips, I got to draw the line. My mouse looks like a bar of soap that has dwindled down to a sliver of paper-thin plastic.

Ahhh, but we are stalwart men and women, and we will not succumb to the devious designs of crafty game designers. We have a weapon more powerful than the most clever programming code. Now we can leap over large expanses of logic in a single mouse click. We'll travel faster through the game than a burning Boozook in a Transportozon.



Imagine peeking inside of a secret civilization. Imagine the thrill of exploring the Bigwig's boudoir (well, cancel that), just think of getting even. And, imagine deposing the Boozooks despicable oppressor and becoming the hero of Truth, Justice, and the Boozookian way.

I wish I could be sitting next to you on your adventure quest. There are tales and puzzles ahead that will make your head CTRL ALT DEL! But, never fear I have absconded with the secrets to the mysteries of *The Bizarre World of Woodruff and the Schnibble*, and I am willing to share them with you.

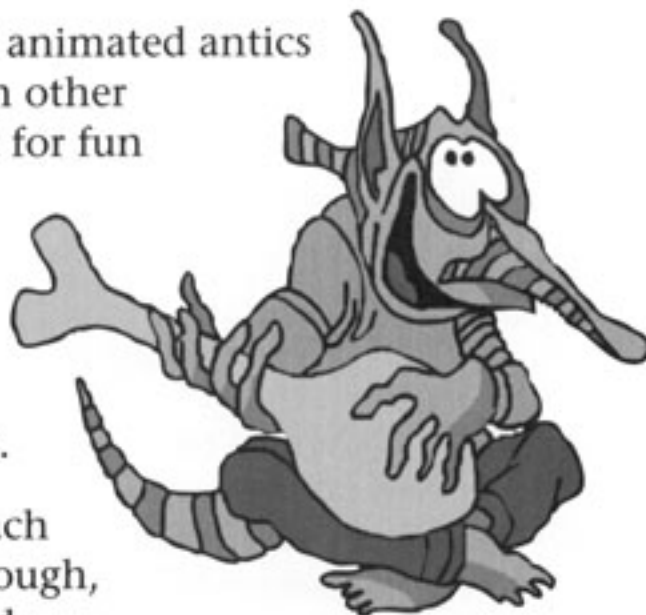
First, let me briefly tell you of our adventures ahead. As a game player dedicated to the obsession for having serious fun, I'd say there are 2 different ways to enjoy playing this game.

**1. I LOVE TO PLAY!** You can play just for the sheer delight of each screen and puzzle. Something is always happening and it's always funny to watch. You can get up from the game, have a snack, do homework, clean the house, walk the dog, and the game





screens will keep on showing little animated antics until you sit down again to play. In other words, you can play this game just for fun anytime you feel like it. Winning isn't always as important as laughing, right? Just make sure you always SAVE your game, so the next time you play you can venture into the next wild episode.



**2. I WANT TO WIN!** If you read each hint very carefully, all the way through, and you keep in mind the TIPS and MEMORANDUM, and you draw MAPS and take NOTES...all the information to get you from start to finish is contained in this strategy guide. BUT!, some puzzles require timing and judgement, I can't supply these crucial aids to you because every player and computer is different. If you can, check your local and national BBS services, sometimes you will find a clever "hint" from another player.

Good luck and enjoy your game.

## ABOUT COKTEL VISION

Coktel Vision is a member of Sierra On-Line International that has acquired a reputation for creating some of the most fascinating strategy games in the industry. From the wild and crazy "Goblins" series to the mystical "Inca", and on to many other adventures, their special blend of exquisite graphics and unique game-play styles have made them a trend-setting influence in the Sierra On-Line family of top-quality games. Based in France, Coktel Vision creates games that offer players the opportunity to join in the global village of computer game playing enjoyment.



An interview with Pierre Gilhodes and Muriel Tramis, the  
Coktel Vision creators and designers of

**The Bizarre Adventures of  
WOODRUFF AND THE SCHNIBBLE**



*Editor's note: Coktel Vision is located in France. The creative research staff has been kind enough to translate their responses into English for their American audience. We were fortunate to get this "inside looking out" interview and get to know our overseas friends.*

**Sierra: What prepared you to become game designers?**

**Pierre Gilhodes:** I was forced. All these beings filling my mind and wanted to get away at last. Since my childhood, goblins were already dancing in the margins of my exercise books. I spent years to develop my interior world and now I have a handicap: I don't succeed in drawing serious things. I discovered the computers to help my drawing and I decided to learn about infographics to give life to all my fantasies. I really appreciate this way of drawing because the pixels don't flow over the fingers.

**Muriel Tramis:** I'm a software engineer and I first worked in the aerospace industry on very serious products like supersonic



missiles. But, my taste for games and numeric images has driven me to search for a job that allowed me to create and to be at the top of new technologies at the same time. I am now a product manager for multimedia software products and I love writing interactive stories. Pierre created all the physical and moral characteristics of the game and I wrote the dialogue for all the characters.



**Sierra: How did you come up with the idea for Woodruff?**

**Pierre:** After seeing RoboCop 2 again. I got the image of a superhero, who was physically and morally strong, and with an intelligent look. Suddenly, Woodruff popped into my head. Look at his fierce walk, his intelligent face and his energy. When you see him, you know that he will win.

**Muriel:** There was the idea of Evil... since our life is a constant battle between good and evil, Woodruff was a way to deal with this crucial topic with humor. Stephen King in his novels and John Carpenter in his movies make use of this same principle. In fact, Woodruff, under comical and absurd aspects, is a modern tale concerning liberty. The passive Boozooks, with all their wisdom have been put in slavery by cruel and conquering humans. And now, they are unable to free themselves. But, despite their domination, the humans are not free themselves, they are crushed by taxation, drastic employment conditions and insecurity. That's Woodruff's goal, to be a liaison between humans and the Boozooks, by giving them freedom and harmony.

**Sierra: Do you mean that mankind is bad?**

**Pierre:** It's not so simple in reality, but it's reassuring to treat this vast problem in a Manichean (philosophical) way. If the Boozooks are so passive, it's because they have found a way to close their Evil in a Chprotznog, thanks to their ritual ceremonies and their sacred songs.

In *The Bizarre Adventures of Woodruff and The Schnibble* humans have extenuating circumstances because the Evil of the Boozooks has possessed them. Since, unfortunately, the Chprotznog has been found and opened by a human, the Bigwig, a man avid for power, the Evil has just accentuated his natural tendencies.



**Muriel:** Please note that it's a human, the Professor Azimuth, a scientist, which has the idea of stopping all of the conflict between the Boozooks and the humans. He becomes a dissident because of his subversive ideas. He has been kidnapped by the Bigwig, and goes on trying even

though he is in jail because he believes the Boozook civilization must be safeguarded.



**Sierra to Muriel: It seems that you have a certain tenderness for the Boozooks.**

**Muriel:** For sure. When you see a Boozook, you want to say, "poor Boozook", because they are not heroes at all. Their kindness made them vulnerable to the cruel humans. When, they saw the human army coming, they built a warrior statue to frighten them, but the humans thinking they were warriors, exterminated them without any discussion. Of course the Boozooks are naive, but they are so full of good sense and wisdom too.

**Pierre:** Nevertheless, the error of the Boozooks was to not accept their evil and keep it inside and try to close it up somewhere else. Unfortunately, the humans found it.

**Sierra: Why did you make the character of Woodruff start off as a child?**

**Pierre:** I wanted the player to look at this futurist world with the naivete of a child. As this child, the player doesn't know the place, the vocabulary, the people, or the rules of the City. So when you begin to play the game you start it with the intelligence of a child.

**Muriel:** Have you noticed the role of the father? The child is not totally alone, his father helps him by the means of messages here and there. But the mother of Woodruff is absent. Maybe you should interview Pierre's psychiatrist on the place of his parents in his subconscious. (Pierre laughs)

**Sierra: Is the character of Woodruff based on any real life situation?**

**Pierre:** Many people have told me that they have met Woodruff in their neighborhood, or among their relatives. Not me. I am sorry for those who are physically like Woodruff.

**Muriel:** Everybody in the office says Woodruff and Pierre have the same walk, and there is something similar in their features.



For me there is no doubt, Woodruff and Pierre are the same character, a small child lost in a unknown world.

**Sierra: And what about the other characters?**

**Muriel:** Who hasn't met a Bureaucrat in his life? Or blind and deaf censors? And a stupid Recruitment manager? They are all around us, they are the constraints of modern life.



Look at the commander who is so proud of his victories, and the mad professor in his lab, they are so real, aren't they?

**Sierra: Is the storyline based symbolically on any real life situation?**

**Pierre:** The story is real because I invented it.

**Muriel:** Isn't the City, with the poor people at the bottom and the rich on the top, real life? Haven't you ever been told that to rise in life, you have to work? Or to succeed in life you have to stick to an image?

**Sierra: And what about the idea of the Schnibble?**

**Pierre:** Nobody has seen the Schnibble, nobody knows what it (or who he) is exactly, but everybody believes in it (him). Everybody has a Schnibble in his mind, even you. And above all, you can tell somebody, "you Schnibble face" without much danger.

**Muriel:** What pleased me with Pierre's idea was that he wanted to show how people can create a myth, a religion. As a scientist, I'm a skeptic person, but I've always been fascinated by the tendency of people to believe in what helps them to rise over their sufferings.

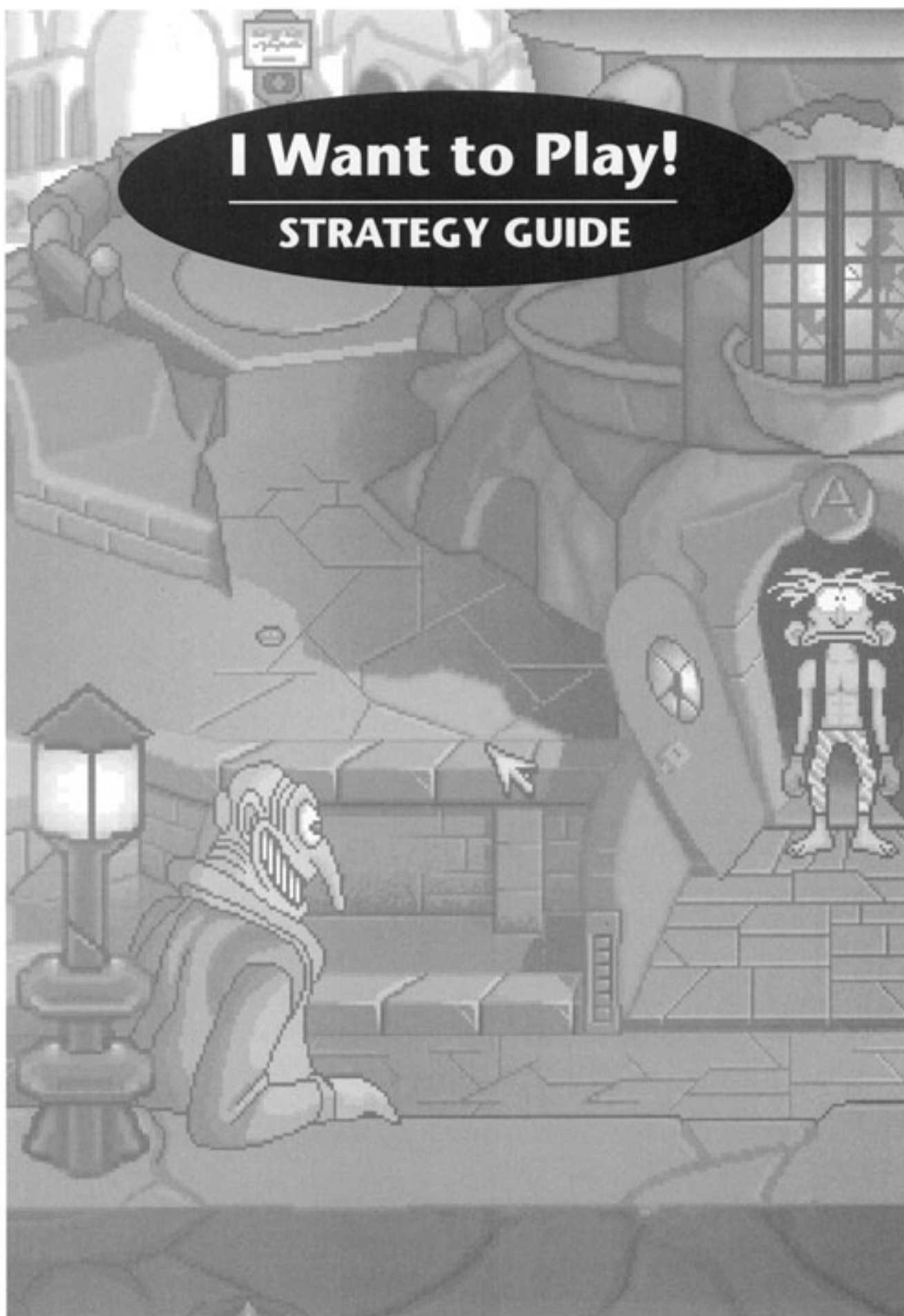




# I Want to Play!

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## STRATEGY GUIDE







## Part One

You've watched and listened carefully to the legend of *The Bizarre Adventures of Woodruff and the Schnibble*, in the opening, right? If not, do it now, you'll need all the twisted logic you can get. There's a new world order and you, and Woodruff (with a little help from the Schnibble are its only salvation).

### AZIMUTH'S HOUSE

**I watched as the nasty Bigwig shot Woodruff's cute little teddy bear to pieces and I'm so mad I could do the same to him.**



- \* You may get the chance but as with all bigwigs it's tough to get a hold of them. And, you have a much higher and noble goal, you have to help return truth and justice to the new world.

**Yikes! Woodruff's been zapped into adulthood and he says he can't remember anything. Either this is the fastest game I've ever played or there's plenty of ground to cover. How do I get Woodruff's memory back?**

- \* Try to imagine what it would be like if you woke up one day and couldn't remember anything, not even your own name. What would you do? Where would you start?
- \* We can learn a lot about ourselves from the people around us.
- \* Talk with the ONLOOKER (remember that when you talk to someone to keep clicking on them with the left mouse button until they repeat themselves).

**The Onlooker didn't know who Woodruff was, but he did say some interesting things. Should I just go and explore the other areas to the left and right of the screen?**

- \* Sure, go ahead and look around.
- \* While you're looking around, scan each screen for any item or person that is identified in the lower left-hand portion of your screen (the dialogue box).
- \* Look around Azimuth's house for a button and a boot.
- \* Do you remember that button? It was the eye of Woodruff's teddy bear. For now pick it up as a keepsake of the little precious bear.

**I can't get the boot off the roof.**

- \* Keep the boot in mind and let's go on.
- \* On the left of your screen is Stairs Street. However, a police roadblock prevents Woodruff from exploring it for the moment, write it down or map it, it may be important later. (Do this with every area you come across.)





## THE SAD BOOZOOK STREET

**Sheesh, the Sad Boozook Street has seen better days. Is this my fate? Is this where I'm going to end up? Please tell me no!**

- \* Scan the screen carefully and add this room to your map.
- \* Talk to the Sad Boozook.
- \* Talk to the woman.
- \* As long as you have hit the skids here, go on to the Bridge of Slums.





## BRIDGE OF SLUMS

**What's so bad about this place, there's a beggar sitting next to a river?**

- \* Why not talk to the beggar?

**Yowza! That wasn't funny, the river is full of some kind of toxic waste.**

- \* (Sorry about that, I just love to see the look on Woodruff's face.)  
He needs boots for his bare feet.

**But I can't get the boot down from the Professor's roof.**

- \* Check under that crate in the middle of your screen. Have Woodruff pick it up.
- \* Take the nut you find.
- \* The beggar thought it was pretty funny when Woodruff burned his feet so let's throw (USE) the nut at him. Heh, heh, that gets him so mad he throws a boot at Woodruff.
- \* Pick up the boot and go back to Azimuth's House.

## AZIMUTH'S HOUSE

**I thought I'd be able to climb up and get the other boot off the roof.**

- \* Take the boot the beggar gave you from your inventory (right mouse button) and use it on the boot on the roof. It will fall down, pick it up and put on the boots.



**Hey, there's something inside one of the boots.**

- \* It's a photo of Professor Azimuth, keep it.
- \* Time to go to wading through the toxic waste river. Go back through the Sad Boozook Street.
- \* Hold it. While you're on the SAD BOOZOOK STREET, use the photo on the young woman. She gives Woodruff a newspaper article in return. He can't read, but keep it.
- \* Continue on to the Bridge of Slums.

**Ok, that was a leisurely walk but the beggar gave me the evil eye, can't I just keep going?**



- \* You bet you can, but as you go, look for that nut you threw at the beggar and pick it up.
- \* Exit to Wino Alley on the right.





## WINO ALLEY

**I thought I was ahead of you on this one and I went to talk to the Wino. The guy is too drunk and isn't making any sense, I'm getting out of here.**

- \* No wait, don't leave yet. It's good you talked with him, he really does have some good things to say but not right now.
- \* Search around for the bag of feathers and try to take it. Then go to the bar.





## BAR

**Oh great, am I going to find a bunch of drunken knuckleheads here?**

- \* Reserve judgement on Woodruff's barmates and talk to them.
- \* Talk to the bar owner. She recognizes Woodruff because she's his former school teacher, but she's surprised to find how much he's grown.
- \* The bar owner gives him a stone "A" and suggests he go and talk to JF Sebastian.
- \* Click on JF Sebastian and Woodruff gets the cup of coffee, take it. JF Sebastian tells Woodruff what happened in front of AZIMUTH'S house. He says he had seen some men in black there and noticed that the Bigwig was with them.
- \* Woodruff will go to the Title Boulevard.





## TITLE BOULEVARD

### What's happening here?

- \* Some of Woodruff's past comes back to him. Woodruff remembers Professor Azimuth, and The Bigwig killing his teddy bear. He remembers that he was just a child and that now he has become an adult.
- \* Now, Woodruff has only one thing on his mind, find Azimuth and get revenge on The Bigwig.
- \* Before you go, pick up the paintbrush.
- \* Go back to the bar by leaving to the right.





## BAR

**I have this new-found knowledge but I can't do anything with it.**

- \* Get the newspaper article about Azimuth from your inventory and use it on the bar owner.
- \* She will teach Woodruff to read.

**Who the heck is that guy who keeps bouncing down from the ceiling?**

- \* He's the elastic barman. Try to click on him while he's at the bottom. Woodruff will get a bottle-opener (he picks the barman's pocket).
- \* Click on the poster at the bottom of the screen and you will get the Tobozon weather forecast channel, take note of it.
- \* Leave to the left.



## WINO ALLEY

**Oh great, here we go again with this slobbering guy I can't understand. Am I supposed to save the Wino and put him in rehab?**

- \* Don't you just want to slap him silly until he quits talking nonsense? Be nice and give him a cup of coffee from your inventory.

**Wow! He sobered up and gave me a Meteozone watch, but do I need it?**

- \* You'll need it all right. You never know when a meteor or rain will fall, or when lightning will strike. Believe me, keep it with you at all times.

**Now when I talk to him, he can't remember a darn thing and Woodruff doesn't have anymore coffee. Does he know a secret?**

- \* He probably knows a lot of secrets, that could be why he's a wino. However, whatever dark mystery he may know, is not of Woodruff's concern at this time.
- \* For now don't worry about the wino. Use the paintbrush on the tar, it makes a "brush with tar".
- \* Leave by the left.



## SAD BOOZOOK STREET

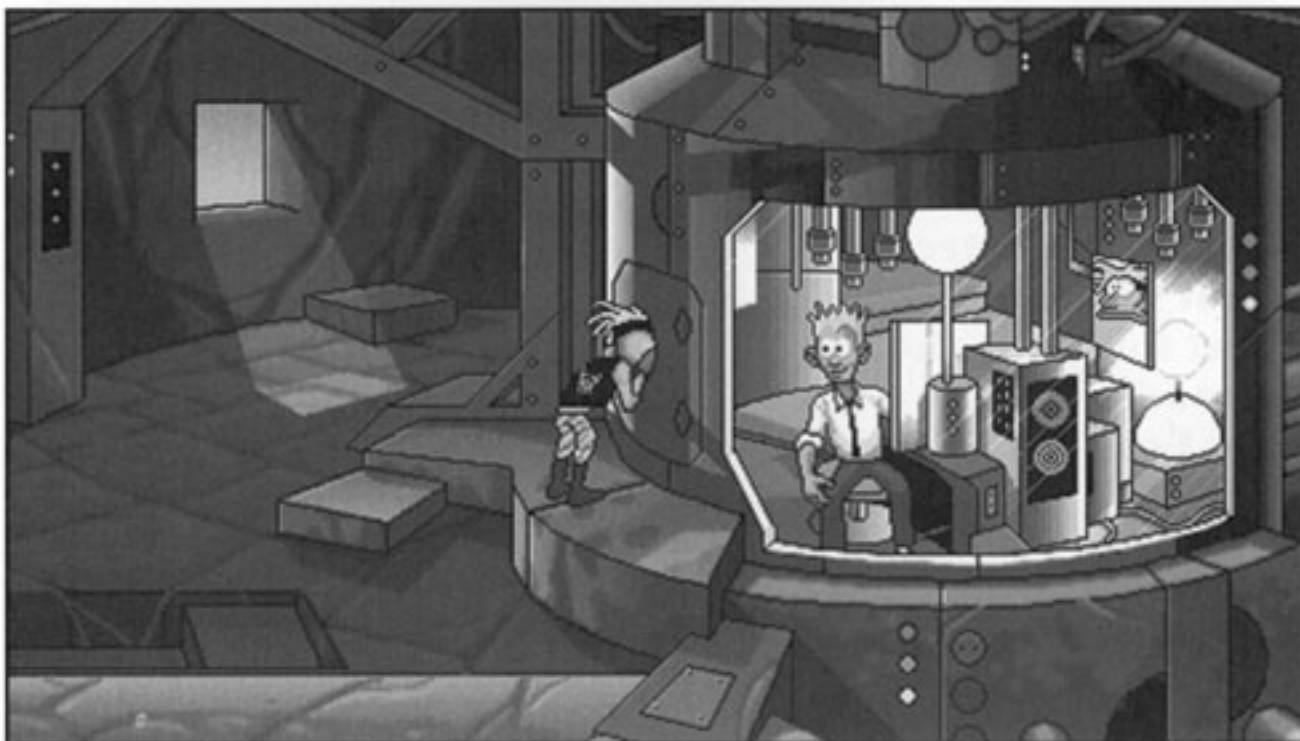
**Super, I'm back at the Sad Boozook Street. What's left to do here? I feel sorry for the Sad Boozook, is there a way I can help him?**

- \* Chin up champ, you may help all the Boozooks out of their plight. Look for the "A" imprint and then use the "A" stone you got from the bar owner on it.

**I did what you told me and I got this thing called a Tobozon. It kind of looks like a TV or monitor but I can't turn it on.**

- \* Trust me it's not the first or last time you'll get something and can't turn it on.
- \* Click on the Tobozon in your inventory. Woodruff will get a message from Professor Azimuth.
- \* Dial the weather forecast channel.





## INTERMISSION

*If you'll recall, poor Woodruff was thrown into adulthood by one of Professor's Azimuth's inventions and that he completely lost his memory. You and Woodruff have been bouncing around this adventure like a ball in a pinball machine trying to figure out who Woodruff is and what his quest is. What is going on is that you and Woodruff have entered this strange new world without a clue. Together you are learning what it is all about, enjoy the experience.*

*Now, Woodruff, at least has the making of a life and a mission. Yes, there is much to do ahead but we can stand a little bit taller with our new knowledge. We know about ourselves but we still have to deal with a discombobulated world and social order. Put on your computer station seatbelt adventurers and let's get crazy!*







## Part Two



### Stairs Street

**I love shopping and this looks like just the place for me. Any suggestions?**

- \* Like the rest of us, there's only one solution in this situation. Woodruff has no money. Go window shopping and click on the windows until you spot a Boozook kite.
- \* It's frustrating, eh? Well, click on the tin can, Woodruff gives it a kick and a peanut falls out of it. Pick up the peanut and the tin can.
- \* Leave by the bottom left hand corner.





## MEMORIAL PLACE

\* There's plenty of time for sightseeing. And, in Woodruff's situation, learning all there is to know could be important. This is the place that commemorates the Commander's founding of the Town. He was the human who almost exterminated the Boozooks. There is a statue of the Commander and though it is a good likeness, he looks mean.

\* Go to Azimuth's House.

## AZIMUTH'S HOUSE

**Did I miss something at Woodruff's house or why am I here?**

\* Now that you have newly discovered knowledge and Woodruff can read, click on the elevator.





## ADMINISTRATION CENTER

Is it my attitude or are all bureaucrats the same?

This guy is a creep.

- \* Click on the Bureaucrat. He's rude and arrogant, but he does tell Woodruff that The Bigwig lives at the top of the City.



- \* Take note of his mention that in order to reach the top of the City, you have to work.

- \* Leave to the left.



## Brotoflatron Plaza

Nice day to wander around the Square, is it time for lunch?

- \* Sounds like a great idea, ham and booiozoli on rye, perhaps? Oh wait, bummer, Woodruff has no money.



- \* Look around, especially at the poster offering work at the factory.
- \* Use (dial) the Tobozon number on the Tobozon you have in your inventory. Dial the factory.
- \* The Recruitment manager tells Woodruff that in order to work he must send her a breathing certificate via the Tobozon, as well as a Brotoflatron I.D. photo.



## **What does she mean by a breathing certificate and a Brotoflaron I.D. photo?**

- \* Yes, it sounds like all you have to do is breathe heavy on her glasses and give her your graduation picture, but it's more complicated.
- \* Let's move on to the Administration Center.

## **ADMINISTRATION CENTER**

**Please tell me I don't have to talk to that weird Bureaucrat again.**

- \* Have you been mapping your travels? You really should, and next to each scene it's a good idea to jot down a note about what you've been told, or objects you need...underline specifics.



- \* Yeah sorry, you have to talk to the Bureaucrat again and ask him for a breathing certificate.

**How am I suppose to get a Breath Sample in an Approved Container?**

- \* Don't hold your breath (sorry) but this is a perfect example of writing down things you need but can't get just yet.



## **Am I going nuts, or does Woodruff need the Bluxtre Nuts the market salesman is selling?**

- \* Yes and no. Yes, you may be going nuts, and no Woodruff doesn't need them, YET. Take note of the shop, where it is and the bluxtre nuts.



## **Who do they think they are? Those snobs at the High Morals club won't let me in, why?**

- \* A big house does not a big man make, however, in order for Woodruff to enter, he must be impeccably dressed. Take heart, that which goes around comes around, Woodruff's day will come.
- \* Let's get out of here, leave to the left.

## **Brotoflatron Plaza**

### **I still can't use the Brotoflatron, what gives?**

- \* Love makes the world go 'round, but money makes the world work. In order to use the Brotoflatron, Woodruff will need at least one Strul (money).



### **Okay, I'm out of here. But, I can't get into the Virtual Trip Tower.**

- \* It's impossible to leave the screen by the left, towards the Virtual Trip Tower, for the time being.



**Fine! I went back and it seems the owner is having a “bad hair day”. Should I ask him, “Hey, want to borrow my comb?”**

- \* He could probably use the comb but for now, just take note of the scene (especially the fan). Oh yeah, take a look at the finger made of morphoplastoc, right now it is impossible to take.

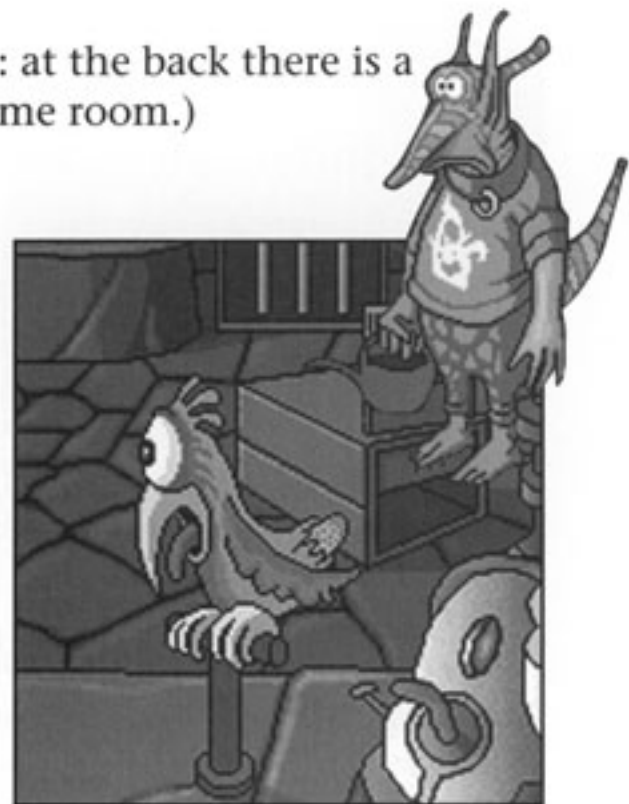


- \* Take a gamble on the gambler at the entrance to the store.
- \* Go into the store by the right. (Note: at the back there is a secret entrance into a clandestine game room.)

## **5-TO-DIME STORE**

**Rats! I’ve been wandering around in this store and the more things I find, the more confused I become. What do I buy here?**

- \* Okay, I’ll tell you this one more time, “YOU DON’T HAVE ANY MONEY!”
- \* There is a rat going round and round in a wheel (ever get that feeling?). This wheel drives the storekeeper’s fan.
- \* Use the nut in Woodruff’s inventory on the wheel and the rat stops going round. The storekeeper gets his hair in his eyes and can’t see.
- \* Click on the morphoplastoc finger and take it.



**Ok, I've given the finger, I've just never taken the finger.  
What should I do flip off this bird?**

- \* The Lovebird in the foreground is impossible to speak to because he is gazing at a pinup girl.
- \* Use the tarred paintbrush on the photo, and this will put clothes on the centerfold. Now you can talk to the Lovebird. He used to be a doorman at the High Morals Club but was thrown out for indecency because he was going bald.
- \* Give him some feathers. He will fly off to resume his job at the High Morals Club.



**So the bird gets his job back, what good is it to me  
and Woodruff?**

- \* Go to the back of the room, it's dark, but there is a switch which emits a ray of light.
- \* The ray of light shines on a flapper in three places. In two out of three positions, the ray is reflected in three different places.
- \* Click twice on the flapper, then once on the clapper, then once on the switch, a nose will appear.
- \* Pick (use) the morphoplastoc finger on the nose to open the secret passage towards the clandestine betting shop.



## CLANDESTINE GAME ROOM

**After that last scene, I'm in the Betting Shop, I hope I can PICK a winner. Got any tips?**

\* You will notice that two opponents are having an arm wrestling match. In a cage is a champion wrestler locked away, annoy him.

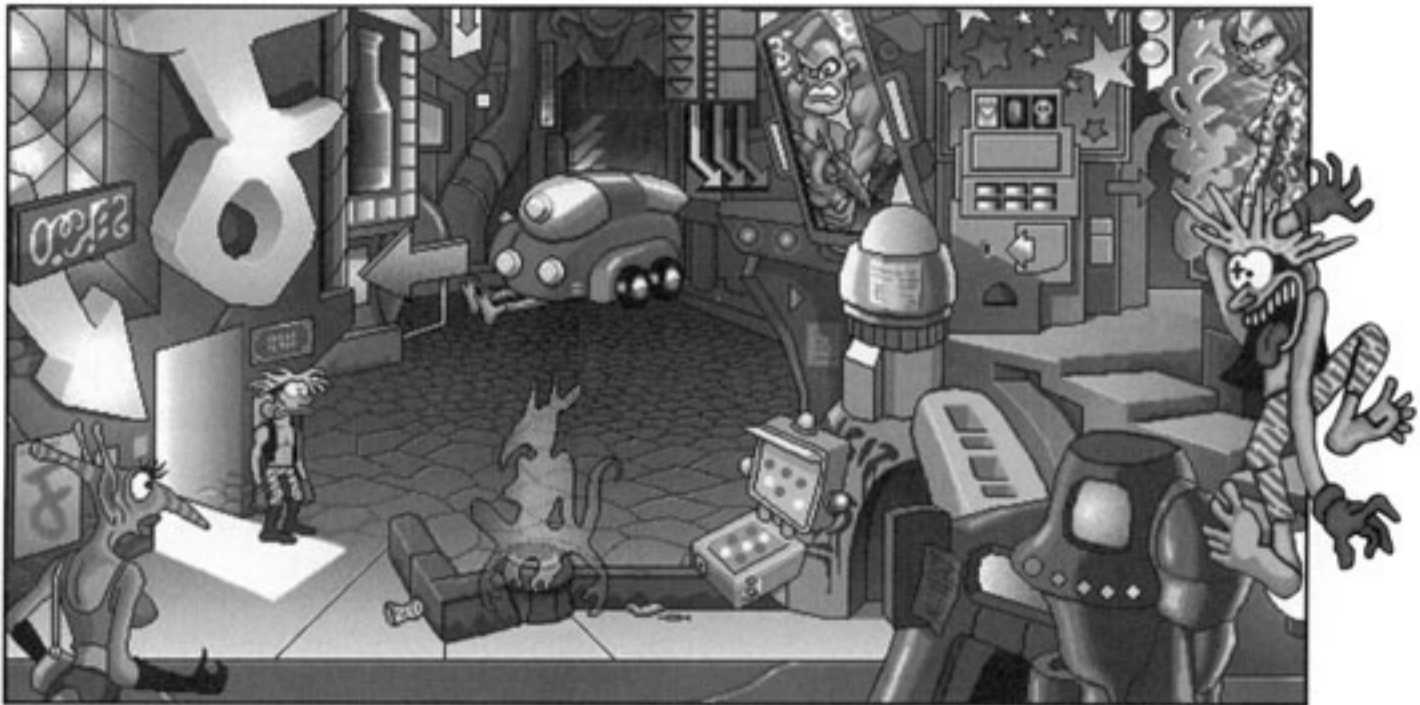
**Feisty fellow, I'll say, I hope he stays in his cage. Listen, I know I don't have any money, but can I get something to drink?**

\* Yes, water is free, have Woodruff ask the barman for a glass of water.

\* If Woodruff bothers the champion enough, he will throw a pill into Woodruff's water, this will get the dude mighty excited.

\* Before there's trouble, leave by the right.





## RED LIGHT DISTRICT

**About time. Where's the girls? Where's the girl's? Professor Azimuth told me to come here, right? Quick, tell me what to do!**

- \* Oh brother, does a cold shower come to mind? This is the place that Woodruff's schoolteacher forbid him to go. But, this is also where Azimuth advised him to go for help when he spoke to him on the Tobozon.
- \* Talk to the Spinning Top, she used to work as the King's secretary. She was laid off because of a lack of money. She'll give Woodruff the access code to the Throne room: ZIG STO DRU BLAZ.
- \* Click on the pinball machine 3 times and Woodruff gets a Strul.
- \* Use this Strul on the slot machine, and Woodruff will get a few Struls (when Woodruff has only got one strul, he will always get a few more Struls here). Now, Woodruff will be able to use the Brotoflatron and pay for Virtual Trips.
- \* Go to the Clandestine Betting Shop.



## CLANDESTINE GAME ROOM

**What are the odds of winning more Struls here? Got any tips for a fellow adventurer? Come on, I'll bet you know. I need money!**



- \* Ah yes, the chicken comes home to roost before it departs to places unknown. This is a hint book but the odds are 50/50 according to programming. The best I can tell you at this point is to **SAVE** your game before you gamble, you can always keep trying, but once you lose...well, I'll see you back at the Red Light District.
- \* Click on the bookmaker, who tells Woodruff that he can win money by betting a Strul on either the red or the black. Woodruff can win three struls or lose one.
- \* Exit to Brotoflatron Plaza.



## Brotoflatron Plaza

**I'm back at the Square. Should I have my picture taken now?**

- \* No, when you exit the store, take the elevator up.

## INTERMISSION

*You've been doing very good, fellow adventurer. But by now, you may need some encouragement and advice. For clarity sake, I repeat myself by telling you that Woodruff hasn't a clue as to what he should do in his new life. That's why he needs you and your clever mind so desperately.*

*Right now, you and Woodruff have learned that you will need quite a few things and more knowledge to continue your mission to get the Bigwig, and restore peace and prosperity. If you don't feel like taking notes or drawing maps, at least highlight or underline the hints you have covered thus far in this book because you **WILL** need them later.*

*Together, you, me, and Woodruff are learning and discovering a new world...let's rock it!*





## Part Two • Notes

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## Part Three

### BIGWIG'S AREA

**I'm in Bigwig's Area and I saw a robot, is this the Bigwig?**

- \* No, the robot is not the Bigwig, believe me you'll know the Bigwig when you see him.



- \* Click on the robot and Woodruff will get its false shirt front.

**Hey, I could use the shirt for my job interview.**

- \* Yes you can use the shirt on your job interview but be realistic, Woodruff is somewhat rough around he edges.
- \* Go into the Novelty store and buy some blue eye glasses and a plastic jaw. You will need at least 6 Struls. Hopefully you got lucky in the Clandestine Betting Room.
- \* If you don't have the Struls to buy the parts, guess what? Yep, it's back to the Betting Room, or the Slot Machines.



**I noticed a pretty wild poster, and when I click on it, I get a series of letters. Am I supposed to unscramble them to form a clue of some sort?**

- \* You can try to unscramble them, but they do not form any hidden codes or anagrams. The codes are like numbers and they correspond to the channel on your Tobozon for the TV show called "Heart-to-Body".
- \* Dial this number on the Tobozon and Woodruff will watch the program. Like many young adults, he falls in love with Miss Coh Cott.

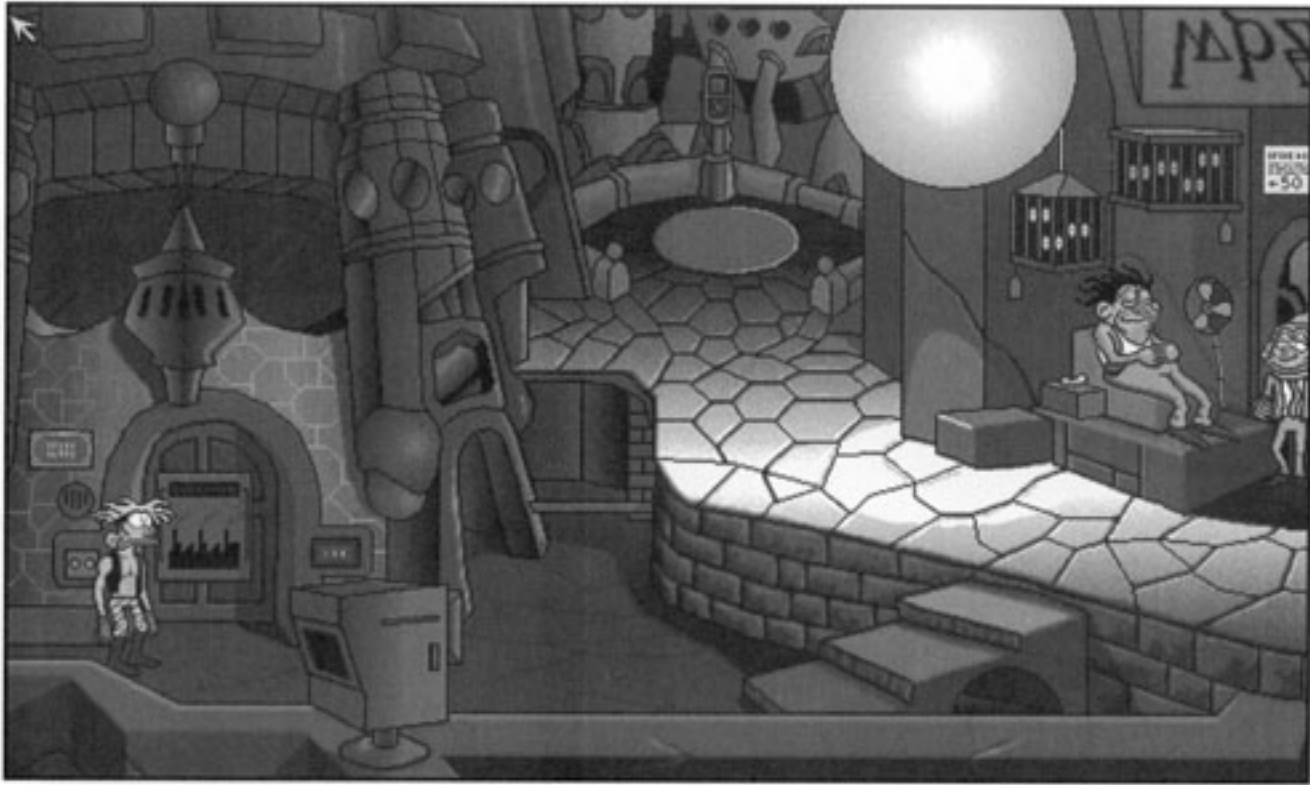
**I rather like her, too. How do I get in touch with her?**

- \* Dial the program number and Woodruff gets through to Coh Cott's secretary who calls him back later to give him Coh Cott's private number.

**What a drag, Miss Coh Cott is busy. I guess I'll move Woodruff to a new area.**

- \* Hold it partner, don't leave yet. Check out the other advertisement poster for the Virtual Trip Co.
- \* Click on the stain on the ground, a garbage bag will fall out. Woodruff can pick it up.
- \* Take the elevator back down to Brotoflatron Plaza.





## Brotoflatron Plaza

**I bought all these false parts, what should I do with them?**

- \* You could play dress-up and make-believe in front of a mirror, but there is no mirror.
- \* Now that Woodruff has a spare Strul, he should have his photo taken.
- \* Click on the Brotoflatron and use a Strul on it.
- \* Use the photo in the Tobozon and send it to the Recruitment Manager. She replies that he must be well-dressed.



**What is with her? She's so picky, I can't seem to satisfy her.**

- \* Ain't it the truth. Recruitment managers have a bad day and you pay. She's a tough cookie but try a few self-improvements.
- \* Use the false shirt front and the blue eyes on Woodruff, then take a photo. Send it to the Recruitment Manager. She will answer that the modern workman has a fine jaw.
- \* Use the false shirt front, the blue eyes and the false jaw on Woodruff, then take a photo. Send it to the Recruitment Manager. She will answer that she's sorry he doesn't have black hair.
- \* Use the false shirt front, the blue eyes, the false jaw and the tar brush on Woodruff, then take a photo. Send it to the Recruitment Manager who will say that he really needs a nice smile.



**All right, enough of this! I feel like I've jumped through hoops, and I still can't impress the @@#^&&\*. How am I ever going to get Woodruff a job?**

- \* All he needs now is a nice smile. Re-do the photo with the same accessories, Woodruff will automatically smile. Send the photo to the Recruitment Manager who will say, "You call that a smile? What about the teeth?"

**Oh, forget it, nothing works, and you're no help, you made me go through all of that for nothing, it's a no win game isn't it?**

- \* Is your life a no win situation? Be patient and persistent, you are learning the ways of Woodruff's world. Everything people tell you isn't always important at the exact time they tell you it, but don't forget it.
- \* Take the elevator and go to Bigwig Square. Then, leave through the bottom left hand corner.



## WATERLESS FOUNTAIN SQUARE

Well, a fountain with no water, that's a deep thought. I suspect there's more to do here than get back to the earth.

- \* There is fountain of information here if you look around.



- \* Switch on (click on) the public Tobozon, The President is talking about taxes, listen and take note.

**Hmmm, I see what appears to be a very lazy Boozook working. Is this why the humans don't like them?**

- \* No, the Boozooks are a very peace-loving people. The human's oppression of them has made them so depressed they no longer feel motivated. Why not go over and talk to him.
- \* After you have talked a while check out the Talent Wisemen selling souvenirs.
- \* Buy a hat from him by using a Strul on him .



**What in tarnation is an Artistic Syllable? And why has the Wisemen given me the code to his wife's room at the Boozook Temple?**

- \* The whole system of Syllables takes some explanation. The use of Syllables and Formulae will be discussed in the next Intermission, for now let's go on.
- \* The Talent Wisemen suggests that Woodruff go and visit his wife at the Boozook temple and he gives him the access code to her room: KAH LRZ GOZ GNEE.
- \* Leave by the left of the screen.

**SLAMMER'S END**

**Do I really have to be here? No one is cooperative and frankly, it's kind of creepy.**

- \* Actually you don't have to be here right now, but since you're here, look around and find what you can. On your map mark the items you see or conversations you have.
- \* Take special note of the fish fossil-like imprint on the rock.
- \* Go ahead and talk to the jailer, Woodruff can not get anything out of him, but remember his face, trust me.
- \* Go to the Bigwig Square via the bottom right of your screen, then leave by the top left-hand corner.





## FACTORY SQUARE

**There seems to be a lot happening here and nothing to do. Should we just move on?**

- \* You'll notice that Members of the Schnibble Sect are waving a banner.
- \* Talk to the chief disciple even though Woodruff is not very interested for the moment.

**So that's it?**

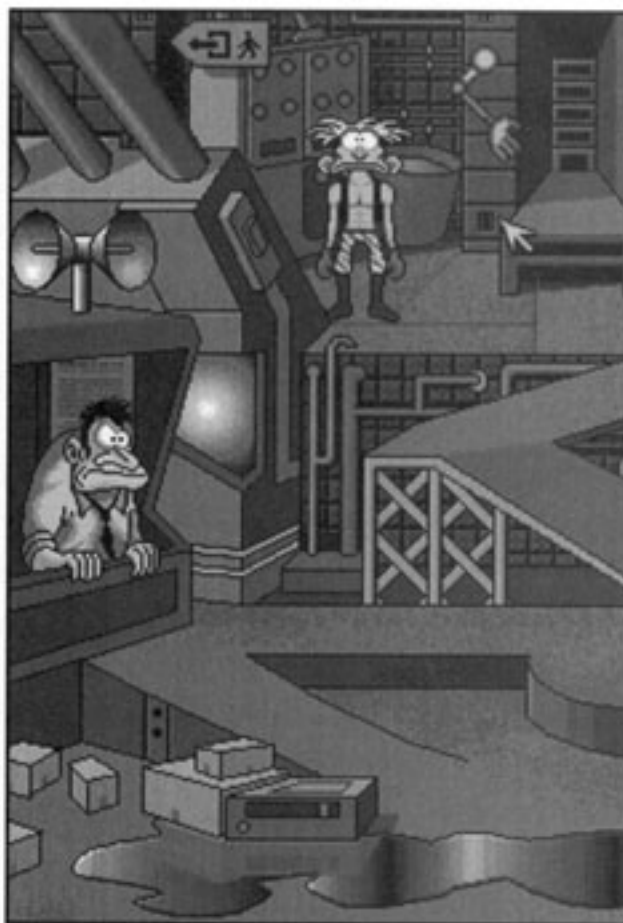
- \* That depends.

**What's it depend on?**

- \* When you had Woodruff watch the Miss Coh Cott Show in the Bigwig Square, did he fall in love with her?

**What's that got to do with it? Sheesh, I thought she was a pretty cute tart myself.**

- \* Ok, cool it. The thing is that if Woodruff is in love with Miss Coh Cott, he'll find a newspaper in the scene and be able to read it.
- \* Click on the newspaper. Woodruff reads a story that says that Miss Coh Cott and the Bigwig are having a fling. When Woodruff reads this, he's flabbergasted. He loses his incentive to do anything else. See how important you are in helping him?



**Helping him is one thing, the guy has gone catatonic on me. How can I help him?**

- \* Love is a many splendor thing, but no one ever told you the splendor expands to grief. Woodruff is troubled right now, better take him over to (click on) the bench.
- \* Click on Woodruff several times.

**I thought you were going to help me help him. He's crying like a baby. I should have never made him read the newspaper. Oh gosh, I feel so bad, what should I do to snap him out of this depression?**

- \* When you find out how to cure a troubled heart, write me and let me know. For now click on the doorbell, and a Boozook will come out, see Woodruff crying, and bring him a hankie.

**Thanks, Woodruff really needed that hankie. I tried asking him if he knew how to make it dance but he said, "no". So, I told him to put a little boogie in it. Better keep my day gig, eh?**

- \* Well, I like it, but keep your day job. Sense of humor is half the battle in any relationship, keep going.



**Cool, a paper airplane flew by and went into the Boozook's House, was it important?**



- \* You never know what might be written on a paper airplane. But, you'll never know what's on this one unless you can examine it.
- \* Click on the doorbell again until the Boozook brings the paper out to Woodruff.
- \* Woodruff will read it, and discovers it is a message from Professor Azimuth with a Tobozon number on it.
- \* Now you see how Woodruff has perked up. If you have friends, love will never fail you.
- \* Go to the Temple Entrance.

## TEMPLE ENTRANCE

**The guard won't let Woodruff in. It seems like he's asking for a bribe and says Woodruff can only come in if he has a Bluxtre Nut. Is that a person or a thing?**

- \* A wise question my friend, but in this case it is a thing. Can you recall the last place you came across anyone involved in "nuts'ville" (besides everywhere)?
- \* Try the Administration Center.





## ADMINISTRATION CENTER

**You're right about this being "nuts'ville". I went to the nut salesman and he told me that he just sold the last of his nuts to a guy name Ernst Blist, well I guess this is it, eh?**

- \* When was the last time you got hung up on a nut?  
Come on, let's go find the Bluxtre Nut.
- \* Go back to the Red Light District and once you get there, leave to the right of your screen. (Keep in mind though that Ernst Blist is the boss of the Virtual Trip Tower.)



## VIRTUAL TRIP TOWER

**Why do I get the feeling there's more to this company than just a name?**

- \* You must be getting the hang of the game. You may not understand all the words or diversions, but you're finding out that this is no ordinary universe.
- \* Click on the large rock on the right. From now on you can go directly to Brotoflatron Plaza or to the Virtual Trip Tower.



**You're right, the more I learn about Woodruff's life, the more fun it becomes. I just met some charlatan who is trying to con me into the oldest scam game in the world. This is a no win game, right?**

- \* You're going to hate me for this one but it depends on how good an eye you have.
- \* You can win and lose Struls playing this game, and it is a good idea to accumulate as many Struls as you can.
- \* I'm "sorr'eye" but you are on your own with the cup game. This is a random program code and you have to watch the 3 cups very carefully. You have to find an EYE under one of the upturned bowls to win. Good Luck.



**I almost lost my Struls on that stupid game, now what should I do? I hardly have any money.**

- \* Do you remember the Red Light District and the Clandestine Betting Room? Yep, you must go back there to get more money before you go on.

**I won big time and I'm loaded with Struls. How should I spend them?**

- \* Nice going! Good eye, good eye. Now, click on the elevator and go down.
- \* If you have at least 3 Struls, Woodruff can take a Virtual Trip.
- \* Use the Struls on Ernst Blintz, the director of the Virtual Trip Co., then click on the seat.

**How do I get the bluxtre nut from Ernst?**

- \* Ernst Blintz tells Woodruff that he uses a bluxtre nut to keep his chest secure because it is the hardest nut in the universe. He'll only give it up in exchange for a stone that's just as hard.
- \* This is a good time to check the Weather Forecast on the Tobozon.





## WEATHER FORECAST

**I've watched the Weather Forecast and it says there will be a meteor shower soon. Is this important?**

- \* Yes, it is very important but don't expect Woodruff to get washed up in a meteor shower, although he can clean up.
- \* Watch the weather forecast channel on the Tobozon until you hear the bulletin saying that there will be a meteorite storm in a certain screen.
- \* Use Woodruff's Meteozon and watch the screen mentioned, he will draw a cross.
- \* Pick up the piece of meteorite that will fall.
- \* Go back to Virtual Trip Tower.



## VIRTUAL TRIP TOWER

**I get it, I should trade the meteorite for the bluxtre nut, right?**

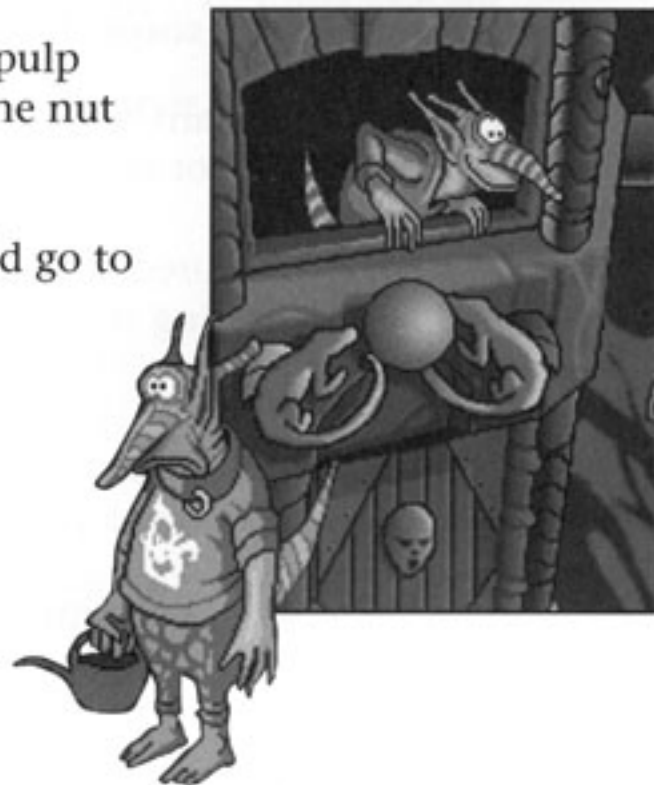
- \* That's right. Get the Director of Virtual Trip to exchange his bluxtre nut for the meteorite chip.
- \* Go to the Temple entrance.



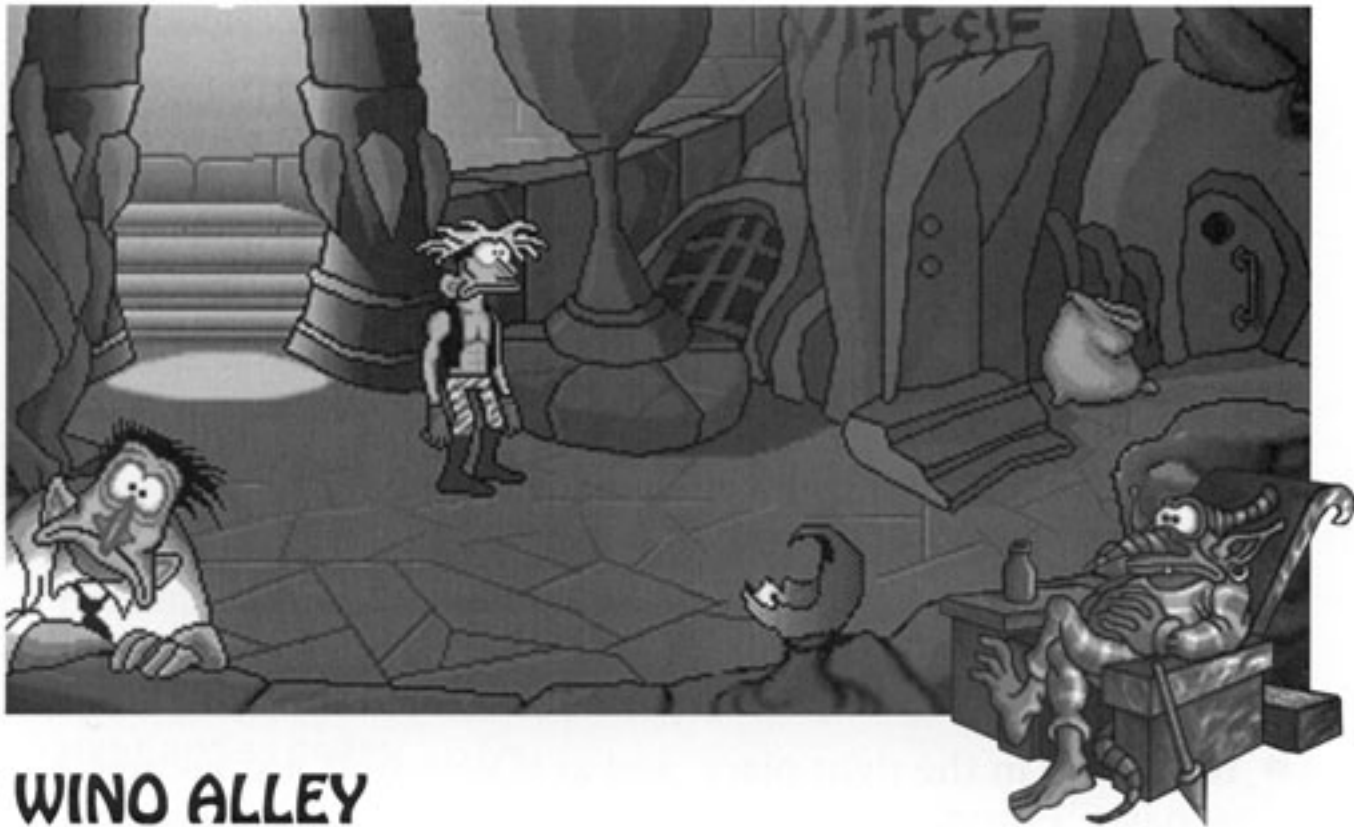
## TEMPLE ENTRANCE

**Hey! I took the nut to the guard at the Temple entrance and he says it is unacceptable. Come on! This is the hardest nut in the universe. I had to go through a meteor shower to get it. Should I just bounce it off his head?**

- \* Throwing it at his head would be fun, but non-productive. Wouldn't you like to give it to a squirrel and watch it go nuts (oops) trying to open it?
- \* The guard is interested in the pulp (meat) of the bluxtre nut, so the nut must be opened.
- \* Hang on to the bluxtre nut and go to Wino Alley.







## WINO ALLEY

**I'll bet some of these winos who can pull corks out of bottles with their teeth could break this nut open. What in tarnation is Woodruff doing here?**

- \* Funny you should ask. Use the bluxtre nut on the tar barrel and you'll get a tarred nut.
- \* Every time I have a tarred bluxtre nut, I check the weather report, don't you?

## WEATHER REPORT

**What does the Weather Report have to do with the tarred nut?**

- \* To open the bluxtre nut, you must mark the screen with the cross at the place where a meteorite is going to fall. Since the nut is tarred, it won't roll away, the meteor will fall and smash it and Woodruff will get his bluxtre nut pulp.
- \* Go to the Temple Entrance.



## TEMPLE ENTRANCE

**I'm back at the Temple Entrance and the guard still won't let me in. Who is this guy?**

- \* Use the bluxtre pulp on the guard and he will open up the Temple of the Boozook Wisemen.



## TEMPLE CORRIDORS - LEVEL 1

**If I may, can I ask what the heck is going on? Am I in the right room?**

- \* Yes, you're in the right place, and as if Woodruff just became a teenager, everything is beginning to become more complex. Don't worry we'll take it one step at a time.

- \* There are three doors that will open only if Woodruff uses the right access codes.
- \* One door is for the Taste Wisemen, and Woodruff does not know the digicode.
- \* One door is for the Health Wisemen, and Woodruff does not know the right digicode.
- \* One door is for the Time Wisemen with the message, "I am at the Council, digicode = BLAZ KAH ZIG DRU."



- \* Take note and map where and which door belongs to

**Ok, I mapped the room and doors, where do I go from here?**

- \* Click on the gasoline container, and the cooking pot lid.
- \* Leave by the top left hand corner to go to Temple Corridors-Level 2.

## **TEMPLE CORRIDORS - LEVEL 2**

**I'm getting nowhere fast, I'm stuck with a bunch of doors that won't open.**

- \* This is true, but it is not. There is plenty to find here if you remember the digicodes you have gathered.
- \* There are three doors that will open only if Woodruff has the right access codes.
- \* One door is for the Fertility Wisemen, and Woodruff does not know the digicode.



- \* One door is for the Talent Wisemen, who gave Woodruff the digicode, KAH LRZ GOZ GNEE. Do you recall that when Woodruff was in the Dry Fountain Square, the Talent Wisemen gave him the digicodes to talk to his wife?

**Oh yeah, that's right, gosh that seems like a long time ago. I'll try it.**

- \* When you ring the doorbell, his wife appears and speaks to us.
- \* I shouldn't be giving you such a big hint, but this book does contain all the digicodes in the "Memorandum."
- \* One door is for the Council Chamber. Woodruff received the digicode on Level 1, BLAZ KAH ZIG DRU.

**Who is this guy walking around here like some kind of geek? He's mumbling but nothing makes sense. Should I try and talk to him?**

- \* Sure, but nothing he says makes sense. He's the Word Wisemen (as we all know, word wisemen rarely makes sense), take note of him and where he is, now leave by the middle right and go to Level 3 (bottom right for level 1).





## COUNCIL ROOM

**I just met the Time Wisemen. There's something familiar about him, what is it?**

- \* Actually, it's not him you remember, it's his situation. Way back in the 5-to-Dime Store Woodruff remembers seeing a Time Syllable clock that wasn't working due to lack of water.
- \* Keep a sharp mind adventurer, complex roads lay ahead and you've only just begun.
- \* Go to Temple Corridors - Level 3.

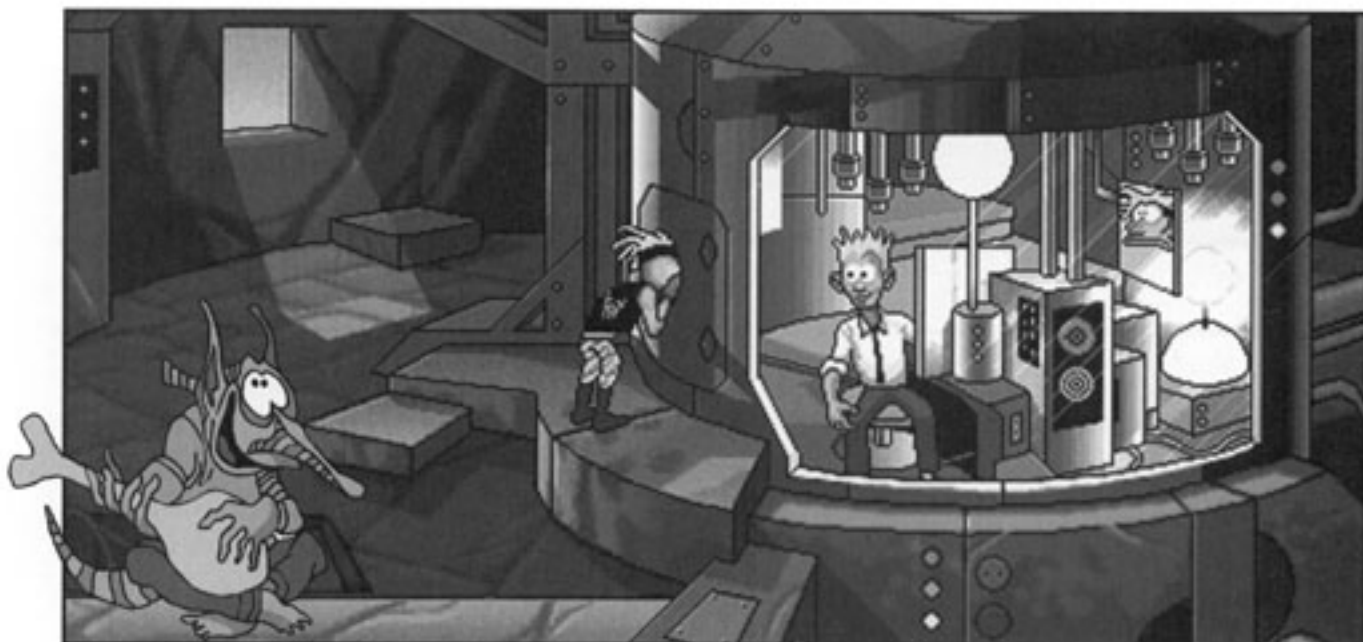




## TEMPLE CORRIDORS - LEVEL 3

- \* There are three doors that will open only if Woodruff has the right access codes.
- \* One door is for the Strength Wisemen who has the message, "I'm with the King".
- \* One door is for the Word Wisemen, and Woodruff does not know the digicode.
- \* One door is the Throne Room and if you remember, the Spinning Top gave Woodruff the digicode, ZIG STO DRU BLAZ when he met her in the Red Light District.





## INTERMISSION

*How ya holding up sport? Having fun? Well, here comes the big guns and I want to give you some inside tips before you proceed. Plus, it's always good to just stop and chat for awhile.*

*You've been doing great and I know this thing about Syllables might seem weird, but they are very important. You can either take notes each time and place you come across Syllables or you may find them in the Memorandum section of this book. However, using the Memorandum may not give you as clear an understanding of the game plot.*

*The Syllables are groups of 3 to 4 letters that create formulae when combined in a string. Syllables can be repeated within one formula. By the way, "formulae" is the European style of writing "formulas". It is the latin derivative.*

*Woodruff has learned a lot about the new world order and he is getting the hang of it. Hopefully, you are too. We are about to seque into a new section of your game where the Wisemen, Syllables, and Formulae become very important. If there was ever a time to take notes and draw maps, the time is now. If you recall the Wisemen have lost a good portion of their memory (that is why the Syllables are important). The Wisemen can be quite powerful and that is why the formulae Woodruff and them create are so essential. Let's take a few deep breaths and get down to the serious business of having fun!*



## Part Three • Notes

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## Part Four



### THRONE ROOM

**I have met the Boozook King and the Strength Wisemen. The King is very long-winded (aren't they all), he seems in need of something, does Woodruff have it? I hope so because the King gave Woodruff the Ruling Syllable.**

- \* Slingshot in your mind back to the Bar in the first half of the game.
- \* Early on in the game if you clicked on the Elastic Bar man and Woodruff took the bottle-opener from his pocket. This is what the King wants. If you never got the bottle opener, you can guess where you need to go now, yep, back to the bar.

**Wow, just for giving the King the bottle-opener, he gave Woodruff a Boozook Knighthood and the Brotherhood key-ring.**

- \* Live right, tell the truth, and always carry a bottle-opener and you can't go wrong.



**The Strength Wisemen seems really bummed out, is there something that Woodruff can do to help him out?**

- \* Yes, Woodruff can help him, but not now. The Strength Wiseman's lost the Energy Syllable. Now, he knows that this is locked up with the ashes of the unknown Boozook in a chest he doesn't have the code for. Woodruff will have to go into the Past to get it back. Right now Woodruff can not travel back in time.

**I've clicked on the menu, should I order lunch, I could use a burger and fries.**

- \* At a time like this you want a burger and fries? How about a shake?
- \* Settle for the digicode you get from the menu for the Taste Wisemen, KAH BLAZ ZIG STO.

**I got the skinny on the Taste Wisemen, let's boogie, eh?**

- \* Not so fast, buddy. Click on the Boozook chewing-gum and the Boozook formulae parchment. Read this parchment. It tells Woodruff that he has to combine 9 Boozook Syllables in order to receive the formulae for 7 powers.
- \* It's time to check the Weather Report.



## WEATHER REPORT

Hmmm, not a cloud in the sky but the weather report says there is rain in the forecast. Do you think I can collect some rain for that broken clock in the 5-to-Dime Store for the Time Wisemen?



- \* Knighthood has certainly made Woodruff a noble character. I believe there is a way he can fix the Time Wiseman's clock.
- \* In order to find some water for the Time Syllable clock, watch the weather report channel and look out for the news of rain.
- \* Use the Meteozon watch anywhere in the screen mentioned, and Woodruff will draw a cross on it.

**I figured I'd use the tin can on the cross to collect rain. It's the only thing I have to collect water.**

- \* The tin can sounds like a great idea, the only problem is that it has a hole in it.
- \* Use the hat on the cross Woodruff made.
- \* Take the hat full of water and go to the 5-to-Dime Store.





## 5-TO-DIME STORE

**Wait, wait, everything leaks it seems, now the pipe is leaking. Is there a plumber in the house?**

- \* As long as everything's leaking, I'll let this hint leak. Use the Boozook chewing-gum on the pipe, it will stop the pipe leakage.
- \* Use the hat full of water on the clock's tank and Woodruff will get the Time Syllable.

*NOTE:*

W = Ruling Syllable + Time Syllable  
Council = Time Wisemen

- \* Go to the Council Room.





## COUNCIL ROOM

**Is this where I use my new found Syllable?**

- \* By golly, I think you've got it! Use the Time Syllable on the Time Wisemen. He'll give Woodruff the Word Wiseman's digicode, BNZ BNZ BNZ GLAP, and the Advisory Syllable.

*NOTE:*

W = Ruling Syllable + Time Syllable +  
Advisory Syllable

Council = Time Wisemen

- \* Get Woodruff's butt up to the Temple Corridors - Level 3.





## TEMPLE CORRIDORS - LEVEL 3

**I could be here awhile...who's door am I supposed to knock on?**

- \* Gosh, I thought you were getting the idea, you must use digicodes to make doors open.
- \* Dial the access code for the Word Wiseman's room, BNZ BNZ BNZ GLAP.

**Eeeeks, an animal came out. I thought this was the Word Wiseman's door?**

- \* Word Wisemen are often thought of as animals but in this case, this really is an animal.
- \* Talk to the animal and then use the peanut on it. He will give Woodruff the Basic Syllable.

*NOTE:*                      W = Ruling Syllable + Advisory  
   Syllable + Basic Syllable + Time Syllable

- \* Go to the Temple Entrance.





## TEMPLE ENTRANCE

**Geez, the Word Wisemen seems like a wakeful dreamer, he's just wandering aimlessly.**

- \* Word Wisemen often wander without direction, both in their head and on the ground. Woodruff can help him.
- \* Use the Basic Syllable on him. He will come back to his senses and ask Woodruff to find the Health and Fertility Wisemen who have disappeared.



- \* He gives Woodruff the Health and Fertility Wisemen's digicodes, POO ZIG DRU BNZ, and BNZ POO GLAP BLAZ. From now on the Word Wisemen will be in the Council Room.

*NOTE:*

Council = Time Wisemen+ Word Wisemen  
W = Ruling Syllable + Advisory Syllable +  
Basic Syllable + Time Syllable

- \* Go to Temple Corridors - Level 1.



# TEMPLE CORRIDORS - LEVEL 1

**I give up, which Wisemen am I after this time?**

- \* You may be going crazy by this time but at least you have your health.
- \* Drop in on the Health Wisemen and punch in the digicode you got from the Word Wisemen, POO ZIG DRU BNZ. The skylight will open (It can also be opened from the outside).



**Hey cool. I mean the situation not the breeze coming in from the skylight. So, what's this Health dude all about?**

- \* The Health Wisemen takes care of all kinds of health...even the health of machines.
- \* Look for the notebook which tells Woodruff that the Health Wisemen has gone off to de-bug the Virtual Trip Tower and is asking for someone to come and save him.

**Poor Woodruff, everyone needs his help and frankly, I think the guy is hungry. I know I could use a bite to eat.**

- \* Woodruff likes to feast on Bouzooioli, myself I'll take corned beef on rye, lots of mustard, hold the mayo.
- \* Hey, remember the digicode Woodruff got in he Throne Room for the Taste Wisemen, let's use it. It's KAH BLAZ ZIG STO.
- \* Bad luck, the Taste Wisemen doesn't have anymore Schnaplure left so he can't make Bouzooioli.
- \* Oh well, 'tis better to adventure hungry and enjoy a feast for victory.
- \* Let's go to the Temple Corridors - Level 2.





## TEMPLE CORRIDORS - LEVEL 2

**I guess there's only one thing as important as eating.  
Should I call on the Fertility Wisemen?**

- \* Sure, Woodruff got the digicode at the Temple Entrance from the Word Wisemen.
- \* Punch in the Fertility Wiseman's code, BNZ POO GLAP BLAZ. His wife tells Woodruff that her husband is on the trail of the Green Syllable, at the House of Happiness.

**I guess it's off to the House of Happiness, right?**

- \* Hold on, sport, weren't you going to help the Health Wisemen? You and Woodruff better go to the Virtual Trip Tower first. (But, don't forget the House of Happiness.)



## VIRTUAL TRIP TOWER

**What would be the advantage of Woodruff going on a trip when there seems like so much else to do?**

- \* Go ahead and take a trip everyone needs to get away once in a while.
- \* The Health Wisemen is sure happy to see you, in fact he's so grateful he gives Woodruff the Medical Syllable and now the Health Wisemen will also be in the Council.

*NOTE:*

W = Ruling Syllable + Advisory Syllable + Basic Syllable + Time Syllable + Medical Syllable

- \* Council = Time Wisemen+ Word Wisemen+ Health sage



## INTERMISSION

*Even though that was somewhat of a short session, I thought we'd take a break before we get into the heart of things. Woodruff has picked up a lot of information and he's about to embark into a magical and mystical world. He's been gathering Syllables and information and digicodes. He's learned to use the Tobozon and Meteozon watch. Many of the Wisemen have been returned to the Council with their wits intact.*



*Woodruff and you are not going to take the world back to the way it was before the Great Battle, but you do have the chance to restore peace and prosperity. This will be no easy task. The President and the Bigwig are very powerful. With a little luck and some magic, you'll do just fine.*

*When you combine the Syllables you have acquired thus far in the proper sequence, you will be able to create formulae (formulas) that will be very useful to Woodruff's understanding of his mission and the overthrow of Bigwig's demented social structure.*

*Here is what Woodruff has so far and what formulae are possible to make and use:*

- \* The Memory Formula = Ruling + Basic + Ruling*
- \* The Diagnostics Formula = Basic + Medical + Basic*
- \* The Past Formula = Time = Basic + Ruling*

*If you got the game playing guts, let's get busy, cook up some formulae, and boogie down the Boozook boulevard of peace, love, and understanding.*





# Part Four • Notes

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## Part Five



### MEMORIAL PLACE

**I've been clicking around like a rat in a maze and I don't get it. What's the matter? Am I in the wrong place?**

- \* As is often said, "You're in the right place, wrong time."
- \* Use the Past Formula on the statue of the Commander. Woodruff will be transported to the time when the City was founded.

**Wow, that was the time of my life! (You're not the only one that can use corny puns.) However, Woodruff seems to be out of synch. It seems that these formulae are not things to be taken lightly.**

- \* You're playing with the big boys now, formulae have amazing effects.



**Woodruff is next to the Commander, and the sculptor of the future statue sitting on a tree trunk. The sculptor seems to be making a sketch, should Woodruff inform him about the future?**

- \* Take Woodruff off to the right and listen to the Commander's admonitions.
- \* Click on the upturned jar on the left. Under it will show that a fish has fallen down below, and you can now click on the rock.
- \* Click on the stone and a helmet will appear. Inside it, there's a fish.
- \* Use the fish on the commander's armor. The Commander will become immobile and will no longer be able to hinder Woodruff's movements. **INSIDE HINT:** In the Present, the Commander's statue has been changed, remember this, or write it down.
- \* Move to the right of the screen.

**Oh my gosh there is a dying Boozook. The poor fella, how can I help him?**

- \* "Alas dear Boozook, I knew thee well..." Scratch that, wrong story. Click on the dying Boozook and show him the Boozook Knight brotherhood key-ring. He will give Woodruff digicode for the stone chest in the Boozook King's palace, GLAP POO GNEE ZIG.

*NOTE: This contains the Energy Syllable. He also gives Woodruff a Boozook horn.*

**So Woodruff is horny and stony, how do these things fit together?**

- \* That's another game, but for now, use the horn, and you will hear a little whiny voice by the rock.



- \* Click on the stone and a Boozook will appear that had been crushed by a huge stone.
- \* Pick up the trident and use it on the stone, another stone will fall.
- \* Use the trident again, then click on the Boozook's feet. Woodruff has now freed the Boozook. In thanks, the Boozook promises to leave the Intuition Formula in the statue of the Boozook warrior. But the statue he is talking about is in the Present.

### **How do I get back to the Present?**

- \* Not so fast bucko, first, click on the Boozook warrior.
- \* Click on the corn cob, have Woodruff pick it up, (more about this later in Brotoflatron Plaza).
- \* Now return to the Present.

**Hey, what happened to the statue of the Boozook warrior? Woodruff was supposed to get the Intuition Formula from it. I think I found a bug in the game.**



- \* Do you know how many hours this game went through Quality Assurance? Never mind, the bug you found is in the time travel. Now that you are back in the present, there is no longer a statue of the Boozook warrior, the humans have taken it.
- \* Don't get frazzled, click on the Commander's statue and take the stone fish.





## SLAMMERS END

**From out of nowhere this house appeared and the Master offered Woodruff free teaching because he saved his ancestor. Then, he gave Woodruff ear control. Is there anything I should do before Woodruff leaves this place?**

- \* You can try wiggling your ears now that you have ear control, just kidding. This is a very exciting part of the game.
- \* Click on the stone arm and the snail shell in the Master's house.
- \* Use the fish on the stone imprint. Woodruff will obtain a message from Azimuth who gives him a Transportozon that will transport Woodruff to any of the places he has already visited. From now on you can use the Transportozon to move back and forth anywhere in the game.



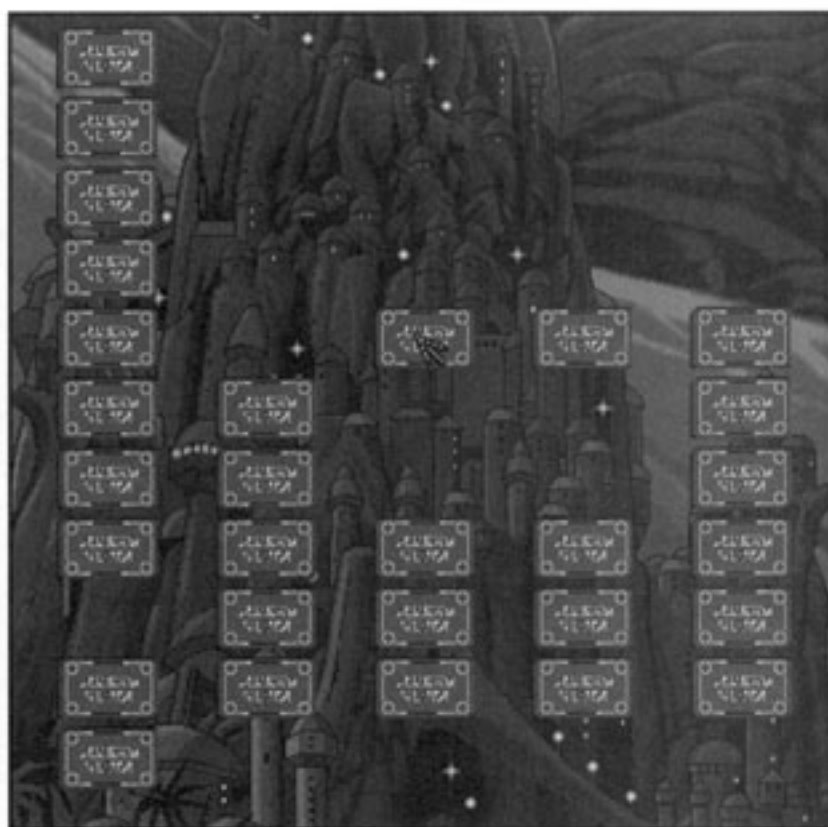
## RECESS

*As in most stories and adventures, the last part becomes faster and more exciting. Now that Woodruff has the Transportozon, you will be able to move through scenes much more quickly.*

*NOTE: This does not necessarily mean you no longer need to save your games. The episodes may be long and the Transportozon will not take you to the middle of a scene. So, if you're playing a scene and the phone rings, or it is time for dinner, etc., save your game wherever you leave off. The Transportozon will help you to solve puzzles faster because you can move faster. For instance: if you need to get the kite from the Stairs Street and you are in the Throne Room, you would have to keep traveling through screen exit doors until you came to the Stairs Street. With the Transportozon, you can leap to the Stairs Street room instantly.*

*Now before you get too excited, guess what, the game is designed so that you will have to use the Transportozon frequently, and at times it may be crucial.*

*To use the Transportozon, go to your Inventory and Click on the Transportozon. A screen of small boxes with codes will appear and you can either map each rectangle and what room they correspond to, or you can use the map at the end of this book.*



## Part Five • Notes

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## Part Six

### THRONE ROOM

**Tough break for that poor Boozook, let's hope his family takes care of him. By the way, why are there Boozooks?**



- \* It's hard to say why there are Boozooks because most of the humans went underground during the nuclear war. I can assume those who did not go underground mutated into the Boozooks. But if mutating means living a life of peace and prosperity, let's go for it.
- \* Use the digicode: GLAP POO GNEE ZIG, to open the chest, and Woodruff will obtain the Energy Syllable.
- \* Give the Energy Syllable to the Strength Wisemen so he can go to the Council Chambers.
- \* Make the Strength Formula = Energy + Advisory + Basic

W = Ruling Syllable + Advisory Syllable + Basic Syllable +  
Medical Syllable + Time Syllable + Energy Syllable

*NOTE: Council = Time Wisemen+ Word Wisemen+  
Health Wisemen + Strength Wisemen*

- \* Go to the Stairs Street.



## STAIRS STREET

**Is it time to do a little shopping?**

- \* Yes indeed, use the Strength Formula, on the shop window and take the Boozook kite.
- \* Go to the Administration Center.



## ADMINISTRATION CENTER

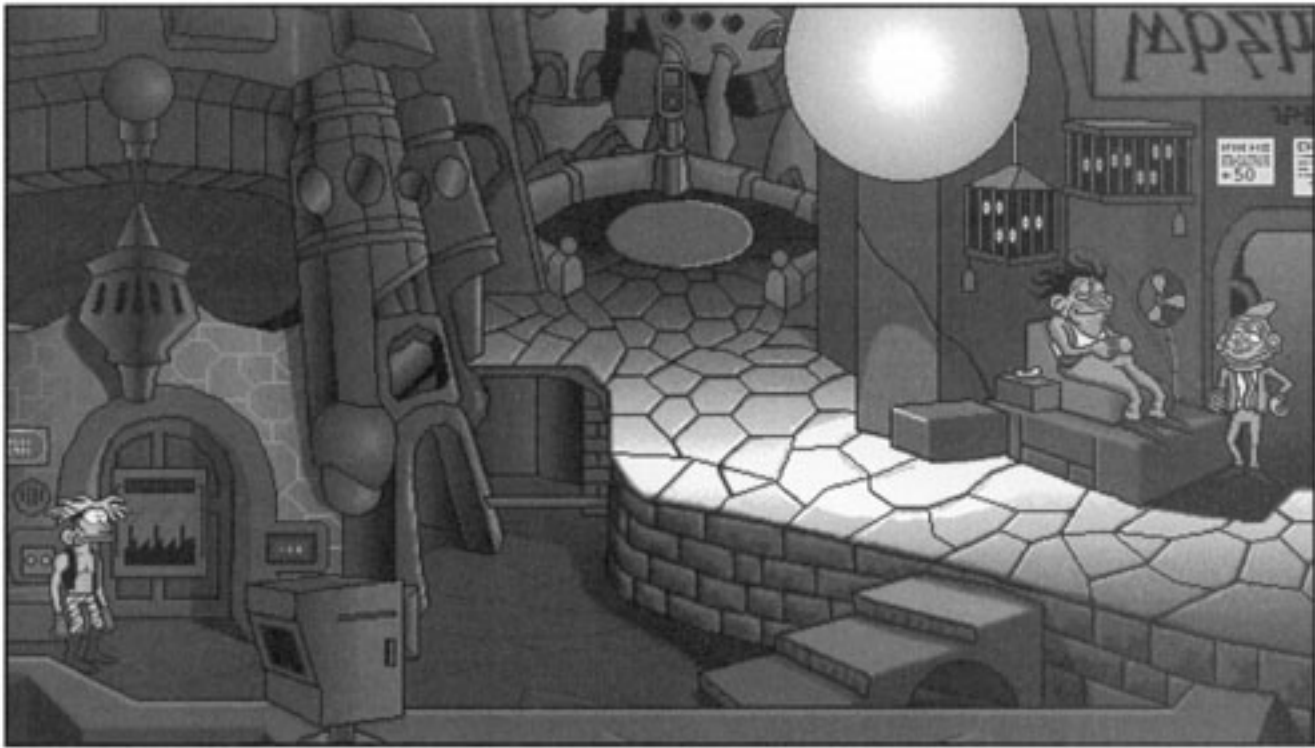
**Not that nasty Bureaucrat, again, what's to do here?**

- \* Woodruff still needs a job and he can't get one without a Breathing Certificate.
- \* Use the Strength formula on the Bureaucrat and he will give Woodruff a Breathing Certificate.

**So what do I do with this Certificate?**

- \* My, how soon we forget. Use it on the Tobozon and to send it to the Recruitment Manager.
- \* Go to Brotoflatron Plaza.





## BROTOFLATRON PLAZA

**Hey, I've taken what seems like a dozen pictures here, it doesn't work, I could fill a Woodruff photo album with all the pictures. What more could I possibly do?**

- \* This may sound corny but I think it will make you smile. Remember the way you dressed up Woodruff to take a picture last time? Well, use all those same items on Woodruff but this time use the corn cob (which should have been picked up in the Past at the Memorial Place) and use it on Woodruff's smile.
- \* Take a picture of Woodruff all dressed up and send it to the Recruitment manager. He will receive a letter of acceptance to go and work at the factory.
- \* Go to the Factory Entrance.





## FACTORY ENTRANCE

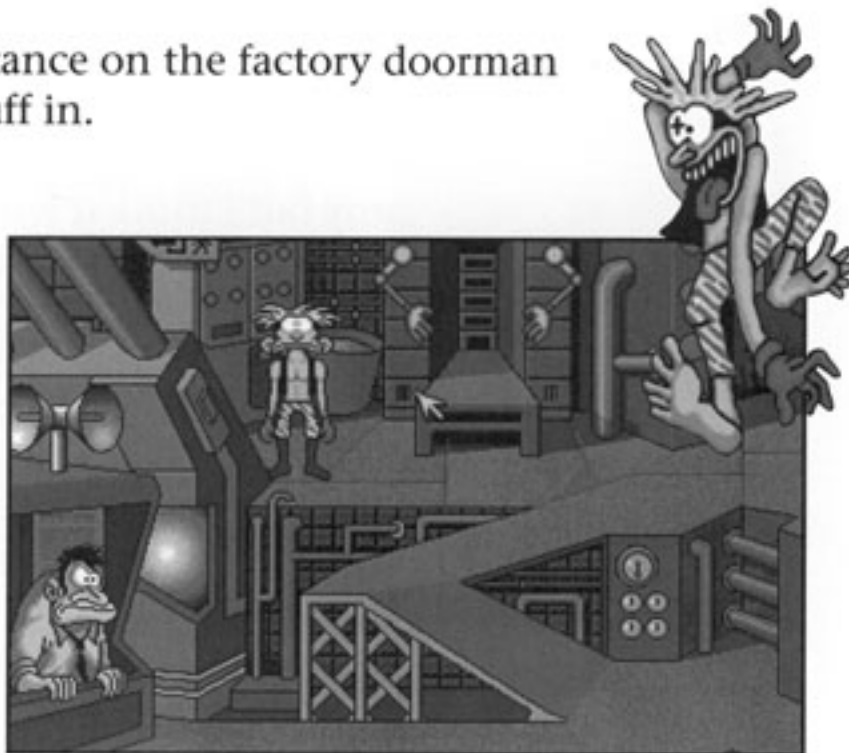
**The factory doorman will not let me in. Should I use a formula on him?**

- \* You can try, it would be good practice for making formulas, but it will do nothing.
- \* Use the letter of acceptance on the factory doorman and he will let Woodruff in.

## FACTORY

*NOTE: Make sure your mouse is spunky and you have a quick left button trigger finger because I can tell you how to solve this episode but the timing is all up to you.*

- \* First, talk to the foreman who will explain that Woodruff must package the Boozook hats after he tries them on.



**This foreman is a jerk! The foreman keeps yelling at Woodruff and I'm doing my best to help him but it's not enough. Is he going to fire Woodruff?**

- \* No, he's willing to give Woodruff enough time to learn the job.
- \* When Woodruff has hold of a hat, he has to test it by using it on the mirror. If it's no good, Woodruff has to put it in the reject bin.



**I've got a good hat. What should I do with it?**

- \* Press the switch on the right, and a crate will fall down near the second conveyor belt.
- \* If the hat's a good one, click the hat on the crate. It will go into the machine press.

**The hat in the crate flew off the conveyor belt and the foreman yelled at Woodruff. What's the matter now?**

- \* This is where it gets slippery. Woodruff has to catch the box before it falls in the oil spill on the floor.
- \* Go back and redo the whole procedure as many times as it takes until Woodruff catches the crate.



**I'm just not fast enough. Woodruff keeps missing the crate and has to do the whole procedure over again. I need help.**

- \* As soon as the crate starts down the belt, quickly click on the bright part of the oil stain that is on the left side of the machine.

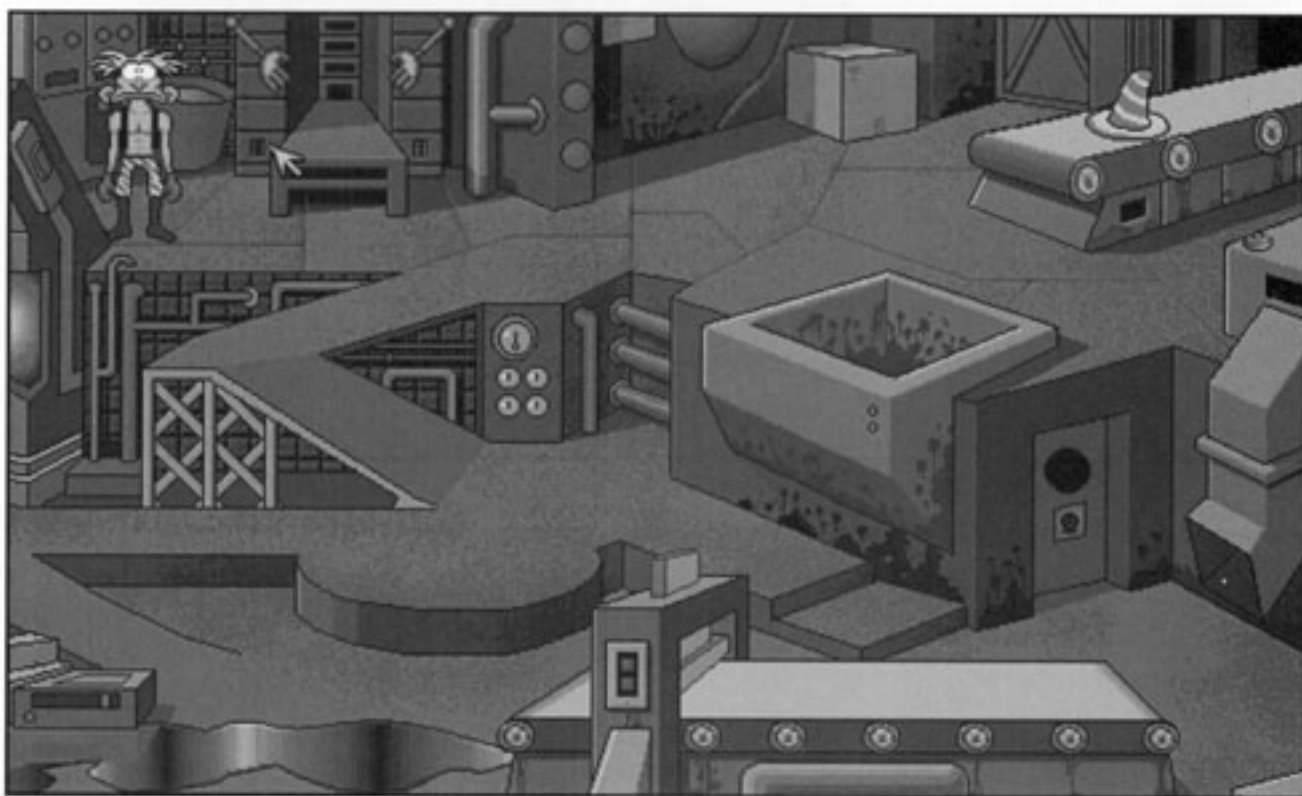
**Ok, I got it but nothing's happening.**

- \* Did you ever hear the joke about the piece of string that tried to get a drink in a bar? The bartender said, "Hey, get outta here, we don't serve no pieces of string!" So, the piece of string goes down the alley and gives a bum 5 dollars to tie him into a bow. The piece of string goes back in the bar and asks for a drink. The bartender says, "Hey, you look familiar, aren't you that piece of string." The piece of string, now tied in a bow says, "No, I'm a frayed knot."

- \* Click on the knotting machine and Woodruff has to put his finger on the string to tie the knot.



- \* Click on the foreman and go to the Asylum



## ASYLUM

**Ooops, I guess Woodruff got a little crazed in the Factory. How much time did he get?**



- \* Yes, the whole hat adventure in the Factory was a bit tedious, but you're here so obviously you didn't wind up in a similar predicament as Woodruff. What should we do? Should we let him dangle for a while or get him down? They gave him 6 big ones to serve.

**I've got to wait 6 years to finish this game? No way!**

- \* Easy does it, don't get stressed, although there is another straightjacket if you require one. Click on Woodruff 6 times.
- \* Click on the piece of chain and Woodruff will pick it up with his foot.
- \* Use the piece of chain on the padded cell wall and rip it open.

**What gives? The padded wall tore away ok but there's nothing there but a lousy screw. I think I must have really screwed things up this time.**

- \* Hold it, you might be crazy, but you're not dumb. Sink your teeth into the problem. Click on the screw and Woodruff will take it out with his teeth.
- \* Use the screw on the lock.

**Great, I got Woodruff out of his cell and into a room of lunatics. I'll bet this is where they design Coktel games, I rather like it here.**

- \* It could very well be a self-portrait of Coktel or any game design company. After all when you lie down with wolves you become a wolf. What we need to find is a way out of here.
- \* Click the screw on the hole next to the closet, then click on the closet door.

**Wacko! Who or what is this weirdo with the funnel on his head?**

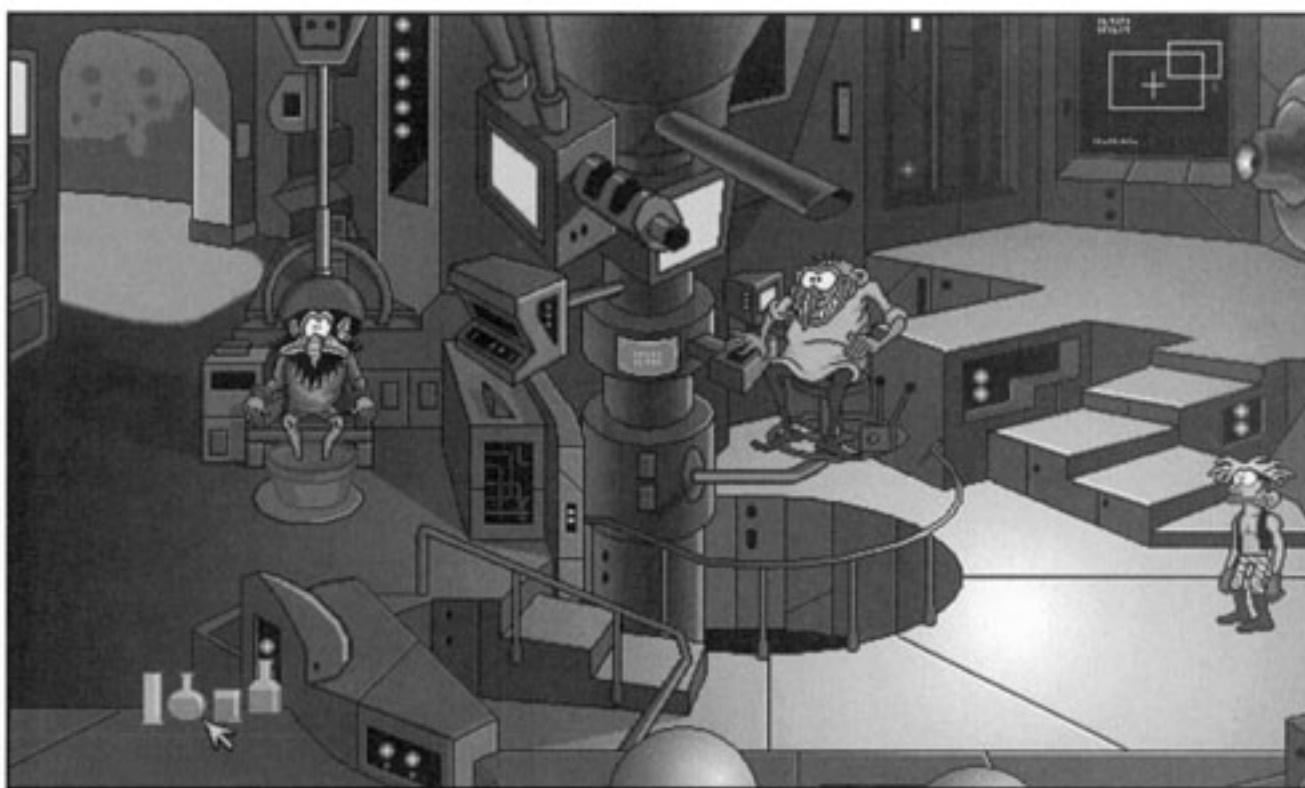
- \* Believe it or not that's the former tax collector and of course like all tax collectors he's mumbling something or other.
- \* Click (talk) to him until he spills his guts (for a change) and gives Woodruff the Tobozon code: GNEE BNZ GLAP POO.

**Wow! Woodruff got all his inventory back when he opened the closet. Should I use the Transportozon?**

- \* You can try but I advise that you try the digicode the funny funnel head madman gave you on the Tobozon.
- \* You will get a message from the deaf, and Woodruff will get free of his straightjacket.
- \* Hit on, I mean click on the Nurse, then click on the lever.
- \* The door will open, and you can proceed to the Laboratory.







## LABORATORY

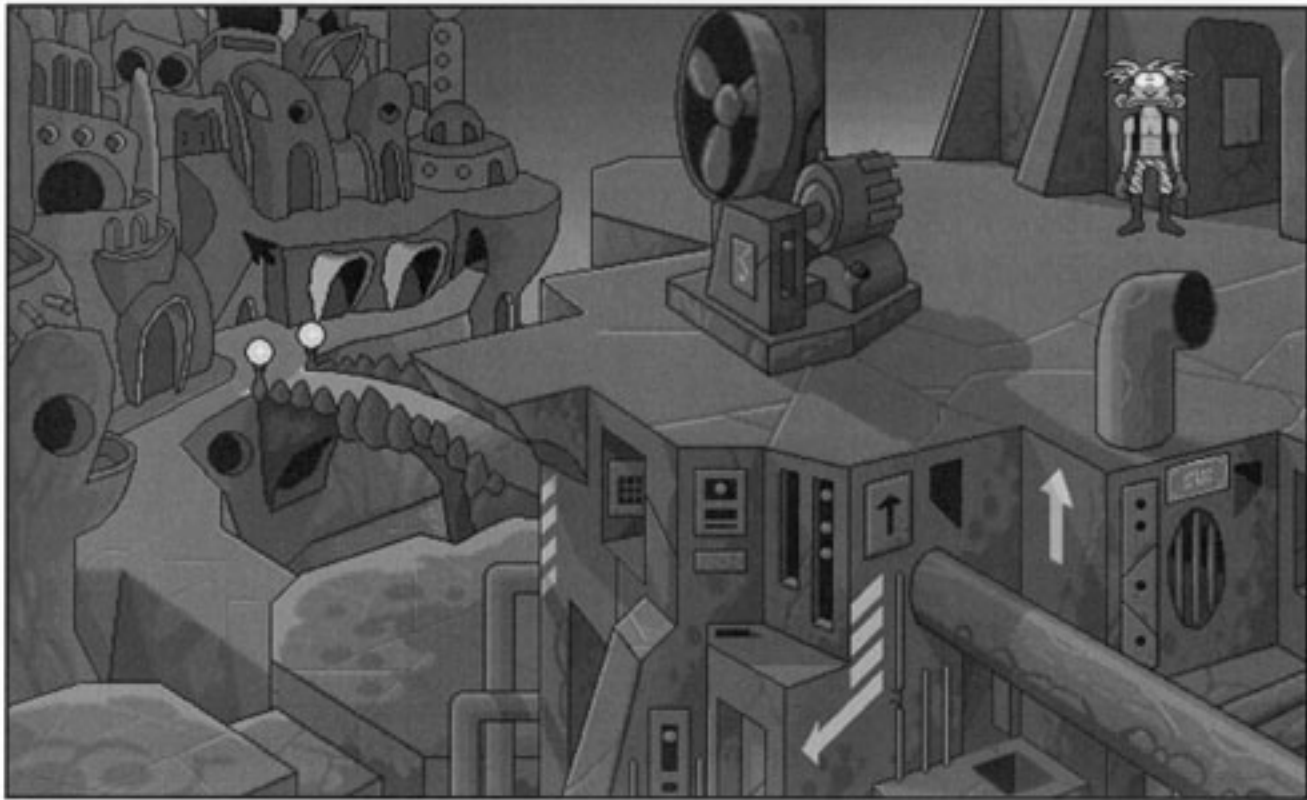
**This is one wild and crazy place. Is it time to make one of those wild formulas?**

- \* You can try making formulas with the professor's test tubes, and taste them...have fun.

**Is this book supposed to help me or kill Woodruff?  
What's the mad professor doing to that poor Boozook?**

- \* Why not ask him. Talk to him.
- \* Check out the bottom right of the room and grab that Schnaplure seed.
- \* Talk to everyone especially the Boozook, he's really the Fertility Wisemen.
- \* Now how's this for a hint, don't take the garbage to Slammer's End, leave by the left and go to the Fan.





## FAN

**I got it! I take the fan and blow away the Bigwig, right?**

- \* That would be an amusing twist to the story, but first click on the panorama of the city.
- \* Find the gasoline and use it on the fan's tank.
- \* Click on the switch.
- \* Click on the fan.

**Phew! The fan blew Woodruff away, is this right?**

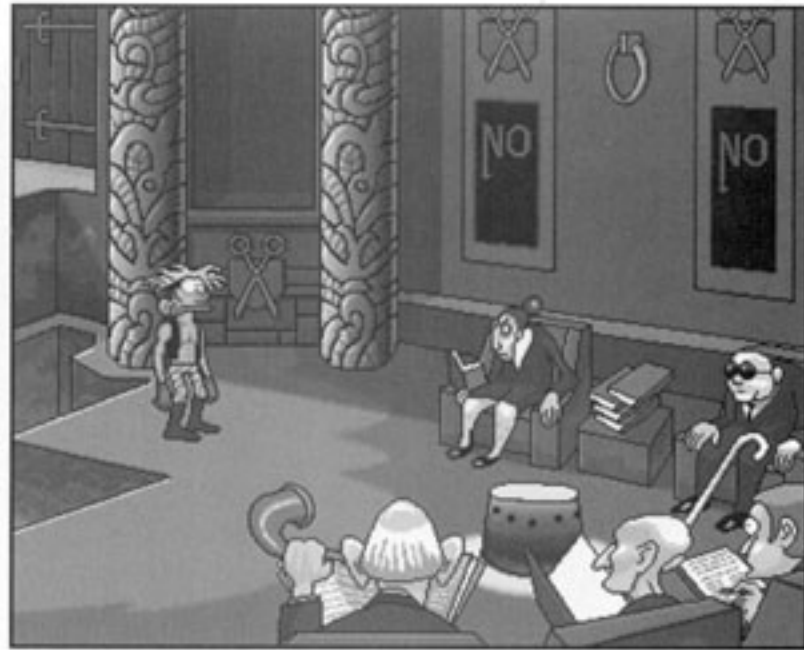
- \* Yes, go to the High Morals Club.



## THE HIGH MORALS CLUB

Seems Woodruff has been caught with his pants down, the censor is displeased, should Woodruff get out of here?

- \* Never leave your troubles, face them. Talk to the censor.



**I like the Lovebird, albeit it is a bit weird.**

- \* The Lovebird, released from the 5-to-Dime store, will offer to open the President of the High Morals Club's private door, but the censor protests.

**So how does Woodruff get in?**

- \* Use the trash bag on the burn barrel and smoke out the censor.
- \* Talk to the Lovebird, and go through the President's doorway



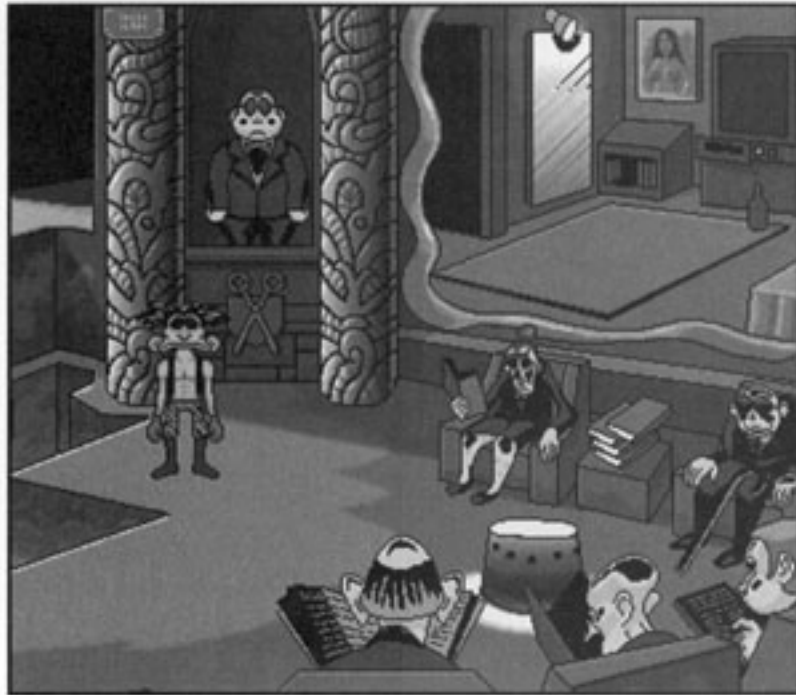
**Woodruff interrupted the President making a speech and his pants fell down. How embarrassing.**

- \* Yes it is, watch out how you use the word "embarrassing" and give the President the button for his pants.



**I think I should have left him with his pants down, he went back to making his speech. Is this speech important to Woodruff?**

- \* Is any speech any president makes important? Go check out the video cassettes.



- \* Click on the three video cassettes and use them on the VCR.

**Sheesh, I'm not too fond of opera, is this really necessary?**

- \* "Oh mama mia" but of course a little musical culture never hurt anyone, plus Woodruff will receive the Artistic Syllable from her song.
- \* Have Woodruff create the Happiness Formula using the Artistic Syllable + Basic Syllable + Advisory syllable.

*NOTE: W = Ruling Syllable + Advisory Syllable + Basic syllable + Medical Syllable + Time Syllable + Energy Syllable + Artistic syllable*

Council = Time Wisemen+ Word Wisemen+ Health Wisemen+ Strength Wisemen

- \* Go to the Administration Center.



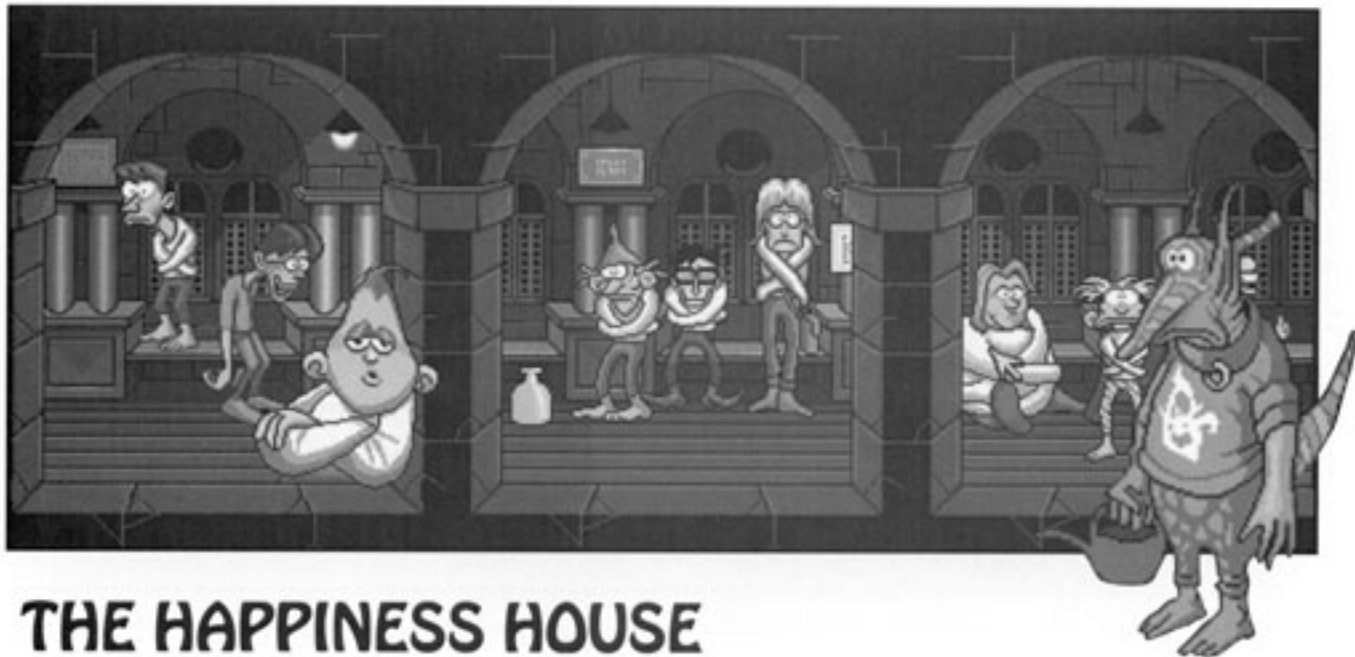
## THE ADMINISTRATION CENTER

**Ahh, the Master is here, this is important, right?**

- \* Yes and no, actually you should click on the graffiti and the Master will teach you nasal control.

**WHAT! What the heck is nasal control?**

- \* Believe me, just take it and go to the House of Happiness.



## THE HAPPINESS HOUSE

**Woodruff has met a somewhat odd person and I believe there is something I should do for him.**

- \* You're right. Use the Happiness Formula on the talented patient, he'll begin to sing, and then he'll give Woodruff the Green Syllable.

*NOTE: W = Ruling Syllable + Advisory Syllable + Basic syllable + Medical Syllable + Time Syllable + Energy Syllable + Artistic syllable + Green syllable*

Council = Time Wisemen + Word Wisemen + Health Wisemen + Strength Wisemen





## INTERMISSION

*In this portion of the game, you will be making and using formulas by combining various Syllables Woodruff has acquired on his journey. You can check the Memorandum at the back of this book, or the back of your documentation, or you can just try and make up formulas on your own. By now you should have a sizable inventory of items, Syllables, and Formulas. Check the inset photo to see if your inventory looks the same as the one pictured. If not, you may have to use the Transportozon to go back and collect the items (there's a map at the back of this book that can help you).*

*One of your missions in this part of the game is to get the Council of Wisemen back together and working. The Syllables and Formulas helps their memories to return and they will assist Woodruff in his goal to restore peace and prosperity, rescue Professor Azimuth, and get revenge on the Bigwig for blowing his teddy bear into smithereens.*



# Part Six • Notes

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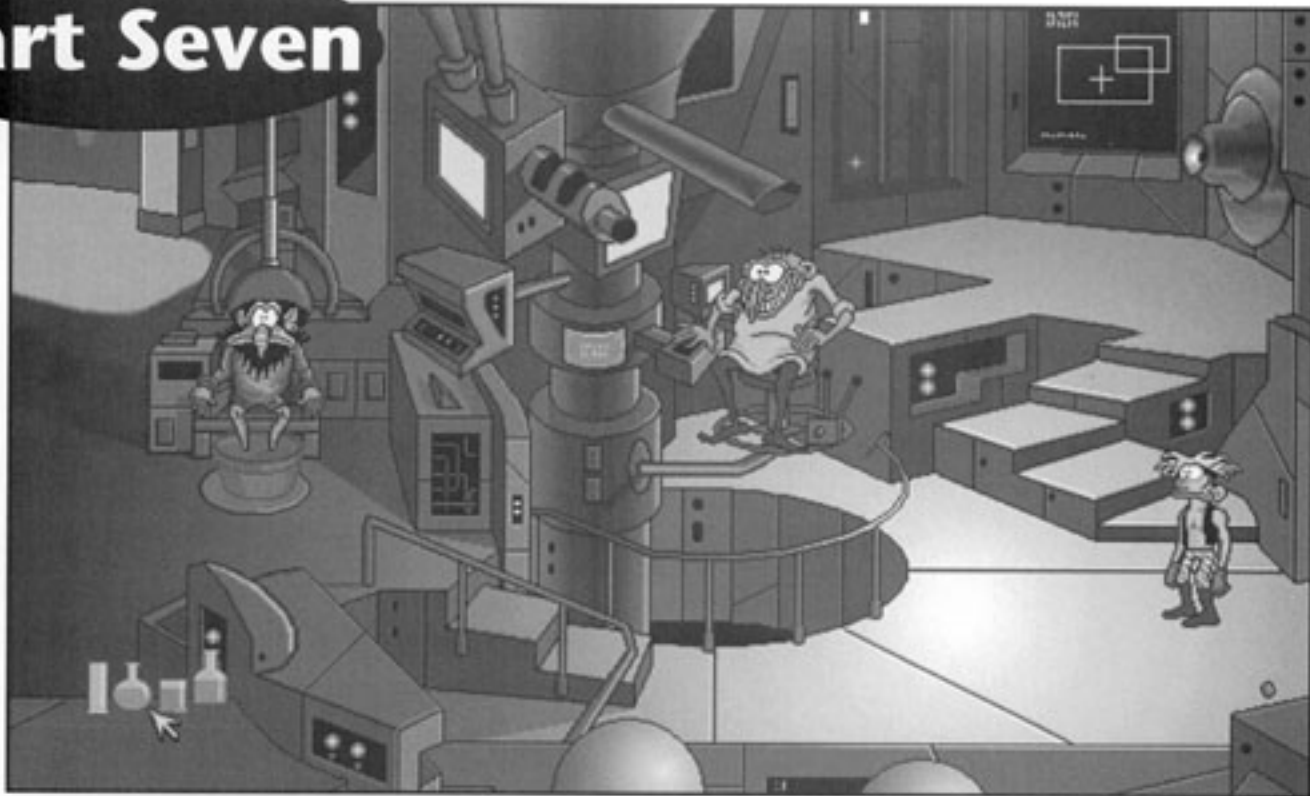
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## Part Seven



### LABORATORY

**The Fertility Wisemen looks a little green around the gills, what can Woodruff do to help him?**

- \* You're right, and who wouldn't be if they were in the midst of a Mad Scientist. Use the Green Syllable on the Fertility Wisemen. He will be very pleased to find it again although he is still tied up.
- \* Take the Schnaplure seed from the bottom right of the screen.
- \* Make the Growth Formula: Basic Syllable + Green Syllable + Advice Syllable

*NOTE: Council = Time Wisemen+ Word Wisemen+ Health Wisemen+ Strength Wisemen+ Fertility Wisemen*

- \* Use the Growth formula on the professor and he'll stop working due to laziness.



## THE WATERLESS FOUNTAIN

**For a Talent Wisemen he sure doesn't seem very artistic, can Woodruff help?**

- \* Use the Artistic Syllable on the Talent Wisemen and he'll start singing. Now he will return to the Council.



**I feel better Woodruff is really starting to help, is that it for this episode?**

- \* Oh no, now it is time to use some of Woodruff's life experience. Click on the public Tobozon at the bottom of the screen, and the Master will teach Woodruff eye control.
- \* Use the Schnaplure Seed on the fountain.
- \* Use the hat full of water on the fountain and the seed will grow. Now Woodruff can get the Schnaplure Spice.



*NOTE: W = Ruling Syllable + Advisory Syllable + Basic syllable + Medical Syllable + Time Syllable + Artistic syllable + Energy Syllable + Green Syllable*

Council = Time Wisemen + Word Wisemen + Health Wisemen + Strength Wisemen + Fertility Wisemen + Talent Wisemen





## TEMPLE CORRIDORS - LEVEL 1

**The Taste Wisemen seems to want something, what does he need?**

- \* The answer here is fairly obvious, think about what a Taste Wisemen would need...**COULD IT BE SPICE???** Give the Scnaplure Spice to the Taste Wisemen. He will prepare a dish of Boozooili for Woodruff before he goes off to the Council (this increases his energy).
- \* Go to the Council of the Wisemen.

*NOTE: W = Ruling Syllable + Advisory Syllable + Basic syllable + Medical Syllable + Time Syllable + Artistic syllable + Energy Syllable + Green Syllable*

Council = Time Wisemen + Word Wisemen + Health Wisemen + Strength Wisemen + Fertility Wisemen + Talent Wisemen + Taste Wisemen



## THE COUNCIL OF WISEMEN

**All the Wisemen talk about is the Chprotznog. With all the things Woodruff has done, I think I've forgotten what the Chprotznog is. Do I have it in inventory?**

- \* If only Woodruff did have the Chprotznog. It's the sacred container in which Evil was kept. Ever since it was opened, turmoil and chaos has ruled over the town. Now that the Council has been brought together, with yours and Woodruff's help, something can be done.
- \* Since the Wisemen are wise they decide to make another Chprotznog. Have Woodruff put the tin can on the table.
- \* Have Woodruff take the Chprotznog, it's his mission to capture Evil inside it (Tip: don't forget there's a hole in the can).
- \* Go to Wino Alley.





## WINO ALLEY

**From Wisemen to Winos, Woodruff has a swinging lifestyle, what could he possibly want from a Wino?**

- \* A drink, perhaps? No really, use the Memory Formula on the Wino and he will tell Woodruff that there are new job openings for jailers. He says that he lost his job at the prison because of his looks (yeah, right).
- \* Give him an I.D. photo Woodruff took in the Brotoflatron booth. In exchange, the Wino will give him the rules for playing rummy.

**Is it time to go back and try to win at cards?**

- \* Not just yet, click on the Master and he will teach Woodruff hair control, he could really use it, don't you think?
- \* Go to Slammer's End.



## SLAMMER'S DEAD END

**I had Woodruff talk to the jailer but he won't give him a job.**

- \* In order for Woodruff to be hired at Slammer's End, he needs to bring back form number 2b75(b) which he can get from the Bureaucrat at the Administration Center.



## ADMINISTRATION CENTER

**I asked the Bureaucrat for the form and he says he lost it. Should I hunt around with my cursor and try to help him find it?**

- \* Listen, when a bureaucrat loses something, even a cursor the size of an elephant won't find it. Sometimes money will help them remember where something is, but in this case have Woodruff use the Memory Formula to help him find it again.
- \* Let's go back to Slammer's End.



## SLAMMER'S DEAD END

- \* Have Woodruff give the form to the jailer and go through to the prison yard.



## PRISON YARD

**I found 2 jailers sitting at a table and one jailer on top of the tower. They stopped Woodruff from going on the prison towers, I'll never find Professor Azimuth if they keep stopping Woodruff.**

- \* Don't forget this is an undercover job and you need to keep Woodruff cool. You must have Woodruff act like he doesn't know the rules.
- \* Pick up the cloth and wipe the window pane with it. The jailer says there are robots for doing windows. Don't worry about it, play dumb, soon a robot will arrive.
- \* Have Woodruff speak to the robot.



**I've talked with the robot but it seems of no use. What do I do with the robot?**

- \* If you have been following the game, Woodruff should have the rules for the card game rummy. Click on the guards and have Woodruff play rummy with them [NOTE: If Woodruff does not have the rules for rummy, he will have to return to Wino's Alley and get them.]

**Woodruff has them distracted. But how do I get Woodruff out of there?**

- \* Woodruff needs to go to the bathroom (he's got a plan up his sleeve).
- \* Woodruff can escape the toilets through the skylight and give the rules for rummy to the robot, who will join the guards.
- \* Woodruff can then go through the door to the tower and climb up.
- \* Woodruff will go to the base of the prison tower by the right.







## PRISON TOWER

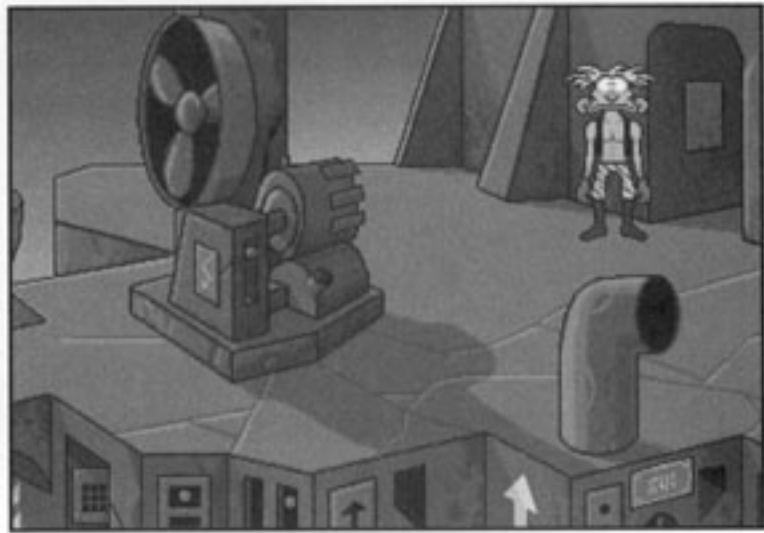
**How the heck can Woodruff get into this tower, fly?**

- \* Funny you should ask in such a way, the answer is yes.
- \* Watch the weather report channel on the Tobozon until there is a strong enough wind near the prison tower.
- \* Click on the Meteozon Watch and click the Boozook kite on the cross of the prison tower location.
- \* Woodruff will be blown up to the first level. Here, he will talk to a prisoner who will push bricks out that makes steps going up. Clicking the stone arm on the rope, Woodruff makes a grabber.
- \* Use the grabber on the left gargoyle and the Master will appear and teach Woodruff facial control (now Woodruff can levitate).
- \* Go to the Fan room.

## FAN

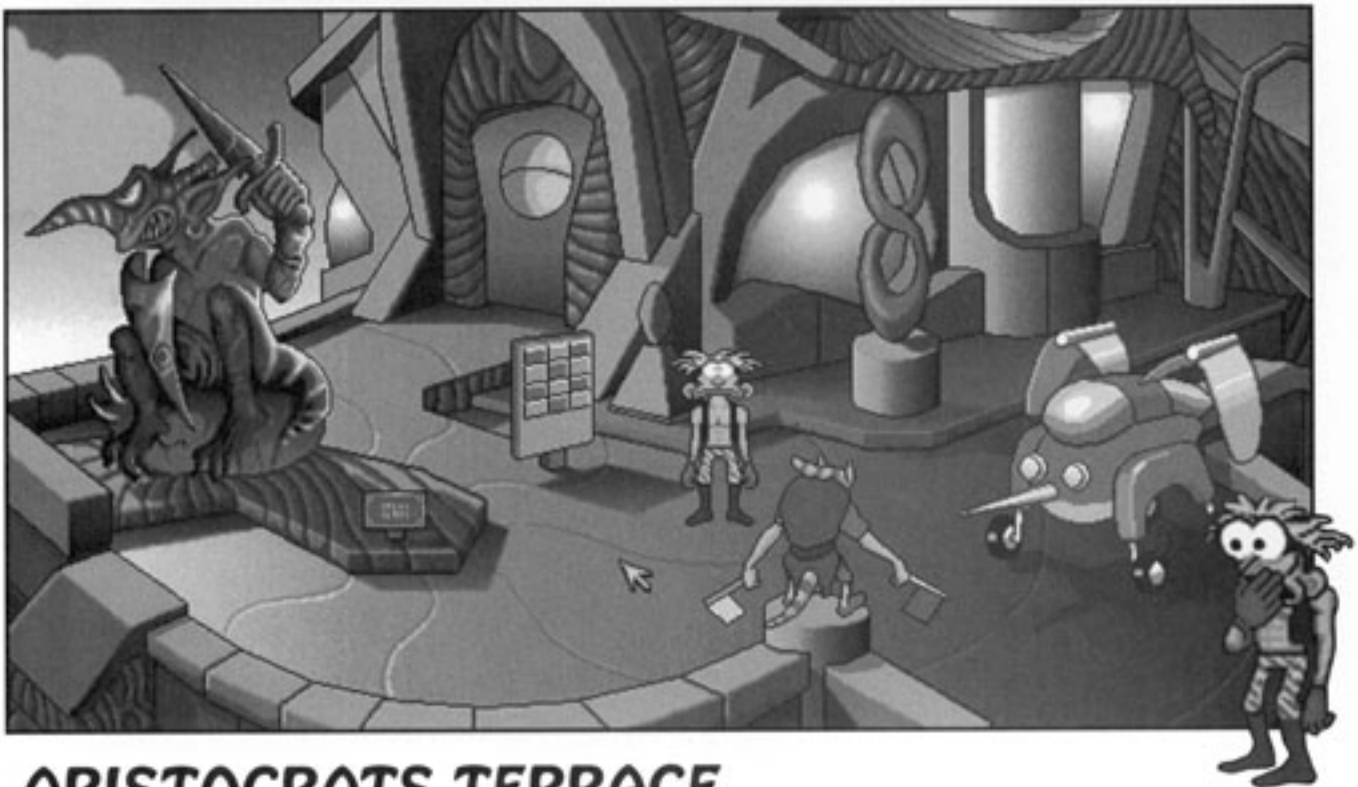
**The last episode was a doozy and I could use some cooling off. Is this why Woodruff has come to the Fan?**

\* Kinda. Woodruff could use a cooling off that would lift his spirits.



\* Have Woodruff use his new power of levitation on the fan.

\* Woodruff will be lifted up to the Aristocrats Terrace.



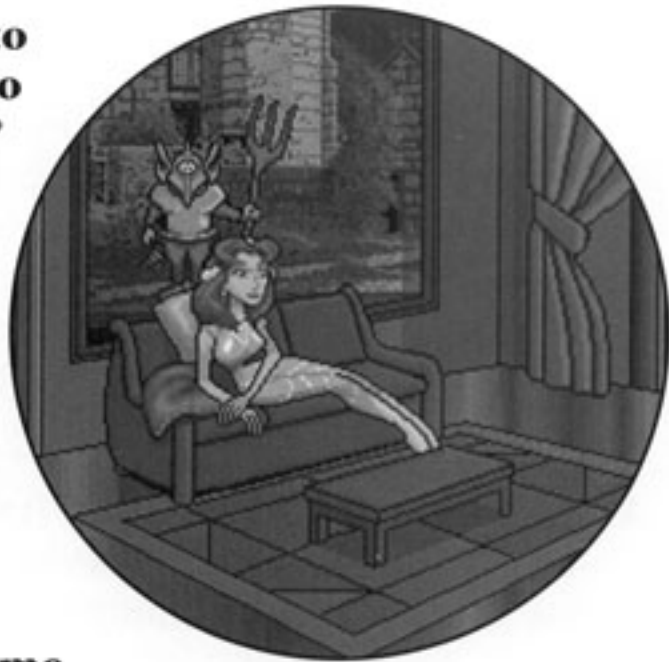
## ARISTOCRATS TERRACE

**No dice on this secret door, how does Woodruff get in?**

\* Dial Miss Coh Cott's private number on the Tobozon, (Woodruff should have gotten it in Bigwig Square) and talk to her.

**Miss Coh Cott doesn't seem to remember Woodruff, how do I convince her to let him in?**

- \* If Woodruff tells Coh Cott that they both know Riri (The Master), Woodruff will be invited to the Special Eye Party. Use the Digicode: GLAP ZIG GNEE LRZ.



- \* Talk to the doorman.

**The doorman still won't let me into the party, I've tried disguises on Woodruff but they don't work. How does Woodruff get in the party?**

- \* Party down, man...or in other words don't go to the party just yet. Check out the Boozook statue.
- \* Use the snail shell on the Spiral Imprint. The statue's nose opens and will give Woodruff the Intuition Syllable.

*NOTE: W = Ruling Syllable + Advisory Syllable + Basic syllable + Medical Syllable + Time Syllable + Artistic syllable + Energy Syllable + Green Syllable + Intuition Syllable.*

- \* Now Woodruff can make the Discerning Formula: Intuition + Intuition + Basic.
- \* Take Woodruff back to the Prison Tower.



## PRISON TOWER

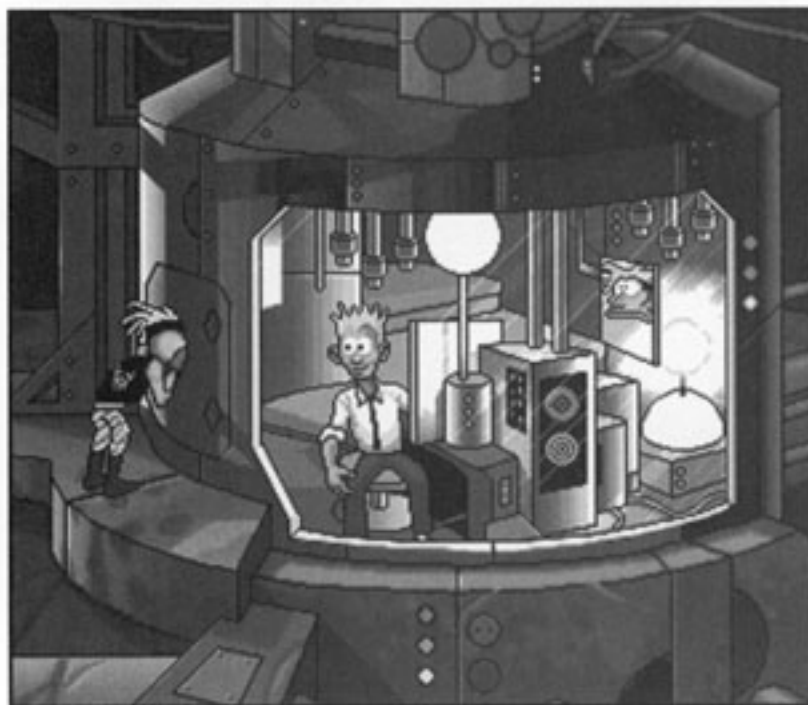
**Woodruff needs to see Professor Azimuth but there doesn't seem to be a way inside the prison. Is there a secret lever?**

- \* You won't find a lever, you just have to be clever, whatever, use the grabber on the right-hand gargoyle and Woodruff will climb down the "walled" area.
- \* Use the Discerning Formula (Woodruff acquired it at the Aristocrats Terrace) on the walled area and Woodruff will find a way into Professor Azimuth's Cell.

## AZIMUTH'S CELL

**Finally, Woodruff meets Professor Azimuth. Is it ok to talk to him in jail?**

- \* Yes, talk to Azimuth and he will explain to Woodruff many things about the Bigwig, the Booooks, and the Chprotznog. Then, the Professor will give Woodruff the Viblefrotzer.
- \* Take Woodruff to the Virtual Trip Tower (use the Transportozon if you wish).



## VIRTUAL TRIP TOWER

I've had Woodruff playing the three cup game over and over and I can't get a thing out of the swindling charlatan. How do you win at this game?



- \* Sometimes it is smarter to play the player instead of the game. Use the Discerning Formula on the "three cup" player and Woodruff will get an eye. (Note: you must use the formula directly on the player (not on the game). The eye will fall down onto Stairs Street. Have Woodruff go and pick it up.

**EYE, YI, YIEYE! What does Woodruff do with an eye?**

- \* Take it to the Aristocrats Terrace.



## ARISTOCRATS TERRACE

Should I use the eye to peek into the party?

- \* Woodruff is not a peeping tom.
- \* Use the eye on the doorman and he'll let Woodruff in.





## PARTY

**Wow, Eye see this is the kind of party where my mother told me not to go. Look at Miss Coh Cott she looks zombified. How can Woodruff help her?**

\* You might say all eyes are on Miss Coh Cott. In order to find out what's wrong with her, Woodruff needs to make the Diagnostics Formula: Basic + Medical + Basic.

\* Use the Diagnostic formula on Miss Coh Cott.

**The formula did not seem to help her at all, what should Woodruff do?**

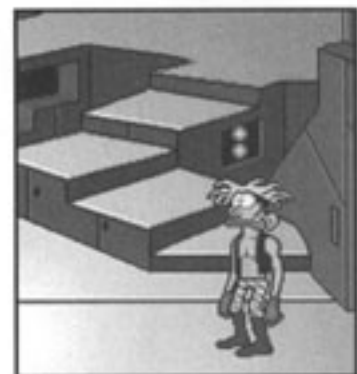
\* Woodruff needs to make the antidote. Take him to the Lab.

## LAB

**How do I make the antidote?**

\* Click on the test tubes to make the antidote.

\* Go back to the "eye" party.



## PARTY

**I can't get Miss Coh Cott to take the antidote, should Woodruff try and force her to take it?**

- \* Forcing a woman to do anything will only make her want to do it less. Woodruff should be a gentleman and just spike her drink. Click the antidote on her drink.

**Miss Coh Cott seems to have come around after drinking the antidote but she's acting very weird with Woodruff.**

- \* Anyone would act weird if they were with Woodruff, don't you think? Woodruff should just try to make Miss Coh Cott happy, right now.
- \* Use the Happiness Formula on Miss Coh Cott.

**Whoowee! Miss Coh Cott fell right into Woodruff's arms, are they friends now?**

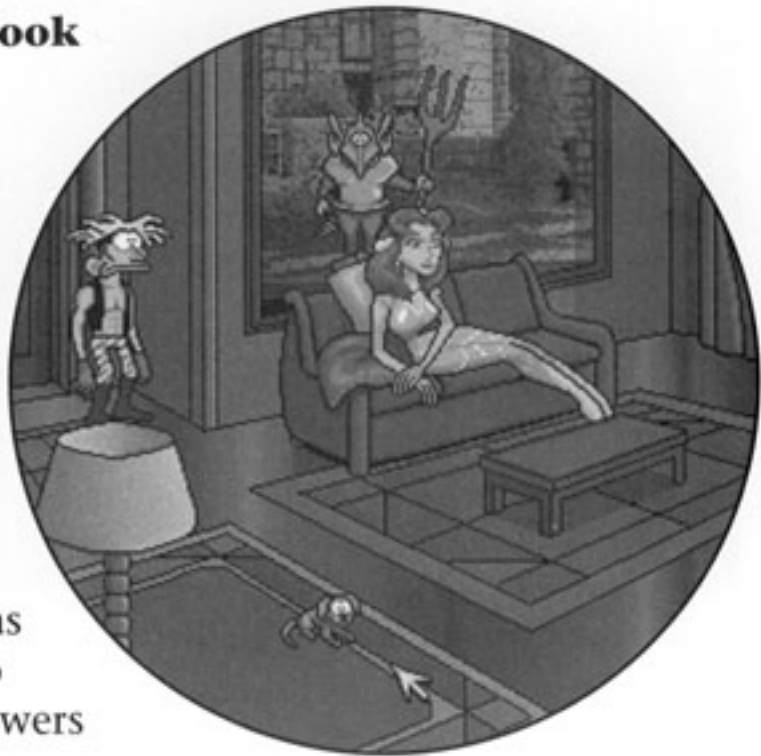
- \* Yes, they are friends but unfortunately Woodruff can not use the line, "Your place or mine?", because he has no place. So, go over to Miss Coh Cott's place.



## MISS COH COTT'S ROOM

**What should Woodruff look for in this room?**

- \* Woodruff should look for nothing more than good conversation. Talk with Miss Coh Cott, she will tell Woodruff that the Bigwig has grown old prematurely, and is trying to gain control of all the power. She will explain that the Bigwig has created Schnibble's Sect to get back his influential powers and control his disciples.



*[NOTE: If you been taking notes, you know that Woodruff first encounters a disciple at the Factory Square.]*

- \* Go to the Factory Entrance.

## FACTORY ENTRANCE

**I recognize the chief disciple here. Does he have any information Woodruff can use?**

- \* He sure does have information and Woodruff should ask him how to join the Sect. Click on the Chief Disciple and he will give Woodruff the mantra.
- \* Take the mantra and bring Woodruff to Bigwig's Square.





## BIGWIG'S SQUARE

**Does Woodruff just start chanting the mantra and hope something will happen?**

\* Woodruff can chant the mantra and he may find inner peace, but it is more productive if he uses the mantra on the microphone. There will be plenty of time for chanting coming up.

\* Go to the Sect.

## SECT

**Is this where Woodruff gets to chant his mantra?**

\* Yes, this is where Woodruff gets to chant, but there is much to do here at the Sect. Woodruff is invited to participate in the ceremony. There is a hypnotic statue which influences the disciples and each character will use their mantra in turn.



**This is time consuming. How long does Woodruff have to chant?**

\* Woodruff can move around freely but he must come back in time for his turn to recite the mantra. Woodruff can't go left because his way is blocked.

\* Click on the high priest and have Woodruff talk with him. He will explain to Woodruff about the Sect.



## Is it possible to use that computer?

- \* You'll see that the self-service computer is unplugged. The High Priest advises Woodruff to pay his contribution to the collection tray. Put a strul into the Hole of the Cult's Bank, click on the computer and it will be plugged in. Now you need the sacred code.



- \* Have Woodruff talk to the High Priest and he will tell him that he must make a contribution to the Schnibble. You must put another strul in the Hole of the Cult's Bank, then talk to the High Priest who will give Woodruff the sacred code.
- \* The computer requests another contribution before it will give Woodruff the concentration cycle.

NOTE: While you follow these steps, Woodruff must recite the mantra three times before the High Priest makes a declaration to make Woodruff the new disciple of the day.

- \* Use the Power of Levitation on Woodruff's place in the circle and the obstacle will disappear.
- \* Save your game now.

## Why should I save my game, everything is working out fine?

- \* Do whatever you think is best for Woodruff.



**Oh man! I took Woodruff into the Initiation Chamber and it ended my game, is there more to it?**

- \* The Bigwig is still in power and the Boozooks are still oppressed. You and Woodruff have not completed your mission.
- \* Don't send Woodruff into the Initiation Chamber. First use the grand gong and then, the small gong in order of the concentration cycle. Then, everyone will go into concentration and Woodruff can approach the statue.
- \* Click on the statue's nose and take the hypnotic ceedeerom.
- \* Go to Miss Coh Cott's quarters.

**MISS COH COTT**

**Hey, you can see inside the Bigwig's house from her window. Is there any way Woodruff can jump or levitate over to the Bigwig?**

- \* No. Woodruff can only get over to Bigwig's house in one way. Miss Coh Cott has one of the last surviving plants in the city. Use the Growth Formula to make the plant grow and Woodruff can get into the Bigwig's house.



- \* You might want to save your game at this point.



## BIGWIG

**I got Woodruff over to the Bigwig's house and clicked on the Bigwig. I figured the whole point of the game was to take him on. The game was over and I lost.**



\* Now aren't you glad I told you to save your game.

When Woodruff first gets into Bigwig's house he doesn't see Woodruff. Look for the ray which outlines a Field of Hatred.

\* Click on the Field of Hatred and the Master will appear and say that the only way to face the enemy is to forget his hatred.

\* Have Woodruff use the power of levitation on the field of hatred.

**Woodruff's hatred has disappeared but how will he beat the Bigwig?**

\* Use the cooking pot lid to de-charge the Bigwig's cybernose. After that you can move around freely or jump out of the window.



**The Bigwig made a clone of Woodruff that exploded and ended the game, AGAIN!**

- \* After Woodruff puts the cooking lid on Bigwig's cybernose, he must put the hypnotic ceederom into the player. Now the Bigwig will become hypnotized.
- \* While the Bigwig is hypnotized, Woodruff uses the Viblefrotzer on him. The Bigwig's flesh image will disintegrate.
- \* Take the electronic card from the clothes in the armchair.
- \* Click on the switch.

**Did we win? Did we win?**

- \* Check out the beast that has come from within the Bigwig and is standing in the top right hand corner.
- \* Have Woodruff talk to the beast.

**Yikes! Talking to the beast, Woodruff has become infected. Call a doctor!**

- \* Use the Bouzooioli on Woodruff and he'll expel the Beast.
- \* Use the Chprotznog on the hook.



**There's something wrong with the Chprotznog. How can it be fixed?**

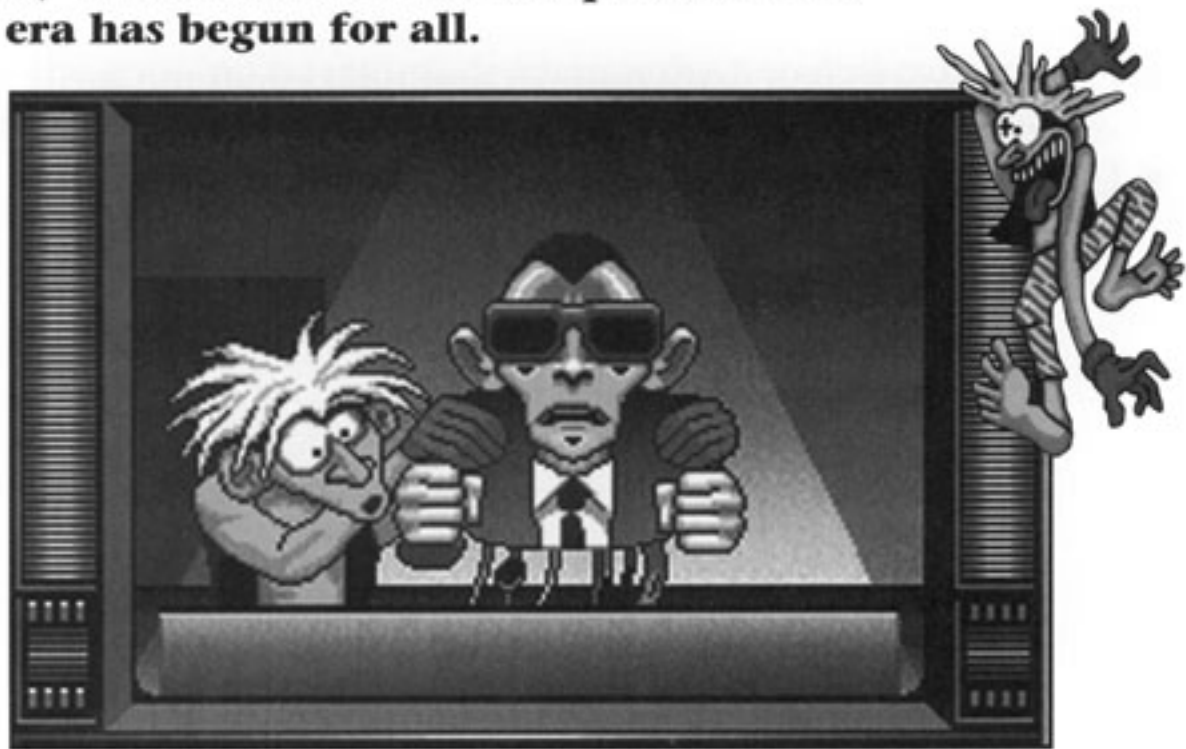
- \* Use the chewing gum on the top of the Chprotznog in order to lock up the Beast in it.
- \* Go to the top left hand corner to the exit, Woodruff will find a lock. Just as the Beast is about to jump, pull the red lever on the Chprotznog..
- \* Use the electronic card on the lock.

## **PRESIDENT**

**I did it, me and Woodruff did it! Wow! this is great, I made it!**

- \* Yes you did indeed, you won the game champ, nice going!

**Woodruff notices that the President is just a dummy. He takes his place and begins a speech. Cheered by the crowd, Woodruff becomes the president. A new era has begun for all.**



# Part Seven • Notes

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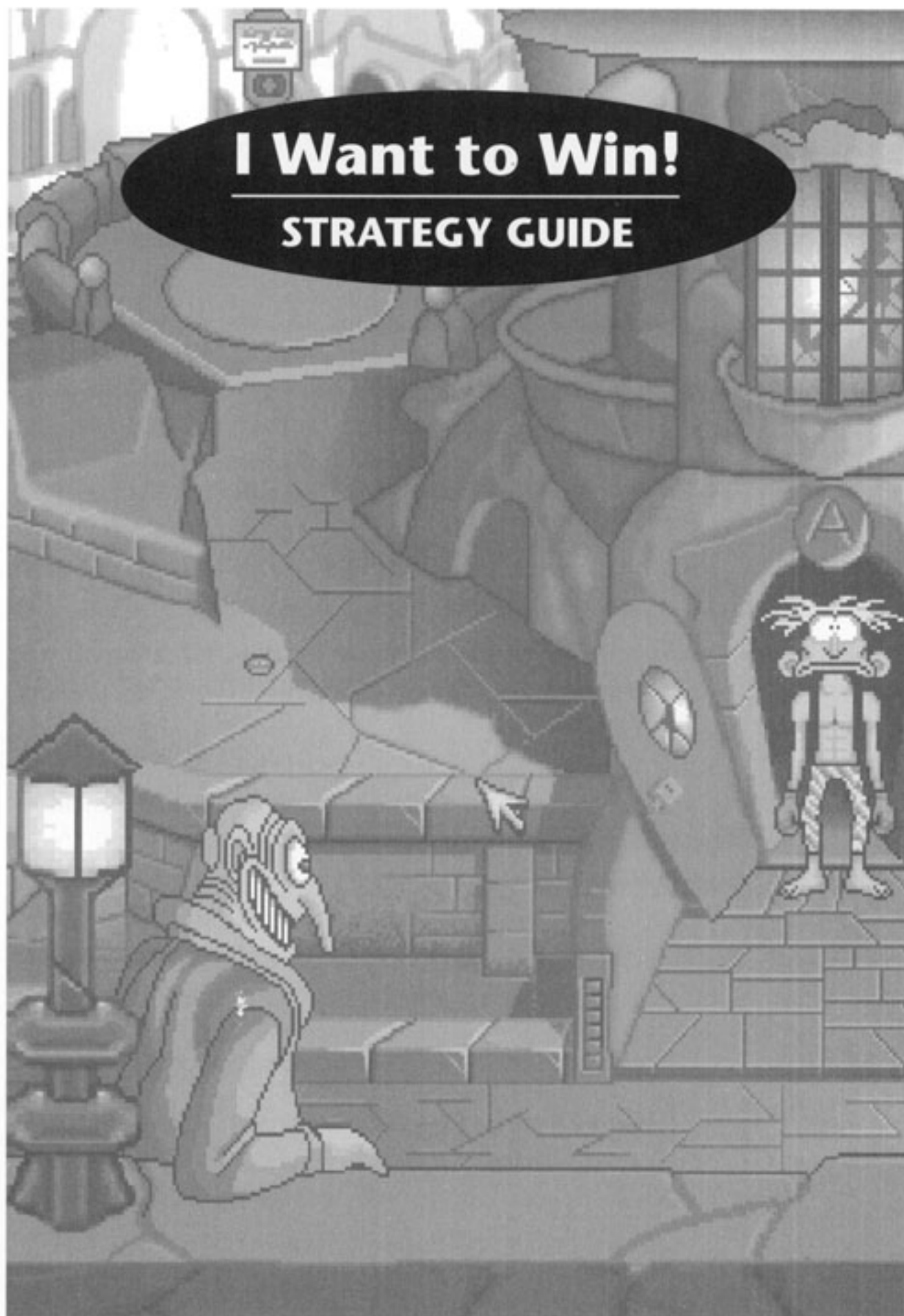






# **I Want to Win!**

## **STRATEGY GUIDE**





# I Want to Win!

## AZIMUTH'S HOUSE

- \* Have Woodruff talk to the Onlooker.
- \* Pick up the button.

## GO TO BRIDGE OF THE SLUMS

- \* Talk to the Beggar.
- \* Click on the crate, then on the nut to kick it out from behind.
- \* Pick up the nut and throw it at the Beggar.
- \* The Beggar will throw a boot at Woodruff. Pick it up.

## GO TO AZIMUTH'S HOUSE

- \* Have Woodruff throw his boot at the boot on the roof.
- \* Pick up each boot. When Woodruff takes the second boot he will find a photo of Azimuth.

## GO TO SAD BOOZOOK STREET

- \* Show Azimuth's photo to the young woman. She gives Woodruff a newspaper article that he can't (yet) read.

## GO TO BRIDGE OF THE SLUMS

- \* Cross the river.
- \* Pick up the nut.

## GO TO WINO ALLEY

- \* Click on the bag of feathers, get some feathers.

## GO TO THE BAR

- \* Talk on the bar owner. She will give him a stone "A" and identify JF Sebastian.



- \* Click the article on her and she will teach Woodruff to read.
- \* Click on JF Sebastian. Woodruff will get the cup of coffee.
- \* Talk to JF Sebastian. Listen to what happened in front of Azimuth's house: He had seen some men in black and recognized the Bigwig. You will be teleported to Title Boulevard.

## **TITLE BOULEVARD**

- \* Click on the "A" in "Azimuth" (optional).
- \* Pick up the paintbrush.



## **RETURN TO THE BAR**

- \* Click on the poster at the bottom to get the Tobozon weather channel.

## **GO TO WINO ALLEY**

- \* Give the coffee to the wino. He'll give Woodruff a Meteozon watch.
- \* Use the paintbrush on the tar.

## **GO TO THE SAD BOOZOOK STREET**

- \* Use the stone "A" on the "A" imprint. Woodruff will get a Tobozon.
- \* Click on the Tobozon in Inventory: You'll receive a message from Azimuth.

## **GO TO STAIRS STREET**

- \* Click on the tin can, Woodruff gives it a kick and a peanut falls out of it.
- \* Pick up the peanut and the tin can (Woodruff will kick it again before picking it up).

## **GO TO AZIMUTH'S HOUSE**

- \* Click on the elevator to go up.



## **ADMINISTRATION CENTER**

- \* Talk to the Bureaucrat.

## **GO TO BROTOFLATRON PLAZA**

- \* Click on the poster offering work at the factory. Woodruff will get a Tobozon number: DRU BNZ POO GLAP
- \* Dial the number.

## **GO TO THE ADMINISTRATION CENTER**

- \* Click on the Bureaucrat.

## **GO TO BROTOFLATRON PLAZA**

- \* Click on the gambler at the entrance to the store, who tells Woodruff about the Clandestine Game Room.

## **GO TO THE 5-TO-DIME STORE**

- \* Use the nut on the wheel.

## **GO TO BROTOFLATRON PLAZA**

- \* Take the Plastoc finger next to the storekeeper.

## **GO TO THE 5-TO-DIME STORE**

- \* Try to talk to the Lovebird.
- \* Use the tarred paintbrush on the pinup.
- \* Talk to the Lovebird.
- \* Click the feathers on him.
- \* Click twice on the flapper, then once on the clapper, then once on the switch. The light beam will reveal a nose.
- \* Use the Plastoc finger on the nose to open the secret passage to the Clandestine Game Room.



## GO TO THE CLANDESTINE GAME ROOM

## GO TO THE RED LIGHT DISTRICT

- \* Talk to the Boozook woman (Spinning Top). She gives the access code to the Throne room: ZIG STO DRU BLAZ.
- \* Click on the Pinball Machine three times to get a Strul.
- \* Use the Strul on the slot machine and Woodruff will get a few Struls. (Whenever Woodruff has only 1 Strul left, he will always win at the slot machine).

## GO TO THE CLANDESTINE GAME ROOM

- \* If you click on the bookmaker, he will tell Woodruff that he can win money by betting a Strul on either the red or the black. Woodruff can win three Struls or lose one. (optional)
- \* Woodruff should have at least 6 Struls (by playing the slot machine or betting with the bookmaker) before going up to the Bigwig's Area.

## GO TO BIGWIG'S AREA

- \* Click on the robot to get a false shirt front.
- \* Go into the Novelty Store with at least 6 Struls in order to buy some blue eye glasses and a plastoc jaw.
- \* Click on the poster on the left, get the Tobozon channel for a TV show called, "Heart-to-Body". POO BNZ BLAZ DRU
- \* Dial the number on the Tobozon. Watch the show, get the show's Tobozon number.
- \* Dial the show's number. Woodruff talks to Coh Cott's secretary who will call him back later to give him Coh Cott's private number.
- \* Click on the other poster, an advertisement for a Virtual Trip.
- \* Click on the stain, and a garbage bag falls on Woodruff.
- \* Click on the garbage bag.
- \* Leave by the bottom left hand corner.



## GO TO DRY WATERLESS FOUNTAIN

- \* Buy a hat from the Talent Wisemen selling souvenirs by using the Struls on him.
- \* The Talent Wisemen asks Woodruff to visit his wife at the Boozook Temple and gives him the access code to their room: KAH LRZ GOZ GNEE.
- \* Woodruff learns that the Talent Wisemen needs his Artistic Syllable.

## GO TO BIGWIG AREA

- \* Leave by the top left hand corner.

## GO TO FACTORY'S ENTRANCE

- \* Talk to the chief disciple. (optional)
- \* Click on the newspaper.
- \* Click on the bench.
- \* Click several times on Woodruff, he will begin to cry.
- \* Click on the doorbell.
- \* Click on the doorbell again. Woodruff gets a message from Azimuth and a Tobozon number: POO POO ZIG ZIG.



## GO TO THE TEMPLE ENTRANCE

- \* Talk to the Temple Guard

## GO TO BROTOFLATRON PLAZA

- \* To use the Brotoflatron, click a Strul on it. The game won't let Woodruff use his last Strul except on the slot machine.

- \* To get hired at the factory, Woodruff must use the false shirt front, blue-eye glasses, plastoc jaw, tar brush and a corn-cob on himself before taking the photo. (he won't get the corn-cob until later in the game). He can take photos of himself before he has all the accessories, which the Manager will reject.
- \* Take a photo of Woodruff.
- \* Send it to the Recruitment Manager. She replies that he must be well-dressed.
- \* Use the false shirt front on Woodruff, then take a photo.
- \* Send it to the Recruitment Manager. She will answer that the ideal workman has blue eyes.
- \* Use the false shirt front and the blue eyes on Woodruff, then take a photo.
- \* Send it to the Recruitment Manager. She will answer that the modern workman has a fine jaw.
- \* Use the false shirt front, the blue eyes and the false jaw on Woodruff, then take a photo.
- \* Send it to the Recruitment Manager. She will answer that she's sorry he doesn't have black hair.
- \* Use the false shirt front, the blue eyes, the false jaw and the tar brush on Woodruff, then take a photo.
- \* Send it to the Recruitment Manager who will say that he really needs a nice smile.
- \* Re-do the photo with the same accessories. Woodruff smiles automatically.
- \* Send the photo to the Recruitment Manager who will say, "You call that a smile ? What about teeth ?" Woodruff needs the corn-cob to give him a good smile.

## **GO TO THE ADMINISTRATION CENTER**

- \* Go to the nut merchant.





## **GO TO VIRTUAL TRIP TOWER**

- \* Click on the large rock on the right. From now on you can go directly to or from BROTOFLATRON PLAZA.
- \* You can win or lose Struls by playing "three cups". You have to find the eye under one of the three upturned bowls. (optional)
- \* Click on the elevator to go down.
- \* Talk to Ernst Blintz.

## **GETTING A PIECE OF METEOR**

- \* Watch the weather report on the Tobozon until you hear the weatherman say that a meteor will land at a certain place.
- \* Go to that place.
- \* Once at the place, bring the Meteozon Watch out of inventory.
- \* Pick up the piece of meteor.

## **GO TO VIRTUAL TRIP TOWER**

- \* Exchange the piece of meteor for the bluxtre nut.

## **GO TO THE TEMPLE ENTRANCE (optional)**

- \* Give the Bluxtre nut to the guard. He wants the pulp. The nut must be opened.

## **GO TO WINO ALLEY**

- \* Use the Bluxtre nut on the tar barrel, you'll get a tarred nut.

## **GETTING BLUXTRE NUT PULP**

- \* The Bluxtre nut must be hit by a meteor to be opened. Do the same thing you did to get the piece of meteor. Watch the weather report, go where you hear that a meteor will fall, and use the Meteozon Watch and draw the cross. Click the tarred Bluxtre nut on the cross.
- \* Pick up the Bluxtre nut pulp.

## **GO TO THE TEMPLE ENTRANCE**

- \* Give the Bluxtre pulp to the guard. He will open up the Temple of the Boozook Wisemen.

## **GO TO TEMPLE CORRIDORS - LEVEL 1**

- \* There are three doors with access codes: one for the Taste Wisemen, one for the Health Wisemen, one for the Time Wisemen.
- \* The note on the door of the Time Wisemen tells you he is at the Council and gives you the council's digicode: BLAZ KAH ZIG DRU.
- \* Take the gasoline tank and the cooking pot lid.

## **GO TO TEMPLE CORRIDORS - LEVEL 2**

- \* There are three doors with access codes: One for the Fertility Wisemen and one for the Talent Wisemen. The other is the door to the Council.
- \* Punch the Talent Wiseman's digicode into the keypad on his door. (KAH LRZ GOZ GNEE) Talk to his wife.
- \* Open the Council Room door: BLAZ KAH ZIG DRU.

## **GO TO THE COUNCIL ROOM**

- \* Meet the Time Wisemen. He has lost his Time Syllable, but he doesn't say so.

## **GO TO TEMPLE CORRIDORS - LEVEL 3**

- \* There are three doors with keypads: one for the Word Wisemen, one for Strength Wisemen. The Strength Wisemen left a note on his door saying he's with the King.
- \* Open the Throne Room door: ZIG STO DRU BLAZ.

## **GO TO THE THRONE ROOM**

- \* Talk to the Strength Wisemen.
- \* Talk to the King. He gives Woodruff the Ruling Syllable.



- \* Give the bottle-opener to the King. He will give Woodruff a Boozook Knighthood key-ring.
- \* Click on the menu that shows the code for the Taste Wisemen: KAH BLAZ ZIG STO.
- \* Take the Boozook chewing-gum and the Boozook Formulae parchment.
- \* Reading the parchment to learn how to combine 9 Boozook Syllables in order to receive the Formulae for 7 powers.
- \* You will need to start up the Time Syllable Clock in the 5-to-Dime store.

## GETTING WATER FOR THE CLOCK

- \* Watch the weather report on the Tobozon for the news of rain.
- \* Go to the place where the weatherman said it will rain.
- \* Once at the place, bring the Meteozone Watch out of inventory
- \* Use the Boozook Hat on the cross.
- \* After a time, it will begin to rain. Pick up the hat full of water.
- \* You can try using the can instead of the hat, but you will find that the can has a hole in it.

## GO TO THE 5-TO-DIME STORE

- \* Use the Boozook chewing-gum on pipe to plug the leak.
- \* Use the hat full of water on the Time-Syllable Clock's tank and obtain the Time Syllable.

## GO TO THE COUNCIL ROOM

- \* Give the Time Syllable to the Time Wisemen. He will give you the Word Wiseman's digicode: BNZ BNZ BNZ GLAP and also the Advisory Syllable.



### **GO TO TEMPLE CORRIDORS - LEVEL 3**

- \* Dial the access code for the Word Wiseman's room : BNZ BNZ BNZ GLAP and an animal comes out. The animal is hungry.
- \* Use the peanut on him and he will give Woodruff the Basic Syllable.

### **GO TO THE TEMPLE ENTRANCE**

- \* Give the Basic Syllable to the Word Wisemen. He will give Woodruff the digicodes to the rooms of the Health Wisemen (POO ZIG DRU BNZ) and the Fertility Wisemen (BNZ POO GLAP BLAZ).

### **GO TO TEMPLE CORRIDORS - LEVEL 1**

- \* Dial the Health Wiseman's digicode: POO ZIG DRU BNZ. Click on the widow in the door to get in.
- \* Find a notebook that says the Health Wisemen has gone off to debug the Virtual Trip Tower.
- \* Dial the Taste Wiseman's code: KAH BLAZ ZIG STO. He's out of Schnaplure spice and can't make Bouzooioli any more.

### **GO TO TEMPLE CORRIDORS - LEVEL 2**

- \* Dial the Fertility Wisemen code: BNZ POO GLAP BLAZ. His wife says her husband is looking for the Green Syllable at the House of Happiness.

### **GO TO THE VIRTUAL TRIP TOWER**

- \* Give Ernst Blintz 3 Struls.
- \* Click on seat to start Virtual Trip. Woodruff will get the Healing Syllable.

### **MAKE BOOZOOK FORMULAS**

- \* Click on Inventory item called "Formula Maker".
- \* The Memory Formula = Ruling + Basic + Ruling
- \* The Diagnostic Formula = Basic + Healing + Basic
- \* The Past Formula = Time + Basic + Ruling



## GO TO THE MEMORIAL

- \* Use the Past Formula on the statue of the Commander.

## IN THE PAST

- \* If Woodruff can't go the right side of the screen.
- \* Click on the upturned jar on the left to see that something has fallen down below.
- \* Click on the stone to push it aside and a helmet will appear. Inside it, there's a fish.
- \* Use the fish on the Commander's armor and he will no longer yell at Woodruff.
- \* Move to the right of the screen.
- \* Talk to the Dying Boozook.
- \* Show him the Boozook Knight Brotherhood key-ring and he will give the digicode for the stone chest in the Boozook King's palace: GLAP POO GNEE ZIG. This contains the Energy Syllable. He will also give Woodruff a horn.
- \* Use the horn. Woodruff will hear a voice calling from under the rocks to the right.
- \* Click on a rock to roll it away. There is a Boozook underneath. Woodruff can't move the other rock that is trapping the Boozook.
- \* Pick up the trident (to the right of the Dying Boozook) and use it on the other rock to roll it away. Another one will fall.
- \* Use the trident to roll it away and an even bigger rock will fall, leaving only the Boozook's feet showing.
- \* Click on the Boozook's feet. Woodruff pulls him out from under the stone.
- \* Talk to the Boozook. He says he will leave the Intuition Formula in the statue of the Boozook Warrior for Woodruff to find in the Present.
- \* Pick up the corn cob.

## **RETURN TO THE PRESENT (MEMORIAL)**

- \* Click on the Commander's statue to get the stone fish.

## **GO TO THE SLAMMER'S DEAD END**

- \* Click on the house and the Master will appear, he gives Woodruff ear control.
- \* Click on the stone arm and the snail shell in the Master's house.
- \* Use the stone fish on the fish imprint. Woodruff will obtain a message from Azimuth and a Transportozon which allows him to go straight to the places he's already visited. From now on you can use the Transportozon to get around the city.

## **GO TO THE THRONE ROOM**

- \* Open the chest to get the Energy Syllable: GLAP POO GNEE ZIG.
- \* Give it to the Strength Wisemen. He will go to the council Chambers after Woodruff leaves.
- \* Make the Strength Formula: Energy + Advisory + Basic

## **GO TO THE STAIRS STREET**

- \* Use the Strength Formula on the shop window to get a Boozook kite.

## **GO TO THE ADMINISTRATION CENTER**

- \* Use the Strength Formula on the Bureaucrat in order to get a Breathing Certificate.
- \* Use the Certificate on the Tobozon's drive and send it to the Recruitment manager.

## **GO TO BROTOFLATRON PLAZA**

- \* Use the corn-cob and all the necessary accessories on Woodruff.
- \* Take two photos.
- \* Send one of the photos to the Recruitment Manager. Woodruff will get a letter of acceptance.



## GO TO THE FACTORY'S ENTRANCE

- \* Use the letter of acceptance on the factory doorman.

## GO TO THE FACTORY

- \* Talk to the foreman who will explain the assembly line.
- \* Package the Boozook hats after trying them on.
- \* Test the hat by using it on the mirror. If it's no good, put it in the Reject Bin.
- \* If the hat is good, press on the switch to the right.
- \* Click the hat on the crate.
- \* Before it is ejected again, click on the bright part of the oil stain to the left of the machine.
- \* Click on the box in the knotting machine.
- \* Click on the foreman.

## GO TO THE ASYLUM

- \* Click on Woodruff 6 times.
- \* Click on the piece of chain and he'll pick it up with his foot.
- \* Use the chain on the padded cell wall.
- \* Click on the screw.
- \* Use the screw on the lock.
- \* Click the screw on the hole next to the closet.
- \* Click on the closet door.
- \* Talk to the "Ordinary Weirdo" with a funnel on his head. Get Tobozon code: GNEE BNZ GLAP POO.
- \* Dial the weirdo's code on the Tobozon.
- \* Click on the Nurse
- \* Click on the lever.



## GO TO THE LABORATORY

- \* Take the Schnaplure seed from the bottom right of the screen.
- \* Speak to the Fertility Wisemen.
- \* Talk to the Mad Scientist.

## GO TO THE FAN

- \* Click on the panorama of the city.
- \* Use the gasoline on the fan's tank
- \* Click on the switch.
- \* Click on the fan.



## THE HIGH MORALS CLUB

- \* Talk to the censor.
- \* Use the trash bag on the burn barrel.
- \* Talk to the Lovebird.
- \* Go through the President's doorway.
- \* Give the President the button.
- \* Click on the three video cassettes and use them on the VCR  
One will give Woodruff the Artistic Syllable.
- \* Make the Happiness Formula: Artistic Syllable + Basic Syllable +  
Advisory Syllable.

## GO TO THE ADMINISTRATION CENTER

- \* Click on the graffiti and get nasal control from the Master.

## GO TO THE HAPPINESS HOUSE

- \* Use the Happiness Formula on the Talented Patient. Get the Green Syllable.

## GO TO THE LABORATORY

- \* Use the Green Syllable on the Fertility Wisemen.



- \* Make the Growth Formula: Basic Syllable + Green Syllable + Advice Syllable
- \* Use the Growth Formula on the Mad Scientist.

## **GO TO THE WATERLESS FOUNTAIN**

- \* Give the Artistic Syllable to the Talent Wisemen.
- \* Go to the Bottom.
- \* Click on the public Tobozon; the Master will teach eye control.
- \* Use the Schnaplure Seed on the fountain
- \* Use the hat full of water on the fountain.
- \* Get the Schnaplure Spice.

## **GO TO TEMPLE CORRIDORS - LEVEL 1**

- \* Give the Schnaplure Spice to the Taste Wisemen.

## **GO TO THE COUNCIL OF WISEMEN**

- \* Put the tin can on the table.
- \* Take the Chprotznog.



## **GO TO WINO ALLEY**

- \* Use the Memory Formula on the Wino.
- \* Give him the other "Perfect Photo" taken at the Brotoflatron.  
He will give Woodruff the rules for playing rummy.
- \* Click on the Master. Woodruff gets hair control.

## **GO TO SLAMMER'S DEAD END**

- \* In order to be hired, he needs to bring back form number 2b75(b).

## **GO TO THE ADMINISTRATION CENTER**

- \* Ask the Bureaucrat for a form 2b75(b).
- \* Use the Memory Formula on him to help him.

## GO TO SLAMMER'S DEAD END

- \* Gives the form to the jailer.

## GO TO THE PRISON YARD

- \* Pick up the cloth and wipe the window pane with it.
- \* Speak to the robot.
- \* Click on the guards to play rummy with them.
- \* Click on the toilet.
- \* Give the rules for rummy to the robot.



## GO TO THE PRISON'S CENTRAL TOWER

- \* Watch the weather report until the weatherman say there will be wind at the tower.
- \* Click on the Meteozon Watch in inventory.
- \* Use the Boozook kite on the cross and Woodruff is blown up to the first level.
- \* Talk to the prisoner.
- \* Use the stone arm on the rope, make a grabber.
- \* Use the grabber on the left gargyle. The Master appears and teaches Woodruff facial control. Woodruff can now levitate.

## GO TO THE FAN

- \* Use the power of Levitation on the Fan.

## GO TO THE ARISTOCRATS TERRACE

- \* Dial Coh Cott's number on the Tobozon. Woodruff will get the digicode to get into the "EYE" PARTY: GLAP ZIG GNEE LRZ
- \* Dial the digicode given by Coh Cott on keypad: GLAP ZIG GNEE LRZ
- \* Talk to the doorman.



- \* Use the snail shell the spiral imprint on the Boozook statue. The statue's nose opens and gives the Intuition Syllable.
- \* Make the Discerning Formula: Intuition + Intuition + Basic.

## **GO TO THE PRISON'S CENTRAL TOWER**

- \* Use the grabber on the right-hand gargoyle.
- \* Use the Discerning Formula on the wall.

## **GO TO AZIMUTH'S CELL**

- \* Talk to Azimuth. Woodruff gets the Viblefrotzer.

## **GO TO THE VIRTUAL TRIP TOWER**

- \* Use the Discerning Formula on the "Three Cup" player.

## **GO TO STAIRS STREET**

- \* Pick up the plastoc eye.

## **GO TO THE ARISTOCRATS TERRACE**

- \* Use the eye on the doorman.

## **GO TO THE "EYE" PARTY**

- \* Use the Diagnostic Formula on Coh Cott.

## **GO TO THE LAB**

- \* Click on the test tubes to make the antidote.

## **GO TO THE "EYE" PARTY**

- \* Use the antidote on Coh Cott's glass.
- \* Talk to Coh Cott.
- \* Uses the Happiness Formula on Coh Cott.



## **COH COTT'S QUARTERS**

- \* Talk to Coh Cott.

## **GO TO THE FACTORY ENTRANCE**

- \* Click on the chief disciple. Get the mantra.

## **GO TO BIGWIG'S AREA**

- \* Use the mantra on the microphone.

## **GO TO THE SECT**

- \* Whenever it's Woodruff's turn to chant, use the mantra on Woodruff's place in the circle.
- \* Click on the computer.
- \* Talk to the high priest.
- \* Put a Strul into the Cult's Bank.
- \* Click on the computer.
- \* Talk to the high priest.
- \* Put a Strul into the Cult's Bank.
- \* Talk to the High Priest.
- \* Click on the computer.
- \* Put a Strul in the Cult's Bank.
- \* Click on the computer.
- \* After the chanting is done, use the Power of Levitation on Woodruff's place in the circle.
- \* Use the grand gong and the small gong in order of the concentration cycle.
- \* Click on the statue's nose to take the hypnotic ceedeerom.



## **GO TO COH COTT'S QUARTERS**

- \* Use the Growth Formula on her plant.

## GO TO BIGWIG

- \* Click on the Hatred Field.
- \* Use the power of Levitation on the Hatred Field.
- \* Use the cooking pot lid on the Bigwig.
- \* Put the hypnotic Ceedeerom into the player.
- \* Use the Viblefrotzer on the Bigwig.
- \* Take the electronic card from the clothes.
- \* Click on the switch.
- \* Speak to the Beast.
- \* Use the Bouzooioli on Woodruff.
- \* Use the Chprotznog on the hook.
- \* Use the chewing gum on the Chprotznog.
- \* Use the keycard on the lock.
- \* Pull the red lever as the Beast is about to jump.
- \* Use the electronic card on the lock.

## GO TO THE PRESIDENT

Woodruff notices that the President is just a dummy. He takes his place and begins a speech. TA-DA, you have won the game and Woodruff has become the hero. Cheered by the crowd, Woodruff rises to the presidency. A new era has begun.





# Memorandum

## WHO TO GIVE THE SYLLABLES TO:

Basic Syllable	Word Wisemen
Time Syllable	Time Wisemen
Energy Syllable	Strength Wisemen
Green Syllable	Fertility Wisemen
Artistic Syllable	Talent Wisemen
Medical Syllable	Health Wisemen



## WHERE AND HOW TO GET THE SYLLABLES:

1 - Ruling Syllable	THRONE ROOM	Discussion King
2 - Advisory Syllable	COUNCIL ROOM	Discussion Time Wisemen
3 - Basic Syllable	TEMPLE LEVEL 3	Peanut on Animal
4 - Time Syllable	5-TO-DIME STORE	Time Syllable Clock
5 - Green Syllable	HOUSE OF HAPPINESS	Happiness formula autistic
6 - Artistic Syllable	HIGH MORALS	Cassette diva song
7 - Medical Syllable	VIRTUAL TRIP	Save Health Wisemen
8 - Intuitive Syllable	ARISTO'S TERRACE	Snail statue spiral
9 - Energy Syllable	THRONE ROOM	Unknown Boozook's trunk

## WHERE TO USE THE FORMULAE:

Memory Formula	WINO ALLEY ADMIN CENTER	Wino tells about factory hiring Bureaucrat to find the form
Happiness Formula	HOUSE OF HAPPINESS PARTY	Talented child gives Green Syllable Dezombified Coh Cott, to seduce her
Discerning Formula	VIRTUAL TRIP PRISON TOWER	Three cups trick player to drop the eye Prison wall to find Azimuth's Cell
Growth Formula	COH COTT LAB	Grow plant to enter Bigwig's house Mad Prof. to free Fertility Wisemen
Past Formula	MEMORIAL	Commander's statue to enter the past
Strength Formula	ADMIN. CENTER STAIRS STREET	Bureaucrat for Breathing Certificate Shop window to get a kite
Diagnostics Formula	PARTY	Zombified Coh Cott to get antidote

## COMPOSITION OF THE FORMULAE:

Memory	-	Ruling + Basic + Ruling	1 + 3 + 1
Happiness	-	Artistic + Basic + Advisory	6 + 3 + 2
Discerning	-	Intuition + Intuition + Basic	8 + 8 + 3
Growth	-	Basic + Green + Advisory	3 + 5 + 2
Past	-	Time + Basic + Ruling	4 + 3 + 1
Strength	-	Energy + Advisory + Basic	9 + 2 + 3
Diagnostics	-	Elementary + Medical + Basic	3 + 7 + 3

## DIGICODES OF THE WISEMEN:

Taste Wiseman's Room	KAH BLAZ ZIG STO	Menu with the King
Health Wiseman's Room	POO ZIG DRU BNZ	Word Wisemen gives it
Fertility Wiseman's Room	BNZ POO GLAP BLAZ	Word Wisemen gives it
Talent Wiseman's Room	KAH LRZ GOZ GNEE	Gives it himself
Council Room	BLAZ KAH ZIG DRU	Time W.'s message
Throne Room	ZIG STO DRU BLAZ	Spinning Top gives it.
Word Wiseman's Room	BNZ BNZ BNZ GLAP	Time Wisemen gives it
Aristocrats Terrace	GLAP ZIG GNEE LRZ	Coh Cott on Tobozon
King's Trunk	GLAP POO GNEE ZIG	Dying man gives it

## THE TOBOZON:

The weather channel	KAH ZIG STO BLAZ
Azimuth channel	POO POO ZIG ZIG
Heart-to-Body channel	POO BNZ BLAZ DRU
Recruitment #	DRU BNZ POO GLAP
Heart-to-Body program	ZIG DRU GNEE BNZ
Coh Cott's #	BLAZ KAH POO GLAP
Tax Office #	GNEE BNZ GLAP POO





## THE WEATHER FORECAST:

Showers in the "RED LIGHT DISTRICT"  
Lightning strikes in "SLAMMER'S END"

Strong wind in "BIGWIG'S AREA"  
Uneven rain over the "RED LIGHT DISTRICT"

**or**

Showers on "THE ADMINISTRATION CENTER"  
Meteorite storms in "BIGWIG'S AREA"

Showers on the "THE ADMINISTRATION CENTER"  
Lightning strikes in "SLAMMER'S END"

Huge meteorites falling in front of "THE ADMINISTRATION CENTER"  
Strong winds near the "THE TOWER"

**or**

Uneven rain over "SLAMMER'S END"  
Strong winds in front of "THE ADMINISTRATION CENTER"

Huge meteorites falling in "BIGWIG'S AREA"  
Strong winds in front of "THE ADMINISTRATION CENTER"



## THE MASTER'S POWERS:

SLAMMER'S END

WINO ALLEY

FOUNTAIN SQUARE

ADMIN. CENTER

CENTRAL PRISON TOWER

Go towards the house

Click on the switch

Click on the public tobazon

Click on graffiti

Use grabber on left gargoyle

Ear control

Hair control

Eye control

Nasal control


Face control



# Tranzportozon



# Tranzportozone Map

Council Chamber				
Throne Room				
Temple Hallway Lev. 3	Miss Coh Cott Quarters	Bigwig's Apartment		
Temple Hallway Lev. 2				Azimuth's Prison Cell
Temple Hallway Lev. 1	Aristocrats Terrace	Fan's Platform	Experimental Lab	Prison Central Tower
Temple Front Yard	Factory Front Yard		Home of Happiness	Prison's Courtyard
Place of Fountain	Bigwig's Area			Slammer's Dead End
Virtual Trip Tower	Brotoflat Plaza	Cui-Cui Store	Clandestine Gaming Room	Red Light District
	Administration Center	High Morals Club	Title Boulevard	Bar of Friendship
Stairs Street	Azimuth House	Street of Sad Boozook	Bridge of Slums	Wino's Alley
Memorial				

# Tobozon



# Stocked Inventory



# Maps - Part 1



# Maps - Part 1

# Maps - Part 2





# Maps - Part 3

# Maps - Part 4



# Maps - Part 5

# Maps - Part 6



# Maps - Part 6

# Maps - Part 7



# Maps - Part 7

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Sierra On-Line, Inc.  
Technical Support  
P.O. Box 85006  
Bellevue, WA 98015-8506

Main: (206) 644-4343  
Fax: (206) 644-7697  
8:15am - 4:45pm PST  
Monday through Friday

## U.K. Technical Support

Main: (44) 1734-303-171  
Fax: 44-1734-303-362  
9:00am - 5:00pm  
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## France Technical Support

Main: (33)1-46-01-4650  
Fax: (33)1-46-31-7172  
7 jours sur 7 de 9h à 21h)

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Fax: (06103) 99-40-35  
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# Credits

## GAME

Project manager

Muriel Tramis

Game Designers

Pierre Gilhodes  
Stéphane Fournier

Graphics

Rachid Chebli  
Patrick Dumas  
Jacques Dimier  
Pierre Gilhodes



With the participation of

Christophe Gauvrit  
Christian Laly  
Pascal Pautrot  
Richard Peltier

Programmers

M.D.O.  
Roland Lacoste  
Eric Thommerot  
Hélène Pokidine

Texts

Muriel Tramis

Sound effects

Adrien Hermans  
Fabrice Van Brabandt

Music

Charles Callet

## STRATEGY GUIDE

Production Manager

Lori Lucia

Writer

Vince Geraci

Designer

Tim Fruehe

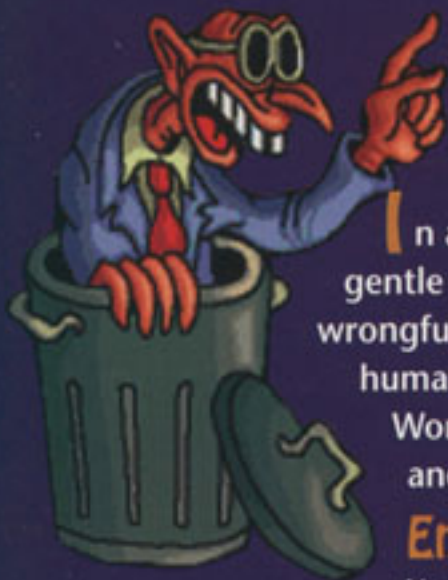
Quality Assurance

Joe Carper

John Trauger



# May the Schnibble Be With you!



In an imaginary, post nuclear war world, a haphazard civilization evolved. Kind and gentle mutants called the Boozooks roamed the earth. Later, they were wrongfully judged as warriors by the emerging underground human population and nearly slaughtered into extinction. Worse yet, their vault of evil, the Chprotznog was stolen, and they became babbling buffoons without memories.

## Enter Woodruff and the Schnibble

You are the hero, the mentor, and the benevolent guide.

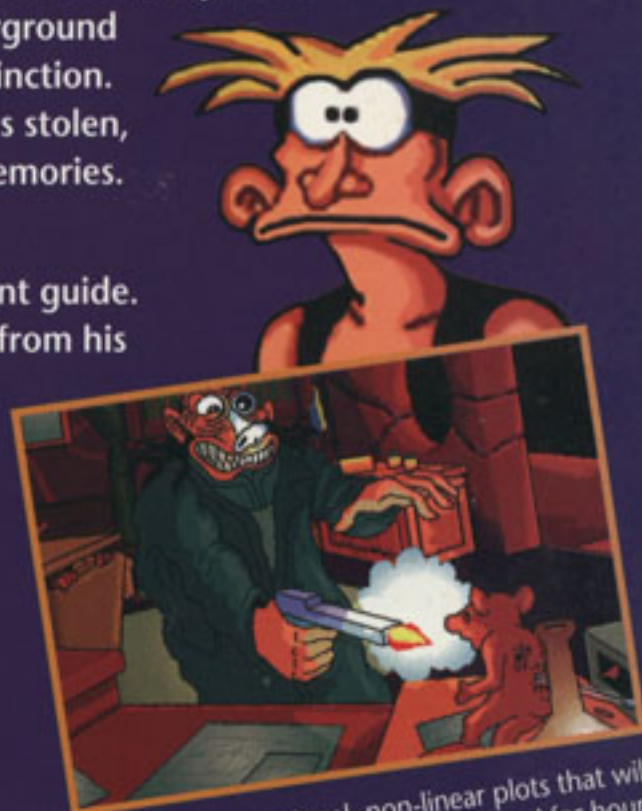
Woodruff's unknown destiny, and his very identity has been stripped from his memory during an encounter with the evil, Bigwig. During a surprise raid, the Bigwig destroys Woodruff's teddy bear, and arrests Professor Azimuth, Woodruff's adopted father. Oh, the pain.

## The Schnibble Bible

It won't be easy, this a is complex, non-linear game (something like real-life). But, you and Woodruff are not alone in this formidable adventure. Help is at hand (in fact, it's in your hand). This book has been carefully and playfully designed by Sierra On-Line's best game players. It contains both words of wisdom and instruction to help players of The Bizarre Adventures of Woodruff and the Schnibble to achieve the noble goal of restoring world peace, and returning the spirituality (and memories) of the Boozooks to ensure that humans and Boozooks live together in harmony.

### Inside you'll find and enjoy:

- Interviews with Coktel Vision game designers.
- Story explanatory introduction.
- "I Want To Play!" hints with inside information and player regulated tips.
- "I Want To Win!" strategy guide with straight forward instructions for each situation puzzle.
- Instructional reference guide to codes, formulas, and characters.
- Convenient Notes and Maps pages to help you chart your progress.



Multi-dimensional, non-linear plots that will keep players involved for hours on end, and laughing for days.



A romping, frolicking cast of characters with true-to-life multimedia interactive voices and conversations.



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