

# Minitorian Clues

By: Gregory E. Williams

## INSTRUCTIONS:

These are the clues that can help you solve the game "Minitorian". Please be careful not to over use these clues because you will not enjoy the game as much if you over use them. Use these clues only if you are stuck.

Below the instructions are a list of rooms and under each room is a list of puzzles which you have to solve. After each puzzle is a list of three items. These are the numbers to the levels of the answers. To each puzzle is a list of three levels of solutions which range from slight hint to give the puzzle away levels. First read the slight hint and try to figure the puzzle out from there. If you can't read the greater hint and try again. Then if you are utterly stuck read the solution. To read a hint or solution choose the find command from the menu of your word processor and type a "[" followed by the letter and number and a "]", press the find button, and read hint or solution.

## ROOMS

1. Outside in the cold:
  - I) If I wait out here too long I freeze to death what should I do ?  
A16,  
B1 , C14
2. Outside
  - I) If I wait out here too long I freeze to death what should I do ? A6,  
B39, C8
3. Stairs
  - I) How do I get down the stairs A30, B30, C10
  - II) The wind blows the door shut when I enter and keeps it shut can,  
how do I get out of here ? A5, B4, C2
4. Tunnel
  - I) What is the bottle on the ground for ? A13, B15, C22
5. Large Cavern
  - I) Where do the two holes in the ceiling lead ? A11, B32, C12
  - II) How do I kill the piranha in the pool ? A7, B40, C29
  - III) When I land in the pool after the piranha are killed I still die what  
now ? A23, B3, C21
6. Next to Ladder
  - I) How do I climb the ladder without falling ? A21, B16, C5
7. Fiery Cavern
  - I) How do I get out of the fiery cavern ? A34, B10, C25
  - II) Is there any way to open the giant stone door ? A8, B11, C27
  - III) What are the objects in the brief case for ? A3, B37, C4
8. On Slide
  - I) What do I do to not die when I fall through the hole ? A4, B38,  
C13

9. Descending Tunnel
  - I) What is this pole for ? A26, B13, C40
10. Looking at Monster
  - I) How do I get past the kangaroo blocking my path ? A28, B9, C35
11. Looking at Dome
  - I) How do I open the door in the dome ? A41, B8, C16
  - II) What are the objects in the dome for ? A40, B29, C38
12. On the Disc
  - I) How do I operate the disc ? A37, B23, C34
  - II) Is there anyway of going back up the slide ? A19, B31, C19
13. Bunrab the Rabbit
  - I) How do I get past the rabbit ? A20, B18, C6
14. In the Lake
  - I) What do I do about the tentacle monster ? A18, B35, C37
  - II) Is there anything to do in the lake ? A38, B25, C3
  - III) How do I open the hatch ? A12, B19, C23
15. In the Empty Lake
  - I) Is there anything special about the shoe or the tin can ? A9, B27, C33
16. Damp Cavern
  - I) This there anything special about the tentacle monster ? A32, B5, C15
17. Dead End
  - I) What do I do in this room ? A10, B21, C9
18. Study
  - I) What is the book good for ? A36, B7, C26
  - II) How do I get through the door ? A15, B20, C28
19. Machinery Room
  - I) How do I work the transporter ? A29, B34, C32
  - II) What codes do I type into the console ? A27, B22, C30
20. Sword in the Stone
  - I) How do I get the sword out of the stone ? A14, B17, C7
21. Church
  - I) What does the book mean ? A25, B14, C20
  - II) Why is there all this blood in this room ? A17, B6, C41
22. Jelly Monster's Cavern
  - I) How do I get the cross out of the monster ? A24, B33, C18
23. Pain
  - I) What attached itself to me ? A22, B28, C39
  - II) How do I get rid of this thing ? A1, B36, C36
24. Safe
  - I) How do I open the safe ? A31, B12, C17
25. Inside Safe
  - I) How do I kill the wizard ? A35, B24, C31
26. Time Warp
  - I) How do I get through the time warp without being torn to pieces ? A39, B2, C11

27. You've done It!

- I) The towns people are waiting for something but what are they waiting for ? A33, B26, C1
- II) I have won, now what ? A2, B41, C24

LEVEL A CLUES:

[A1] Read the description of the room very carefully looking for something

strange.

[A2] Congratulations, thanks for playing Minitorian and for paying the shareware fee.

[A3] You'll find them useful when the time comes.

[A4] You have to get rid of the piranha.

[A5] Certainly not out of the door ?

[A6] Is there anyway too get out of the cold ?

[A7] What was happening while you where outside ?

[A8] Its very solid and so heavy that you can't possibly lift it.

[A9] Examine them.

[A10] The name of this room is misleading.

[A11] Does the hail coming out of one of them remind you of something ?

You can't tell where the dark hole goes to yet.

[A12] You're going to have to find another way of opening it without literally opening it by hand.

[A13] Examine it does it remind you of something ?

[A14] You need some strong magic.

[A15] Try to open it and read the response it gives you.

[A16] Is there anyway too get out of the cold ?

[A17] For effect.

[A18] He doesn't attack you if you don't touch him does he ?

[A19] It's greasy and hence very slippery.

[A20] You have to kill him.

[A21] If you knew that the ladder was broken before you climb it you would avoid the broken rungs.

[A22] Its one of the wizard's evil pets he an evil spirt.

[A23] Pull the pole out of the water but there is a chance you might die while doing this.

[A24] You need something to dissolve the monster.

[A25] It is telling you a secret.

[A26] What kinds of poles are metal and pointy at one end.

[A27] The only numbers you have seen in the game.

[A28] When you try to kill him what does the computer say ?

[A29] You to tell it where you want to go.

[A30] Try to find a way that doesn't involve the stairs ?

[A31] You need a key.

[A32] Examine him is there some part of him which seems important ?

[A33] They want proof that you accomplished your mission.

[A34] It looks as if you are trapped but looks can be disieving.

[A35] What did the book in the church say ?

[A36] Read it.

- [A37] You have to find a way to operate the disc.
- [A38] Have you examined everything ?
- [A39] You need some strong magic to protect yourself.
- [A40] You'll find them useful.
- [A41] Examine the table the dome is sitting on.

LEVEL B CLUES:

- [B1] Does the text say that there are any interesting exists ?
- [B2] You need to wear something.
- [B3] The lightning might strike the pole so you have to figure out a way to  
to  
give yourself a better chance of pulling out the rod.
- [B4] You have to find someway of going down since you are not going out.
- [B5] You need the tentacles put you have to cut them off somehow.
- [B6] For effect.
- [B7] It contains a translation of some magic words.
- [B8] What kinds of things could fit in a flat slot ?
- [B9] Does the computer's response remind you of any old famous Adventure game's puzzle.
- [B10] Something is clouding your mind and making you believe certain things are real when they really aren't
- [B11] Its very real as well.
- [B12] You need a special key. Examine the door for a description of the key.
- [B13] What goes through metal poles.
- [B14] You need to turn something around that represents the evil wizard.
- [B15] Do the skull and cross bones on the label tell you something ?
- [B16] You need to tell the computer that you know the rungs are broken.
- [B17] You need to cool off the sword.
- [B18] What do rabbits like to eat ?
- [B19] Can you get rid of it in some way.
- [B20] Maybe the door really isn't there at all.
- [B21] There are two exists out of this room.
- [B22] These numbers are hidden behind something.
- [B23] What could you use to "control" the disc ?
- [B24] There is some weapon that you picked that will kill him.
- [B25] What about those plants ?
- [B26] What could give them this proof.
- [B27] One of them is useful while the other isn't
- [B28] Its one of the wizard's evil pets he an evil spirt.
- [B29] You'll find them useful.
- [B30] Is there anything in the room besides the stairs ?
- [B31] The disc is and that safe to move around on.
- [B32] Does the hail remind of a place you have already seen ?
- [B33] Look in an adjacent room.
- [B34] Use the console next to the transporter to tell it where to go.
- [B35] What the skull next to the rabbit told you.

- [B36] You can't smell anything isn't that strange. What smells in this game.
- [B37] You'll find them useful when the time comes.
- [B38] See "Large Cavern" puzzle II to see how to kill the piranha.
- [B39] Do you see any shelter around ?
- [B40] Is there anyway that you could electrocute them ?
- [B41] Congratulations, thanks for playing Minitorian and for paying the shareware fee.

LEVEL C CLUES:

- [C1] Give the cape to the towns people and they will know you killed the wizard.
- [C2] You're trapped inside this cavern for the remainder of this game.
- [C3] Examine the plants and they will reveal a hatch.
- [C4] You'll find them useful when the time comes.
- [C5] Look at the ladder before climbing it.
- [C6] Poison the carrot and feed it to him.
- [C7] You need to say the magic words that are behind the alter in the church.
- [C8] Open the door in the hill and go in out of the storm.
- [C9] The wall in front of you has a secret passage.
- [C10] Grab the stalactite and swing down to the part of the stairs which are stable.
- [C11] Wear the cape and go through the time warp.
- [C12] The hole with hail coming out of it goes outside while the dark hole is still a mystery.
- [C13] See "Large Cavern" puzzle II to see how to kill the piranha.
- [C14] Go east to the cavern.
- [C15] Cut them off with the tin can.
- [C16] Stick the card from the fiery cavern in the slot and the dome will open.
- [C17] Put the cross into the indent in the door to open it.
- [C18] Take the chemicals and pour them on the monster.
- [C19] It is very dangerous and in fact impossible to go back up the slide.
- [C20] You need to turn the symbol of the wizard the pentagon in the circle around so that the alter turns around.
- [C21] Random strikes of lightning might hit the pole so you have to save the game before you try to pull the pole out of the water.
- [C22] It's a bottle of poison, if you haven't already figured that out ?
- [C23] Pull the pin out of the grenade, get out of the water, and the hatch will explode.
- [C24] Congratulations, thanks for playing Minitorian and for paying the shareware fee.
- [C25] Go through the fire it really isn't there.
- [C26] You need these words for later on.

[C27] Better find another way to get out of there.

[C28] Go through the exit because the door isn't actually there.

[C29] Make sure you have the pole and then type the following:

"Put pole in water"

"Put pole in hole with hail"

This will put one end of the pole into water and the other in the hole

and leading outside. A lightning bolt from outside will strike the pole

and electrocute the fish.

[C30] They are hidden behind the altar in the church.

[C31] It's the sword.

[C32] Type the coordinates into the console then enter the transporter.

[C33] Take the tin can it will be useful later on.

[C34] Press the bottom button on the controller and the disc will go down.

[C35] When the computer asks the question "With what, your bare hands ?"

answer "Yes" and he will die.

[C36] The tentacles smell very bad and they scare the spirit away.

[C37] Don't bother him and he won't bother you.

[C38] You'll find them useful.

[C39] It's one of the wizard's evil pets he has an evil spirit.

[C40] It's a lightning rod which you will find a use for.

[C41] For effect.