

ARE YOU STUCK?

Here are some tips and game hints to help you along the way. This is just a partial list of hints for the game. For a detailed walkthrough of the game, check our internet web site at: <http://www.sierra.com/entertainment/phantas2/> or purchase Prima's Puzzle of Flesh strategy guide available at bookstores and software centers.

General Puzzle of Flesh Strategy Tips:

Go to every location you have access to, and explore everything. Even if you think you have completed everything in a specific location, try going there again. Sometimes things change at different points in the game. Pass your cursor over anything that interests you on the screen. Your cursor will highlight when it passes over something with which your character, Curtis, can interact. Talk to everyone you can. Some conversations are initiated by clicking an inventory object on to an individual. You may have to do this more than once to hear everything they have to say. Even if you have finished a talk string with a character, come back and try them again later. They may have more to say. Try using your inventory objects everywhere you can. If an object can be used in a certain place, the object will highlight when it is passed over that place. Remember you can sometimes combine inventory objects by clicking one object on another. Some of the items you find must be clicked on Curtis in order to be used or can be used only in certain areas of the game. The best place to do this is at Curtis' house, in either the bedroom or living room. Curtis' computer is VERY key to the game. Check to see that you have read and responded to all email and clicked on all the documents that you have access to.

WARNING !! DO NOT READ FURTHER UNLESS YOU WANT SPECIFIC HINTS.

Chapter 1 Hints:

Have you read your mail?

Click the mail on Curtis to read. The mail can only be read in Curtis' apartment.

What's my password?

Try the name of your favorite pet "Blob"

The chapter won't end. What do I do now?

Have you clicked on everything you can interact with? Have you talked to everyone? Remember, to try clicking inventory items on people to initiate conversation.

Chapter 2 Hints:

Curtis is having a bad day. Have you made an appointment with your doctor?

Click the business card on the telephone in Curtis' apartment.

Chapter 2 Hints (cont):

How do I get into Paul's office?

Try giving him a call from Tom's cube. Paul's number is on a yellow post-it above the phone.

What's with this toolbox?

Try going to Curtis' apartment to view its contents. Some interactions can only be done in certain locations.

The chapter won't end. What do I do now?

Have you explored everywhere at Wyntech? Keep searching for important items. Have you shown everything in inventory to the doctor? Remember that some items need to be shown more than once.

Chapter 3 Hints:

What is the password for the secret memos?

There are four passwords you need to know. The first is on the wall plaque in Paul Warner's office "Carpe Diem". The others are on a post-it note in your inventory "Infection, Revelation, Desecration".

My day doesn't seem to end. What do I do now?

Some of the areas need to be revisited. Try going back to Wyntech and checking around.

I can't get into the toolbox.

Combine the hammer and screwdriver. Try using it on the toolbox.

The chapter won't end. What do I do now?

Have you clicked on everything you can interact with? Have you talked to everyone? Try clicking inventory items on people to initiate conversation. You may have to use some items more than once to finish a conversation.

Chapter 4 Hints:

How do I change my security clearance?

Once you get into Paul Warner's office, use his computer and log-in as yourself. Read your email from Trevor marked "Read This". The security clearance password is "Blacklotus". Log-out and then log-in as Paul Warner using his password "Carpe Diem". Use the password you got from Trevor's email to access the SecureCon system.

How do I get into the Threshold room?

Use the date on Paul Warner's speech as your access code.

Chapter 5 Hints:

I can't get out of the apartment. What do I do now?

Have you found your wallet? Read your mail and then call Dr. Harburg by clicking her card on the phone.

If you have gotten this far, you're doing pretty well on your own. We wouldn't want to ruin the end for you. Happy gaming!