

FIND THE SECRET TO  
INTERGLACTIC SUCCESS  
WRITTEN BY BETTYCAT

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*Monty Python's Complete Waste of Time:*

*Solve the Secret to Intergalactic Success*

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## Introduction

When my adult children bought me this wonderful game for Christmas I don't know why I was so surprised, I had been a Python fan for as long as they could remember. Never have I become so obsessed with a computer game. I played this game every chance I got. I even called in sick to work one day just so I could finish one more maze. My husband threatened to lock up my computer. When I finally finished the game he figured he now had his wife back.

**Wrong!!!!!!**

I started scanning the bulletin boards on the online services to see if there was anyone I could help with this frustrating game. I started answering questions in the forums. Then the people in the forums started E-mailing me with their questions. The day came when I got a letter that said, "Hi, you don't know me but I called 7th Level to get a hint and they told me to E-mail you." So there I was the unofficial hint person for the company that made the game. The more letters I answered the more I learned about the game. I started keeping notes. Then one day I said to myself, "Self, you have enough notes here to write a hint book." and an idea was born.

I shall be trying to help you and do everything I can to assist you in anyway I can!!!!!!!!!!!!!!

This book is dedicated to:

**All people suffering from Mybrainshurting Syndrome**

## A WALK THROUGH THE LOBES

When you start the game you will be in Center Stage. People are jumping out of their seats and you will hear the familiar Python sounds: Ee ecky, the theme song, and a vendor selling Albatross. The big foot is there and so is the man with a tape recorder up his nose. You will be taken directly to the Loonatorium, but go back to Center Stage because there is more and you won't be disappointed. Speaker Head will come out and he has 31 skits in his head. Some of these skits included are: Mrs. Premise and Mrs. Conclusion in Burying the Cat, A Police Fairy Story, Piranha Brothers, The Man Who Couldn't Say the Letter C, and a whole mess more.

The next place to go is the **Loonatorium**. Play a couple of games of spot the Loony and see how well you can do. If you want to know about ants then click on the ant. Click on the word No in the upper left corner. The Lumberjack and the mounties are in the Loonatorium and so is the Spanish Inquisition. See if you can get the finger to zoom across the stage. Now just run your mouse pointer all over and see what pops up, then click on it. If you are feeling just a tad sadistic click on the Loony announcer and a 16 ton weight will drop on his head. Click around the constable's head, watch his eye fall out, listen to what he has to say. Click a couple of times on the can-can girls butts, you will find out they are full of hot air.

Now you are off to **The Exploding T.V. Room** where you can watch a little telly. So kick off your shoes, sit back, relax, get some Whizzo Praline, and turn on the telly. You can change channels by clicking on the T.V. button to the right of the television screen. You will be greeted by David Hamilton. There will be an announcement that the BBC is going broke. There are all sorts of interesting programs on the television such as: The Exploding Blue Danube, Blackmail, The game show called Spot the Brain Cell where Mrs. Scum wins a blow on the head, an interview with Ken Shabby, a boxing match with Ken Clean Air System vs. Petula Wilcox, The Undertakers, Mt.Everest, the show Interesting People where you can see a man give a cat influenza, Atilla the Hun Show, The All-England Proust Competition, and Tchaikovsky. Be careful not to get stuck in déjà vu on the show It's the Mind, but if you do you can either watch it or hit your space bar. There is much to do in this room but please don't blow up everything just yet, if you do you'll be sorry. Why don't you click on the penguin and maybe you'll find out why it's on top of the T.V. You may also find out what relevance penguins have to the furtherance of medical science. Check out the floor, you may find a hole in it and if you do you can hear the maze through it.

How about a stroll to **The Portrait Gallery**? Look at the pretty pictures hanging on the wall. Why don't you click on them and see what happens. The pictures will change to different skits. There is: The Dirty Vicar, How to Recognize Different Trees From Quite Along Way Away, Nudge Nudge, and the Monty Python Flying Circus theme. There is the Money Programme and Eric will sign his famous song, "There is Nothing Quite so Wonderful as Money". And now for something completely different, a drive-in at a gallery. Check out what's playing. There is: The Unsuccessful Encyclopedia Salesman, Crunchy Frog, How Not to be Seen, How to buy a Chicken, and Michael in Conjuring Today. The intermission will feature an x-rated film. When you get tired of the movies just click on the projection room and fire rockets at the screen. The Vikings are in the gallery to sing the Spam song. There are noisy bits all over the place, just click on the mouths. See if you can find the guy who steals the picture on the right. If you do find him and he steals the picture click on the nail where the picture was hanging and see what happens. The maze is behind that wall, and if you can find the hole you might even be able to hear the tracks from the maze moving.

Your next stop is **The Corridor**, the place where you will find pink elephants, silly walks, the big head, and the pinball game. The killer cat is there so he can get the killer cars. Before you play pinball you have to get rid of the Whizzo banners, which are named after the deliriously delicious Whizzo Confections. You remove the banners by clicking on them in the following order: left purple banner with the yellow letters (Cherry Fondue), yellow banner with the black letters (Crunchy Frog), middle lavender banner with the yellow letters (Ram's Bladder Cup), Right purple banner with blue letters (Anthrax Ripple), and lastly the white banner with blue letters (Cockroach Cluster). To start the game click the on/off button in the upper left corner of your screen. Now use the down arrow key to get the pig to push the ball. Use your right and left arrow keys to control the flippers. When you have had more fun than you can take, click on the off button. Click around the Corridor and you will once again find many hidden surprises. There are some short skits to watch: Story Time, The Argument Clinic, The Dead Parrot, Getting Hit on the Head Lessons, The Abuse Clinic, Anyone for Tennis, The Cheese Shop, and I Want to Get Married. Keep exploring you'll never know what you may find.

There are some fun games that you may play in **Test Your Skill**. These games are almost as much fun as eating a Crunchy Frog. So why don't you try the Gopher Game? The object of this game is to use the hammer to whack anything that comes out of the holes or flies in the sky. You have to be a good whacker to get the flying thingys. You can control the hammer by clicking on the object you want to whack. Feeling sadistic, need to release held in hostilities? Well don't kick the dog, whack the madwomen with her own hammer. When you had enough of whacking off you can move on to the next game. Why don't you try the Pig Game next? Pigs do fly and they can also kill you with their dung. Using the arrow keys you can shoot at the pig and the dung. If the dung hits the ground it turns into killer pigs, which you can jump over by using the space bar. You have three lives but they go quicker than a greased pig. The third game is The Chicken/Bird Game. The object of this game is to fly the bird man into the jaws of death. You control his flight by using either your mouse or the arrow keys. Try to do a good job because it's a bloody mess if he gets impaled or bitten in half. And try not to fry him on the bug zapper or you will make your computer smell bad.

It is now time to **Pythonize**, so let's go to the Pythonizer. Are you tired of your drab old computer? Well, the Pythonizer can help all a little life to it. There are screen savers like you have never seen the likes of before. There are wallpapers both living and dead. Change those dull stupid Windows icons to some with a little more style and class. You can even shock your friends with the messages on your answering machine. Jazz up your presentations by using the Pythonizer and you are sure to be the talk of your company. Add noisy bits and you might even find yourself talking to your old PC. Even if you don't want to Pythonize, and trust me you will, you can still have fun just checking out all the applications.

Now, go and explore Mrs. Zambesi's brain. Click on her face and listen to what she has to say. Click all around and hear what there is to hear. Listen to Mr. Gumby calling for the doctor because his brain hurts. Your brain will be hurting too by the time you finish this game, and you too may want a new brain.

Now it is time to play the game, so let the game begin.

**But remember this game can be hazardous to your brain!!!!!!**



## LITTLE HINTS



### VERY USEFUL FOR ALL THE MAZES

1. The reset button for each maze is under the yellow flap.
2. The colour thingy next to the reset button can give you direction in the maze. The colour on the top is the direction you are traveling. Blue=up, Yellow=down, Green=left to right, Red=right to left
3. The door is used to exit the maze.
4. If you exit the maze and then enter the maze again you will be back to the point in the maze where you were when you left.
5. When you get to the questions in the maze you can answer the question and then change to the next question you need by pressing Shift plus the number of the question. I wrote the questions in the big hint section using: Shift 1, Shift 2, Shift 3, and Shift 4.
6. If you are stuck on a question go play a game of Spot the Loony and the Loony announcer will give you a hint as to where to find the answer.
7. After every maze you must do something with the essential clues in that lobe of the brain.
8. Eric will give you directions while you are in the mazes. His directions can be good or they can be misleading. The same is true of the signs in the mazes and the hints that clicking on the yellow planets will give you. Your best bet is to follow your map.
9. When you have finished a lobe, that lobe will be flashing on the brain.
10. When you finish a lobe go play Spot the Loony. The announcer will give you a hint as to what lobe to go to next.
11. The mazes must be played in a certain order. You can not go on to the next maze until you have completed the maze you are in.

## FOR EACH MAZE

### **LOONATORIUM**

You must play Spot the Loony and get all the clues he has before you can enter the maze. You have to be sent to the Penalty Box to see the Spanish Inquisition before you can enter the maze. To do this do not shoot bird man when he flies out. Play a game of Spot the Loony after you finish the maze.

### **EXPLODING T.V. ROOM**

Even though it would be fun, do not blow up everything on the mantle before you enter the maze.

The maze is hidden inside the T.V.

If you are watching "It's the Mind Show" and you get stuck in déjà vu press your space bar.

When you are in the maze and you are stuck in déjà vu turn around and go in a different direction.

When you are done with the maze you must blow up everything on the mantle and the telly.

### **PORTRAIT GALLERY**

To get to the door in the maze click on the larch tree.

There is one lift in this maze

When you are finished with the maze watch the Money Programme. Pick up the coin on the floor and place it in the coin slot. The pictures will now become a slot machine. Pull the handle to start the slot machine. Now click on the pictures and put them in the same order as they are in the maze. When you get the first three in order then the fourth one goes in the middle.

## THE CORRIDOR

To get rid of the Whizzo banners click on them in this order: 1) Left purple banner with yellow letters, 2) yellow banner with black letters, 3) middle lavender banner with purple letters, 4) right purple banner with yellow letters, and 5) white banner with blue letters.

The door to the maze is in the middle back arch just above the cross bar and a little to the left.

When you are in the maze, if you have a choice, do not listen to Eric's directions.

Do listen to Eric when he starts to hum he is doing his trombone imitation, listen to it until the end.

There are four lifts in this maze all of which you take up.

When you are done in the maze, play pinball. Using your mouse shoot the essential clues in order.

The last thing you have to do in the Corridor is to click on the bomb.

## TEST YOUR SKILL

The door to the maze will pop out of the left lower hole on the Gopher game.

There are two lifts to take down. Both are hidden, you have to approach them from a different direction.

If the maze gets stuck just keep clicking on it until it starts up again.

When you get to the questions there will be a sign that reads, "ouch not d'tit". There will be a red button for you to push and take a ride to the questions. There are two places in the maze with the sign and red button, if it's the wrong one you will not get the questions but end up right where you were when you pressed the button.

When you are through with the maze you have to play the games in the following order: The Gopher Game, The Pig Game, and The Bird Game. Play these games to the score you got as an essential clue.



W

## PYTHONIZER

N

Click on the Meat Head Grinder so the music starts. The door to the maze is under the Meat Head Grinder over to the left.

After you go through the door and take a ride to the bottom of the sea, press your space bar after Eric tells you do not touch everything. This will start up the maze.

There are two lifts to use in this maze, take both of them down.

One lift is hidden and you must approach it from a different direction.

When you get caught in déjà vu wait until you are on the red track to turn around.

The maze will get stuck 3 times, just keep clicking on it to start it up again.

After you have your four essential clues they will pop up around the Meat Head Grinder.

Drag them in the same order that they were in the maze to the top of his head and drop them in.

e

## THE BRAIN

f

Click on the new brain from Curry's which is in the upper left hand corner. Now play follow the leader.

n

b

y

B

e

t

t

y

c

a

t

o

r

R

e

s

a

i

e

e



## TRIVIA QUESTIONS

### BY THE NUMBERS

**How many blows on the head does Mrs. Scum receive?**

1

**How many times is the dead parrot beaten against the shop counter?**

5

**What is the number of unsuccessful encyclopedia salesmen?**

3

**How many body sections does the ant have?**

3

**How many years until Ken Shabby gets a brush?**

5

**What is the number of cars at the drive-in?**

6

**How many verses in the Lumberjack song?**

4

**How many Mounties sing the chorus (of the Lumberjack song)?**

8

**How many can can girls are there?**

2

**How many seconds of sex?**

10

**How many people are watching television?**

1

**How many lobes of the brain are there?**

6

**How many explosions are there in the exploding Blue Danube sketch?**

11

**How many Spanish Inquisitors are there?**

3



**COMPLETE THE FOLLOW PHRASE**

**The first lesson of not being seen is not to.....**

Stand up

**Spam, bacon, sausage, and.....**

Spam

**I say, anyone for.....**

Tennis

**Your wife... is she a.....**

Goer

**Spanish.....**

Inquisition

**Ee Eeeky.....**

Thump

**Nobody likes a .....**

Benedict \*\*\* (see note below)

**Man with three.....**

Buttocks

**Old Nick the.....**

sea captain

**No time to.....**

lose

**Hello.....**

Sailor

**Hold your head and go.....**

Waaaagh!





## JUST QUESTIONS

**What mountain has the biggest tits in the world?**

Mt. Everest

**What is the first word in Storytime?**

Hello

**What did Rumpelweezer run?**

The Dinky Tinky Shop

**What problem does the Royal Navy have under control?**

Cannibalism

**What colour is the phone in the argument clinic?**

Gray or Green ( You can use either answer)

**Who ate the crunchy frog?**

Superintendent Parrot

**What room is the Argument Clinic in?**

12A

**Which cheese was eaten by the cat?**

Camembert

**What company makes the best butter?**

Whizzo

**What does the Norwegian Blue have?**

Beautiful plumage

**What choir did the Polly Parrot join?**

Invisible

**How does Polly Parrot feel?**

Dead

**What breed is the killer cat?**

Siamese

**What currency is kept in the fridge?**

French Francs

**What currency is kept in the pyjamas?**

Pounds

**What can be recognized from quite a long way away?**

The Larch

**Name of the contestant that opts for blows on the head.**

Mrs. Scum



**MORE QUESTIONS**

**Atila the Hun's gift to the children.**

Head

**Flying banner brand name.**

Whizzo

**The Lumberjack never wanted to be this.**

Barber

**Dirty Vicar's real name.**

Ronald Simms

**Alternative to burning, burying, or dumping.**

Eating

**Full-time occupation of the cat influenza man.**

Stapling machine

## THE MAPS

Each maze has its own map. Of course they are hidden so finding the maps can be a bloody pain.

### LOONATORIUM

The Loony announcer will give you this map after you play a couple of rounds of Spot the Loony.

### EXPLODING TV ROOM

This map is located in the corner of the room just under the t.v.

### PORTRAIT GALLERY

Just look around the top of the middle picture frame to find this map.

### CORRIDOR

This map can be found under the arch on the right side of the corridor.

### TEST YOUR SKILL

This map is hidden in the maze, on the right lower leg of the "H". Click on the yellow planet.

### PYTHONIZER

This map is also hidden in the maze, Just push the red button at the end of the middle arm of the "E" in HEAD.

You will go for a ride but after the ride you will have the map and be right back where you were when you pressed the button.

Once you have the map you can view it while you are in the maze. To do this place the mouse pointer over the center of the compass, the arrow will change to a X. Click the mouse now and a map holder will appear at the top of your screen. Now click on the flashing red button and the map will unscroll. As you will see these maps are hard to read and understand, that is why at the top of the beginning page for each maze I give you an easy to read map.

## **OH WHERE OH WHERE ARE THOSE NON-ESSENTIAL CLUES???**

The non-essential clues are just that, they are not essential in finishing the game, but they are nice to have. They can give you a little nudge of what to do when you exit the maze. I know you are too lazy to find them yourself so I found them for you. You can tell when you found them because there will be a red planet to click on.

### **LOONATORIUM**

1. On the letter "F" going on the red track.
2. Left leg of the letter "M" going on the blue track.
3. Left side of the second hump of the letter "M" on the blue track.

### **T.V. ROOM**

1. Right side of the last letter "B" in BOMB on the yellow track.
2. Left side of the second hump of the letter "M" in BOMB on the blue track.
3. Left side of the letter "O" in BOMB on the blue track.

### **PORTRAIT GALLERY**

1. Top of the "C" going on the red track.
2. Top of the letter "N" going on the red track. You have to come up the right side of the "N" to get to this.
3. Top side of the letter "O" on the green track.

### **CORRIDOR**

1. Far right side of the letter "P" in PIN going on the yellow track.
2. The right leg of the letter "N" in PIN going on the yellow track.
3. Across the top of the letter "A" in BALL on the green track.

### **TEST YOUR SKILL**

1. Lower leg of the letter "K" going on the yellow track.
2. Left leg of the word "A" going on the blue track.
3. Right side of the letter "O" going on the blue track.

### **PYTHONIZER**

1. Top right arm of the letter "T" going on the red track.
2. Top arm of the letter "E" in HEAD on the red track.
3. Right leg of the letter "N" going on the yellow track.
4. Right leg of the last letter "R" going on the blue track.

## THE UPS AND DOWNS

In many of the mazes there are lifts and roller coaster rides to take to get from one level or letter to the next. If you take the wrong ones they can take you to where you don't want to go. Here is a list of the good lifts and rides that will not lead you astray.

### PORTRAIT GALLERY

There are no lifts in this maze but there are roller coaster rides.

> At the bottom left of the **O** in COIN leading to the **L** in SLOT will take you from the **O** to the top of the **L**.

> At the bottom of the right leg of the **N** leading to the **T** will take you to the top right arm of the **T**.

### THE CORRIDOR

This maze has four lifts you must take. All lifts are taken up. If you run across a lift that will only go down then you do not want to take it. The lifts that go down will usually take you back to the last letter you were on.

> Top of the **I** in PIN will take you to the middle right side of the **B** in BALL heading down.

> Right lower corner of the **B** in BALL will take you to the upper right corner of the **A** going down.

> Right lower corner of the **A** will take you to the left side of the first **L**.

> Left lower corner of the first **L** will take you to the top of the last **L** going down.

### TEST YOUR SKILL

> Bottom left of the **C**, take this lift down to the lower right leg of the word **A** going up. To find this lift you have to go up the **C** and back down.

> Bottom right of the word **A** going down you will take this lift down to the lower left leg of the **M** going up.

> Red button hanging in space at the end of the top arm of the letter **E** will take you for a ride to the questions. Any other red buttons on the arms of the **E** will bring you right back where you were before you pressed the button.

### PYTHONIZER

> Bottom left of the **E** in MEAT, take this lift down to the middle left of the **H** in HEAD. To find this lift you have to go up the **E** and back down.

> Top left arm of the **T** take this lift down to the top arm of the **E** in HEAD.

> Bottom right of the **D**, take this lift down to the middle of the **G**. To find this lift you must go up the right side of the **D**, turn around and go back to the right corner.



## THE COMPASS

I like to think of this colour square thingy by the reset button as a compass. Which ever colour is on top is the direction in which you are traveling on a letter.

BLUE= up

YELLOW=down

RED=right to left

GREEN=left to right

When I take you through the mazes I will use these codes:

B=Blue

Y=Yellow

R=Red

G=Green

TA=turn around

You can either click on the track or on the colour itself.

W  
r  
i  
t  
t  
e  
n

# A RIDE THROUGH EACH MAZE

N  
o  
t  
f  
o  
r  
R  
e  
s  
a  
i  
e

## CODES

**B=Blue** ↑

**Y=Yellow** ↓

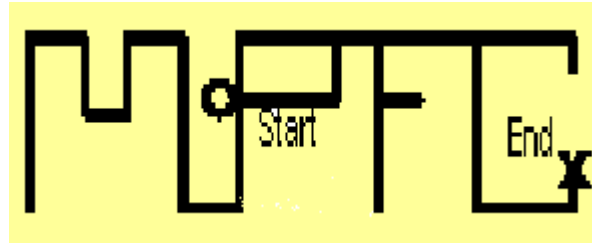
**R=Red** ←

**G=Green** →

**TA=turn around** ⇔⇕

B  
e  
t  
t  
y  
c  
a  
t

## LOONATORIUM



O= Start  
X=End

First you must play Spot the Loony, for the Loony announcer to give you some clues. He will also give you a map for the maze. He will also help you find the Spanish Inquisition. After the Loony announcer tells you to pay attention to everything you see, the birdman will fly out of the picture frame don't shoot him and you will be sent to the Penalty Box to watch a skit about the Spanish Inquisition. Now you can use the door to the maze. If you try before that to enter the maze Burps will tell you, "Sorry". The door is located by the picture frame which is by the bar the ant walks on, just about where the Loony announcer stands. When you see the door click on it and then click on the sign that says "Enter Here". You must answer a trivia question to open the door.

Once you are in the maze you are half way down the left side of the "P" on the red track and want to get to the bottom right side of the "C". You will go:

### GETTING ALL THE CLUES

Y,R,B,R,Y,R,B,R,Y,TA. You are now on the blue track. Click on the red planet and get an icon. Now go: G,Y,G,B, there's another red planet to click on. Go: G,Y,G,B,B,G,G,Y, now here's the last red planet. Turn around and go: G,Y,G,B. Questions

### QUICK ROUTE

B,G,G,G,Y,G,B Questions.

#### The questions are:

Shift 1--What is the first word in Storytime?

Hello

Shift 2--What mountain has the biggest tits?

Mt. Everest

Shift 3--What is the color of the phone in the argument clinic?

Gray ( you can also use the answer Green)

Shift4--Who ate the crunchy frog?

Superintendent Parrot

# MPFC

When you answer the question correctly you will be given a clue. Drag the clue to the box on the left. After you answer the four questions you will have the letters MPFC on the left side of your cockpit dashboard.

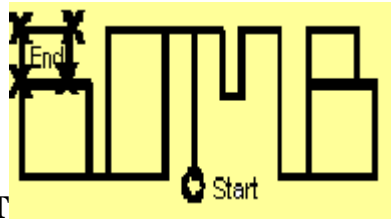
Exit the maze. Play one more game of Spot the Loony.

Then when the Loony tells you to enter the letter R press the R on your keyboard. Then press the letters MPFC on your keyboard.

You have now completed the maze and the Loonatorium lobe is flashing.

Play some Spot the Loony to get some clues on where to go next. which will be the **Exploding T.V. Room.**

## TV ROOM MAZE



**O=START**  
**X=END**

The TV room can be a lot of fun, but hold off playing in there until you have solved the maze. First sit back, relax and watch some telly. You can change programs by clicking on the knob on the TV. The door for the maze is on the TV show right after the show about Tchaikovsky. If you miss the door and start watching the show about Déjà Vu show just hit the space bar and the show will cease. When you get to the door again click on it and answer the trivia question. When you enter the maze you are at the bottom of the left leg of the "M" you are trying to get to the top of the first letter "B".

### GETTING ALL THE CLUES

Turn around to get on the blue track. Then go: G,Y,G,B,G,Y,G,B,G,G,Y. Click on the red planet pick up a non-essential clue. Go: R,R,B,R,Y. Here's another red planet to click on. Now go: R,B,R,R,Y,R,B, here's the last red planet. Now turn around and go: R,R,B,B,G. Turn around and here are the questions.

### QUICK ROUTE

Turn around to get on the Blue track. Then go R,R,Y,R,R,B,B,G, Turn around and get the questions which are:

Shift 1--What currency is kept in the fridge?

French Francs

Shift 2--Ant body sections

3

Shift 3--Number of times the Parrot is beaten against the counter.

5

Shift 4--Number of unsuccessful encyclopedia salesmen.

3

Now you can exit the maze. Blow up everything on the mantle and on top of the T.V., except the penguin. You will blow up a total of ten things. The announcer on the telly will tell you, "And it's just gone 8 o'clock and time for the penguin on top of your television set to explode." This is your clue to set the bomb which will come out of the back of the chair. You need to click on the bomb to fully extend it. Enter your code that you got in the maze by clicking on each number. When you have the code entered click on the clock. The penguin will explode and the TV lobe will be flashing. You can now go play Spot the Loony and the Loony announcer will tell you it is time to go to the **Portrait Gallery**.

the Loony will let you know it is time to go to the **Portrait Gallery**.

Special notes:

While in the maze if you click on any red buttons hanging in space you will end up back at the beginning of the maze.

If you blew up everything before doing the maze you can reset them by going in your 7th level ini.file [Python.TVRoom] and change all the Mantle files from =1 to =0 (zero). Now go back in the maze and reanswer the questions, this will reset everything.

There are many fun things to explore in the TV room. Click by the right side of the floor. Click by where the head should be. Have fun!

## Special notes for the T.V. Room

While in the maze if you click on any red buttons hanging in space you will end up back at the beginning of the maze.

Did you blow up everything on the mantle and the tv before finishing the maze? If you did, did the stuff reset after finishing the maze? If it did then blow up everything on the mantle and the TV (10 things in all) then click on the Penguin and the announcer should come on the TV and tell you it's just about time for the Penguin to explode. If things didn't reset then you

can try these things to reset the things:

- Click on the fireplace screen until birdman flies out, do not shoot him so you get sent to the Penalty Box
- Play a game of Spot the Loony
- Click where the things used to be

If none of these work to reset the stuff then you can do this:

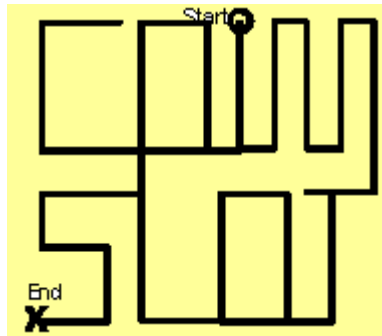
If you have a **PC**: You have to go into your 7th level ini file and make some changes. This file is located in your Windows directory, it is called 7thlevel.ini, when you find it double click on it, now you can make changes.

If you have a **MAC**: You will have to go into your 7th level Python preference file. It resides in System Folder--Preferences on the Macintosh. Open it into any text reader and one can make changes and so on...

Scroll down until you find a section called [Python.TVRoom], in this section you will see Mant files such as Mant\_A\_Ex=1. Change all the =1 to =0 (that's the number zero.) This will put everything back on the mantle and the TV. Now you have to go back in the maze and reanswer the questions and redrag the numbers. Then exit the maze and blow up everything on top of the mantle and TV.



## PORTRAIT GALLERY



**O=START**

**X=END**

There is much to explore in the Portrait Gallery. Click on the different pictures. Click around the room and listen to noisy bits. Watch a drive-in movie. To find the maze click on the Larch Tree and watch all about the Larch. Then click around by the middle of the tree and the door should appear. Answer the trivia question and enter the maze. When you enter the maze you are on the top of the "I" trying to get to the left lower side of the "S".

### GETTING ALL THE CLUES

Turn around so you are on the yellow track. Now go: R,R,R,B,G,TA. Here's a red planet to click on. Now go: Y,G,G,G,G,B,G,Y,G,B,G. Turn around and click on the red planet. Turn around and go on the yellow track. You will now take a ride down to the top right arm of the letter "T". Now go: R,Y,R,R,B,G, click on the red planet. Go: Y,R,R,B,R,Y,G,Y,R. There are the questions

#### QUICK ROUTE

Turn around so you are on the yellow track. Now go R,R,Y. This will take you on a roller coaster ride to top of the L. Go: R,Y,G,Y,R.

#### Questions

Shift 1--What currency is kept in the pyjamas?

Pounds

Shift 2--Who opts for the blows on the head?

Mrs. Scum

Shift 3--Parrot joined this choir.

invisible

Shift 4--First lesson of not being seen is not to:

stand up

Exit the maze and watch the Money Programme. Pick up the coin that landed on the floor and place it in the coin slot. The pictures will now change to a slot machine, pull the lever. The object is to get your 4 essential clues in order. The first 3 go in the 3 slot windows and the fourth

in the middle. To do this without going blind just keep clicking on the slot window until the picture you want comes up, then move to the next window. After you finished the slot game the lobe will be flashing. Once again you can go play Spot the Loony. This time he will tell you to check out the **Corridor**.





## QUICK ROUTE

You will be starting the maze on the green track and then go: B,R,Y,Y,G,B, you are now at the top of the "I", take the lift up, this will bring you to the middle of the left side of the letter "B" and you will be on the yellow track then go Y,G you are now at the bottom right of the "B". Take the lift up to the upper left corner of the "A" on the yellow track. Then you go G,Y and take the lift up, you will be on the yellow track going down the first "L", take the lift up . This will put you on the yellow track going down the last "L", turn on the green track. You will see a sign that tells you, "Pay attention to Everything". Eric will start his imitation of a trombone, listen to him do this all the way through. Now you will get the questions.

### Questions

Shift 1--Flying banner brand name.

Whizzo

Shift 2-The Lumberjack never wanted this job.

Barber

Shift 3--Dirty Vicar's real name

Ronald Simms

Shift 4--They can be recognized from a really long way away.

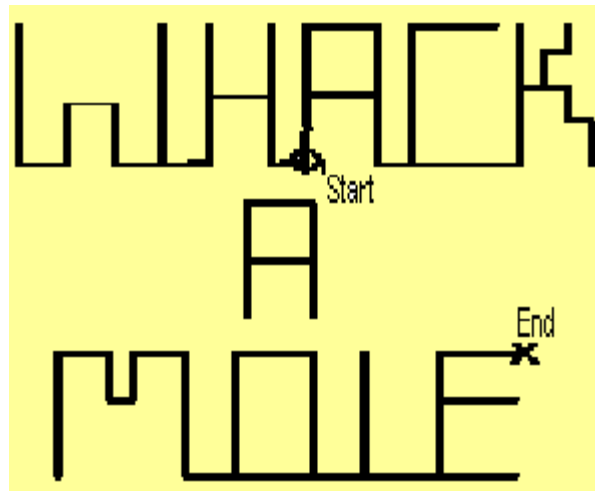
Larch

Now it is time to leave the maze and play a little pinball. The object is to hit the four essential icons in order. To do this use your mouse and click on them. Do not click on anything but these icons.

After you win the pinball game a plane will fly through the window and drop a bomb. Click on the bomb, to release the foot.

The lobe is flashing now. And of course you can go play Spot the Loony for him to tell to go play **The Gopher Game**.

## TEST YOUR SKILL



O=Start  
X=end

To start this maze you must play The Gopher Game. Watch for the door to pop out of the lower left hole. When it does click on it and answer the trivia question. You are now in the maze. You are at the lower left leg of the "A" in WHACK and trying to get to the top arm of the letter "E" in MOLE all the way to the right.

### GETTING EVERY CLUE

You are starting off in this maze on the yellow track. Now go: R,B Click on the yellow planet and get a map. Turn around so you are on the yellow track. Now go: G,B,G,Y,G,G,B,G,G,Y,G,Y,TA and click on the red planet, you now have a Loony. You will go for a short ride and it is short because you end up right where you started before the ride, on the lower right leg of the "K". Go: R,B,R,R,Y,R,B,TA take the lift down to the word "A" where you will be on the lower right leg on the blue track. Now go R,Y,TA get that red planet and you now have a pig. Go: G,Y. Eric will tell you, "I see you got the hang of it." Take the lift down to the lower left leg of the letter "M" on the blue track. Now go: G,Y,G,B,G,Y,G,B,G,Y,TA. There's that last red planet and you now have egg head. Turn around so you are on the yellow track. Now go: G,G, the darn maze is stuck, just keep clicking on it until it starts up again and go: B,B,G. There is a sign that reads, "ouch not d'tit". There is also a red button hanging in space, press the button and go for a ride to the questions.

### QUICK ROUTE

You start off on the yellow track, turn around so you are on the blue track. Now go: B,G,Y,Y,G,B. You are now on the "C". Turn around so you are on the yellow track take the lift down. The lift will take you to the lower right leg of the word "A" on the blue track. Turn around so you are on the yellow track, Eric will tell you, "I see you got the hang of it". Take this lift down. You are now in the lower left leg of the letter "M" on the blue track. Go: G,Y,G,B,G,Y,G,G,G,G, the maze will get stuck, just keep clicking on it until it starts up again. Go: B,B, Eric will now tell you, "Perhaps we should go back." Go on the green track. You will see a sign that reads, "ouch not d'tit" and there will be a red button hanging in space. Push the button and go for a roller coaster ride. You will now get the questions.

### QUESTIONS

Shift 1--How many years until Ken Shabby gets a brush?

5

Shift 2--Atilla the Hun's gift to the children.

Head

Shift 3--What room is the argument clinic in?

12a

Shift 4--Number of cars at the drive-in.

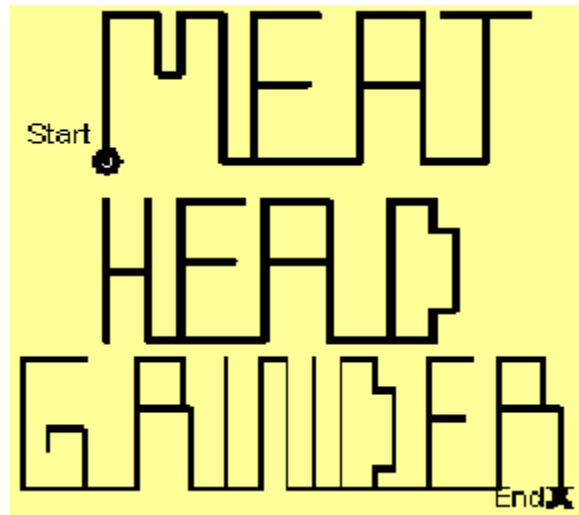
6

You now have your 4 essential clues one of which is madwomen with the hammer, with the words 1st across her. The other 3 clues are numbers. Exit the maze and play the games in this order: The Gopher Game, The Pig Game, and The Chicken Game. The object is to get the scores in order of the clues. One score for each game. If you have trouble with The Gopher Game just keep your pointer over one hole and click on whatever comes up, but be careful of the hole that has the door, you do not want to click on the door again.

Once you have completed the three games the lobe will be flashing. Now the Loony announcer will tell you it's time to Pythonize. Go to the **Pythonizer**.

W  
r  
i  
t  
t  
e  
n  
  
b  
y  
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y  
c  
a  
t

### PYTHONIZER



O=START  
X=END

N  
o  
t  
f  
o  
  
D  
e  
s  
a  
i  
e

Welcome to the last maze. There are two ways to find the door to the maze. After the Pythonizer animation is drawn you can click on the only Larch tree that is visible and the door will pop up in the lower left corner of the screen. The other way to find the door is to click on the Meat Head Grinder to start him and the music, then with your mouse pointer scan the lower left of the screen, the door will pop up. Click on the door, answer the trivia question, and enter the maze.

The first thing to happen once you get in the maze is you will go off the track and fall into the sea. A Space Bar sign will appear and when it stops swinging push the space bar on your key board. You will now be on a lift going up which will take you to the bottom left leg of the "M" in MEAT. You are trying to get to the lower right leg of the last "R" in GRINDER.

## GETTING EVERY CLUE

You are now on the yellow track on the "M". Turn around so you are on the blue track. Now go: G,Y,G,B,G,Y,G,G,B,G,Y,G,B,G,TA and here's a red planet to click on, you now have a Larch tree. Go on the yellow track and click on the yellow ball. You will now see the false map, cute but not much help. To get out of the map click on the water in the upper right corner of the map. When you are out of the map you will be on the yellow track, turn around so you are on the blue track then go on the red track. Take this lift down. The lift has brought you to the top arm of the "E" in HEAD, you are on the red track and there is a red planet. You now have Meat Head Grinder in your collection. Now go: Y,G push the red button and go for a short ride. When the ride ends you will have the real map and you will be right back where you were before you pressed the button. Turn around and go: Y,G,B,G,Y,G,G,B,TA. You are now in the right corner of the "D". Take the lift down. The lift has brought you to the middle of the "G" on the blue track. Go: G,Y,G,B. You have now entered déjà vu in the first "R". Go: B,G,Y,R,TA,G,Y,G,B. The maze is stuck, just keep clicking on it until it starts up again. Turn around and go: G,B,G,Y,G, you will see an impaled Birdman, go on the blue track. The maze is stuck again, just keep clicking. Turn around and click on the red planet, you now have the Loony announcer. Now go: G,G,G,G,G,B. You are in déjà vu of the last letter "R" Go: B,G,Y,R,TA,G,Y. The damn maze is stuck again. Just keep clicking. When it starts up turn around and get the red planet. You now have a ball that says, "Click Here". Turn around, get the stuck maze going again. Now you will get the questions.

B  
e  
t  
t  
y  
c  
a  
t

R  
e  
s  
a  
i  
e

## QUICK ROUTE

You are on the yellow track, turn around so you are on the blue track and go: G,Y,G,B,G,Y,G,B,TA. Take this lift down. The lift will take you for a ride down and then back up, you will end up at the middle left side of the "H" in HEAD going on the blue track. Now go: G,Y,G,G,B,G,Y,G,G,B,TA. You are now in the lower right of the letter D. Take the lift down. You are now in the middle of the letter "G" in GRINDER on the blue track. Go: G,Y,G,B. You have now entered déjà vu in the letter in the first "R". Go: B,G,Y,R,TA,G,Y,G,B. The maze is now stuck, just keep clicking on it to get it started again. Now turn around and go: G,B,G,Y,G. (You will see an impaled Birdman), go B. The maze is stuck again, once again just keep clicking. Now turn around and go: G,G,G,G,B. Once again you are in déjà vu. Go: B,G,Y,R,TA,G,Y. The maze is stuck again, do the same old click, click stuff. When the maze starts up again you will get the questions.

### QUESTIONS:

Shift 1--Alternative to burning, burying, or dumping.

Eating

Shift 2--Full time occupation for cat influenza man.

Stapling machine

Shift 3--Nobody likes a...

Benedict

Shift 4--How many seconds of sex?

10

You now have four icons of Loonies. You need to exit the maze and play Spot the Loony around the Meat Head Grinder. Click on the Meat Head Grinder to start him up. Loonies will pop up around the Head Grinder. You need to spot them in order, click on them, drag them to the top of the Meat Head Grinder, and drop them in. The foot has been released and the lobe is now flashing. **But wait there's more!!!!!!!!!!!!** You better go play Spot the Loony, he has something important for you.

## MRS. ZAMBESI'S BRAIN

When you played Spot the Loony after finishing the Pythonizer Maze, the loony took you back to Mrs. Zambesi's Brain. All the lobes are flashing, but guess what, you have not finished this bloody game yet. Click on the new brain from Curry's that is in the upper left corner. Now you get to play follow the leader. The brain will flash colours and music, you must click on the lobes of the brain in the same order. Play levels one through three by doing exactly what the brain does. On the fourth level get the first lobe right and then just click all over the brain.

You will now get your intercoursing reward!

You will also find out that it's all been a COMPLETE WASTE OF TIME

# THE END