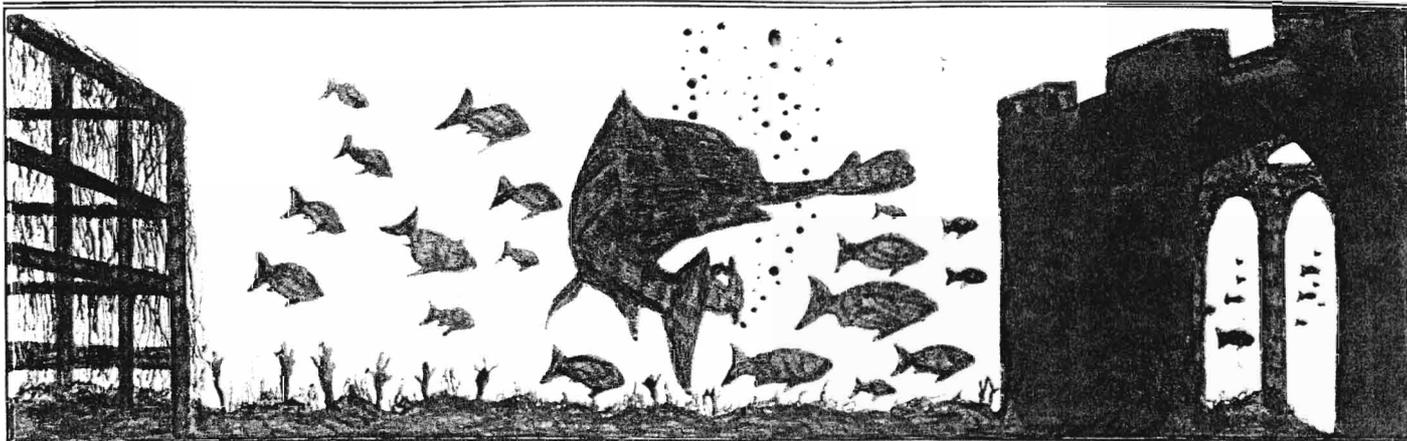




**fish!**

**SOLUTION BOOK**  
By Magnetic Scrolls Ltd.



# Fish!

## BACKGROUND

Mission HQ is the home of such illustrious inter-dimensional espionage agents as Micky Blowtorch and Agent 10. It is their job to right wrongs perpetrated by an ever-present evil in the fabric of space-time. An evil so hideous that the very name strikes terror in all who hear it. An evil called *The Seven Deadly Fins*. Alright not that much terror, to admit, but certainly a lot of confusion.

In *Fish!* you play Agent 10, one of the top operatives at Mission HQ. You are good at what you do - slapping into bodies of various people in many dimensions and correcting the mayhem caused by the Fins. You are very good at it, too good. In fact the game starts with you taking the wrong day for long service.

You are spending a week in a holiday home in the south of France. You are a bit out of touch with the world, but you have the necessary experience to complete this mission - perhaps the MOST difficult mission ever undertaken by any inter-dimensional operative. You must save the city of Hydropolis from a death worse than fate! The holiday's over, my friend, you are back at work.

## HOW TO USE THIS BOOK

The *Fish!* Handbook has been designed to allow you to unfold the story and answers of the game without allowing you to stumble upon anything that you are not looking for.

If you have a question about a particular part of the game, then refer to the map, find the name of the location and then look it up under the appropriate heading in Section One. Glance down the list of questions, choose the closest to your problem and then look up the same room reference in Section Two. This contains gentle hints towards the answer. If you are still stuck, then follow the reference in Section Three.

If there is no hint on a particular object, room or location, then it is not important to finishing the game. It is a red herring.

There are some containers of clues and pieces which are worth trying once you have completed the game. Because of the way *Fish!* was written it is very hard to think of all the things that are possible in the game. There are some points to look for some in-jokes, but they are not stated in this book - if you wish.

## GENERAL HINTS 'N' TIPS

*Fish!* was designed with puzzles devised in such a way that having an answer for a given puzzle is useless. For example, knowing the combination to open the filing cabinet in the recording studio is irrelevant. Every person who plays *Fish!* will have a different combination. This puts emphasis on solving the puzzles rather than knowing the answers. You have to know what to do to get the answer - the answer itself is meaningless. Although this is a great idea to stop the magazines from printing *Fish!*

- *The Complete Solution!* it makes writing *Fish!* - *The Complete Solution!* no easy task.

Here are some general hints and tips to help you on your way, the rest of this Handbook contains in-depth solutions to the puzzles.

1. Many of the puzzles in *Fish!* are time-based. It may be the case that you will work out how to solve the puzzles but run out of time. It is often essential to find the quickest route to solve a puzzle and, once solved, re-do the puzzle using the quickest route.
2. Save your position frequently. There are only a few places in *Fish!* where you can die, but it is always best for you to have a safe place for you to restart from if you make a fatal mistake.
3. Examine everything in every room you visit. Open closed objects to see what they contain. But be careful - it is possible to damage objects or mishandle them in such a way as to render them useless.
4. Locked doors usually require keys. If none can be found then perhaps the door doesn't go anywhere - the exit is likely to be a red herring!
5. If you find yourself being killed, then you have definitely made a mistake. Providing you get through the first part of the game, then you will either complete the game or find yourself facing certain death at the hands of the Fins in the goldfish bowl. If this happens you will have to reload a saved game and start the puzzle again.
6. This game is divided into several sections, each separated by accessing a "warp". Here are some general hints for the separate sections:

### **The Smooth Warp**

The Smooth Warp has several parts which are timing critical. It is essential therefore that you try and work out the quickest routes through the puzzles in this area or you will have great problems trying to complete it. I've had lots of enquiries about players being caught by the infamous Micky Blowtorch. Generally I can say that it isn't easy to avoid him but it is possible. So either keep trying or use the detailed hints to escape his clutches.

### **The Jagged Warp**

The section at the end is the only timing critical part of this warp. The only clue I can offer you is it is essential that you look before you leap - or rather grab.

### **The Small Warp**

Watch out in two places here. Firstly you can only do one thing on your first move - you will have to figure out what for yourselves - you only get the one chance. Secondly, be careful when you enter the Secondary Control room. It too is a timing critical part of the game. You have only a few moves to stop the producer from hassling you.

### **The Large Warp**

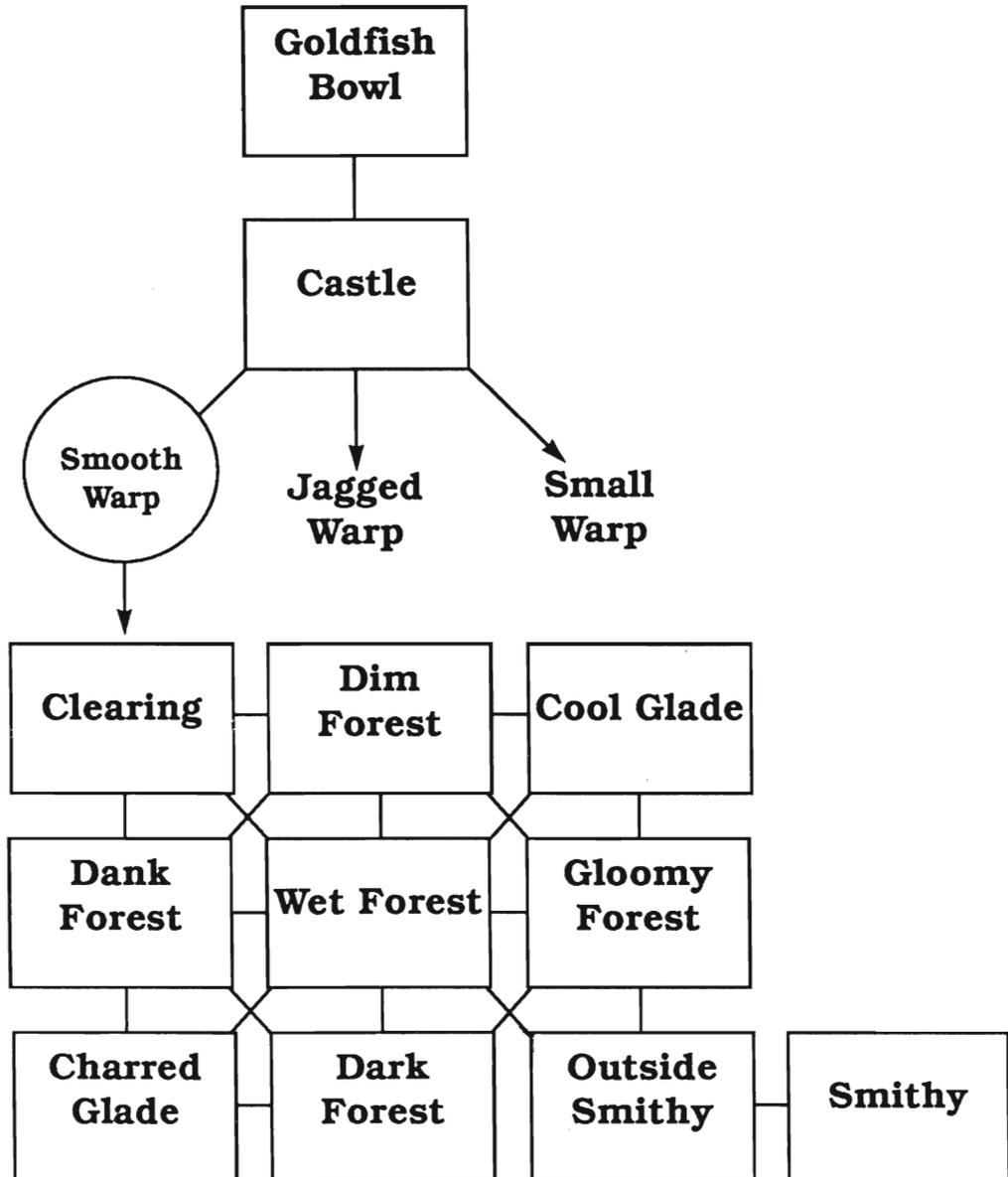
The Large Warp is the biggest section of the game. Having completed the three small sections which both test your mettle and, by coincidence, allowed you to gather up the focus wheel for the eminent Doctor Roach. You must complete this section BEFORE four o'clock. The project has been sabotaged and at four o'clock Roach's Device will blow up. You must stop it or it will be curtains for the fish-people.

This means that not only do you have to solve all the puzzles to complete this section of the game, but also you must use every minute of the day doing something. Waiting for anything except trains will waste precious time. There are also parts of the game where time is used up quickly - if you don't notice these then there will be a hint in Section Three giving exact details. Once you have figured out what you have to do it is probably a good idea to start again - the hour before you have to meet the Principle in the morning is a good time to get a lot of things done. Good Luck!



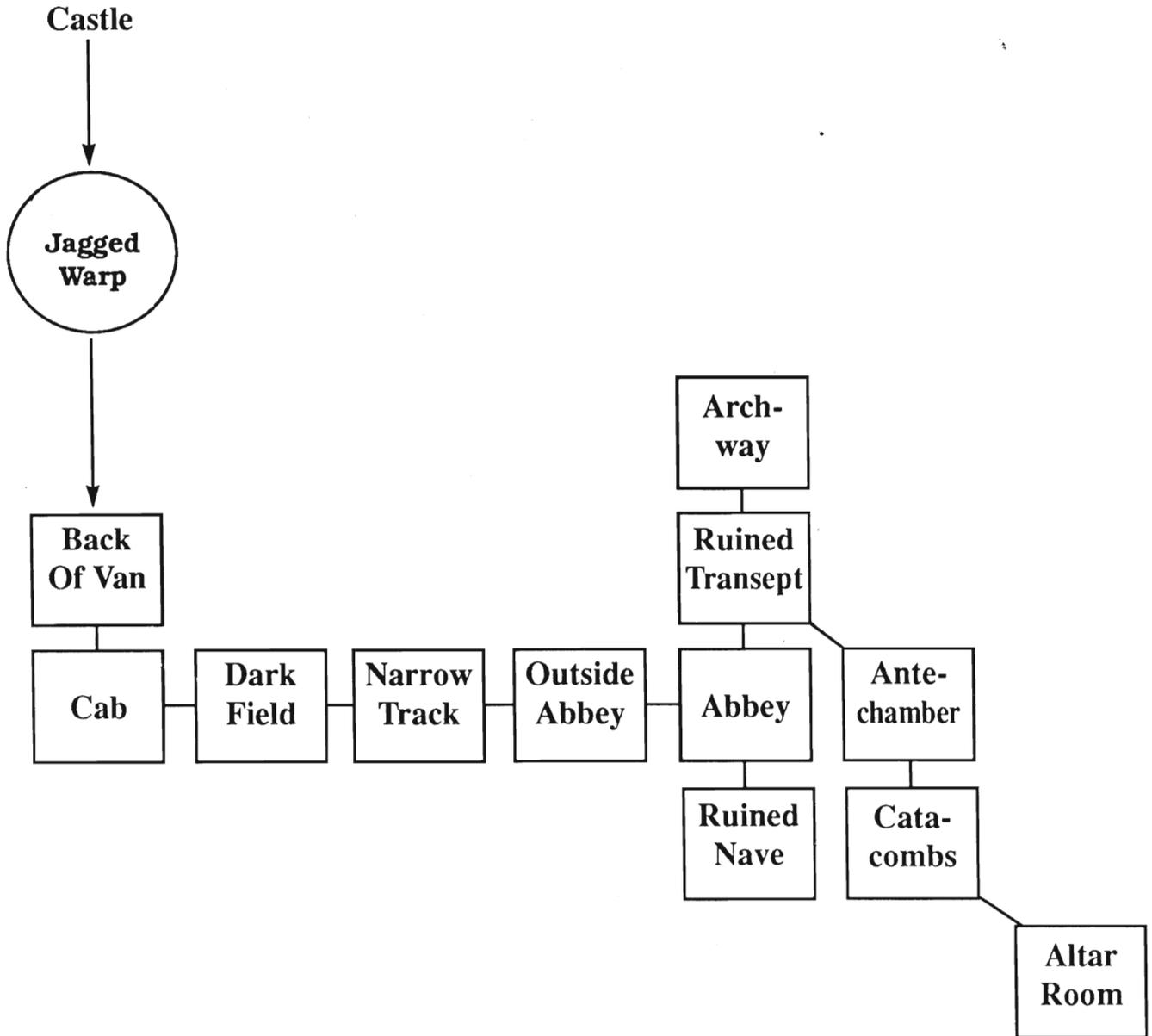
# Fish! : Map One

## Smooth Warp



# Fish! : Map Two

## Jagged Warp

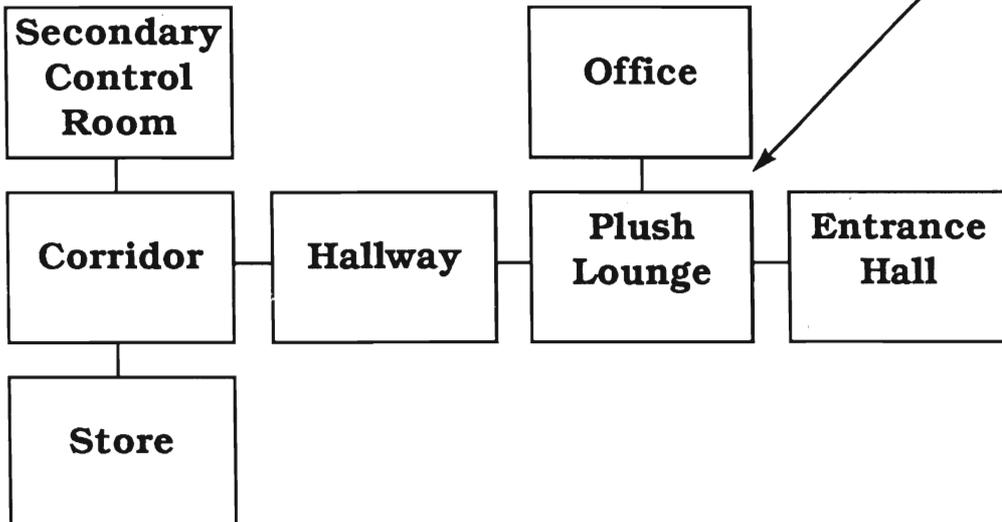


# Fish! : Map Three

## Small Warp

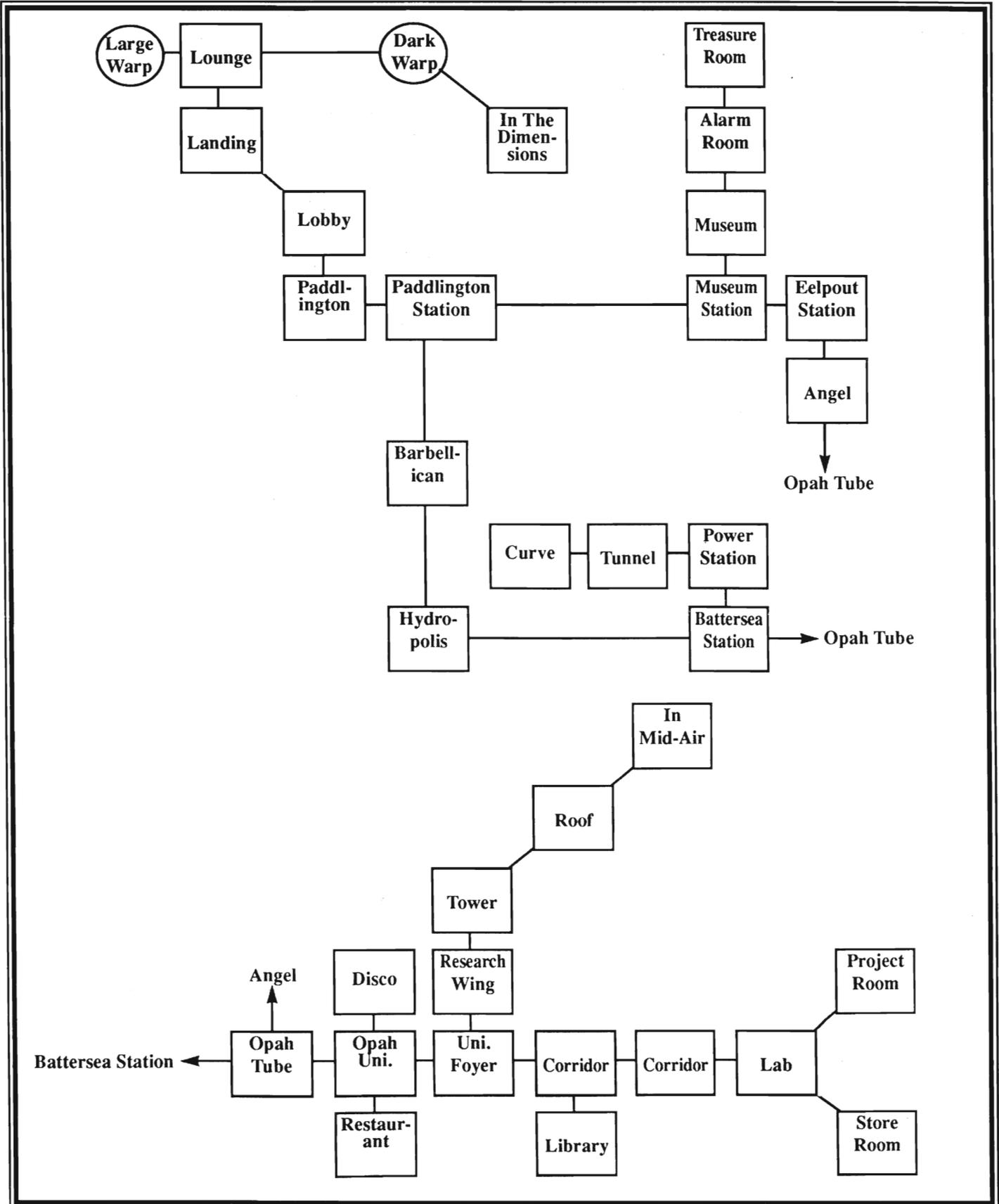
Castle

Small  
Warp



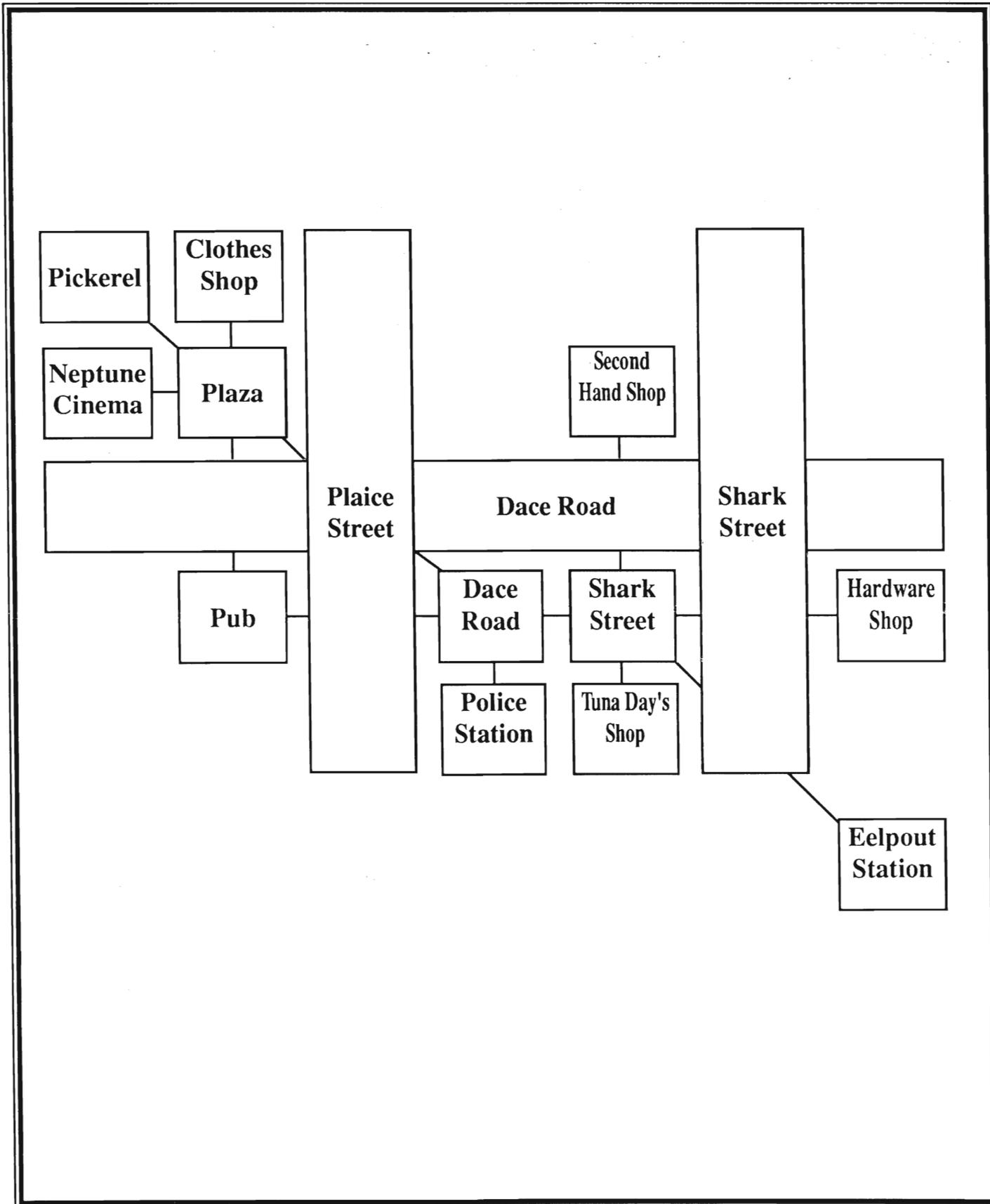
# Fish! : Map Four

## Large Warp



# Fish! : Map Five

## Hydropolis



**SECTION ONE**

After referring to the map, find the room in which you are experiencing a particular problem and look it up on the list below. All the rooms are in alphabetical order and each one has a number of questions related to it. Choose the question which is closest to your problem and turn to the same reference in Section Two.

This section is linked with Section Two. For example: If you are baffled by the use of an iron key in the Mortuary, glance

down to that heading to find the question '(i) How do I use the iron key here?' Then look up MORTUARY (i) in Section Two.

If there seems to be no reference to the object or problem you are experiencing, it is not important and you are wrong in your assumptions. Do not read all the references to rooms you have not visited as this may give away certain surprises later in the game. In cases where there are two locations with the same name, they have been given a unique number to distinguish them.

**ABBEY**

- (i) Why won't the hippies let me do anything?
- (ii) Why won't they let me carry the pew through the abbey?

**ALARM ROOM**

- (i) How do I get past the beams?
- (ii) I get arrested for stealing the crystal - why?

**ALTAR ROOM**

- (i) What should I do when I first visit the Altar Room?
- (ii) I keep being attacked by the hippies. Why?
- (iii) I have the gargoyle. What should I do now?
- (iv) It's amazing - a column has appeared. What do I do now?
- (v) I can get the chalice but I can't get the grommet from it.

**ANTE-CHAMBER**

- (i) It looks far too dark and dangerous to continue. What should I do?

**ARCHWAY**

- (i) How do I get the gargoyle?

**BACK OF VAN**

- (i) I'm very cold. Why?

**CAB**

- (i) I can't get out of the van. Why?

**CASTLE**

- (i) How do I use the warps?
- (ii) What can I do to the glass box?

**CATACOMBS**

- (i) What can I do in the Catacombs?
- (ii) How can I stop being attacked by the hippies?

**CINEMA**

- (i) What can I do in the cinema?

**CLEARING**

- (i) How can I get the gold disk?
- (ii) How do I get rid of Micky Blowtorch?
- (iii) I've got the gold disk but Micky Blowtorch keeps turning up and taking it from me. Why?

**CLOTHES SHOP**

- (i) What can I do here?

**COOL GLADE**

- (i) Why won't Micky Blowtorch let me break the mould?

**CURVE**

- (i) How do I get the filter from the grille?
- (ii) Help! I keep being sucked into the blades of the turbine. How can I stop this from happening?

**DISCO**

- (i) I keep entering the disco and blacking out. Why?
- (ii) Why won't the villain go into the disco?

**GLOOMY FOREST**

- (i) Why does the mould break?

**GOLDFISH BOWL**

- (i) I can't do anything. Why not?

**HALLWAY**

- (i) How can I get into the kitchen?
- (ii) How can I get into the main studio?

**HARDWARE SHOP**

- (i) What should I do in here?

**IN MID-AIR**

- (i) Help, I'm too high up. What can I do?

**IN THE DIMENSIONS**

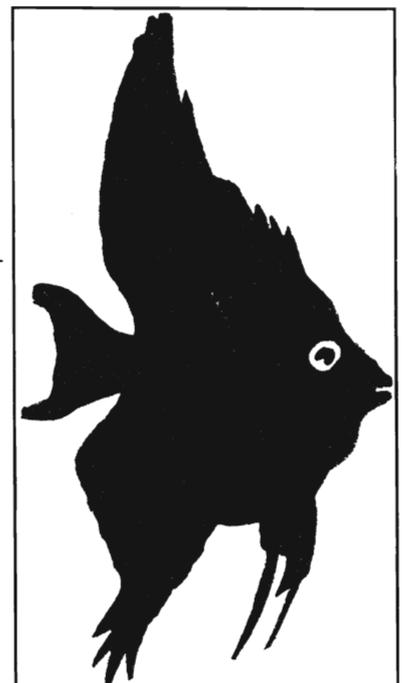
- (i) How do I get out of the dimensions?

**LABORATORY**

- (i) How do I use the terminal?
- (ii) What is my password?
- (iii) What can I do on the computer?
- (iv) How do I play shut-down?

**LIBRARY**

- (i) What can I do with the book?
- (ii) What do I do with the page?



**LOUNGE**

- (i) I can't get out of my lounge - what do I do?
- (ii) Help, my apartment keeps getting broken into - what can I do?

**OFFICE**

- (i) How can I get into the filing cabinet?
- (ii) How will I get the combination?
- (iii) I've got the combination - how do I use it?

**PADDLINGTON STATION**

- (i) The guard won't let me on the train as I don't have a pass. Where can I get one?

**PLUSH LOUNGE**

- (i) How do I make coffee?
- (ii) What do I need from here?

**POLICE STATION**

- (i) What's the point of the police station?

**POWER STATION**

- (i) How can I get the pressure door to open?

**PROJECT ROOM**

- (i) How do I remove the accelerator from the device?
- (ii) I keep being blown up when I try and get the lokscrew. How can I stop this from happening?
- (iii) How do I fit the regulator into the device?

**PUB**

- (i) What's a pub doing in Hydropolis?
- (ii) How do I get to buy the cylinder?
- (iii) Why do I get involved in a fight?

**RESEARCH WING**

- (i) How do I make the tuna work?

**ROOF**

- (i) How do I get down from the roof?

**RUINED NAVE**

- (i) What should I do here?

**RUINED TRANSEPT**

- (i) I want to climb up the archway but I can't reach the hand-holds.
- (ii) Can I get the gargoyle from here?

**SECOND HAND SHOP**

- (i) How do I buy the radio case?

**SECONDARY CONTROL ROOM**

- (i) How do I stop the producer from hassling me about coffee again?
- (ii) I can play a tape but I can't hear anything. Why?
- (iii) I can play the tape but it sounds muffled and distorted.
- (iv) I've played a tape - but I can't play any more - the player

- appears to be full even though there isn't anything in it.
- (v) Just why am I playing the tapes?

**SMITHY**

- (i) How do I stop the parrot from exploding?
- (ii) How do I get the mould from the cage?
- (iii) How do I melt the gold disk?
- (iv) I keep burning myself. Why?
- (v) What do I do with the mould?

**STORE**

- (i) I keep banging my shin when I enter the room. Why?
- (ii) What do I need from the store?

**STORE ROOM**

- (i) What is the protocopier for?
- (ii) What purpose does the wallchart serve?

**TOWER**

- (i) How do I get through the trapdoor?

**TUNA DAY'S MUSIC SHOP**

- (i) What's for sale that I can make use of?

**TUNNEL**

- (i) I keep being sliced by the turbines.

**UNIVERSITY FOYER**

- (i) I can't get into the research wing. Why not?

**WET FOREST**

- (i) Why does the mould break?

**SECTION TWO**

Please refer to this section only after finding the appropriate starting reference in Section One, as this section contains answers to the questions found there.

Look up the correct location name and the answer will be found under the same numeral code. This will give you a subtle hint - if you are still none the wiser, refer to the letter code and turn to Section Three.

**ABBEY**

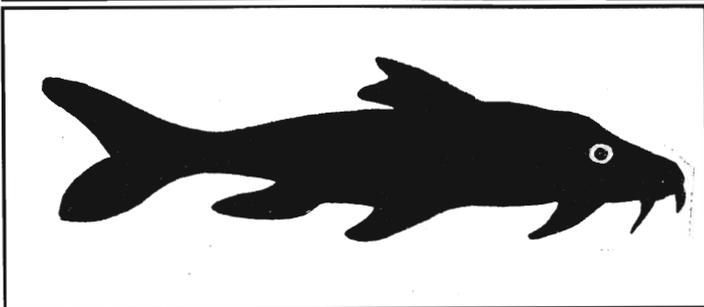
- (i) It's your own fault. You've been messing with them!
- (ii) Perhaps you are too attractive.

**ALARM ROOM**

- (i) You have to be able to see them.
- (ii) Thieving is a crime and a serious business.

**ALTAR ROOM**

- (i) You won't have the gargoyle.
- (ii) Perhaps you haven't done something.
- (iii) You don't know what to do next?
- (iv) Examine the column carefully.
- (v) You leapt before you looked.



**ANTE-CHAMBER**

(i) You are a famous inter-dimensional espionage agent and you don't know what to do?

**ARCHWAY**

(i) It is much too dangerous to attempt to get it while on the archway. Perhaps you should find something else to help you.

**BACK OF VAN**

(i) Well, you are wearing very little.

**CAB**

(i) a) Are you too cold? Perhaps you aren't wearing enough.  
b) Is it too dark? Perhaps you require a light source.

**CASTLE**

(i) You are told how to use the warps in the manual.  
(ii) To do anything with the glass box you require arms and hands. How do I get arms and legs?

**CATACOMBS**

(i) There is an awful lot of debris.  
(ii) It's too easy for them to get into the catacombs.

**CINEMA**

(i) See a film.

**CLEARING**

(i) You can't if Micky Blowtorch is around.  
(ii) He's very inquisitive - he'll go away if something dramatic happens!  
(iii) You must be walking into him - try a different route.

**CLOTHES SHOP**

(i) How about buying some trendy clothes?

**COOL GLADE**

(i) You've taken your time getting there.

**CURVE**

(i) You will need the right tool.  
(ii) Messy - isn't it? Perhaps you were hanging around too long.

**DISCO**

(i) The flashing lights and loud music break down the Host-Parasite relationship. You aren't well enough protected.  
(ii) He's suffering from an image problem.

**GLOOMY FOREST**

(i) The mould is very hot.

**GOLDFISH BOWL**

(i) You're upside-down! Can you work it out now?

**HALLWAY**

(i) The door is locked - you will need a key.  
(ii) You open the door, twice.

**HARDWARE SHOP**

(i) Buy everything you can get your hands on.

**IN MID-AIR**

(i) Nothing...

**IN THE DIMENSIONS**

(i) It isn't easy - but there is a logical answer.

**LABORATORY**

(i) Sit at it.  
(ii) It isn't very hard - you have written it in a scrambled form in your fishofax.  
(iii) You can access relevant files and play games.  
(iv) You can't...

**LIBRARY**

(i) Look things up in it or turn to page (no.)  
(ii) Try some simple vandalism.

**LOUNGE**

(i) These fish have hands, you know.  
(ii) You've left something undone.

**OFFICE**

(i) It is locked.  
(ii) Use your ears.  
(iii) The lock needs setting.

**PADDLINGTON STATION**

(i) You could try and buy one.

**PLUSH LOUNGE**

(i) You can't.  
(ii) Look in everything.

**POLICE STATION**

(i) To keep law and order... and lost property.

**POWER STATION**

(i) You have to get the power station to close down.

**PROJECT ROOM**

(i) You require the right tools.  
(ii) This happens because you haven't done something.  
(iii) You need the right tools and the right knowledge.

**PUB**

(i) Selling snifters - they do have a use.

- (ii) Buy a sufficient number of sniffers.
- (iii) You can't avoid it.

**RESEARCH WING**

- (i) You first need something to tune.

**ROOF**

- (i) You could try the trapdoor...

**RUINED NAVE**

- (i) How about taking the pew?

**RUINED TRANSEPT**

- (i) Perhaps you should have something to stand on.
- (ii) If you have been up on the archway and done the right things it should be very easy.

**SECOND HAND SHOP**

- (i) You can't...

**SECONDARY CONTROL ROOM**

- (i) You have to do two things - quickly.
- (ii) Perhaps the volume is too quiet.
- (iii) Someone has been using cheap cassettes in it again.
- (iv) Um, yes....
- (v) The producer is one of the Fins, and he doesn't have a very good memory.

**SMITHY**

- (i) Do you want to stop the parrot from exploding?
- (ii) Get rid of the parrot.
- (iii) You need the correct tools.
- (iv) You aren't wearing the right protection.
- (v) Take it somewhere to cool down.

**STORE**

- (i) It's a bit dark - isn't it?
- (ii) Search me.

**STORE ROOM**

- (i) It photocopies things.
- (ii) It shows the current stock situation. Unfortunately things are so slack around the University that it isn't updated.

**TOWER**

- (i) As there is no water you will need a lift.

**TUNA DAY'S MUSIC SHOP**

- (i) Nothing that will make a noise.

**TUNNEL**

- (i) Stop wasting time.

**UNIVERSITY FOYER**

- (i) You don't have the right ID.

**WET FOREST**

- (i) The mould is very hot.

**SECTION THREE**

Please refer to this section only after finding the appropriate starting reference in Section One, as this section contains answers to the questions found there.

Look up the correct location name and the answer will be found under the same numeral code. This will give you a subtle hint - if you are still none the wiser, refer to the letter code and turn to Section Three.

**ABBAY**

- (i) Leave the hippies alone - they are a distraction and will NOT help you to complete your mission.
- (ii) If the torch is left on while you travel through the abbey the hippies, who are drunk, will notice you struggling with the pew. Turn it off.

**ALARM ROOM**

- (i) Buy the sachet of plankton from the restaurant. Open it here. The plankton swim around, allowing you to see the beams. You can then avoid them.
- (ii) You got a little peckish, didn't you? DON'T eat the plankton - it'll blow your chances of finishing the game.

**ALTAR ROOM**

- (i) Take the cord from the altar back to the archway.
- (ii) Make sure that the sarcophagus lid is in the doorway in the catacombs.
- (iii) Make sure that you have untied the cord from it. Then put the gargoyle into the hole in the altar.
- (iv) The next few moves are timing critical and you must know what you are doing. It is essential that you examine the chalice before you take it.
- (v) EXAMINE THE CHALICE BEFORE TAKING IT. Then take the grommet.

**ANTE-CHAMBER**

- (i) Ignore the warnings - just go right ahead. Perhaps someone was just trying to scare you.

**ARCHWAY**

- (i) Get the ceremonial cord from the altar in the altar room and tie it to the gargoyle. Then go back to the transept.

**BACK OF VAN**

- (i) Put the jeans on!

**CAB**

- (i) a) Ensure that you are wearing the jeans from the back of the van.
- b) Search the rubbish in the cab and you will find a torch. Turn it on.

**CASTLE**

- (i) Swim through them or enter them.
- (ii) You can't get arms and legs while you are a fish. You will have to wait until much later in the game before you can remove anything from the glass box.

**CATACOMBS**

- (i) Search the debris and you will find a sarcophagus lid. Move it.
- (ii) Put the lid in the doorway. The hippies will think that there is no way in.

**CINEMA**

- (i) If you are going to complete the game DON'T visit the cinema. It uses up an hour of your valuable time.

**CLEARING**

- (i) Don't bother getting the gold disk until the parrot explodes. Micky will go off to investigate - giving you your chance to get the disk.
- (ii) Micky will go off when the parrot explodes.
- (iii) After you have the gold disk it is important that you do not run into Micky. From the clearing go east, east, south, south, which will take you outside the Smithy. Take the mould from the cage and then go east into the Smithy.

**CLOTHES SHOP**

- (i) You will need the dark glasses (shades) and the tie.

**COOL GLADE**

- (i) If you take too long a period of time getting to the Cool Glade - the only place where the mould will cool then Micky will turn up and take back what is his. The only safe route from the smithy to the cool glade is as follows: west, west, northwest, northeast, east. Once you are in the Cool Glade you will have to wait for the mould to cool. Then break it with the hammer and grab the ring. Well done - you have finished the Smooth Warp.

**CURVE**

- (i) Buy the screwdriver from the hardware store with the fisa card. Then unscrew the screw with the screwdriver. You will get the filter as soon as you get the screw.
- (ii) Once you have turned the power off in the power station there is only a short while for you to get the filter - the guard starts to get hassled about lack of trains and soon comes to investigate. As soon as the power is switched back on then the blades start spinning!

**DISCO**

- (i) Get the earplugs and the shades - but ensure that you are wearing them!
- (ii) Buy the tie from the clothes shop and give it to him.

**GLOOMY FOREST**

- (i) The hot mould will shatter when it comes in contact with rain. In these parts of the forest the cold water will spoil your plans of completing the game.

**GOLDFISH BOWL**

- (i) Type "Turn over."

**HALLWAY**

- (i) There isn't a key - you cannot get into the kitchen - ask Rod to make the coffee.
- (ii) The music is too loud and the host-parasite relationship

breaks down. You may be able to get into the main studio - but the question really should be: Do you want to?

**HARDWARE SHOP**

- (i) Buy the bag, the hyperdriver and the screwdriver.

**IN MID-AIR**

- (i) You must drop the bag as soon as you are through the trapdoor.

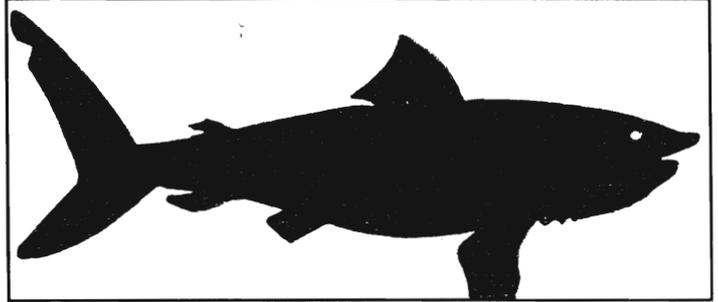
**IN THE DIMENSIONS**

- (i) When you are in the dimensions you are actually walking around a simple logical puzzle. The easy solution to this is to ignore the exits as exits, and imagine them as buttons, for example: Each exit you take has a knock on effect on adjacent exits. It can be totally mind bending unless you stop seeing it as a maze. The following method is guaranteed to get you out. It may not be the quickest way from where you start but as that is always random then this is the only way the puzzle can be described generally. Count the exits. You can only complete the puzzle if there are an odd number of exits. If there is an even number of exits then go up. If you can't go up then take any exit and then go up. Now will have an odd number of exits. Now swim through all the available corners in turn (northeast, northwest, southeast, southwest). Then swim through each open edge (north, south, east or west). Then swim through the corners that open. Once everything is cleared you will be left with a single exit up. Take the cylinder which will be found in this dimension and then swim up. You will be back in your lounge.

**LABORATORY**

- (i) You will need your password to get into the system.
- (ii) Reading the fishofax will tell you that your password is "ME"
- (iii) The information on the computer is very important in helping you complete the game. You need the background information which you can read from the prompt. Type "Read" and then from the prompt type the name of the file you wish to read. The equipment list, when used with the wallchart in the store room, will provide you with all the information required to make a stream regulator. Games are very important on the computer. Playing them will tell you who else has been playing games on the computer. The person who has been playing games will be the villain as he has set up a trap based on the computer game shutdown.
- (iv) But the villain can. Once you know who the villain is you must invite him to the disco. That is the only place in the game where the Host-Parasite relationship will be weakened sufficiently to make him leave. Next you must attempt to take the accelerator from the device with the right tool. The villain, now reformed will give you his password and you will be able to log in as the villain. Shutdown is not an easy game. It is a logic puzzle. Each letter moved has an effect on the two adjacent letters. So, adjusting each cell has a knock on effect on the two adjacent cells. So you must allow for this. Work from left to right and set each cell to the number of letters below the required value, so that when the cell to the right is changed the original cell will be itself altered to the correct value. So set the second cell to Y so that when you set the third cell to Q then Y will have two letters added to it to make A. The third

cell will contain Q so that when you make the forth cell contain A, three letters will be added to Q so that the third cell will contain T. The fifth cell is then set to R, and the A in the forth cell will have four letters added to it so it will then contain E. The current position will then be \*ATER, where \* can be any letter. Adding letters in the first position will have no effect on adjacent cells, it adds nothing to either side, so you may add whatever number you like to the first cell so that it contains W. You have now successfully finished shutdown.



**LIBRARY**

- (i) Look up "the box" or the "focus wheel" in the book.
- (ii) Tear the page out.

**LOUNGE**

- (i) Put hand on print.

**OFFICE**

- (i) Set the combination to the right value and it will open.
- (ii) Find the tapes which are dotted around the studio and play them in the cassette player which is in the secondary control room.
- (iii) Set the lock to the (value). If it is the right value then the lock will open.

**PADDLINGTON STATION**

- (i) But it won't be any use - you already have one - it's under the sofa - look under the sofa and you will find it.
- (ii) You've left the door open - but don't worry you are supposed to. Steve runs a very dodgy second hand shop in town. You need the radio case and it will only get delivered to the apartment block if someone is going that way. If you buy your fishton back off of him, then the case will be delivered.

**PLUSH LOUNGE**

- (i) Ask Rod to make the coffee.
- (ii) Get the tape from the bin.

**POLICE STATION**

- (i) If you play the game properly you shouldn't have to visit the police station. If you loose anything because you are silly. For example, dropping things in public places - sniffing sniffers - letting your apartment get burgled with things other than the fishton in it, etc. Then they should end up here. You will, however, require some form of ID to prove that they belong to you.

**POWER STATION**

- (i) The power station is described in the tour as the secondary power station. If you can get the power consumption to drop, then the pressure door will open. To do this you must turn off the following items: The light switch in the apartment - if you look at it you will be reminded that Roach has re-wired it in such a way that it turns off the power in the entire block. The protocopier is described as "using so much power that fuel bills reached record levels" - turn it off after use. Finally, pull on the large switch in the Power Station - it supplies the electricity to the trains. When the gauge reads '0' then the pressure door will open automatically. The power station will use up half an hour of your precious time on your first visit. That is how long

the whistle-stop tour lasts. This cannot be avoided but you have been warned.

**PROJECT ROOM**

- (i) You need the hyperdriver - it is the only thing which will remove a lokscrew.
- (ii) You must identify the villain and free him from Host-Parasite Mode before you attempt to get the lokscrew.
- (iii) First "put the regulator into the device", Then "fix the regulator to the device with the lokscrew."

**PUB**

- (i) Buy a snifter and give it to the drunk. You will be able to use it to get something from the drunk.
- (ii) But don't consume them yourself - give them away. When you have purchased sufficient sniffers - Steve will offer to sell you the cylinder. It is very heavy.
- (iii) Go with the flow - Panchax will try his very best to get you some help BUT you'll have to get the cylinder back yourself.

**RESEARCH WING**

- (i) Get the crystal from museum and put it in the tuna. Close the lid on the tuna and turn the tuna on.

**ROOF**

- (i) But it isn't a good idea - go through the railings instead. Remember that you are a fish out of water on the roof - grab the Photon Bridge and move fast.

**RUINED NAVE**

- (i) Take the pew BUT remember to turn off the light before entering the Abbey again to the north.

**RUINED TRANSEPT**

- (i) Stand on the pew
  - (ii) Pull the cord, which should now be tied to the Gargoyle and it will appear at your feet. Get the Gargoyle and then move quickly as the noise will certainly attract the hippies.
- SECOND HAND SHOP**

- (i) But it will get delivered to your apartment block if you buy something - for example something which has been stolen from your apartment. Pick up the case when you have to visit the apartment again.

**SECONDARY CONTROL ROOM**

- (i) a) Close the door.
- b) Press the button near the door - it changes the light from blue to red - you should realize from your experiences in the

main studio that producers and engineers respect the red light.

(ii) Set the fader to a number, but not too loud - it will disrupt the Host-Parasite interface.

(iii) Use the cassette head cleaner which is found in the cupboard in the studio.

(iv) There was a bug in some early versions of Fish! If you didn't use the correct syntax the tape player could become full - even though it didn't have anything in it. If you use "Play (tape) in player" for each of the tapes, then you will be able to complete the game - even if you have one of these versions.

(v) The Fins have stored the combination to the filing cabinet on the last of the three tapes that you play. Once you have that number you may use it to open the cabinet.

### SMITHY

(i) You can't stop the parrot from exploding.

(ii) Carry the cage out of the Smithy as soon as possible. Open the cage and put it down. Then go back to the clearing for the gold disk. The parrot will not leave the cage while you are around. Once the bird has flown, get the mould from the cage.

(iii) You will need the crucible and the tongs. Put the disk into the crucible and then use the words "Hold the crucible with the tongs over the fire."

(iv) Wear the gloves when pouring the gold into the mould and don't take them off while the mould is hot!

(v) Once Micky has discovered that you have stolen his gold disk he'll be after you. You must take the mould somewhere where it can cool down. But be careful. The timing is critical. There is only one safe route through the forest.

### STORE

(i) Press the switch in the corridor outside - it will let you see what's in store.

(ii) Well don't search me - but look in the tape bin and take the cassettes from it.

### STORE ROOM

(i) It works in a sort of opposite way from a photocopier. Using the protocopier, you insert a sheet of paper and the protocopier will import the image on the page into the universe. You can look anything up in the book in the library and bring it into Hydropolis (It works best if you import the focus wheel or the glass box). If you import the glass box then make sure that you have got the filter as the screwdriver, which you will need for breaking into the glass box, will be damaged beyond repair in the process.

(ii) Use the letters on the chart along with the equation on the computer to work out how to build a stream regulator.

### TOWER

(i) You require the cylinder and the bag. Put the cylinder in the bag and then open the cylinder. The bag will inflate.

### TUNA DAY'S MUSIC SHOP

(i) But you could buy the earplugs - they might come in handy.

### TUNNEL

(i) Don't hang around - there is a very tight time limit here.

### UNIVERSITY FOYER

(i) After you buy the drunk a snifter in the pub - ask him for his ID. The drunk is Dr. Salmon and it is his ID which is required to enter the Research Wing.

### WET FOREST

(i) The mould will shatter in the rain. In these parts of the forest the cold water will spoil your plans of completing the game.

## SECTION FOUR

This section contains some humourous things to try once you have finished playing Fish! This includes some in-jokes, bad groans and stupid things to try.

### SMOOTH WARP

Try asking Micky Blowtorch about Mission HQ, parrot, disc, fins, panchax and the stump. For your information, the gold disc which Micky owns is the one that is missing from the recording studio - whether Micky's story about being pushed through the hole in the middle is true or not, is up to you to decide.

### JAGGED WARP

Listen to the hippies.

Join the hippies for a drink.

Steve is probably up to no good.

Try pulling the ceremonial cord when it isn't attached to anything!

If you do the Jagged Warp correctly, then you will only need to enter the Altar Room twice. If you enter the Altar Room for a third time you will get a stupid vision - as opposed to the dramatic visions the first two times.

### SMALL WARP

Listen to the TV and sofa in the plush lounge.

Don't sit on the sofa.

Set the fader to 11.

After you have completed Fish! it is worth re-doing the studio again - there are about seven different fish songs that can be played they are chosen at random when you first enter the Small Warp. All of the songs are as awful as you would expect.

### LARGE WARP

The Cinema is worth several visits when you have completed the game - there are several movies to see - each is worth at least a groan.

Ask Steve about the parrot, Mission HQ, Micky Blowtorch etc. Ask the team, Bream, Chub, Tench about yourself (ask person about ME), the principle, the project, each other, etc.

Try dancing in the disco and don't forget to visit the toilet.

It's worth dying in the turbines at least once. (The routine in the original source code was called "sliceplayerthinly")

Try not letting go of the bag and also try letting go of it one move too late.

Try eating the plankton once you have the crystal.

Try opening the sachet in a busy place.

Listen in the music shop.

Look up odd things in the book and import them into the game - try the parrot or Micky Blowtorch for example.

# Complete Solution

**WARNING:** Idly reading the following solution will ruin the fun of playing the game. Only use this section as a last resort. **BEWARE:** When you are looking for which of Dr. Roach's colleagues has been taken over by the Deadly Fins, please remember that it is different every time you play. This is true also of the Dimensions and computer Shutdown parts of the game too.

- TURN OVER (You now see the Goldfish Bowl the right way up and also the tacky plastic castle that has just been dropped into your bowl) [1/501]  
 IN (You enter the Castle and get a message from Sir Playfair Panchax, explaining your mission)  
 GO SMOOTH WARP (You end up in a Clearing) [10/501]  
 SOUTHEAST  
 SOUTHEAST  
 EAST (You enter the Smithy)  
 OPEN CAGE AND CUPBOARD  
 OUT (This allows the parrot to escape) [20/501]  
 EAST  
 GET MOULD AND ALL FROM THE CUPBOARD (including the tongs, crucible, hammer and asbestos gloves) [30/501]  
 OUT  
 NORTHWEST (You hear a distant explosion)  
 NORTH (To the Dim Forest)  
 WEAR GLOVES  
 WAIT  
 WEST (Back to the Clearing)  
 GET DISC [40/501]  
 EAST  
 SOUTHEAST  
 SOUTH  
 EAST (Back to the Smithy)  
 PUT DISC IN CRUCIBLE  
 HOLD CRUCIBLE OVER FIRE WITH TONGS (This melts the gold disc) [50/501]  
 FILL MOULD WITH GOLD [60/501]  
 OUT  
 WEST  
 NORTHWEST  
 NORTHEAST  
 EAST (To the Cool Glade) [70/501]  
 WAIT  
 WAIT  
 WAIT (Until the mould is cooled)  
 HIT MOULD WITH HAMMER (Leaving a gold ring) [80/501]  
 GET RING (This completes your mission and you are warped back to the Castle) [90/501]  
 GO SMALL WARP (You end up in a Plush Lounge with a producer shouting at you to make some coffee)  
 ASK ROD TO MAKE COFFEE (Rod stops loafing and runs off to make some coffee, leaving you alone to search the room) [100/501]  
 GET TAPE (You pick up the ferric oxide tape)  
 WEST  
 WEST  
 PRESS SWITCH  
 OPEN DOORS  
 SOUTH (Into the Store)  
 GET TAPE (When it asks, which one type: BOTH. Now you have the metal and chrome cassettes)  
 NORTH (Into the Secondary Control Room)  
 CLOSE WOODEN DOOR  
 NORTH  
 PRESS BUTTON  
 OPEN CUPBOARD  
 PLAY CLEANER IN PLAYER [110/501]  
 SET VOLUME TO 4 [120/501]  
 PLAY TAPES IN PLAYER (You now hear various recordings and some awful lyrical puns - but be careful, there's a clue here too about the cabinet in the producer's Office) [140/501]  
 SOUTH  
 EAST  
 EAST  
 OPEN DOOR  
 NORTH (Into the Office, with a locked cabinet and a desk)  
 SET LOCK TO x (Where x is the number that you heard from the tapes) [150/501]  
 OPEN CABINET (Inside is a spindle)  
 GET SPINDLE (This completes your mission and you are warped back to the Castle) [160/501]  
 GO JAGGED WARP (You end up in the Back of a Van)  
 WEAR JEANS  
 OUT  
 SEARCH RUBBISH (You find a torch)  
 READ NOTE (This tells you of Steve's trek to get some diesel for the van)  
 GET TORCH  
 LIGHT IT (The batteries are low, but it still shines a little) [170/501]  
 OUT (Into a Dark Field) [180/501]  
 EAST  
 EAST (To Outside the Abbey)  
 READ POSTER (It is a poster about the Seven Deadly Fins)  
 EAST  
 SOUTH (To the Ruined Nave)  
 GET PEW  
 UNLIGHT TORCH  
 NORTH  
 NORTH  
 DROP PEW  
 LIGHT TORCH  
 DOWN (Into the Antechamber)  
 SOUTH (Here you will be asked if you wish to enter the Catacombs, type: YES)  
 SEARCH DEBRIS (You find a sarcophagus lid)  
 MOVE LID (This reveals an exciting exit leading down) [190/501]  
 DOWN (Leading into the Altar Room)  
 GET CORD  
 OUT  
 OUT  
 OUT  
 GO PEW (This allows you to climb the arch) [200/501]  
 UP (To the archway, where a stone gargoyle sits)  
 TIE CORD TO GARGOYLE  
 DOWN  
 PULL CORD (This pulls down the gargoyle and the arch, and alerts the hippies to your presence) [210/501]  
 GET GARGOYLE  
 DOWN  
 SOUTH  
 PUT LID IN DOORWAY (Thus temporarily blocking out the hippies)  
 DOWN  
 UNTIE CORD (From the gargoyle)  
 PUT GARGOYLE IN HOLE (Allowing a column to descend from the ceiling containing a chalice) [220/501]  
 LOOK CHALICE (You see a grommet) [230/501]  
 GET CHALICE  
 GET GROMMET (You are saved from the marauding hippies by Playfair who tells you of the Fins' plans against

Hydropolis. You end up back at the Castle again) [240/501]  
 LOOK IN BOX (It contains a focus wheel)  
 GO LARGE WARP (You end up in Dr. Roach's Lounge)  
 GET FISHOFAX (You receive a message about a meeting at 10 o'clock with the principal)  
 SEARCH FISHTON (You find a travel pass)  
 GET PASS  
 SWITCH SWITCH  
 PUT HAND ON PRINT (Next to the door) [243/501]  
 OUT  
 OUT (To the Lobby)  
 OUT [256/501]  
 EAST (Taking you to the Paddlington Underground Station)  
 DOWN (Showing your pass, you travel to the Platform)  
 WAIT FOR A TRAIN (After a while, a train arrives)  
 IN (You now find yourself in a busy tube full of various aquatic creatures)  
 WAIT (Until you arrive at Pickerel)  
 OUT  
 OUT (Showing your pass, you find yourself in Pickerel Underground Station)  
 SOUTHEAST (Takes you to the Plaza)  
 NORTH (Into the Clothing Shop)  
 BUY TIE AND GLASSES WITH FISA  
 WEAR THEM (You put on the tie and glasses)  
 SOUTH  
 SOUTH (Into the Pub. There is a drunk sitting nearby)  
 BUY SNIFTER WITH FISA AND THEN GIVE IT TO THE DRUNK AGAIN  
 AGAIN (Once this is done you can get some important information from the drunk)  
 ASK DRUNK ABOUT CARD (The drunk gives you his id card) [274/501]  
 BUY CYLINDER WITH FISA (You are charged, but one of the Fins steals it and swims into the Dimensions) [282/501]  
 EAST  
 EAST  
 NORTH (Into the Second Hand Shop, run by Steve, the cool catfish)  
 BUY FISHTON AND FILM WITH FISA [297/501]  
 OUT  
 EAST (Into the Hardware Shop)  
 BUY BAG AND DRIVERS WITH FISA  
 OUT  
 SOUTHEAST (Into Eelpout Underground Station)  
 DOWN  
 WAIT FOR A TRAIN

IN  
 WAIT (Until you arrive at the Opah University)  
 OUT  
 OUT (Into Opah Station)  
 EAST  
 EAST (Into the University Foyer)  
 SOUTH (Into the principal's Office, who tells you that a member of the team has been taken over and has sabotaged The Project. You must find out who it is) [300/501]  
 EAST  
 SOUTH (Into the Library)  
 LOOK UP WHEEL IN BOOK (You turn to page 158, revealing a full colour picture of a focus wheel)  
 TEAR PAGE (You get thrown out of the Library - but manage to hang onto the page) [308/501]  
 EAST (To the corridor, where a metal door blocks your way)  
 PUT ID IN SLOT (The door slides slowly open) [316/501]  
 EAST (Into the Laboratory)  
 SOUTHEAST (Into the Store Room, which has a photocopier)  
 PUT PAGE IN COPIER (There are some humming noises and a real focus wheel comes out of the other end!) [329/501]  
 GET WHEEL  
 TURN COPIER OFF  
 OUT  
 DROP WHEEL  
 SIT DOWN (In front of the computer terminal. The screen asks you to type: LOGIN)  
 LOGIN (You are then asked your surname)  
 ROACH (You are then asked your password)  
 ME (This gets you into the Fishtrix System. Here you can have a look around, before...)  
 LOGOUT [337/501]  
 GET UP  
 PUT ID IN SLOT [354/501]  
 WEST  
 WEST  
 WEST  
 PUT ID IN SLOT  
 WEST  
 SOUTH (Into the Restaurant)  
 BUY MEAL WITH FISA (The waiter waves you away, saying that the restaurant is fully booked, though he does offer you a take-away sachet of plankton)  
 LOOK WAITER  
 BUY SACHET WITH FISA  
 OUT (You notice a statue in the centre of the quad)  
 LOOK STATUE (It bears the University motto, 'Scientia est bona')

WEST  
 DOWN (To the trains again)  
 WAIT FOR A TRAIN  
 IN  
 WAIT (Until you arrive at the Museum)  
 OUT  
 OUT (You are now at the Museum Station)  
 NORTH (Into the Museum itself)  
 EAST (After looking at the exhibits, you swim back West)  
 WEST (After looking at the exhibits, you swim back West)  
 NORTH (You swim into the Alarm Room)  
 OPEN SACHET (The plankton disperse and deflect the alarm's light beams allowing you to see them clearly) [362/501]  
 NORTH (Now easily stepping past the visible beams. You find yourself in the Crystal Room, complete with crystal)  
 GET CRYSTAL  
 SOUTH (Past those beams again) [373/501]  
 SOUTH  
 SOUTH  
 DOWN (To the Platform)  
 WAIT FOR A TRAIN  
 IN  
 WAIT (Until you reach Paddlington)  
 OUT  
 OUT  
 WEST  
 NORTH  
 UP (To the Landing, where there is a radio case)  
 GET CASE  
 IN (You enter Dr. Roach's apartment - but you have been burgled!)  
 DROP ALL (You notice a Dark Warp in the wall)  
 GO DARK WARP (You end up lost in the Dimensions. The solution to this part of the adventure is explained in the other sections of this Solution Book and will always be different. You need to work out the way to get around. There is no repeatable sequence. Finally you will arrive at a location where there is only one exit leading up. The cylinder will be found here)  
 GET CYLINDER  
 UP (You return to the Lounge, as the Dark Warp fades) [377/501]  
 GET CARDS  
 GET SCREWDRIVER, CRYSTAL, CASE AND BAG  
 OUT  
 OUT  
 OUT  
 OUT  
 EAST  
 DOWN (To the Paddlington platform)  
 WAIT FOR TRAIN

IN	OUT	NORTH
WAIT (Until you reach Battersea)	OUT	UP
OUT	WEST	NORTH
OUT (Into Battersea Underground Station)	WEST (Into the Pub - Simon Tench, Bertie Bream and Ernest Chub are here. SAVE game at this point as if you pick the wrong person as the traitor you will want to return here!)	GET HYPERDRIVER
NORTH (To Battersea Power Station, where a tour guide shows you around and then dumps you back at the start)	INVITE xxx TO DISCO (Where xxx is the fish who you think is really a Deadly Fin. Whoever you ask will accept and arranges to meet you later)	SOUTH
PULL SWITCH (This opens the steel door) [385/501]	EAST	DOWN
WEST (Into the Tunnel with the sharp blades of the turbines all around)	EAST	SOUTH
WEST (To a Curve and some grilles)	SOUTH (Into Tuna Day's Music Shop, where you see the assistant holding some ear plugs)	EAST
UNSCREW SCREW WITH SCREWDRIVER (You remove the filter) [393/501]	BUY EAR PLUGS WITH FISA	DOWN
OUT	WEAR THEM	WAIT FOR A TRAIN
OUT	OUT	IN
SOUTH	SOUTHEAST	WAIT (Until you arrive at Opah University)
DOWN (To the Station again)	DOWN (Onto the Platform)	OUT
WAIT FOR A TRAIN	WAIT FOR A TRAIN	OUT
IN	IN	OUT
WAIT (Until you reach Opah University)	WAIT (Until you arrive at Opah University)	OUT
OUT	OUT	EAST
OUT	OUT	EAST
OUT	EAST	EAST
EAST (Into the University Foyer)	PATIENTLY WAIT UNTIL xxx (Where xxx is the time that you have arranged to meet the infiltrator)	EAST
PUT ID IN SLOT	NORTH (Suddenly they get very nervous and will not go into the disco without a tie)	PUT ID IN SLOT
NORTH (Into the Research Wing, where you find a crystal tuna)	EAST	NORTHEAST (Into the Project Room, which houses the device)
PUT CRYSTAL IN TUNA	EAST	UNSCREW LOK SCREW WITH HYPERDRIVER (Simon bangs on the door and tells you that the device is booby-trapped. He tells you that the only way to disarm the trap is through the program)
CLOSE TUNA	EAST	OUT
TURN IT ON (There is a ringing sound)	PUT ID IN SLOT	SIT DOWN (You are asked to LOGIN)
OPEN IT	EAST (Into the Laboratory)	LOGIN (You are asked for your surname)
GET CRYSTAL (You have now got a tuned crystal) [396/501]	DROP ALL	TENCH (You use Simon's name as he requested. You are asked for the password)
UP (To the Tower, where you see a trap door far above)	GET CARDS	GRAVEL (This is the password he told you. It works! You then get into the GAMES directory and choose SHUTDOWN from the list. Here you must move the letters to spell 'WATER'. The solution to this is found in the other sections of this book)
FILL BAG FROM CYLINDER (Inflating the bag allows you to float up towards the trap door. Here near the Roof you find a photon bridge and some railings)	PUT ID IN SLOT	QUIT (From the system)
DROP BAG AND CYLINDER (The bag floats gently up into the sky)	WEST	LOGOUT
GET BRIDGE	WEST	GET UP
GO RAILINGS (Falling, you end up in the middle of the quad) [415/501]	WEST	GET ALL
EAST	WEST	NORTHEAST
EAST	NORTH	UNSCREW LOK SCREW WITH HYPERDRIVER
PUT ID IN SLOT	GIVE TIE TO xxx (Where xxx is the infiltrator. He feels much better and wants to go into the disco at last)	REMOVE ACCELERATOR FROM DEVICE
EAST (You enter the Laboratory)	NORTH (At this point, if you have chosen correctly, the bright lights and noise of the disco will cause the Fin to be unmasked. If not, restore back to the Pub)	FIX FILTER TO WHEEL
DROP CRYSTAL AND BRIDGE	WEST	FIX BRIDGE TO CRYSTAL
PUT ID IN SLOT	DOWN	FIX FILTER TO BRIDGE
WEST	WAIT FOR A TRAIN	PUT FILTER IN CASE
WEST	IN	PUT REGULATOR INTO DEVICE
WEST	WAIT (Until you arrive at Paddlington)	SCREW REGULATOR TO DEVICE
WEST	OUT	WITH LOK SCREW (You save Hydropolis and are congratulated by Sir Playfair, who makes sure you have a nice long rest in a heated aquarium!) [501/501]
DOWN (Onto the Platform)	OUT	
WAIT FOR A TRAIN	OUT	
IN	OUT	
WAIT (Until you reach Eelpout)	OUT	
OUT		

**fish!**

**SOLUTION BOOK**

Produced by John Trevillian  
of Official Secrets, the Adventure, Strategy and Role-playing Club.

Written by John Molloy.

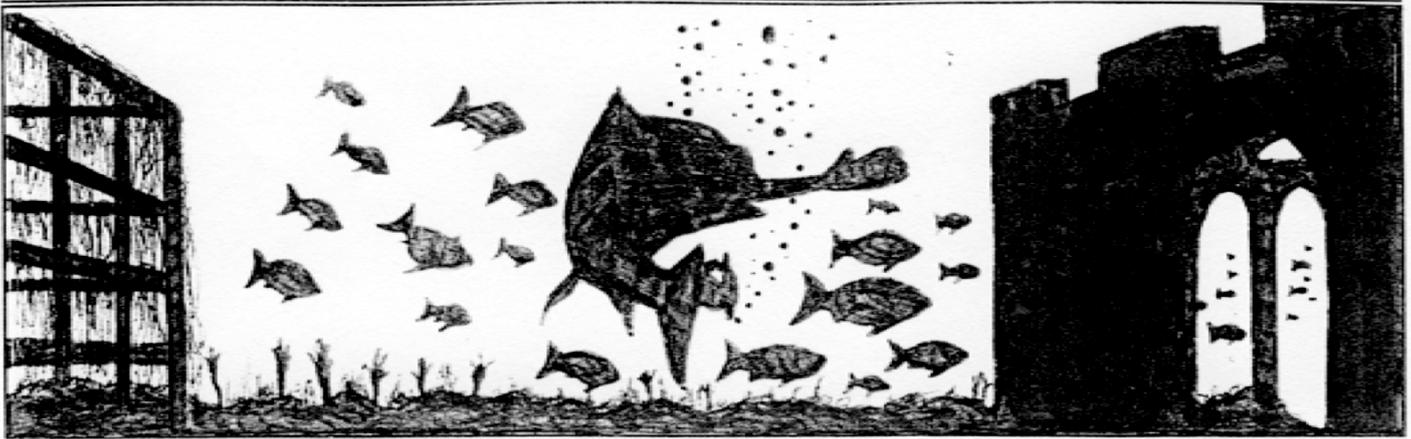
Artwork by Paul Morgan.

No. 5 in a series.

Also in this series: The Pawn, Guild of Thieves, Jinxter, Corruption and Myth.

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# Fish!

## BACKGROUND

Mission HQ is the home of such mysterious inter-dimensional espionage agents as Micky Blowtorch and Agent 10. It is their job to right wrongs perpetrated by an ever-present evil in the fabric of space-time. An evil so hideous that the very name strikes terror in all who fear it. An evil called *The Seven Deadly Fins*. Alright not that much terror, we admit, but certainly a lot of confusion.

In *Fish!* you play Agent 10, one of the top operatives at Mission HQ. You are good at what you do, warping into bodies of various people in many dimensions and correcting the mayhem caused by the Fins. You are very good at it. So good, in fact that the game starts with you taking the ultimate holiday for long service.

You are spending a month as a goldfish in a goldfish bowl. Unfortunately being a fish has equipped you with the necessary experience to handle a difficult mission – perhaps the MOST difficult mission so far undertaken by any inter-dimensional operative. You must save the city of Hydropolis from a death worse than fate! The holiday's over, my friend, you are back at work.

## HOW TO USE THIS BOOK

The *Fish!* Handbook has been designed to allow you to unfold the story and answers of the game without allowing you to stumble upon anything that you are not looking for.

If you have a question about a particular part of the game, then refer to the map, find the name of the location and then look it up under the appropriate heading in Section One. Glance down the list of questions, choose the closest to your problem and then look up the same room reference in Section Two. This contains gentle hints towards the answer. If you are still stuck, then follow the reference to Section Three.

If there is no hint on a particular object, room or whatever, it is not important to finishing the game and can be ignored.

Section Four contains a few bits and pieces which are worth trying once you have completed the game. Because of the way *Fish!* was written it is very hard to do all the things that are possible in the game. Section Four points you to some in-jokes, bad groans and stupid things to try – if you wish.

## GENERAL HINTS 'N' TIPS

*Fish!* was designed with puzzles devised in such a way that having an answer for a given puzzle is useless. For example, knowing the combination to open the filing cabinet in the recording studio is irrelevant. Every person who plays *Fish!* will have a different combination. This puts emphasis on solving the puzzles rather than knowing the answers. You have to know what to do to get the answer – the answer itself is meaningless. Although this is a great idea to stop the magazines from printing *Fish!*