

## **Amnesia**

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Amnesia, for all the hype, is a dreary little game, populated mostly by unpleasant characters, including the one you manipulate through the adventure. Of course, you don't know that at the start, since you wake up unable to remember anything whatsoever.

There are two parts to the game: inside the hotel and out on the streets of Manhattan. The hotel portion is virtually automatic; you are guided along by the program, or actions are chosen for you, so that you have few chances to make any real errors, except possibly dawdling too long in your room. How you want to get through the game is up to you; this file provides you with the absolute minimum for finishing Amnesia, without any frills. Your score will not be terrific (somewhere around 'occasionally absent-minded'), but at least you can finish the game quickly.

Technically, this file really isn't necessary, as the manual provides most of the answers in the back of the book. Even so, for those who want to get this one over with in short order, the information here should be helpful. Of course, you can also mess around the city a bit if you like; that won't help you finish the game, but it might be interesting. Ok, let's get the hotel out of the way first.

In the hotel room, read the Bible, specifically John 1. Here you find a dollar bill. Hang on to it. Do not give it to the bellboy, you need it more than he does. Then go up to the gym, and sit through the silliness with the sauna.

Back in your room, you can drop the bookbag and the satchel. It's always best to travel light.

Get into the tux, answer the phone, then go down to the lobby. You won't be needing your jeans and t-shirt, so just leave them behind. In the chapel, tell Alice 'no' when she asks if you'll marry her. Take the box when she offers it to you. Keep trying to stand after you trip, and eventually you'll make it back to your feet again. Leave the chapel.

If you try going back to your room, the bellboy will come over and ask for a bribe to keep his mouth shut. You can give him the Tiffany box; you won't need it later on. The vault can't be opened right now, so just leave the hotel, because you'll need to find a place to sleep for the night.

The one place to sleep is a tenement on 54th Street. It will probably be either on 9th Ave. or 10th Ave. It was on 9th the first time I played, and on 10th the second time, so just go one block north then head west until you come to it.

Inside, do not force the right-hand door; this will only get you killed (the neighborhood junkies hang out in that apartment). Go left instead. Delightful place, but you can sleep here in safety.

On your way to the tenement, beg once or twice to pick up some extra cash.

You should also get a dollar from someone who asks you directions (you do need the Street Indexer in the game for this; it is totally incorrect as regards Manhattan streets, but the program takes this into account. Obviously, this is some kind of anti-piracy device).

Now, if you want to skip some extra travelling, you can skip this paragraph and go on to the next one. The only worthwhile phone number in the book is the one for Tiny Tykes (TTTT). Call that (remember that ANY phone call you make in the game, you MUST hyphenate the number: 555-1314, \*not\* 5551314, or you'll never get an answer). Listen to the recording, and make note of the address, then take the train down there. You'll get a note from Alice, saying she'll be waiting for you every day at the NY Historical Society between Noon and 2 PM.

Make sure you eat something (beg for extra money if necessary; sooner or later, you should run into the Wacky Wanderer, and pick up some extra bucks), then take the train uptown to the NY Historical Society in time to meet Alice. Be careful that you do not inadvertantly leave the place; it costs \$2 to get in, and money is still necessary here. Walk into the Tiffany Room any time after twelve, and Alice will be there.

Ask her a few questions, about herself, about Xavier, whatever. Then ask her about Denise. She'll get upset and run out; follow her. You will lose her on the street, but that isn't important. This entire episode is the trigger for something of far greater import: outside, you will meet an artist (walk a little bit). He is totally fascinated by your clothes, and eventually you end up exchanging yours for his. You also get \$5, his sketchpad, a piece of charcoal, and some advice: go down to Washington Square park to draw portraits and make some money.

However, you will be doing that tomorrow. Right now, take the train back to the hotel, and get your disk out of the vault. If you don't know the password, you can try going to the Princeton Club. You're not a member, but outside you'll meet someone who will tell you what the password is (or, you can just not bother; the password is in the hints section of the manual). Time is moving on, so after you get the disk, go back to the tenement and just sleep until the next morning.

Eat something, then go downtown to the Park. Sit on the bench, open the pad, and wait. Eventually you will get some customers. It is important here to do things right the first time, otherwise you will have to reboot to restore your position (save before you enter the Park, to be on the safe side).

The first sitter will be a girl; when she asks if she should smile, say No. You'll get a much better portrait, and an extra \$1.50 to boot. The next one will be a cowboy-type. Draw him straight on, not in profile, and you'll pick up \$10. Easy money, huh? Then you'll get an out-of-towner; draw him with his eyes closed. Now keep waiting until Bette shows up. This is the woman you dreamed of in the tenement; your true love.

She'll take you to her apartment. Now you have a decent place to stay, and plenty of food as well. Ask her all kinds of questions, and find out what you can from her. You'll spend the night there. In the morning, after Bette leaves (and has written her

phone number on your arm, in case you suffer another bout of amnesia), go uptown to the Friendly Computer store, and rent time on an Apple, so you can read the disk files. You MUST do this to complete the game.

You'll be able to read all but the last file; in fact, you will never read this one, but it doesn't matter. After reading the files, go back to Bette's place and just hang out. Spend another night there, then after Bette leaves, just wait until she calls you and gives you Denise's phone number.

Call that number, and identify yourself as John. Denise will ask you to come in a half hour or so. It's a trap of course, but you have no options. Get something to eat, then make your way over to the Dakota.

In the apartment, much of the action is automatic. You can give almost any answer you like to Denise's questions, it doesn't matter. Sit tight until Zane leaves the room and gunshots are heard. Denise will take off, and so should you. Any action except leaving will get you killed, so get out of there fast. Go back to Bette's apartment, and get some sleep.

In the morning, wait for Denise's phone call. She'll tell you that they have Bette, and then tells you to come to the Dakota the next day between 8 AM and Noon. This is another set-up. As soon as you hang up, leave the apartment, and go uptown. However, instead of entering the Dakota, go north one more block to W. 73rd, and then one block west. You'll see a service alley. Go in there, and pick up the tire iron, then climb up the fire stairs (note: you cannot do anything in the alley, unless you have first received Denise's call).

When you reach the fourth floor, pry off the grating with the iron. Now you can reach the window, which, as you might expect, is locked. You have a choice here: smash the window and enter, or stay on the stairs. Either way, you will be knocked out, and awaken to find yourself handcuffed to Alice.

Alice, alas, is dying, and there is nothing you can do for her. But, she has a lot of information, and this time, it's the truth. Keep her talking for as long as possible, and you'll have just about the whole, sordid, story.

Now Zane will come along, and drag you into another room. Denise is sitting at the computer, ready to boot the disk, and Bette is brought in, too. I still haven't figured out how Denise was able to bring up the last file, but she does manage it. Anyway, just sit there, and give out the answers to the various riddles, accurately. Finally the fifth file will come up.

Here you must give the last two letters that are missing from AMNES--.. The correct answer, of course, is IA. However, Denise, who suspects a trick, enters TY instead, thereby erasing the file. That effectively ends your direct participation in the game; all the rest is automatic, as guns blaze and people drop like flies. You and Bette safely escape, to start a new life somewhere else. Personally, tho, I think that Bette deserves someone better than Xavier Hollings.....

## **Amnesia**

### **Solution by Odd Magne Ogreid**

#### **Hotel room and health club:**

In the start of the game you wake up in a hotel room remembering nothing - You have AMNESIA.

The first thing to do is to rise out of the bed. Before you look in the mirror you have to answer some questions about what you think your face looks like. Of course the person that you see in the mirror looks very different from what you answered. You find an X-street indexer (like the one in your game packaging) and a dollar bill which you take. Take also the Gideon Bible, the room key and the ballpoint pen.

There will also be a computer of the same type as the computer you are playing the adventure on in the room. If you turn on the computer you find that you have used this kind of computer before.

Someone knocks at the door and you need to find clothes - wrap the sheet from the bed around you and let the maid in - she turns around as she sees that you don't wear anything but the sheet.

The phone will ring and you should answer it. Choose to extend your stay, and pay with the

VISA card. A bellboy appears with a slip with your name - John Cameron III. Tip the bellboy and he will leave.

Next, leave the room and go west in the hallway until you find the door marked EXIT. Enter the stairway and go up. Enter the door to the health club, and proceed through the door marked 'Guys'. Next, enter the sauna where you will faint and experience a deja-vu. You dream that you are in jail.

Scream for help, and the warden will appear. Say FOOD PLEASE and he will bring you food. Finally you wake up on the masseurs table. Tell the masseur that you are feeling better and get the satchel. Open the satchel, and you find some clothes, a bookbag containing a matchbook and an address book. The address book is the same address book that is in the game packaging containing several names and phone numbers. Tell the masseur that you are ready to go back to your room.

#### **Hotel room and chapel:**

Upon returning to your room, you find a white tuxedo lying on your bed.

Undress and put on the tuxedo. The phone will eventually ring. Answer the phone and say that you've put on the tuxedo. Leave the room, and you will meet Luke. Tell him that you're feeling better. Climb up the stairs to the chapel.

Trying to leave the chapel, a woman (your bride) appears. Kiss her, but answer no to wed her. Accept the box that she offers you. You will faint and black out for a while.

When you wake up, leave the chapel. Sit down in the lounge and watch the tv and read the newspaper - now you find out that your real name is Xavier Hollings.

Examine the registration desk, and the bellboy wants to talk to you. Give him the box to make him keep silent. Leave the hotel.

### **Out on the street:**

(The rest of the game can be quite annoying since now you will have to find places to sleep, and you need to rest and sleep just as you need to in real life.

At certain stages in the game you will be asked by people you meet for the nearest X-street for a certain address. Use the X-street indexer that you found in your hotel room for this (it came in your game packaging).)

At some point you will meet a black kid asking you if you want to earn easy money. Answer yes, and you get a bottle of Windex and a dirty rag. Now you can earn money by washing windshields around the Lincoln Tunnel. However, the easiest way to earn money is to BEG, but make sure the police don't catch you.

Calling some of the numbers found in the address book can also earn you some money if you visit these places.

To find a place to sleep, walk to 10th Ave. and walk a bit back and forth between W. 40th St. and W. 50th St., and you will find an abandoned tenement somewhere. Enter the tenement, proceed into the hallway, and choose the door to the left. Enter the doorway leading north. Here, you will find the remains of a bed where you can sleep. Entering the backroom, you will see some bottles which will trigger part of your memory, but the memory fades again. Anyway, you should return to this tenement several times during the game to rest and sleep. Sometimes, you may also find places to sleep in Central Park. You will also have to earn money whichever way you choose (I found that the easiest way was to beg). Use these money to buy food whenever you get hungry, buy subway tokens, place phone calls or use them for other purposes whenever they are needed.

### **Princeton Club:**

Examine the matchbook inside the bookbag, and you will find the address to Princeton Club at W. 43rd St. and 5th Ave. Visit this club and try to enter it. You're not allowed to do so, but returning to the street you meet a woman which hands you a letter. To find the password, read John 1 in the Gideon Bible, and you will find that the password to the hotel safe is WITH GOD.

### **Sunderland Hotel:**

Return to Sunderland Hotel at W. 53rd St. and 5th Ave. Enter the hotel and ask the clerk behind the desk about the vault. He will take you to the Hotel Vault. Here, you type the password WITH GOD to get access to your box. Inside the box you will find a floppy which you should take. Examine the flopppy, and you will find the address of the User Friendly Computer Store. Leave the vault and the hotel.

### **User Friendly Computer Store:**

Find the User Friendly Computer Store at E. 56th St. and Madison Ave. Enter the store, and choose a computer equal to the one that you are playing the adventure on. Rent time to investigate the floppy (this costs you \$7.50). File 5 is bad, so don't bother with this file now. Start with file 4. The answer to the riddle is ONION. To scroll forward, type 'F', to scroll backwards, type 'B', and type 'E' to exit.

Next, read file 3. The answer to the riddle is BALD.

Next, read file 2. The answer to the riddle is QUESTION MARK.

Finally, read file 1. The answer to the riddle is RIDDLE. Exit the file and the computer to leave the store.

### **Tiny Tykes Talent Town:**

Find a telephone somewhere. Enter it and insert a coin. Dial the number marked TTTT in your address book - 555-6200. Now, leave the telephone and find your way to the address you heard at the answering machine.

You find a brownstone located at W. 19th St. and Ave of Americas. Climb the stairs to the brownstone and ring the bell. Enter the door when the buzzer sounds and answer that you are John. Climb the stairs. Take an imaginary cookie from Cecily, and soon Ann will appear. Ann will go and put Cecily to bed. When she returns she tells you that she's got a new boyfriend, and gives you a letter which was left at her apartment. It is from Alice and tells you to meet her at the New York Historical Society.

### **New York Historical Society:**

Find your way to the New York Historical Society located at W. 77th St. and Central Pk. W. between noon and 2.00 PM. Enter and buy a ticket (will cost you \$2.00). Go up to the second floor, and then east to the Neustadt collection. You will meet Alice there. Decline marriage once again.

You can ask Alice about Ann, about Xavier, about the hotel, about Luke, about prison, and anything you like to ask her about. Finally she will mention a woman's name - Denise, and she will leave. Leave the museum.

### **Washington Square Park:**

After you leave the museum, you will meet Tony, which paints portraits. Let him draw your portrait, and then agree to trade clothes with him. He will leave you somewhere in Central Park. Find your way to Washington Square Park and enter the park. Sit down on the available park bench and start to draw people. Two teenagers appears. Let them see one of your sketches. Tell the girl not to smile. Next, a large man wearing a cowboy hat appears.

Draw him looking straight at you. Next, a man named Bud appears. Draw him with his eyes closed. Finally, a woman will appear. Answer yes when she asks you if you draw portraits. After a while she will take you to the place where she lives.

### **Bette's apartment:**

Accept her invitation to share a drink. Kiss her, go over to the bed and make love to her (twice). When you wake up, Bette will leave for work. Soon she will rush in again, writing her phone number on your wrist (555-0042).

Examining the dresser, you will find a radio, a picture and a telephone. Have a look at the picture - it's you in the abandoned tenement. In Bette's apartment you can eat, sleep, listen to the radio, watch tv and play the piano. Spend time in her apartment. Eat and sleep. She will return back to you each evening and leave for work in the morning. If you wait long enough in her apartment, she will call you from work one day. Answer the phone and tell her that it's wonderful that she found a clue. She found the telephone number of someone named Denise (555-5413). Call this number, and say you are Xavier and that you need money.

### **Denise's apartment:**

Find your way to W. 72nd St. and Central Pk. W. where Denise lives. Enter Dakota and tell the gatekeeper that you are here to see Colby and that your name is Hollings. Go right to enter Denises apartment. You're in for a surprise. Tell her that you love Bette. Make her continue to pour drinks so she will get drunk. Tell her that Bette helped you finding her number. Tell her to tell you what happened in Texas. When Zane hears footsteps outside, both he and Denise will leave the room. Now is your chance to leave the building. You'll end up somewhere in Central Park.

### **End of game:**

Find your way back to Bette's apartment at E. 20th St. and Irving Pl. Eat and get some sleep. Bette does not return home. Wait long enough, and the phone will ring. Answer the phone. It's Denise telling you that they got Bette.

Return to Denise's apartment at W. 72nd St. and Central Pk. W. Trying to enter the house the same way as before will result in the police coming to get you. Instead - enter the alley located at W. 73rd St. and Columbus Ave. Climb the stairs and break the window. Fiddling with the grating will result in Zane appearing.

When you wake up open your eyelids. Whisper Alice's name. Ask her to tell you what happened. Tell her that you do not know who the real John Cameron is. Tell her that you do not remember anything about Hollings Pharmaceutical. She dies, and you are tied to a chair. Tell Denise that you will cooperate. Say that you are not close enough to read the riddle.

Read the text and answer RIDDLE. The second answer is QUESTION MARK. The third answer is BALD and the fourth answer is ONION. Answer IA to the fifth riddle. Repeat this when asked again.

When you wake up in Bette's apartment, answer the phone. Tell Bette to read you the story from the newspaper. Tell her that you think love is more important than money.

You have finished the adventure!