

# **WALKTHROUGH FOR IRVINE QUIK AND SEARCH FOR THE FISH OF TRAGLER!**

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# **CHAPTER 1: SPECTACULAR EXPLOITS OF SPECTACLES... IN SPACE!**

THIS IS AN INTRODUCTORY CHAPTER FOR THE HOVERING RETRIEVAL BOT. IF YOU ALREADY KNOW HOW TO USE IT, SAY YES TWICE AT THE START OF THIS CHAPTER OR TYPE "CONTINUE."

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**STEP-BY-STEP COMMANDS TO TYPE TO GET THE GLASSES.**

- > X SHELF
- > DEPLOY
- > X GLASSES
- > TAKE IT
- > TAKE IT
- > DEPLOY

**DO THIS ALL IN ONE COMMAND BY TYPING THEM THIS WAY.**

- > X SHELF, DEPLOY, X GLASSES, TAKE IT, TAKE IT, DEPLOY

**WHEN YOU ARE DONE OPERATING THE ROBOT, GO PORT OR OUT.**

- > OUT

... CONGRATULATIONS, IRVINE HAS HIS GLASSES!

GO TO THE SHIP'S BRIDGE WHEN YOU ARE READY FOR CHAPTER 2!

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## **CHAPTER 2: DARING FEATS OF LANDING!**

THERE ARE THREE SOLUTIONS TO LANDING THE SPACESHIP,  
ALL OF WHICH MUST BE DONE IN THE SHIP'S BRIDGE.

IF IRVINE SAYS HE DOESN'T KNOW HOW TO LAND,  
TRY SOLUTIONS 1 OR 2.

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**SOLUTION #1.**

**LAND THE SHIP WITH COMPUTER GOGGLES.**

*NOTE: ONLY WORKS IF THE CAPTAIN IS CONSCIOUS.*

- > X GOGGLES
- > WEAR GOGGLES

MEMORIZE AND RECALL SEVEN RANDOM DIGITS AT LEAST 3/5 TIMES.

... CONGRATULATIONS, THE SHIP HAS LANDED!  
HEAD DOWN FROM THE EXIT HATCH FOR CHAPTER 3...

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**SOLUTION #2.**

**GET THE CAPTAIN TO LAND THE SPACESHIP.**

*NOTE: ONLY WORKS IF THE CAPTAIN IS CONSCIOUS.*

- > X FLIGHT PANEL
- > GET FLIGHT SHEET
- > READ FLIGHT SHEET
- > PRESS GREEN
- > PRESS BLUE
- > OPEN COVER
- > FLICK SWITCH
- > GIVE FLIGHT SHEET TO CAPTAIN

... CONGRATULATIONS, THE SHIP HAS LANDED!  
HEAD DOWN FROM THE EXIT HATCH FOR CHAPTER 3...

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## **CHAPTER 2: DARING FEATS OF LANDING!**

IF IRVINE SAYS HE DOES KNOW HOW TO LAND, TRY THESE.

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### **SOLUTION #3.**

**GET THE FIRST MATE TO LAND THE SPACESHIP.**

*NOTE: ONLY WORKS IF THE CAPTAIN IS UNCONSCIOUS.*

> PRESS RED, PRESS GREEN, OPEN COVER, FLICK SWITCH

... CONGRATULATIONS, THE SHIP HAS LANDED!

HEAD DOWN FROM THE EXIT HATCH FOR CHAPTER 3...

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### **SOLUTION #4.**

**GET DOCTOR VOSS TO REVIVE THE CAPTAIN.**

HEAD TO THE SHIP'S LAB, ASK FOR HELP, THEN LAND THE SHIP NORMALLY.

> ASK FOR HELP  
> GET GOGGLES  
> WEAR GOGGLES

MEMORIZE AND RECALL SEVEN RANDOM DIGITS AT LEAST 3/5 TIMES.

... CONGRATULATIONS, THE SHIP HAS LANDED!

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### **SOLUTION #5.**

**WITH NIKA'S HELP, REVERSE POLARITY.**

HEAD TO THE SHIP'S ARTIFICIAL GRAVITY CORE, ASK NIKA FOR HELP, THEN REVERSE POLARITY.

> ASK FOR HELP  
> (GO TO THE SHIP'S BRIDGE)  
> REVERSE POLARITY

... CONGRATULATIONS, THE SHIP HAS LANDED!

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## **CHAPTER 3: A MOUSE ON CAT PLANET!**

IRVINE MUST FIND A WAY INTO THE TRAGLEAN CITY.  
CHALLENGES: SURVIVING THE GAME OF CAT AND MOUSE AND  
GETTING THE FUR TO DRASH.

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**CHALLENGING GRASTOR.**

FIRST GET THE FISH FROM THE BROOK. THEN TAKE A SPRIG OF  
TRAGLENIP AND CHALLENGE GRASTOR. DROP THE TRAGLENIP.  
RETREAT, THEN GO SOUTH, WEST, SOUTH, SOUTH, UNTIL YOU ARE  
BACK AT THE CROOKED TREES NORTH OF THE JUNGLE GROVE.

- > X BROOK
- > GET FISH FROM BROOK
- > N, E, S
- > GET TRAGLENIP
- > N
- > CHALLENGE GRASTOR
- > Y
- > DROP TRAGLENIP
- > RETREAT
- > S, W, S, S

... CONGRATULATIONS, IRVINE SURVIVED CAT AND MOUSE!

-----  
**GETTING THE PACK.**

THERE IS FUR ON THE SHIP, BUT IRVINE CAN'T GET IT OFF THE SHIP  
WITHOUT HIS PACK. TO GET THE PACK, GO TO IRVINE'S CABIN, FIND  
THE LOCKER'S PASSCODE, AND OPEN IT.

THE LOCKER CODE CAN BE FOUND IN THE HIRBY'S COMPARTMENT.

- > OPEN HIRBY'S COMPARTMENT
- > GET PAPYR, READ IT
- > PRESS 3142
- > X LOCKER
- > GET PACK
- > WEAR PACK

... NOW IRVINE HAS HIS PACK!

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# CHAPTER 3: A MOUSE ON CAT PLANET!

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**GETTING THE FUR.**

THE FUR IS IN THE SHIP'S CLOSET-- THE TIGER COAT. PUT IT IN THE KNAPSACK (AND CLOSE IT) TO SNEAK IT PAST THE FIRST MATE.

- > GET COAT
- > PUT COAT IN PACK
- > CLOSE PACK
- > STARBOARD
- > FORWARD
- > DOWN

... NOW IRVINE HAS TIGER FUR!

-----  
**GETTING THE PACK OR FUR BACK FROM THE MONKEY.**

A MONKEY HAS JUST STOLEN IRVINE'S CAREFULLY SMUGGLED STUFF. NEITHER IRVINE NOR HIRBY CAN REACH IT ALONE. IRVINE MUST FIND SOMETHING TO STAND ON-- LIKE THE CRATE OVER BY THE WATERFALL. PUSH IT OVER TO THE GROVE, CLIMB IT, AND THEN USE THE HIRBY TO GET WHAT IT TOOK FROM YOU.

- > PUSH CRATE N, PUSH CRATE N, PUSH CRATE W
- > CLIMB CRATE
- > DEPLOY
- > GET PACK (OR GET COAT)
- > GET IT
- > DEPLOY

... THAT'LL SHOW THAT TROUBLESOME MONKEY!

-----  
**GETTING INTO KI'PARANAZAR**

ALL IRVINE HAS TO DO NOW IS GIVE THE COAT TO DRASH. FIND DRASH AT THE CITY GATES AND...

- > GIVE COAT TO DRASH

... HUZZAH! IRVINE IS IN!

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# CHAPTER 4: AMAZING SECRETS OF TRAGLEAN KARATE!

THIS IS AN INTRODUCTORY CHAPTER FOR THE COMBAT SYSTEM IN *IRVINE QUIK*. IF YOU ALREADY KNOW HOW TO USE IT, TYPE "CONTINUE" AND PRESS ENTER.

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**LEARNING TRAGLEAN KARATE.**

GO EAST AND IN TO THE DOJO AND PRACTICE MARTIAL ARTS WITH MASTER MOJI.

- > EAST, IN
- > YES
- > PUNCH DUMMY, KICK DUMMY, SWEEP HIM, THROW HIM

... NOW IRVINE KNOWS KARATE... KIND OF...

-----  
**FINDING COURAGE.**

HEAD TO THE DARK, FOREBODING JUNGLE AND FIGHT GRASTOR. DEFEAT HIM WITH A CLAW ATTACK. THEN TRY TO BREATHE.

- > W, W, W, N, N
- > PUNCH GRASTOR
- > KICK GRASTOR
- > THROW GRASTOR
- > CLAW
- > BREATHE

... NOW IRVINE KNOWS HOW TO CLAW AND BREATHE!

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# **CHAPTER 4: AMAZING SECRETS OF TRAGLEAN KARATE!**

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## **JOINING THE TRAGLEAN RESISTANCE.**

FIND SMITTY THE CAT IN THE SHIP'S LABORATORY. GIVE HIM THE FLOWER, THEN FIND THE SECRET ENTRANCE TO THE PALACE AND GET IN USING THE CODE.

- > S, S, W, U, S, D, S
  - > GIVE FLOWER TO SMITTY
  - > GET HAIRBALL
  - > X CARD
  - > N, U, N, D, E, E, N, N, W
  - > X KEYPAD
  - > PRESS 98843
  - > IN
-

# CHAPTER 5: UNBELIEVABLE KARATE ACTION!

IRVINE MUST FIGHT HIS WAY TO THE FAT CAT'S THRONE ROOM. FIRST HE'LL HAVE TO GET THE KEY TO THE THRONE ROOM, THEN TAKE OUT THE ELITE GUARD AT THE DOOR.

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## DEFEND YOURSELF, GRASSHOPPER!

THE SENTINEL AT THE PALACE BACKDOOR CAN BE DEFEATED BY ANY ATTACK. EACH GUARD AFTER BLOCKS TWO TYPES OF ATTACKS AND CAN BE HIT BY TWO.

	BLOCK	VULNERABLE
SENTRY	SWEEP/THROW	PUNCH/KICK
GUARD	PUNCH/THROW	KICK/SWEEP
PATROL	PUNCH/KICK	SWEEP/THROW
SOLDIER	KICK/SWEEP	THROW/PUNCH

THE ELITE CAN ONLY BE DEFEATED BY A CLAW, AND ONLY IF NO OTHER GUARDS ARE IN THE ROOM.

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## GETTING THE KEY.

IRVINE NEEDS AN IMPORTANT-LOOKING KEY TO UNLOCK THE IMPORTANT-LOOKING DOOR AT THE THRONE ROOM ENTRANCE. FOLLOW THE DIRECTION OF THE BLACK TUBE TO THE STORAGE ROOM, FIGHTING YOUR WAY PAST ANY ENEMIES. EXAMINE THE CRATES AND USE HIRBY TO GET THE KEY.

(FROM THE PALACE BACKDOOR)

- > N, N, E, S, S, S, E
- > X CRATES
- > DEPLOY
- > GET KEY
- > GET KEY
- > DEPLOY

BE CAREFUL OF ENEMIES WHILE HIRBY IS GETTING THE KEY!

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# CHAPTER 5: UNBELIEVABLE KARATE ACTION!

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**DEFEATING THE ELITE.**

HEAD TO THE THRONE ROOM ENTRANCE AND DEFEAT THE ELITE.  
UNLOCK THE DOOR WITH THE KEY AND GO WEST.

(FROM THE STORAGE ROOM)

- > W, N, N, N, N, W, N, W
- > CLAW ELITE
- > UNLOCK DOOR
- > W

REMEMBER, THE ELITE CAN ONLY BE DEFEATED IF IT IS THE ONLY  
ENEMY PRESENT. THE ELITE CAN DO A LOT OF DAMAGE TO IRVINE  
IF HE SPENDS TOO MUCH TIME AROUND HIM.

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# CHAPTER 6: HE WOULD BE... SPACE EMPEROR!

THE CONCLUSION TO OUR THRILLING SCIENCE FICTION ADVENTURE!  
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## IRVINE'S FAN.

IT'S NOT NECESSARY TO WIN, BUT YES, YOU CAN GIVE THE FAN  
SERVANT IRVINE'S JACKET, TEACH HIM OR HER KARATE, OR SEND  
THE FAN FOR HELP.

- > TEACH FAN KARATE
- > GIVE JACKET TO FAN
- > ASK FOR HELP

EVENTUALLY YOU SHOULD MAKE IRVINE GO WEST AND CONFRONT  
THE FAT CAT!

- > W

-----  
**HOW TO SURVIVE HAVING A MICROWAVE CANNON POINTED AT YOU BY  
A POWER MAD OVERLORD.**

WHEN YOU ENTER THIS ROOM, THE FAT CAT WILL BLATHER ON FOR  
A BIT ABOUT HIS EVIL SCHEME. YOU CAN WAIT THROUGH SOME OF  
IT, OR EXAMINE THINGS (DID YOU NOTICE THE FAT CAT WAS  
WEARING A TOP HAT?). DEPLOY HIRBY AND GET THE MIRROR. THEN  
LOOK AND GET THE MIRROR.

- > X FAT CAT
  - > X TOP HAT
  - > X END TABLE
  - > X MIRROR
  - > DEPLOY
  - > GET MIRROR
  - > LOOK
  - > GET MIRROR
-

# CHAPTER 6: HE WOULD BE... SPACE EMPEROR!

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## RESCUING THE FISH!

ENTER THE SECRET AQUARIUM, GET THE FISH, AND EXIT.

(FROM THE ROYAL CHAMBERS)

- > N
- > X RESERVOIR
- > GET DROWSY FISH
- > GET TRANQUIL FISH
- > S, E, O

... YOU'VE SAVED THE FISH OF TRAGLER! HURRAY!

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