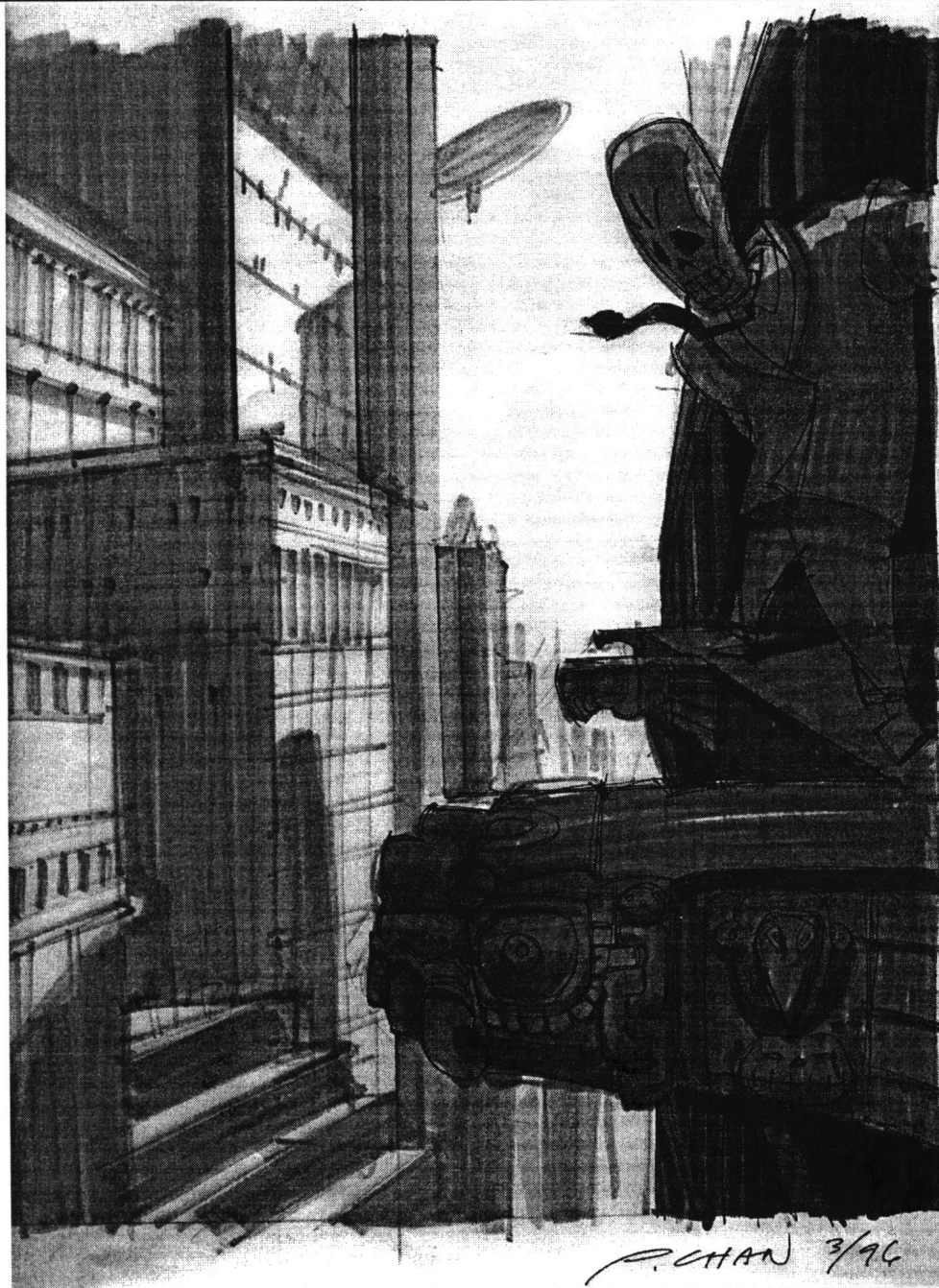


GRIM FANDANGO

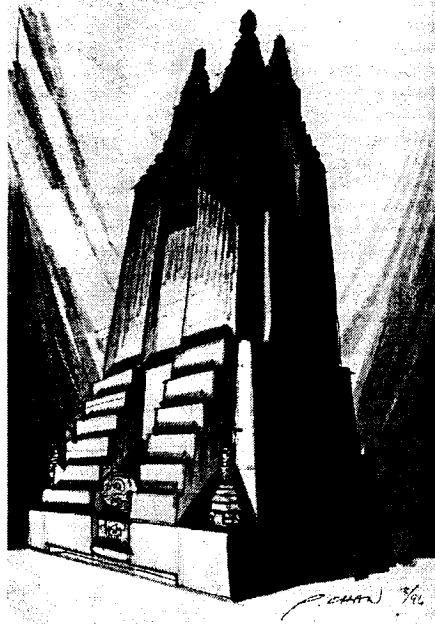


PUZZLE DOCUMENT

Tim Schafer Peter Tsacle
Eric Ingerson Bret Mogilefsky Peter Chan

"This report, by its very length, defends itself against the risk of being read." -Winston Churchill

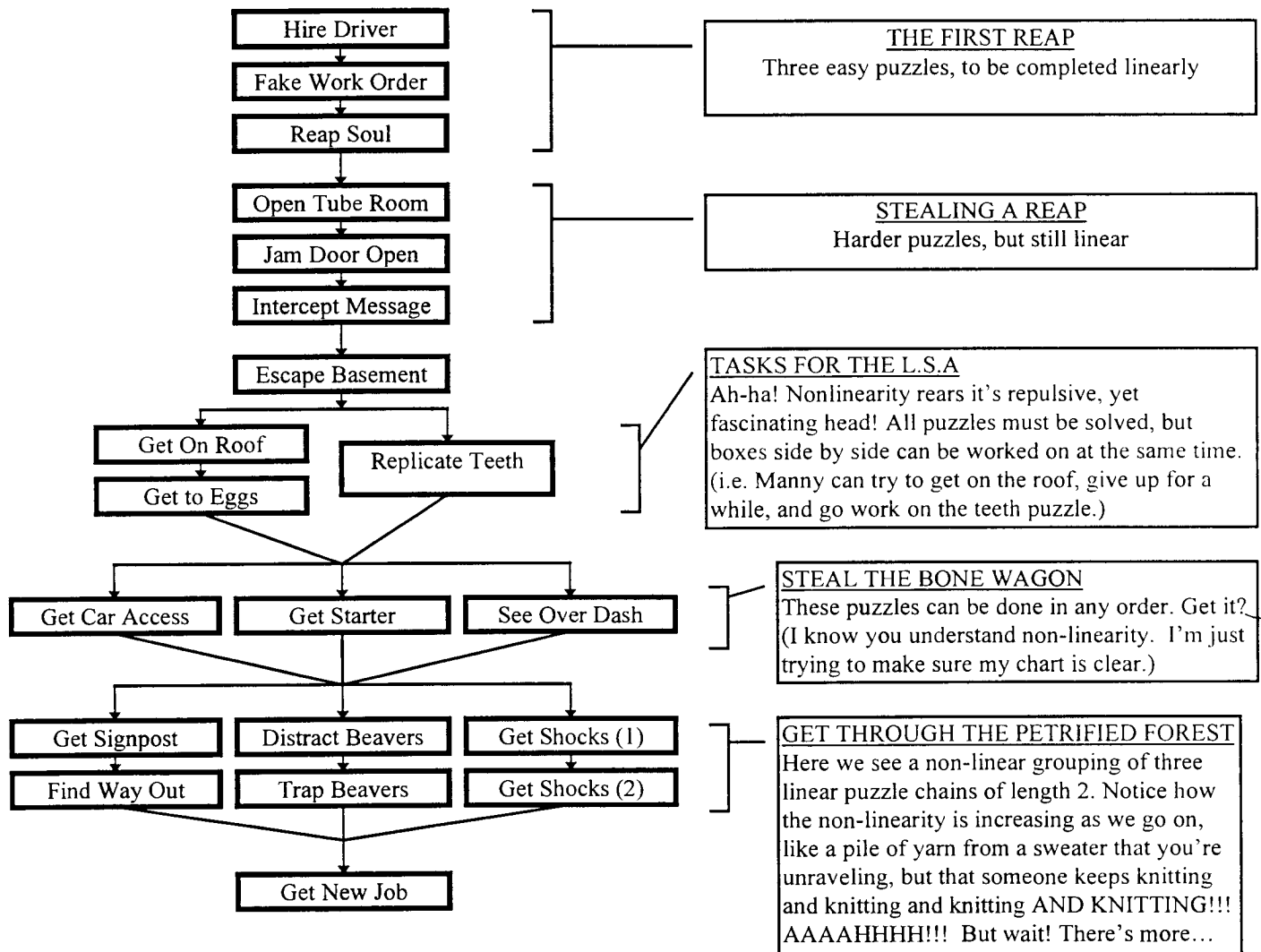
YEAR ONE – EL MARROW



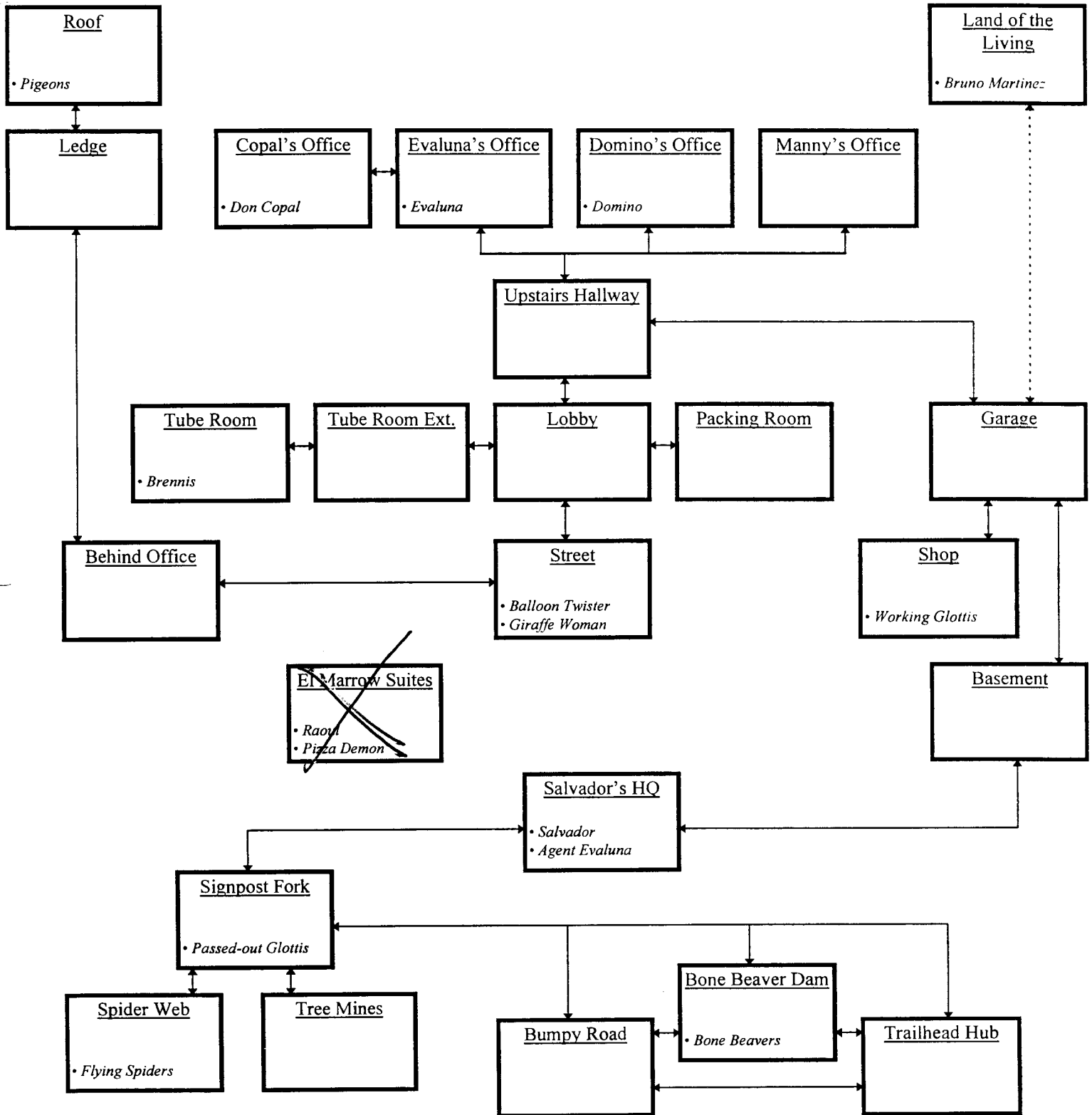
Characters

MANNY CALAVERA.....Travel agent of the dead, desperate for a good soul
MERCEDES COLOMAR..... An innocent woman in the cross fire of con-men
HECTOR LEMANSCrime boss of the underworld's underworld
DOMINO HURLEY Manny's competition. Higher sales, bigger pecs
GLOTTIS Demon driver. Motorhead monster. Blood type: 10W-30
SALVADOR LIMONES Ex-reaper-turned-Zapatista-esque revolutionary
DON COPAL..... Manny and Domino's boss. Bad temper, bad toupee
EVALUNA.....Copal's secretary, Salvador's Chief of Staff
CELSO FLORES.....Client in opening cut-scene. Tough sell
BRUNO MARTINEZSecond client. Done in by bad gaspacho. Mediocre commission
JUAN BRENNIS Tube room repair demon. Shouts a lot
RAOULObsequious concierge of the El Marrow Suites
GIRAFFE WOMAN..... What drives a person to put on a costume like that in this heat?
BALLOON TWISTER..... Making balloon animals for the Day of the Dead festival
PIZZA DEMONUsing Manny's car to deliver in 3 minutes or less
OTHER CHAUFFEURSSleek, ferrety, stuck-up demons
WILD PIGEONSHuman-looking heads don't mean they can talk...yet
FLYING SPIDERS Huge tarantulas with bat wings and marrow-sucking fangs
BONE BEAVERS ... Flame-fur demons with razor teeth. Build damns with human bones

Puzzle Structure – Year One



Location Layout – Year One



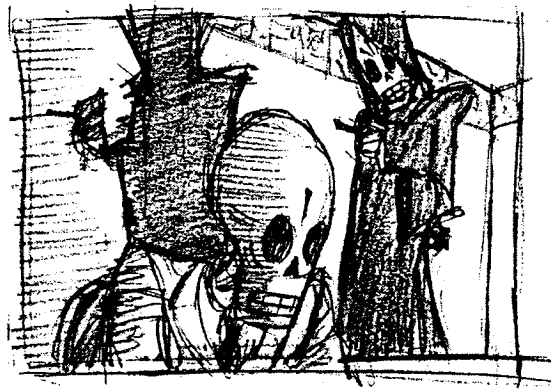
Cut-Scene and Puzzle Descriptions – Year One

Cut-Scene: Intro

In the Department of Death, Bureau of Acquisitions, Manuel Calavera sits in his office with a new client, explaining the travel options available to him. The facts are that the client, Celso Flores, is dead. His soul is destined to travel across the Land of the Dead for four years, until it reaches the border to the next world, the Ninth Underworld, the Realm of Eternal Rest, and crosses over. If he makes it that far.

“IF I make it?”

“Yes there are many hazards,” Manny explains, “Monsters, mountains, a vast ocean—what have you. But, if you qualify for one of the better travel packages, we might be able to arrange a horse, a boat, maybe even a car. Or, if you’ve lead a really good life, you might even qualify for a ticket on the big train—an express that shoots straight across the entire land of the dead in four minutes instead of four years. But, of course, that costs money...”



“Money? But I’m dead!”

“Well, check your pockets. You’ll find you can take it with you. Now let’s see what you qualify for. Hmmm. Just a walking stick, it looks like... But if you don’t mind sharing, I might be able to get you a bike.”

Manny waves goodbye to Celso as he walks out onto the street, wishing him good luck, cursing the poor commission under his breath. He hasn’t had a good client in years. Plenty of rich ones, but none that qualify for a decent travel packages. He needs a saint. A rich saint.

Just then the alarm goes off. “Paging all agents! Mass poisoning! Get to your cars!”

This could be his chance! Pick up that good soul and get back on top of the sales board. Soon he’ll be riding a hot streak, and before he knows it he’ll have worked off his time in purgatory and be able to leave the Land of the Dead forever!

Puzzle #1: Hire Driver

Down in the garage, Manny finds that all the other salesmen are way ahead of him—his clunker is the only car still in the lot. And his regular driver is missing! (He was given the day off by Domino Hurley—Manny’s main competition.) Manny can’t drive himself because the company cars can only be operated by demons of the underworld (This is to prevent the salesmen from going A.W.O.L.), so he’s stuck.

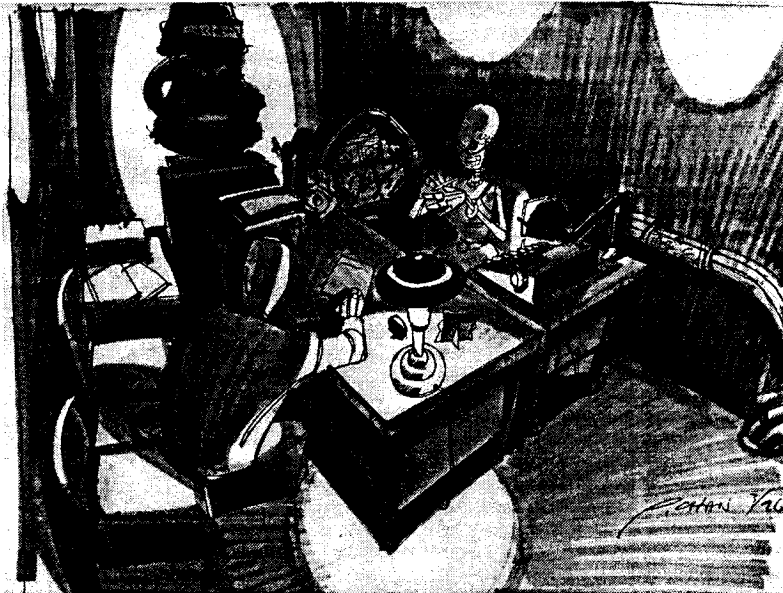
**Solution:**

Manny must go into the autoshop and meet Glottis, the mechanic. Glottis is a demon born to drive, but has never been allowed to do so because “his form is inappropriate.” Manny has to convince Glottis to be his driver, which is not very hard, especially when Manny turns on Glottis’ shop fan and reminds him what it’s like to have his rat ears flopping in the wind.

Puzzle #2: Fake Work Order

Manny finds out why Glottis has never been allowed to drive—he’s too friggin big. Glottis is HUGE! The drivers all make fun of him, because he doesn’t look anything like them even though he’s supposed to be the same sort of demon. He just can’t fit in the damn car. Glottis suggests chopping the top off so he could fit, but he can’t do that kind of modification to a company car without a work order.

So Manny goes up to get a work order from his boss, Don Copal, but Copal’s secretary, Evaluna, tells him that Don has left strict instructions that he is not to be disturbed. To prove her point, Eva buzzes her boss, and receives a curt, “I told you Eva, NOT TODAY!”



Solution:

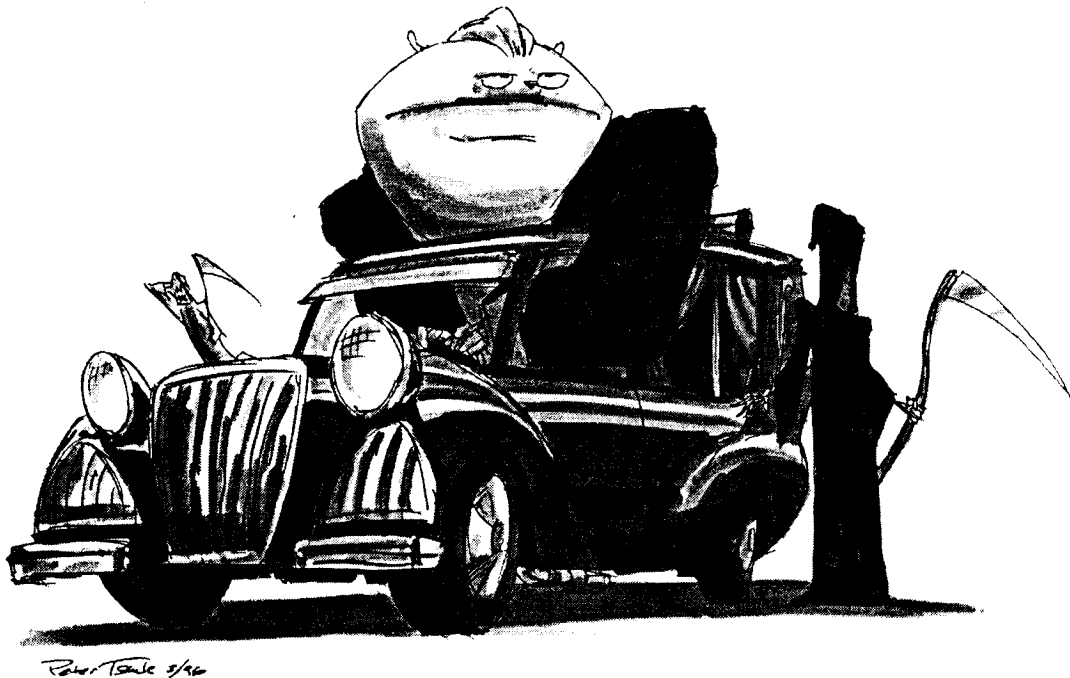
Outside the office, Manny sees a rope hanging out of Copal's window. It's made of ties. He climbs up into Copal's office to find that Don has snuck away. He's probably back to visit the Land of the Living, like everybody else, for the Day of the Dead. Everybody goes back once a year to visit the shrines made for them by their families, except for Manny, who has no family to visit there. Anyway, the boss has set up his computer to play from a list of pre-recorded responses every time Eva buzzes. Manny disables them all and enables, "Look, I don't have time for this. Just take care of it yourself, will ya?" And then goes back around to Evaluna, who hears that message, and signs Manny's work order herself.

Puzzle #3: Reap Soul

The chop-top company car sputters and putts into the land of the living just in time to see the other salesmen leaving with their clients. Everybody's gone, except for one mangy-looking soul. (People in the land of the living look like photos of people cut out of magazines and pasted back together, like Mr. Jenkins from those Dewar's liquor ads. Live people are rock hard and look frozen in time, but when Manny touches them, they get a horrified look of primal fear on their face. Dead people look similar, but there seems to be something wiggling around inside of them. It's their souls, struggling to get out, like a butterfly struggling to escape its cocoon.) Manny must reap this soul before returning to the office.

Solution:

So he takes his trusty scythe and opens the papery cocoon like an envelope, and out pops his client in skeleton form.



Cut-Scene: The First Actual Client

As they pull back into the garage, Glottis points out that if their car were faster, they might get to job sites quicker, and therefore get better clients. Manny says, sure, sure, whatever--Take the work order and make the car faster.

Manny looks up his client, Bruno Martinez, on his computer and, just as he expected, his prospects are bad. Manny tells him that he automatically qualifies for nothing but a pair of running shoes, and convinces him to upgrade to "Parcel Post." He gives Bruno a free mug (Slogan: "Today is the First Day of the End of Your Life") and takes him down to the packing room where he's loaded into a coffin. Then the coffin is filled with sprayfoam—two nozzles shoot out two different chemicals, when they mix they harden into a Styrofoam-like substance. Bruno doesn't mind being totally covered because skeletons don't need to breath, except to keep their cigarettes going.

Speaking of cigarettes, Manny accidentally starts a fire with one in the packing room. So he runs down to the maintenance room and gets a fire extinguisher from Juan Brennis. Juan asks, in a very loud voice, "WHERE'S THE FIRE?" Manny shouts as he runs off down the hall, "In the packing room!" Juan yelps and tackles Manny, puts out the fire himself with Manny's robe.

"What the hell are you doing, Brennis?"

"STOPPING YOU FROM BLOWING UP THE BUILDING! THAT'S A MAGNESIUM-BASED EXTINGUISHER. IF THAT STUFF MIXES WITH THE TWO PACKING MATERIAL INGREDIENTS—KABOOM! I TOLD THEM A MILLION TIMES THAT PACKING MATERIAL IS TOO DANGEROUS!"

[Hmmm...this sounds like the set up for a something. Good thing the payoff's not for another 60 puzzles.]

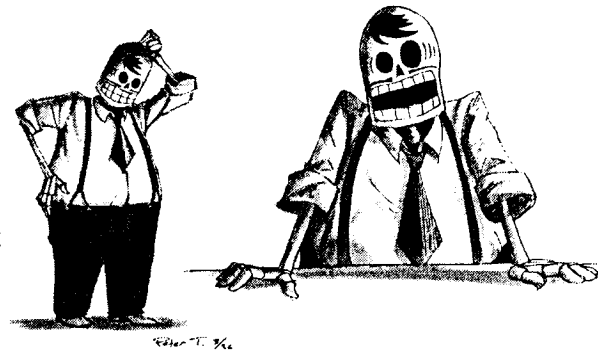
"HMFMPFL!" Bruno tries to yell from under the dangerous foam.

"Now, now, Mr. Martinez," Manny assures him while nailing the lid on, "You'll be perfectly fine. Just don't smoke."

In walks Don Copal. "What the HELL IS GOING ON HERE? You! Calavera! You weren't in my office were you?"

"No. Were you?"

"Very funny. By the way, if you don't improve your sales right away, you're fired. Have a nice day."



Puzzle #4: Open Tube Room

Manny goes to talk to Domino Hurley. Domino is top salesman at the Department of Death, Bureau of Acquisitions. Manny's trying to find out where Domino's getting all his clients. Domino, pounding a speedbag hanging in a corner of his office, mumbles some crap through his mouthpiece about winning attitudes and offers to lend Manny his book on skelentology.

Manny thinks Domino's got a secret source of work orders because of a strange red pneumatic tube that Domino has coming into his office, in addition to all the regular pneumatic message tubes that all the agents have (like at the cash registers at Costco). Manny can trace the red tube down to the tube room, where the automated tube server is wildly spinning around, receiving and dispatching message canisters throughout the Department of Death. Manny wants to get in there and intercept one of Domino's work orders. He gets a key to the deadbolt from Eva, but the lock in the doorknob still stops him from entering.

"Oh," says Eva, "That's not supposed to be locked."

**Solution:**

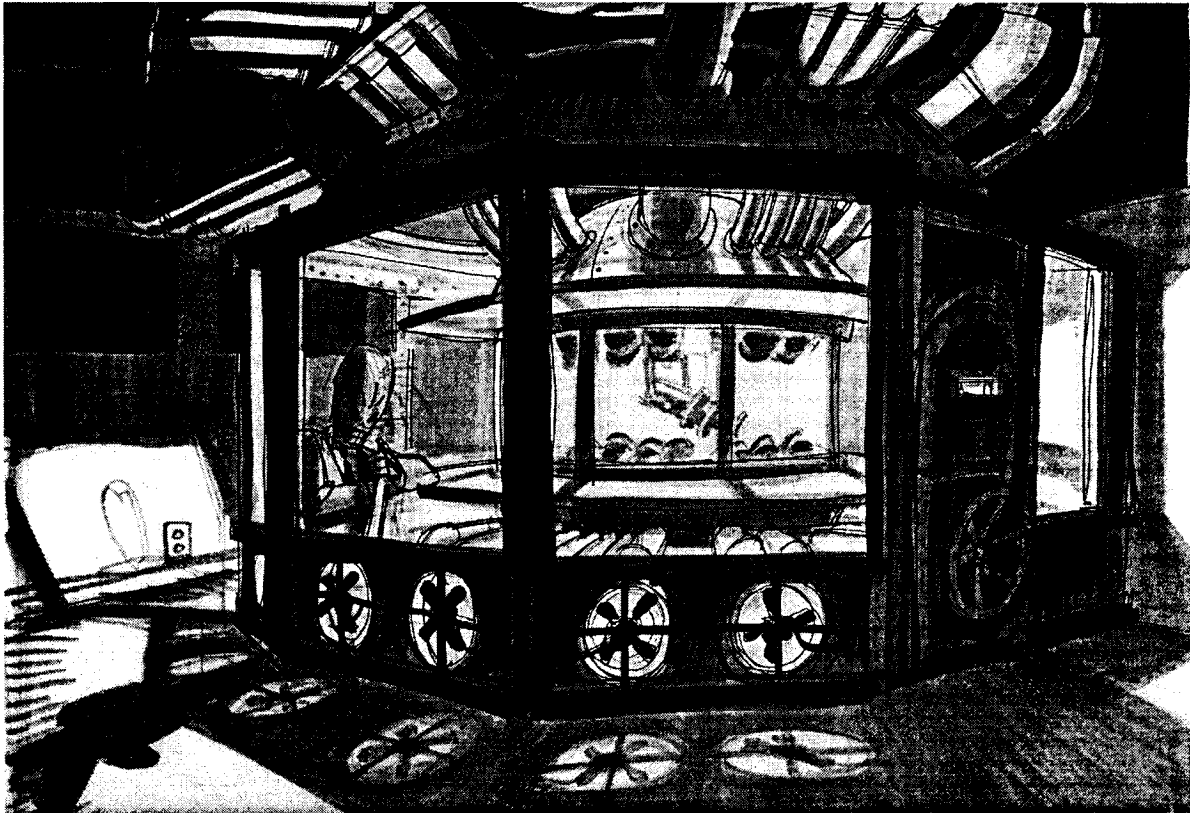
Manny gets some long balloons from the Balloon twister out at the street fair. He fills one up with one of the packing material chemicals, the other balloon he fills with the other chemical. He sends one of the balloons down the pneumatic message tube in his own office. It shoots down to the tube room, but it's too long to fit entirely into the tube server, so it gets ripped in half when the server spins around, smearing chemicals everywhere. When Manny repeats this with the second balloon, the chemicals mix and expand and harden, and the tube server fills with packing material. It's a messy communication breakdown, so they send for Juan Brennis, who comes and opens the room to clean up.

**Puzzle #5: Jam Door Open**

“WHAT A FRIGGIN MESS!” Juan shouts, “IT’S THOSE DAMN MAILROOM PUNKS AGAIN!” He says this no matter how many times Manny pulls this stunt. But he won’t let Manny mess with anything while he’s in there, and when he leaves, he always closes the door, and the doorknob lock is still locked.

Solution:

While Brennis is working on the server, Manny uses the key in the deadbolt and extends the bolt with door open. Then Brennis walks off muttering loudly about mail-room punks, and doesn’t notice that the extended deadbolt stops the door from closing completely and locking. Enter the Reaper...



Puzzle #6: Intercept Message

Manny finds the red tube that leads to Domino's office. There is a slot in the top of the tube, and a small, sliding shaft above it that can be plunged into the slot to arrest air flow when they're working on the tube. The slot has flaps that close back up and keep the tube air tight when not in use. Manny can try to catch a message with this shim, but it's too effective and stops all air flow, so no message ever comes. And when the air's flowing, the canisters move too fast for him to catch one flying through. He has a deck of playing cards he stole from Domino's office. He can shove cards into the slot, but they stop the air flow completely and get blown down the tube (They pop out in Domino's office and he thinks they're some sort of mysterious code). Manny can't seem to stop a canister without stopping the air flow.

Solution:

Until he takes some playing cards to Evaluna's office and runs them through her hole punch. These Swiss cheese cards let air pass through, but stop a canister momentarily. Manny can't open the tube, but he can read part of the work order through the transparent window. All he can see is, "Mercedes Colomar, Client No. 930817-1b49h. Died of chickenpox. Positive Attributes: Volunteered time reading stories to dying children..." That's probably where she got sick, Manny figures. He can't read around the side of the canister to see if they're are any negative attributes. The card finally collapses and Mercedes' work order continues on to Domino's office.

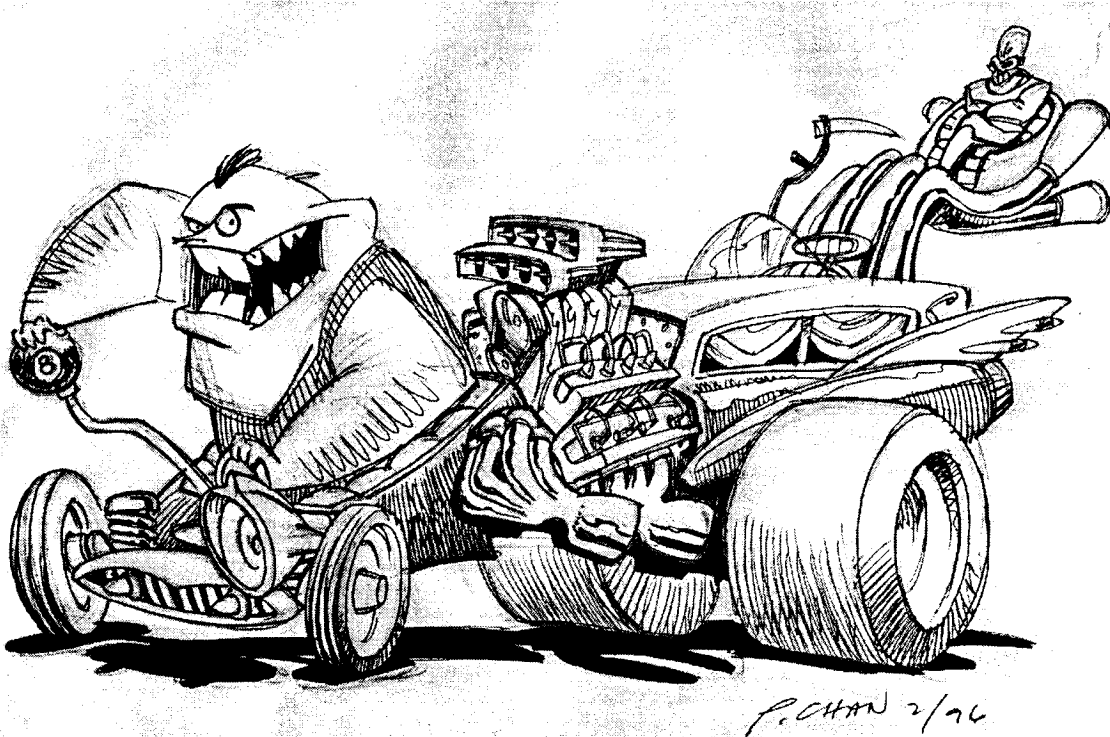
Cut-Scene: Reaping Meche

Manny, knowing he must beat Domino to the punch, races down to the garage but can't see his car anywhere.

"It's in the shop," says Glottis, covered in grease. "Wait 'til you see what I done with it."

"Oh my GOD! Where did you get all that CHROME?"

Glottis has turned the humble company hearse into a 16-cylinder hot rod complete with monster slicks, scorpion-tail exhaust, eight-ball shifter, and an enormous, exposed engine with twin-everything that's taller than Manny himself. Manny knows this is against all regulations, but can't get too mad because it's his fault for getting Glottis the work order.



"*The Bone Wagon*" does deliver, however, passing Domino's V8 in the vortex and causing him to wipe out, choking on fumes. They pick up the lovely Mercedes ("People call me 'Meche.'") and return home to find that she's not qualified for anything more than Celso or Bruno were. Manny frantically searches his computer system, looking for some sort of error, and while he's occupied, Meche slips out into the night.

Manny's busted. Domino tells Don, who chews out Manny bad. It seems that Mercedes is meant to have a ticket on the big train, and Manny just couldn't find it. They show Manny on their computer. They point out that because of the illegal and unethical thing he did, a saintly woman is now wandering loose in the badlands of the dead. Manny screwed up, and they lock him in the basement to wait for "The Big Fez" from headquarters to come down and deal with him.

Puzzle #7: Escape Basement

Manny's in big trouble. Instead of sitting in the basement, waiting to be "sprouted," he tries to find a way out, but there's nothing in the basement except a weird piece of what looks like coral that glows in the dark. Every once in a while a voice comes through the door, asking Manny if he's still in there, asking him if he's sorry for what he did, questioning Manny's loyalty to the company. Manny can grovel and beg as much as he wants, swearing allegiance to the company, but the voice just says, "Good soldier, keep it up. Loyal to the bitter end. Boy, I'd hate to be you when the Big Fez comes!"

Solution:

But if Manny curses the company and swears that he's going to ruin it first chance he gets, the door swings open and the voice is revealed to be not a guard, but Salvador Limones himself, ex-reaper and leader of the Lost Souls Alliance. The L.S.A. suspects the Department of Death, Bureau of Acquisitions has become corrupt, and is planning acts of espionage to subvert it. Due to his previous subversive activity, Manny is welcomed with open arms to the Alliance as it's fourth member; the first being Salvador, the second being a remote agent in far-off Puerto Zapato known only as "The Clown," and the third being Evaluna (who has been working undercover for Salvador this whole time).

**Puzzle #8: Get On Roof**

Salvador offers to smuggle Manny out of the city so he can go search for Mercedes, but only after Manny does some things for the L.S.A. The first task involves Salvador's plan to use homing pigeons to communicate with his field agents (Manny and "The Clown"). He needs to raise the pigeons from birth to train them properly, so he needs Manny to go up on the roof and get him some pigeon eggs.

Solution:

Manny sneaks up onto the ledge outside of Copal's office window (the shutters of which are closed--Manny can hear an intense meeting going on between Don, Domino, and a low, unfamiliar voice). He ties the glow-in-the-dark hunk of coral to the end of the rope (the one made of ties that's still hanging from Don's office window) and throws it up onto the roof, where it catches like a grappling hook and allows him to climb up to the roof.

Puzzle #9: Get to Eggs

Pigeons! Hundreds of them! Thousands! They're all over the roof! At the far side are the nests, full of eggs. Manny can't get through the Hitchcockian flock. He goes down to the street fair and gets the balloon twister to make him a scary-looking cat and puts it down by the birds, but they only laugh at his balloon cat. If he goes down to the street fair and brings up a pile of bread crumbs from the Pan de Muertos stand, the pigeons swarm all over the pile, devour it, but never clear a path to the nests. Rats with wings! (And human heads.)

Solution:

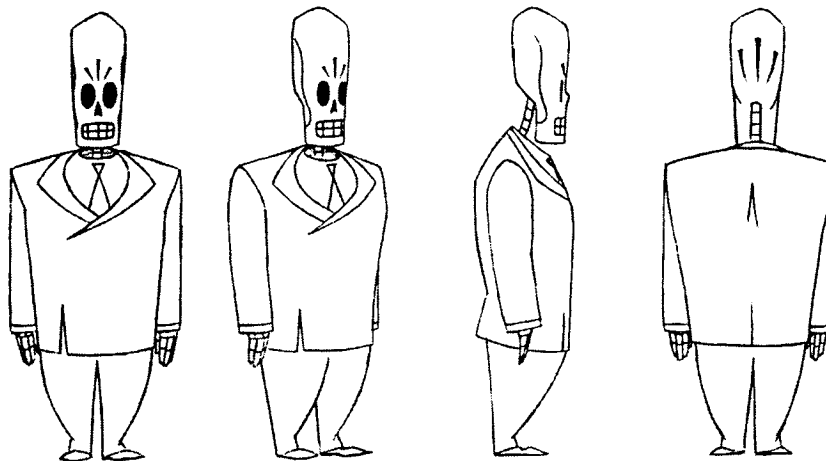
Manny does both: he gets a balloon animal, sets it down, then covers it with the bread crumbs. The pigeons swarm on the crumbs, and eat until they pop the hidden balloon. The sudden boom sends the flock into the air long enough for Manny to run over and pilfer a couple eggs for the cause.

Puzzle #10: Replicate Teeth

The other thing Salvador really needs is access to the company computer system. He suspects that there's something corrupt going on, but he can't prove it without being about to track the electronic activities of the office. Since skeletons have no finger prints, they use their teeth as identification. If Salvador scans Manny's teeth with a laser wand (the kind they use at Macy's to read price tags) he can access the computer system for a day. But if Manny leaves, they won't be able to get back on again. So Salvador won't let Manny leave.

Solution:

Manny sneaks in to Domino's office (Domino's still busy in that meeting with Don and the mysterious stranger) and steals his boxing mouthpiece. He takes down to Glottis' shop and fills it with bondo. While it's still wet, Manny puts the mouthpiece in his mouth and makes a perfect relief image of his teeth; good enough for Salvador to use as a mold, just like a dentist.



Cut-Scene: Out of the Stump

Salvador leads Manny through a long, secret passageway that seems to go on for miles, finally ending at a ladder going up into darkness. He bids Manny farewell and tells him he should head for Rubacava, a port town that serves as the embarkation point for all ships crossing the great ocean. The ocean divides the Land of the Dead, and Mercedes will have to cross it eventually.

"You'll never find her in the forest," explains Limones, "Your only hope is to go to Rubacava and wait for her there."

Manny pops out of a fake stump on the edge of the Petrified forest (while the Hogan's Heroes theme plays). El Marrow is still visible in the distance. Manny hears a monstrous whimpering in the forest. He finds Glottis sitting on a petrified log by a complicated signpost, bawling his eyes out because he's been fired and the Bone Wagon's been sold. Manny consoles him by offering him a job—as Manny's personal driver. A beautiful friendship between demon and reaper is formed.

"Taking away a demon's car is like ripping out his heart," and having said that, Glottis reaches into his chest, rips out his heart, and throws it into the bushes. This doesn't kill Glottis, but it does cause him to faint. Manny, already thinking about how to retrieve the Bone Wagon, doesn't notice the hundred eyes that appear at the edge of the woods near Glottis' heart. They belong to flying spiders: huge, carrion-eating tarantulas with bat wings. A few of them flutter into the clearing like vultures and drag Glottis' heart back into the woods.



Puzzle #11: Get Car Access

The Bone Wagon was deemed inappropriate for government use and sold to some punk who's delivering pizzas with it. If Manny goes back to El Marrow (avoiding the old office) he can see the Pizza Demon shooting back and forth across town in the Bone Wagon (except now, it's got a giant plastic piece of pizza on the roof). It's unstoppable. So Manny orders a pizza. He drops in at the El Marrow Suites and talks to Raoul, the concierge, claiming to be a guest (Using a room number he gets from the Giraffe Woman, see below). Raoul happily obliges, calls the pizza demon, and then flips over an hourglass to time the delivery. But the PD shows up, drops off the pizza and leaves so quickly that Manny has no time to liberate the Bone Wagon.

Solution:

Noting the look of disappointment on Raoul's face when the PD makes the delivery in time, Manny realizes that Raoul is just waiting for this guy to fail. So Manny orders another pizza ("Yeah, send it up to room 805. We're having a party up there!") and uses the lobby phone to call the front desk, luring Raoul away from the hourglass. Then, Manny flips the glass over, making it look like it ran out before the Pizza Demon arrived. This causes a huge fight between the PD and Raoul, a fight that Raoul's been waiting for for a long time, and one that the PD will not concede as a matter of pride. Meanwhile, the Bone Wagon sits unattended in a loading zone, full of slowly-cooling pizza.

Puzzle #12: Get Starter

The Bone Wagon, being a hearse from the Department of Death, can only be driven by a demon. There is no ignition—a demon like Glottis merely grabs the steering wheel and wills the car to start. Manny can try this trick, but he doesn't have the heart of a demon. Wait a second... maybe he does! He runs to the petrified forest and finds Glottis' still-beating heart in the web of the horrible flying spiders. He doesn't want to get too close because all around the web lay bones that have had the marrow sucked out by the nasty beasts. He tries cutting the web with his scythe, but it's too strong and rubbery.

Solution:

Manny gets behind the web and throws a bone in, near the center. He hooks the bone in his scythe and walks back. Far back. And then lets go. And like a sling-shot, the web flings the heart through the air, and back to the signpost clearing. Manny takes the heart back to El Marrow (He could revive him now, but Glottis doesn't want to live without his car. And he's too big to climb through the secret passage) and can now use it to start the Bone Wagon.

Puzzle #13: See Over Dash

But the Bone Wagon was modified to fit Glottis' enormous frame. Manny has no hope of both reaching the pedals and seeing over the dash at the same time. Manny becomes interested in the Giraffe Woman (and she's interested in him enough to give him her room number) because the neck of her Giraffe costume seems to have a periscope in it, to let her see out the mouth. She tells Manny that the costume is getting really hot, and asks him to undo her zipper. Manny can lower her zipper, but nothing comes of it, except for more lame innuendoes from the flirtatious Giraffe Woman.

Solution:

But if he lubricates the zipper with a greasy churro from a nearby stand, he can zip the zipper all the way UP. This makes the Giraffe Woman overheat. She rips off her Giraffe head and tosses it. The unscrupulous ex-travel agent steals the head, and wears it as he tears out of town ("Look! A giraffe driving a pizza-delivery hearse!"), replants Glottis' heart, revives him with a blast of exhaust, and they ride together into the dark, foreboding, Petrified forest.

**Cut-Scene: Copal's Sprouting**

We finally see the scene in Copal's office: Don and Domino yelling about how the Hell Manny was ever allowed to get a hold of a work order not meant for him. Don looks at the third person in the room: an imposing, shadowy figure in the corner, and says, "Mr. LeMans, you can't get too mad at Domino..."

Hector LeMans steps forward and says, "Oh, I can get too mad, but not at Domino. After all, he wasn't in charge of this operation. At least, not until now."

And with that, Hector shoots Copal with a sprouting gun, the flowery dart sticking in Don's sternum. Green veins spread out from the dart with a horrible stretching noise, and as Don screams, his body bursts out in a sickening bouquet of floral agony.

"Dump this mess out in The Meadow," barks Hector, and bring Calavera up here."

"Too late," says Domino, "He was sprouted trying to escape."

Puzzle #14: Get Signpost

The NAVIGATION room is a big clearing, ringed by a hundred trailheads. Manny and Glottis pick a trail, disappear for a few seconds, and then pop back out of some other trailhead. This happens no matter what door they choose. There doesn't seem to be any permanent way out.

Glottis says, "The signpost seems to know which way is Rubacava."

"Hmmm, yes it does. That's because someone planted it that way." Manny's about to try to explain how signposts work to Glottis, when the Bone Wagon accidentally backs into the post, ripping it out of the ground. When they set it back upright, the sign magically twists around on its own until it regains its original orientation.

Solution:

So they pick up the possessed signpost, take it to the room with all the trailheads, and replant it. It twists around and points. Manny and Glottis go out the door it points to.

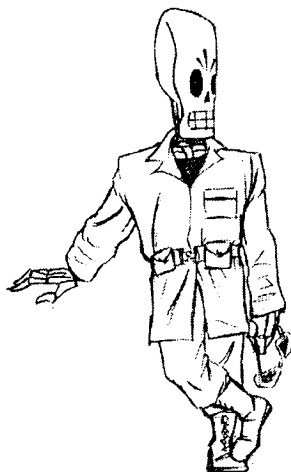
Puzzle #15: Find Way Out

But in a few seconds, they pop right back out again. Stupid sign! Glottis drives over it again. Now it points in a slightly different direction. Everywhere they move it in the room, it points somewhere else; not randomly, there's a gradual change in direction, like it's following a pattern. But no door that it points to leads out for long.

Solution:

That's because it's actually pointing at a spot in the ground. The sign can be moved around like a survey tool, and the spot where all the trajectories of the "Rubacava" sign meet can be pinpointed via triangulation. Manny plants the sign there, and a weird thing happens. The sign tries and tries to point straight down, and ends up twisting so far that it tears open a hatch in the forest floor, like the sign was a big key in a big lock. The hatch opens onto a tunnel, big enough for the Bone Wagon, which tilts in like the Grinch's overloaded sleigh sliding over the mountain top into Whoville. Glottis screams with glee as they plunge heavily into darkness.

"Plunge Heavily Into Darkness," would be a good title for this game.



Puzzle #16: Distract Beavers

Manny and Glottis find a barricade in the forest with a sign: "BEWARE: BEAVERS!" Ha ha, Manny says, crossing the barricade on foot. And there, swimming in a river of tar, are the hungry, demonic, Flaming Bone Beavers! Larger than your normal beaver, their fur is made of flames which seem to be coming from some internal source. The flames melt the tar so the beavers can swim through it as if it were water. They've made a dam in the river out of their usual building material: HUMAN BONES! They spot Manny and attack, chasing him back to the barricade, gnashing their long, sharp teeth.

The Bone Wagon can't get through, because it has to slow down so much to cross the bone dam, it leaves them both too vulnerable. So Manny takes the magnesium fire extinguisher out of the BW, and tries extinguishing the beavers. It works—temporarily. But all the cold beavers have to do to re-light themselves is to touch a lit beaver, and there's no way to put them all out at once.

Solution:

So Manny gets an idea: put them out when they are alone, in the tar, one by one.

Puzzle #17: Trap Beavers

But the problem is, how to get them alone, in the tar, one by one?

Solution:

If Manny gets some of those hollowed-out bones from the Flying Spiders' nest, and tosses them into the tar river, one of the beavers will climb a nearby rock outcropping and dive in on top of it. So all Manny has to do is get under the rock outcropping, throw in a bone, and wait for a beaver to dive in after it. Then, Manny blasts the beaver mid-air with the fire extinguisher. The cold beaver hits the tar and is stuck forever, like a taxidermied La Brea saber tooth. It sinks before its friends notice, however, and Manny is free to repeat the process until all the beavers are mired deeply in the murky flow.

(Just like this family of squirrels that tried to cross a freshly-made road by my house one summer, but I promised Casey I'd never tell her that story.)

Puzzle #18: Get Shocks (1)

The PF also has treacherous roads, filled with boulders and uneven surfaces that would challenge any off-road vehicle, let alone the Bone Wagon which Glottis lowered to within a half-inch of the ground.

“It looks cool, doesn’t it!?” Glottis says, defensively. “I knew I should have put those hydraulic shocks on it. But where am I going to find six-foot high hydraulic shocks out here in the middle of the forest?”

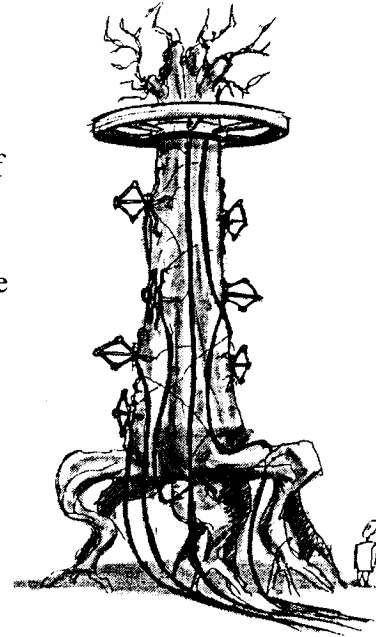
The Petrified Forest, however, is being mined. The concrete trees have a hollow, marrow-like core, just like human bones, and in one location an automated mining machine is pounding away at one. The operation consists of a large compressor on the ground, with several pneumatic tubes running up a large tree, to what look like giant molly bolt anchors. These are parasite pumps that hammer into the trees, drill into their core, and pump out the tree’s marrow through giant tubes.

These anchors would be perfect hydraulic shocks, says Glottis, but how to get them down? The violent pounding of the pumps is offset by a spinning, weighted disk (like a harmonic balancer) on top of the tree. Manny can shut off power to this disk in an attempt to shake the brittle, concrete tree down, but it doesn’t unbalance it enough.

Glottis rolls over a wheel barrow of weights and suggests adding some to one side of the disk. Manny shuts off the disk’s motor, Glottis climbs up, adds the weights, comes down, and Manny turns on the disk again. Still not enough shaking. Glottis will keep going up and put on more weights, but no matter what he tries, the tree wobbles but won’t fall down.

Solution:

Unless Manny turns the disk back on while Glottis is still up there. Aaaah! Glottis can barely hang on, but the weight really rocks the tree good.



Puzzle #19: Get Shocks (2)

But not quite all the way down. If Manny moves the wheel barrow of weights over the pneumatic tubes that power the parasite pumps, he can shut one of them off at a time, but he can't increase their power in order to pound the nearly-dead tree down (okay, so everything in the Land of the Dead is already dead, but now its marrow is almost gone, so it's like, more dead).

Solution:

But if he shuts the pumps down and then restarts them out of synch, he can get all the pumps on one side pounding at once, and then the pumps on the other side, and this sets up a rocking motion that, combined with the demon-enhanced harmonic un-balancer (Glottis), shakes the tree into a million slabs of concrete. The pumps fall to the ground, Glottis can now use them to give the Bone Wagon the six-foot variable axle clearance it needs.

(Note: Get Shocks (1) and (2) can be solved in either order, but I don't feel like messing up the beautiful chart.)

Puzzle #20: Get New Job

Manny and Glottis pull into Rubacava in the wee morning hours, so there's no one on the street to see how high Glottis gets the front end of the Bone Wagon bouncing at stop signs. Manny bribes Dockmaster Velasco for information, and learns that Meche hasn't come through town yet. Manny will just have to get a room in town and wait. In order to pay for that, and keep Velasco well-bribed, Manny has to find a job.

Celso Flores, Manny's client from the intro, is here. He's mopping up at the automat, killing time, waiting for his wife to come through town. He pulls out a picture and looks at her from time to time.

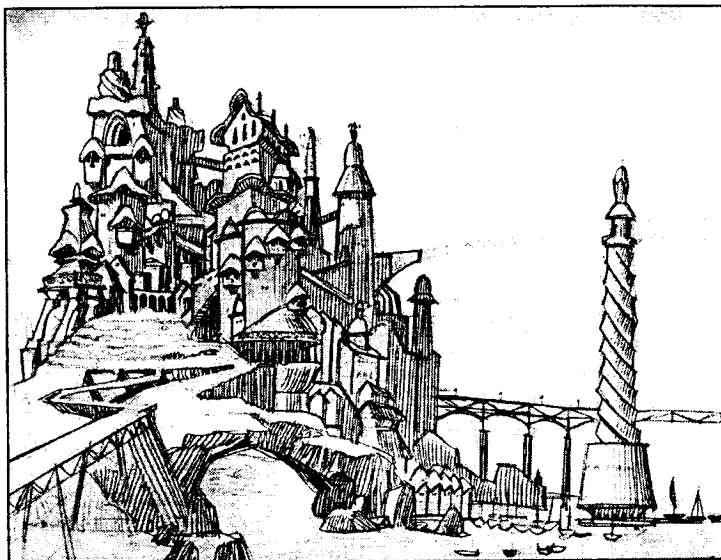
"Hmmm," thinks Manny, "He's got the same problem as me. Better get rid of him."

Manny takes the picture down to the bureau of missing persons, but they won't help him. No one else seems to be up yet.

Solution:

Manny takes the picture down to Velasco who recognizes the woman. He fishes out a record of her buying tickets for an ocean voyage that set sail weeks ago. Manny brings these records to Celso, proving that his wife has already been through town, and points out that she's sharing a cabin with another man. Celso storms off to find her. Manny picks up the mop and starts wringing it out, wondering when he'll get promoted.

YEAR TWO – RUBACAVA



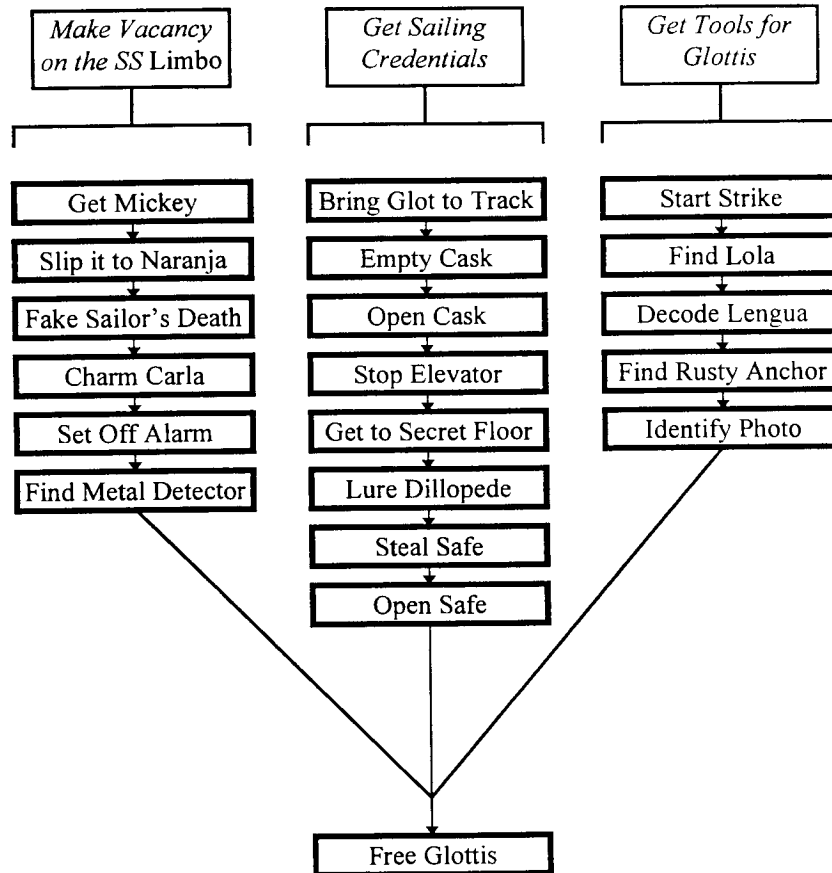
Characters

OLIVIA OFRENDIA Brooding poet and entrepreneur. Owns the Blue Casket
MAXIMINO Runs the racetrack and most of the town, in love with Olivia
CALABAZA Corrupt boss of the dock workers, hates Maximino
LOLA Roaming photo girl, in love with Maximino
NICK VIRAGO Maximino's lawyer, having affair with Olivia
MEMBRILLO Rubacava's coroner. No particular feelings for Maximino
CHIEF BOGEN Chief of Police, behind desk when not picking up protection money
DOCKMASTER VELASCO Knows who comes and goes, tells for a price
TERRY MALLOY Voice of the disgruntled dock workers, martyr of the movement
SEA BEES Large, six-armed, demon bees, swarm around the docks, work on ships
CAFÉ REVOLUTIONARIES Sip lattes, debate communism, socialism, poetry
SEAMAN NARANJA Sailor on the SS *Limbo*, at least until Manny whacks him
[SCRIMSHAW ARTIST] Scrimshaw artist, carver of bone, expediter of dreams
CARLA Working the metal detector at the portal to the Land of the Living
LOUIE Her boss, will search Manny if he doesn't watch out
LUPE Manny's hyper-active coat check girl, has a new system, wants to explain it
RAOUL Has a new job serving rich gamblers in the High Rollers' lounge at the track
CASK ROLLER Rolls wine casks around, drives forklift, very buff, very sleepy
DILLOPEDE Twenty-foot-long demon armadillo, with sharp teeth and a hundred legs
RAVENS Mysterious black birds, seem to be spying on Manny
CHOWCHILLA CHARLIE Weasely guy working a counterfeit scam at the track
DOUG Guy behind photo-finish counter. Who cares what his name is?
RACE CATS Fifteen feet from paw to the scruff of their neck, racing for demon nip
NIGHTCLUB CROWD furs, champagne cocktails, stacks of chips
RACETRACK CROWD stained windbreakers, cigars, racing forms

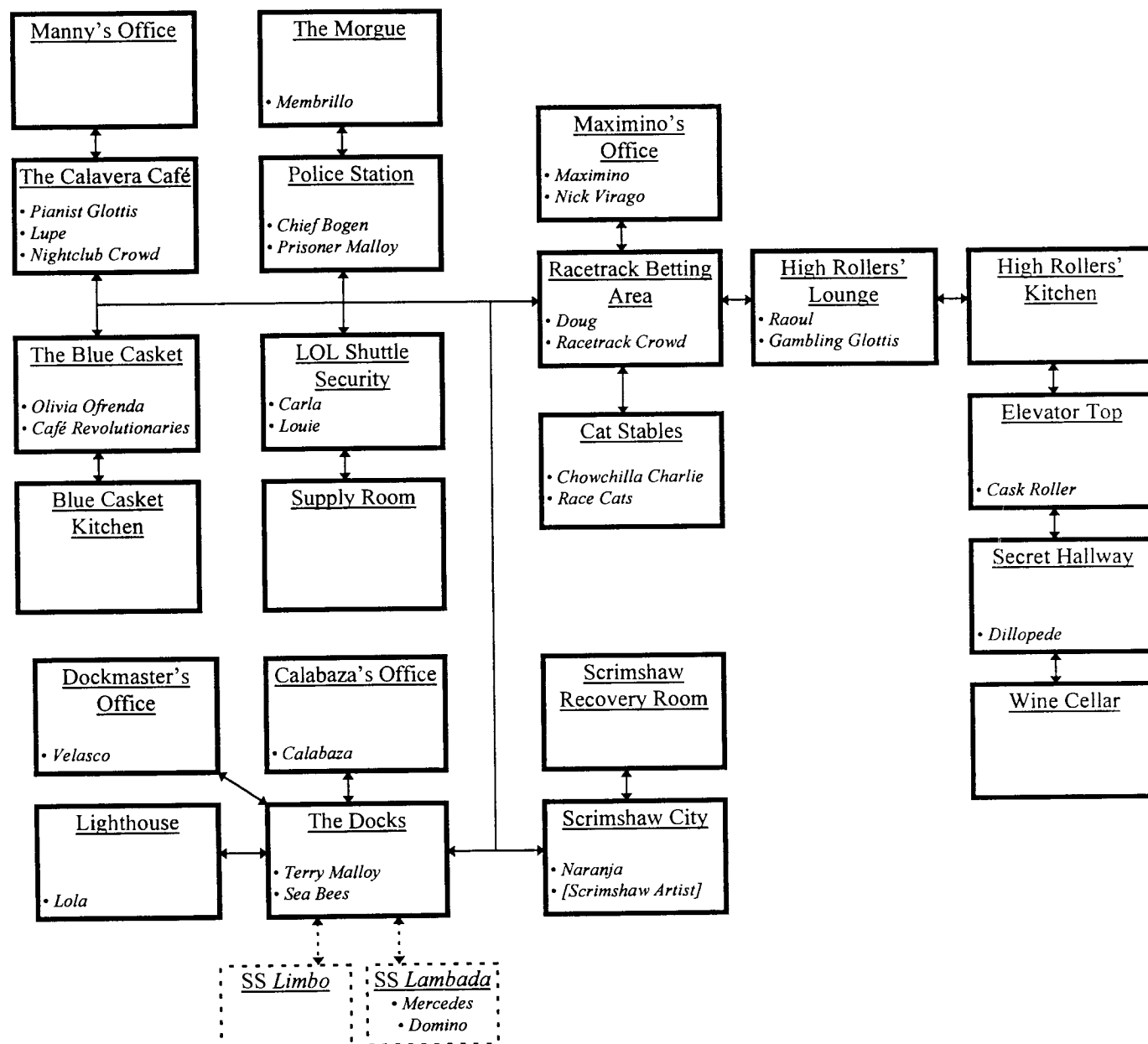
stroke
 Alex
 Connor
 10 to 100
 50 to 100

A: 100

Puzzle Structure – Year Two



Location Layout – Year Two

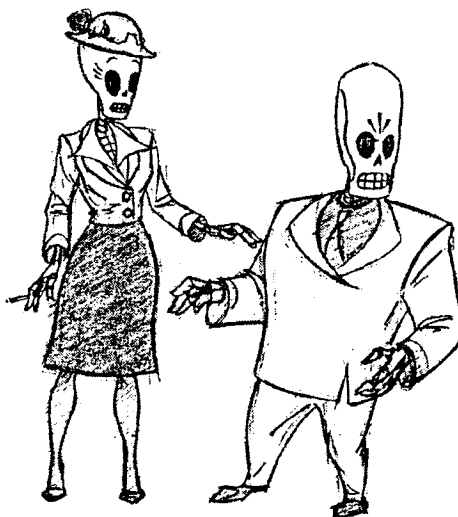


Cut-Scene and Puzzle Descriptions – Year Two

Cut-Scene: Meche Hits Rubacava

Manny has taken over the automat, and turned it into a swanky nightclub. He strolls around the roulette tables and fancy clientele in his white dinner jacket, endorsing checks, nodding at card dealers, shaking his head at doormen. Glottis is playing the piano. Just then Meche shows up! After all this time! And she's with Domino!

Manny hides. If Domino sees him, he'll be ducking seeds. Someone brings him a note. "Meet me outside," Meche says. Manny goes to the alley. Meche is there. She looks troubled. She tries desperately to tell him something but before she can, somebody grabs her from behind and carries her off. Manny chases them to the docks. He sees Domino carrying Mercedes up the gangplank of the SS *Lambada* just as it's leaving the docks. Manny jumps on the retracting anchor and begins to ride it up, but Mercedes leans over the railing and beans him in the skull with a bottle of champagne, knocking Manny to the docks where he helplessly watches them sail off together.



Now he wonders, was Meche really cheated out of a ticket, or did she actually not deserve one? Is she part of the whole conspiracy that Salvador's trying to uncover. Either way, he still needs to find her to redeem himself and get his job back, if he ever wants to get out of the Land of the Dead.

One thing's for sure—his cover's blown. He definitely needs to get out of town.

Puzzle #21: Get Mickey

Manny finds from Velasco that the *Lambada* is headed for Puerto Zapato, and that the next ship sailing there is the SS *Limbo*—but it doesn't take passengers. It's strictly freight. Velasco can get Glottis a job on it as a mechanic, provided he can supply his own tools. But Manny's out of luck. He doesn't have the right credentials, and even if he did, there's no other vacancy on the crew.

One sailor, Seaman Naranja, has not checked in yet. Manny finds him getting some scrimshaw done on his arm, down at Scrimshaw City.

Solution:

At the Blue Casket jazz club, there's a hookah on every table. When customers leave, Manny notices the waiter take the used hookah back in the kitchen, where he takes an eye dropper and dribbles a few drops of hookah water into these tiny coffins filled with what looks like liquid blue Jell-O.

"Shhhh!" he explains, "It's the Coffin Shooter's secret ingredient."

Later Manny sees someone do a Coffin Shooter and pass out cold.

So Manny takes the top off a seltzer bottle, slams it on top of a hookah, and makes a sedative spray bottle.

Puzzle #22: Slip it to Naranja

Naranja is nursing a bottle of his own down at Scrimshaw City, to kill the pain of the dremmel tool being used on his arm. (See, skeletons don't have skin, so instead of tattoo parlors, they have scrimshaw parlors.) If Manny uses any electrical equipment in the operating room, or in the tiny break room (opening the fridge long enough, for example), the dremmel tool slows down and makes a horrible grinding, chipping noise on Naranja's arm. There's a lot of smoke and screaming, and Manny can almost slip the Mickey into Naranja's bottle, but the scrimshaw artist saw Manny cause the slowdown, and is yelling at him too much for Manny to sneak up on the bottle unnoticed.

Solution:

Manny can set up a delayed slowdown by opening the fridge in the break room and pulling out the lettuce crisper so that the door cannot close. Then he can be in the operating room when the fridge motor comes on, and be on the right side of the table when everybody's looking the other way, and therefore free to slip the Mickey to Naranja.

Puzzle #23: Fake Sailor's Death

Naranja passing out does not surprise the scrimshaw artist, who merely grumbles and dumps the sailor on a couch in the break room to sleep it off. Then, he calls Velasco to tell him that Naranja might be a little late on board, since he's passed out. This foils Manny's plan because now the *Limbo* is merely waiting for Naranja to wake up, which he will sooner or later.

Manny wishes the pesky sailor could end up in the Rubacava morgue. The morgue looks like a green house—flowers everywhere. The coroner, Membrillo, is going over the soil with a forensic garden weasel, taking soil samples, freezing petals with liquid nitrogen and plucking them off with tweezers, weird Quincy-stuff. Instead of toe-tags, there are these little plant stakes, the kind that usually say, "Boston Fern," but here they say stuff like, "John Doe."

Solution:

So Manny takes the dog tags off the sleeping Naranja, and plants them in one of the John Doe flower pans down at the morgue, and waits for Membrillo to discover the tragic end that befell Naranja.

Puzzle #24: Charm Carla

But all Membrillo does is complain about what crappy tools they give him to work with here in Rubacava. Especially with the mysterious rise in sprouting deaths in the last couple months (due, we find out, to increasing involvement of Hector LeMans in the town's organized crime scene), he wants a better garden weasel. Hell, he wants a metal detector!

Manny thinks of the security station at the gate for the shuttle to the Land of the Living. He knows Carla there has a metal detector, but she's being aloof.

Solution:

So Manny uses his charms and suggests that she take a break from work and maybe have a drink in the supply room (Manny can get all kinds of fancy booze from his club, like gold-flake liqueur, etc.) He whips out his flask of rye just like Bogart does with the bookstore clerk in The Big Sleep. And it works just the same. Except they don't have sex, as far as we can tell.

A Note on Skeleton Sex: The Grim Fandango policy is "Don't ask, don't tell."

Puzzle #25: Set Off Alarm

She accepts the offer, but Louie, her boss, won't let her leave her post. So Manny sets off the walk-through metal detector, hoping that she'll have to take him into the supply room to search him (where he can hopefully snag a hand-held metal detector, see?) but Carla just waves the detector wand over him and finds all his metal objects until he stops beeping. He needs to set off the alarm in some way that necessitates a strip search.

Solution:

Manny chugs enough of that gold-flake liqueur to set off the metal detector (if he chugs it and doesn't walk straight to the gate, he burps it out in a golden belch), and since no metal object can be found on him he is taken into the supply room to be searched.

Puzzle #26: Find Metal Detector

Carla has her glasses off and her hair down and is deep into the story of her life, but Manny keeps asking about her hand-held metal detector. She eventually gets offended by his misplaced interest and chucks the thing out the window, and storms off back to work. Manny goes outside to find that the device has landed behind the race cat stables—right in the giant, demon cat litter box. Yuck. No digging through there.

Solution:

Manny whips out his trusty scythe (it folds up like a blind-man's cane, you know) and waves it over the vast kitty litter. The metal detector is discovered when the scythe passes over it and it beeps.

Manny takes the detector back to Membrillo, who starts using it on the John Does, and eventually turns up Naranja's dog tags. He notifies Police Chief Bogen, who calls Dockmaster Velasco to tell him that Naranja is dead. Velasco will now hire Manny, if he gets the proper union papers.

"Labor is brutal here in Rubacava," Velasco explains, "You gotta play the game or you'll end up like Naranja."

Cut-Scene: Lola's Picture

The first time Manny walks into the Blue Casket, he sees a very incriminating scene: Olivia Ofrenda, the sultry club owner, and Nick Virago, shady consigliere to gambling kingpin Maximino, coming out of Olivia's office, fixing their hair. As they emerge, there is a final embrace between the two that is caught in a snapshot by Lola, the roaming photo girl. A very dangerous photo for Nick, whose boss is in love with Olivia and is always telling him so. Nick is enraged because he knows Lola took the picture to show it to her old boyfriend Maximino to get him to forget about his obsession with Olivia and come back to her! My god, what a soap opera!

Anyway, Nick's pissed and goes chasing after Lola in a fearsome manner.

Cut-Scene: Lola's Note

Later on in the game, when Manny return's to his club, he is waylaid by the new coat check girl, Lupe. She is very industrious, and wants to show Manny her new coat-check system. She found all these tiles in the back room from when the place used to be an automat and... Manny interrupts—he wants his messages. She has one for him from Lola. But when she looks for it, it's missing! She swears it was here, but it's like somebody stole it. It couldn't have been lost, because she has a new system to keep track of messages...

Puzzle #27: Bring Glot to Track

Manny goes to Alphonso Calabaza, corrupt controller of all Rubacava's labor activities, hoping to get a fake union card. Calabaza says, "Sure, but you gotta do me a favor." Oh, it's a you-scratch-my-back-I'll-scratch-yours kinda a town.

It seems that Calabaza had a large suitcase full of counterfeit tickets—tickets for the big train that takes saintly people out of the Land of the Dead. Hector LeMans gave him the tickets to hold for safe keeping. Calabaza wanted to use the tickets for collateral on a big gambling loan from Maximino down at the track, but he knew Maximino could spot a counterfeit. So he switched the counterfeits with the genuine tickets in the sailors' pension fund. He put the real tickets up for collateral, lost the bet, lost the tickets, and now Hector wants his counterfeits back. Calabaza needs the real tickets to get the counterfeit tickets, and to get the real tickets he needs Manny to sneak into Maximino's and get them. Alphonso gives Manny a pass to the track's High Rollers' lounge, hoping this will help.

In the High Rollers' lounge, Manny runs into Maximino, who's just stepping out of what looks like a service elevator behind the kitchen. "Had to go visit the vault, you know," says the chummy Maximino. They make gambling-establishment-owner-small talk, and then Max has to go meet with his lawyer, Nick Virago.

Manny tries to go down the elevator, but it's guarded by the burly guy who rolls the wine casks around. The only other thing that seems welcomed in the elevator is full wine casks coming up, and empty wine casks going down.

Clever Manny can try to climb in one, but when he tries emptying one of the wine casks in the kitchen, the spilled wine pours out into lounge, bringing Raoul running. Manny needs a large container that can hold a lot of wine. He needs Glottis.

Solution:

So, knowing how much Glottis loves gambling, he gives Glottis his High Rollers' gambling lounge pass, and Glot goes running.

Puzzle #28: Empty Cask

Glottis goes to the lounge and gambles, and smokes cigars, and orders wine (which has no effect on him because he's a demon). But when he drinks enough to empty a cask, Raoul and Aitor switch the casks before Manny can get in.

Solution:

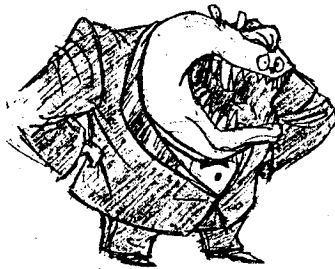
So while Raoul is in the pantry, Manny closes the door and shoves his scythe through the handles, locking in the claustrophobic Raoul. Raoul bangs and bangs on the door, shaking a Costco-sized can of olives off a shelf and down on his head, knocking him unconscious. Glottis gets impatient waiting for a drink, and storms into the kitchen. He can't find Raoul, but he does find the wine, and chugs the whole cask.

Puzzle #29: Open Cask

The only opening on the cask is the serving spout, which is not big enough to admit Manny inside.

Solution:

Manny goes down to the race cat stable and gets a giant can opener; the kind they use to open those cans of giant cat food (It was behind a plaque commemorating "Sanspoof," a heroic race cat who was tragically killed only two weeks into the racing season in the fiery wreck of the Airship *Olivia*—a blimp commissioned by Maximino that crashed, ironically, on its maiden voyage.) It's essentially a small circular saw that Manny clips on the rim of the cask and sends traveling around the edge, cutting open the top so he can crawl inside.



Glottis, tired of waiting for his wine, comes into the kitchen and sees Manny's scythe on the pantry door. He removes it and finds Raoul on the floor.

"Raoul! Wake up and bring me some wine," he says while Manny sneakily picks up his scythe and pulls it into the cask with him.

Raoul finds the cask empty of course, and sends it down the elevator to be replaced.

Puzzle #30: Stop Elevator

The cask roller guy dumps Manny's cask off in the basement, picks up a full cask with the forklift, and goes back to sleep upstairs. Manny can ride the elevator up and down to his heart's content, but it's an express elevator. It only goes all the way to the top, and all the way to the bottom. In the middle, Manny sees a secret floor which must be "the vault," but he can not get the elevator to stop on this floor.

Solution:

So, while the elevator is passing the secret hallway, going up, Manny drives the forklift so its blades stick out of the elevator door, catching on the roof of the secret hallway, and stopping the elevator dead.

Puzzle #31: Get to Secret Floor

The elevator is stopped, but the floor of the elevator is almost in line with the ceiling of the secret hallway, with just enough space between them for the forklift blades. Not enough room for Manny to squeeze through.

Solution:

While the elevator is pinned that way, Manny jacks up the blades on the forklift, forcing the elevator down enough so that Manny can walk through the door and into the dark hallway. At the end of which is the safe Manny's looking for.

Puzzle #32: Lure Dillopede

Manny also finds, chained to the safe, a twenty-foot long Dillopede. This demonic creature has the shell and face of a large armadillo, but the segmented body has many more segments than usual, making it look like a centipede. It runs to the length of its chain and rears up on the last of its hundred legs, gnashing it's razor teeth at Manny, reaching for him with it's hundred claws. It's chain is caught on something that prevents it from coming any closer to Manny.

Solution:

Manny loosens the chain so that the Dillopede can chase him all the way into the elevator, where he hopes to catch him.

Puzzle #33: Steal Safe

But he can't close the door on the Dillopede because of the forklift, and he can't move the forklift because of all the pressure holding it in place.

Solution:

Manny pushes the "Down" button, and which loosens the forklift and closes the door on the Dillopede's chain. But the elevator keeps going down fast, pulling the safe out of the wall, down the hall, and to the edge of the shaft. The elevator opens at the bottom, and the now free Dillopede is about to attack Manny. But the safe falls over the edge and crashes through the ceiling of the elevator, and bursts through the floor, taking out the forklift. (The hole in the floor exposes bay water underneath, hundreds of feet below.) The Dillopede looks at the trailing chain that's being ripped through the cabin. The chain reaches it's end, and pulls on the Dillopede, yanking him out the door, up and over the elevator, and tries to pull him through the hole made by the safe, but the Dillopede's too long and gets caught. He's mad but incapacitated.

Puzzle #34: Open Safe

So, the safe is hanging over the bay water which runs under the arch of land that the racetrack is built on. The chain runs from the hanging safe, up into the elevator to the roof, where it is tied around a very mad Dillopede, who is on top of the elevator.

Manny can run the elevator up to the top of the shaft. The safe then hangs halfway down the shaft, and can be seen in the light from the secret hallway.

So the problem is, the safe is still locked, still out of reach, and still tied to a monster.

Solution:

Manny starts the safe swinging by pulling on the chain. It swings back and forth into the secret hallway. Right when it swings inside, Manny pushes "DOWN." The elevator moves down and the safe hits the very edge of the secret hallway and balances there. The elevator keeps going down, hits the safe, bends it until the door pops open and Manny can get at the tickets inside.

Just then the Dillopede jumps down, trying to be scary, but it continues down through the hole in the floor, falls to the length of the chain, jerks the open safe free of the elevator, and they both go tumbling down into the ocean.

As Manny walks out of the racetrack with the tickets, Calabaza and a couple of his goons step out from behind a sign ("Tuesday is Kitty-Hat day!!!") and take the tickets. They give Manny the union card. Thank goodness for corruption.

Puzzle #35: Start Strike

Now they need some tools for Glottis. Down at the docks are the Sea Bees—human-sized Bee Demons, with four buff arms each. They swarm around ships and do all the nautical engineering, maintenance, etc. The Sea Bees have the nautical kind of tools Glottis needs, but they're using them. Manny has to start a strike, and get the bees to lay down their tools and picket. (They really should be protesting Calabaza's corruption, anyway.)

Solution:

Gathered around a barrel fire are some semi-disgruntled bees who can't work because they haven't been giving enough kick-back money to Calabaza. Among these is Terry Malloy (who looks surprisingly like Marlon Brando from On the Waterfront, in a "bee" sort of way). Manny gets some communist labor writings from a table full of young intellectuals at the Blue Casket, and gives them to Terry. (Manny befriends the intellectuals at the café by showing them notes from Salvador—a now-famous revolutionary. Manny's been getting notes from Salvador now and then via the carrier pigeons that came from those eggs Manny stole a year ago. Salvador puts a note in the bird's mouth, and then shows it a picture of Manny, and it finds him, wherever he is. Oh yeah, and they have human heads.) Terry starts reading to the workers from the manifesto, and just as it looks like the workers may strike, some of Bogen's cops come with bee smokers, stop the whole thing, and throw Terry in jail.

Puzzle #36: Find Lola

Manny tries to get Terry out of jail, but the cops are owned by Calabaza. Bogen says, "That bee better have a pretty good lawyer."

[Bogen himself is corrupt in many ways. We see him walk into Manny's club early on and bet on number two. He always bets on number two—and wins. Manny can watch the fix in action if he goes up stairs to his office. There he finds a electric table diagram. He can turn on the microphone at Bogen's table. He hears him bet on two. He watches the number two light up on the diagram, while the other numbers strobe with the spinning roulette wheel, eventually stopping on two. Manny can mess this up by pushing another number after the two lights up. Whatever number Manny pushes—that's what wins. Bogen loses and storms out of the club, fuming. But Manny doesn't want to do that because he set this system up himself. It's his way of paying protection money so that Bogen doesn't raid his club.]

Manny goes to get the best, least scrupulous lawyer he knows: Nick Virago. He catches Nick on the way into a meeting with Maximino, and pleads his case. But Nick won't help. He hates commies. Manny knows that if he can get his hands on that picture Lola took of Nick with Maximino's new girlfriend, he could probably get Nick to do anything he wanted.

When Nick's going through his stuff, he drops a key on the ground. He laughs to himself, opens his steel briefcase, and when he thinks Manny's not looking, he stuffs the key into an envelope that says, "To Manny, from Lola!" Nick must have stolen it from Manny's club.

But when Nick goes in to talk to Max, Manny tries opening the briefcase. It opens easily, but there's nothing in it. Nick comes back out, opens the briefcase, and finds it full of papers and the note. Manny opens it and finds nothing—just like Oscar Goldman's exploding briefcase! There must be a secret compartment somewhere, and some special way of opening it, but he can't find either one.

Solution:

So he takes it down to Carla. She asks him to declare the contents, he says, "BOMB. I think. I found it unattended." The security force freaks out, and they drop the case into a bomb squad container and explode it. In the rubble, Manny finds a bunch of shredded metal, and a key.

Puzzle #37: Decode Lengua

The key opens the door to the lighthouse, which Manny climbs to find Lola at the top. She looks fine in the dark, but when the light scans over her, Manny sees she's mostly sprouted. She can barely talk. She tells Manny how Nick sprouted her. She hid the picture, though, so he didn't get it. Manny asks her where the picture is, but she turns into a pile of forget-me-nots, and blows away over the ocean.

Nothing is left behind except for a strange 3"x5" piece of Plexiglas, with a picture of a tongue on it, and some writing: "No. 22—Lengua."

Solution:

Manny eventually recognizes this as the cover to one of the doors at the old automat. He remembers Lupe's new coat check system and, sure enough, when he gives the Lengua tile to Lupe, he gets Lola's coat. And in the pocket is a slip of paper, upon which is written, "No. 36—The Rusty Anchor."

Puzzle #38: Find Rusty Anchor

Well, Manny goes to the old bar called The Rusty Anchor, but it's been closed ever since the gangland bombing last month (which also has to do with Hector LeMans, and is the reason for all the bomb paranoia at the Land of the Living shuttle). There's an actual, old, rusty anchor down at the docks, but it doesn't offer any clues. If Manny goes down to the Blue Casket and ask Olivia, she'll recite her poem, "The Rusty Anchor." And Manny can also ask Glottis, if he's still at the piano, to play the old sea chantey, "Rusty Anchor." There's a guy in town named Rusty Anchor, as well as a cat at the track. It's almost as if someone were trying to stick in annoying red herrings.

Solution:

But if Manny brings the slip of paper into Scrimshaw City and ask for "No. 36—The Rusty Anchor," the scrimshaw artist will look it up in his book of designs, and on page 36, he finds a photo shoved in on top of his rusty anchor art.

Puzzle #39: Identify Photo

Manny takes the photo, but finds it not to be of Olivia and Nick. It's a photo finish picture from the track. It shows a couple of cats, collar-and-collar at the finish line, being cheered on by spectators wearing silly souvenir cat-ear hats. Up in the air is a blimp with the electric message, "MARRY ME, OLIVIA!"

Manny goes down to the photo finish booth, thinking Lola must have switched the blackmail photo with this one. So all he needs is to ask for the photo finish shot for the race in the picture, and he'll probably get the photo of Nick and Olivia, right?

To get a photo from the guy, he needs to show a ticket for the race he's interested in. This isn't too hard, because Chowchilla Charlie gives Manny his ticket printing machine. He gives it up because it doesn't make good enough fake tickets for the guys at the cash booth. But the photo finish guy isn't giving out money, so he's not as careful.

There are 32 weeks in a racing season, 6 racing days in a week, and 16 races a day. Manny has to enter this info into the machine, like a check printer, print out a ticket, and take it to Doug, the counter guy. There is no way for Manny to work all those combinations and *guess* the right day (the race number is printed on the photo). He needs to figure out from the picture what day the picture was taken.

Solution:

Well, the race number is printed on the ticket itself: Race number 6. Manny notices the blimp in the picture and remembers that the Airship *Olivia* crashed on its maiden voyage in the second week of the racing season, so that's the only week this picture could have been taken. And since everybody's got those goofy hats on, it must be a Tuesday—kitty hat day. So he enters that into the ticket machine: Tuesday, Week 2, race 6.

He prints out a ticket.

He gives it to Doug.

Doug gives him a photo of Nick and Olivia kissing.

Manny makes a sneaky switch, and hands back the cat picture instead.

Manny takes the incriminating photo to Virago and flashes it at him.

Virago takes Terry Malloy's case, pulls some strings, gets him out of jail.

Terry Malloy gets the sea bees to lay down their tools, Manny picks them up.

Puzzle #40: Free Glottis

But where's Glottis? He's still up in the High Rollers' lounge, gambling away. He can't be torn away, he's like a gambling monster. His eyes are glued to the screens, he's got twenty complicated boxed exacta bets going at once, and if Manny bothers him, Glottis growls like a... like a demon. A gambling demon.

Manny goes all the way to Maximino, "You gotta cut off his credit, Max. He's got a problem—a gambling addiction. And he doesn't have any money to bet anyway."

"He's using your club as collateral." Max explains, "As long as he's half owner of a little gem like that, he can run up as big a tab as he wants."

Solution:

So Manny goes back to his little gem, and finds Bogen in there, collecting his protection money at the roulette table. Manny goes up to his office and rigs it so that Bogen loses. Bogen gets furious and calls a raid on the club. He orders it closed down. Sirens everywhere, showgirls being packed into paddy wagons, MAYHEM.

Maximino sees this from his office window, picks up his phone, and has Glottis' credit line cut off. Glottis gets rowdy and is kicked out of the lounge. Manny grabs him and the tools and they sign up for work on the SS *Limbo*. Velasco wishes Manny luck and hands him a mop. The *Limbo* steams out of port at dawn. Manny looks out a porthole and sees his club all boarded up. Once again he takes out his mop and starts wringing.

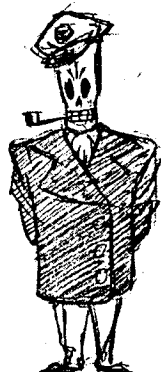
Cut-Scene: Hector Shows Up

Calabaza and Maximino are having it out once and for all in Maximino's office. They're yelling about the tickets, the strike, the raid, the dead Dillopede, and who's fault it all is. Finally, Calabaza turns to Hector LeMans who has been there listening the whole time, and says, "That does it Hector! You have to decide! Who's in charge? Me or Maximino? Who's gonna run Rubacava?"

Hector slowly pulls out a sprouting gun, and shoots Maximino. Then he turns and shoots Calabaza. As they sprout, he puts his gun back in his suit, and says this in a deep voice:

"Me."

YEAR THREE – THE CORAL MINES



Characters

CHEPITO Old coot, covered in barnacles from years at the bottom of the sea

ANGELITOS Souls of children, given wings to help them out on their journey

.....
CORAL MINERS Souls who've been kidnapped and forced into labor in the fields

LAMANCHA CREW They went down with the ship, and kept the party going

DAS OCTOPUS Giant octopus, pilots his own sub, works for Domino

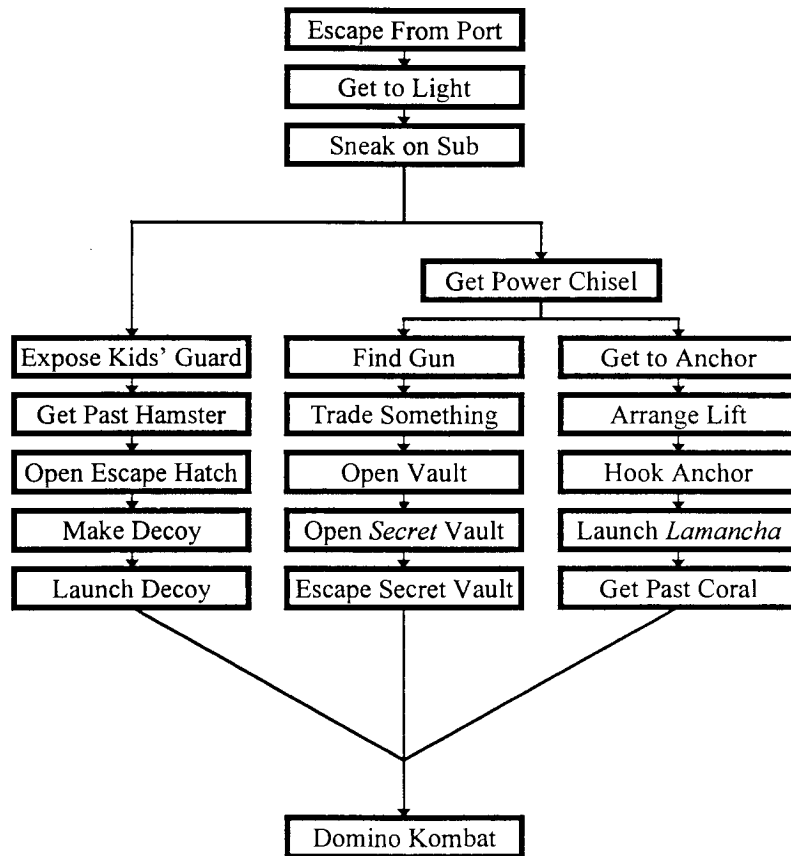
BERNARD A hamster like any other, until he opens his three-foot mouth

DEMON TOAD Enormous horned toad, guards the dark passages, eats flying objects

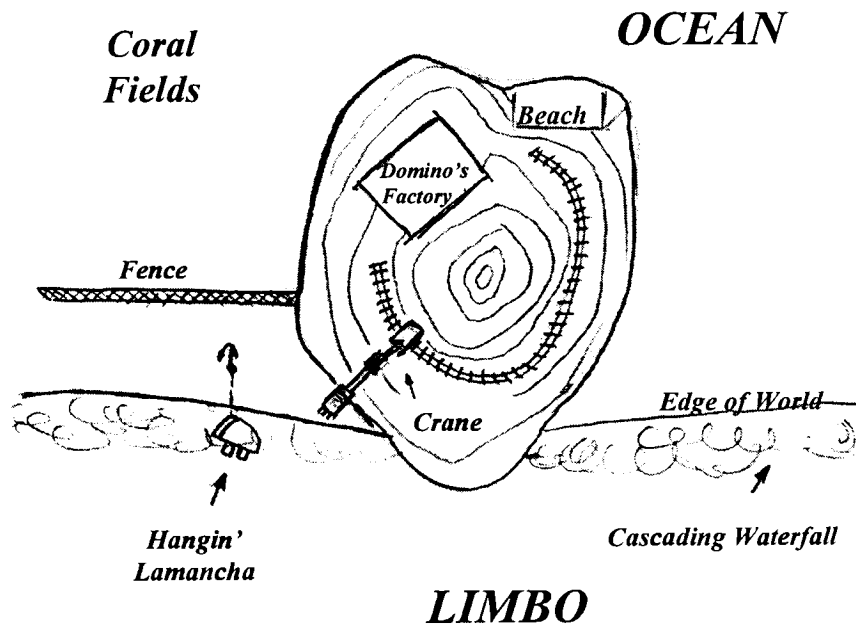
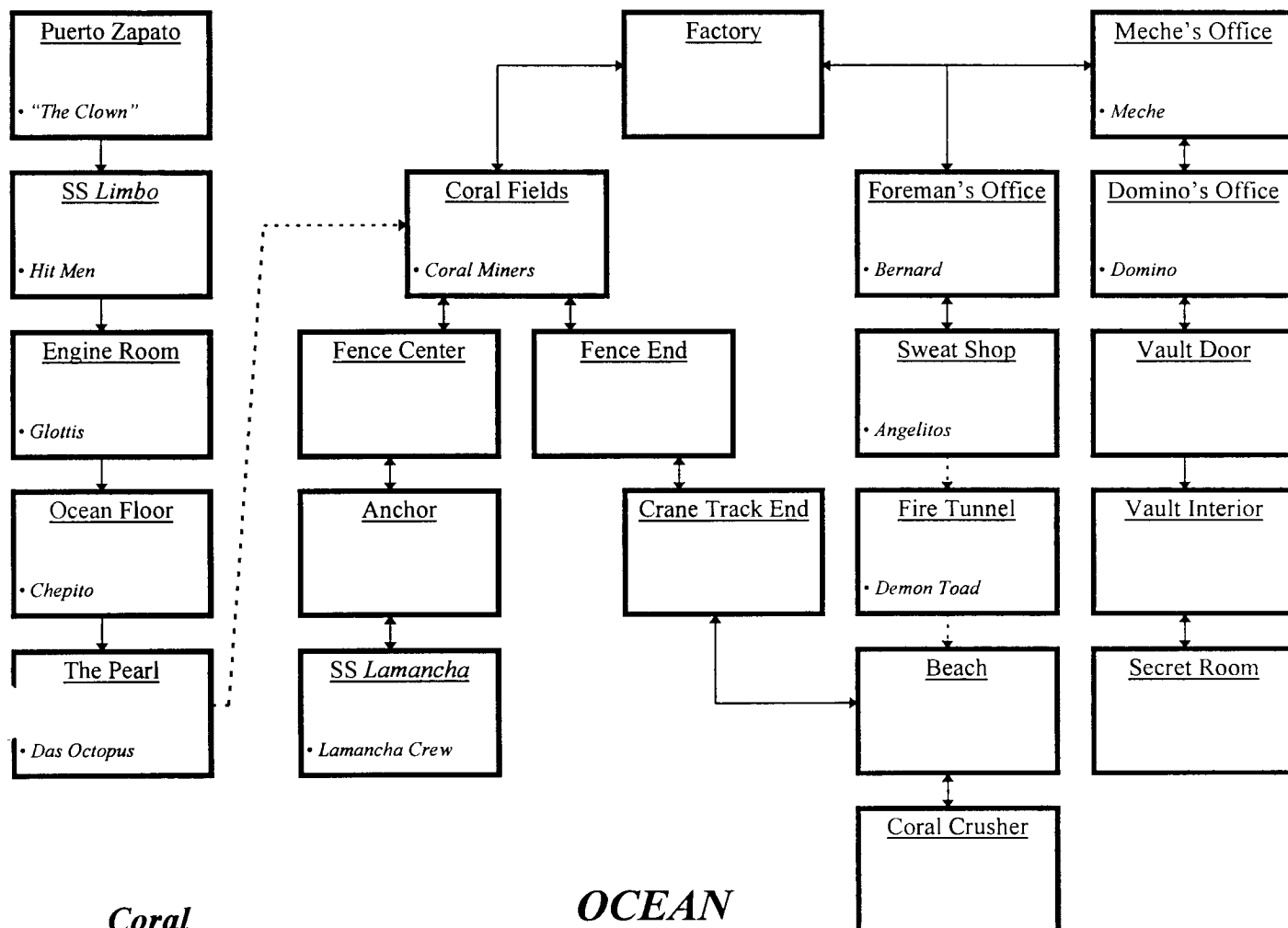
HIT MEN Show up looking for Manny, whack the whole crew instead

"THE CLOWN" Salvador's man in Zapato. Has an ominous warning for Manny

Puzzle Structure – Year Three



Location Layout – Year Three



Cut-Scene and Puzzle Descriptions – Year Three

Cut-Scene: *Limbo* Arrives in Puerto Zapato

Captain Calavera jumps off his ship as soon as it hits port. He's going to run to find out if Meche checked in. A man comes running up to him. It's "The Clown." He grabs Manny by the collar and falls to his knees in pain. He tells Manny that Meche wasn't aboard the Lambada when it arrived. She was reported missing. It's said that she jumped overboard at "The Pearl."

"You must get out of Zapato! It's... a... traaaaap..." he says and slumps forward. Manny sees a single marigold sticking out of his back.

He runs back to his ship, but it's deserted. He runs to the helm—flowers! Flowers in the galley, flowers on deck, flowers everywhere! It's carnage!

Manny finds Glottis in the engine room. Glottis says hit men came aboard, sprouting everybody. They were looking for Manny.

"Where'd they go?"

"Oh, they're still here."

Hit men come running down the hall shooting. Manny shuts the door to the engine room and bars it shut. The hit men can't get in, but Manny and Glottis are trapped.

"Let's blow the whole thing up," Manny hears through the door.

Puzzle #41: Escape From Port

They can start both engines, but the ship is held to the dock at the bow by powerful moorings. They can turn off one engine or the other, which causes the ship's rear end to swing out away from the dock and back, but still does not bust free. They can lower and raise the anchors that hang on either side of the ship (which are visible through a tiny porthole on each side) but that doesn't do much good.

They can also do two strange things: They can hook an anchor in one of the portholes and raise the anchor, tearing a gash in the outer hull of the ship for about five feet above the porthole in a straight line. Also, if they swing the ship away from port, drop the dock-side anchor, then swing back, and drop the ocean-side anchor, it hooks on the chain of the dock-side anchor, and they can pull it up on the ocean side of the boat and see it through the ocean-side portal.

But none of this seems to get the *Limbo* free of the dock because of the heavy duty moorings at the bow. Even the mighty mighty engine Glottis has built can't break it free, though it strains as if it were about to rip out of the floor and fly away.

Solution:

Which gives Manny an idea. He does the aforementioned raising of the dock-side anchor on the ocean-side of the boat thing, and then uses his scythe to pull the upside-down dock-side anchor into the ocean-side porthole and hook there. Then he raises the dock-side anchor, which tears a gash down from the ocean-side portal all the way under and up the other side of the boat, cutting the outer hull of the *Limbo* from ear to ear. When both engines are slammed into full steam reverse, the engine actually rips loose from the rest of the ship, tearing on the dotted line.

Manny and Glottis hang on for dear life as their engine-boat hydroplanes at full speed out to sea.

Puzzle #42: Get to Light

Manny sets a course for “The Pearl.” A legendary spot in the middle of the ocean, where at night, the story goes, you can see what looks like a giant, glowing pearl at the bottom of the ocean. Supposedly, the allure of the pearl is so strong that people dive in trying to retrieve it. The waters around the pearl are heavily infested with sea demons so that no rescue attempts are ever made. Manny has a hard time believing Mercedes would jump overboard for a pearl. He tries steering as best he can towards the pearl’s reported location.

When the engine runs out of gas, however, their vessel can no longer hydroplane, and sinks to the ocean floor. Good thing, as I said, skeletons and demons don’t need air. And good thing there’s a light on their boat—it’s the only thing that keeps the sea monsters at bay.

Manny and Glottis can see two other points of light: A large one in the distance, and a small one that seems to be moving. It appears to be coming right at them! As it gets nearer they see it’s an old man, with a lantern on his head, walking the ocean floor. He looks like an angler fish with the lantern as a lure. His name is Chepito and he says he hates boats and has decided to walk his way across the ocean. He’s been at it for years, and moves so slowly that he’s covered with barnacles. The flowing tendrils of the barnacles give him the illusion of Breshnev eyebrows and wispy hair, until he yells or moves suddenly, and then they all retract in a blink. He’s been using that far off moon as a navigation point he says, pointing to the larger light, and he can’t stop, he’s got to keep going or he’s never going to reach the other side of the world.

Manny watches him walk off, circle the “Moon” and come back. Chepito is surprised to see Manny and Glottis again. Are they following him? Manny realizes the old coot has been circling the big light for years, thinking it was much farther away than it is. Manny and Glottis can join the little man in his trek, but they cannot leave his sphere of light or they’ll be devoured. They can walk with him around and around the big light, which Manny figures is “The Pearl.” He wants to go check it out, but the Chepito won’t go near it. Manny can grab the stem of the little guy’s lantern, which stops his hiking, but the old guy soon wrestles it back.

Solution:

Manny grabs the stem of the lantern and hands it to Glottis, who lifts the old man off his feet with it. Chepito yells and kicks his feet, but Manny and Glottis are now in control of their own direction, and set off towards the Pearl.

Puzzle #43: Sneak on Sub

The Pearl is like a street lamp in the middle of the ocean. Hanging on a pole is an enormous chunk of the same glow-in-the-dark coral material Manny used as a grappling hook back in El Marrow. It lights up a small crater in which they find an odd-looking submarine, and a giant octopus. The travelers walk down the sides of the crater, which is covered in barnacles just like ones on Chepito. If Manny stands still too close to the crater wall, the barnacle tendrils reach out and grope him lovingly.

The octopus gets very excited all of a sudden, and Manny thinks they've been spotted, but actually the octopus' real interest is the group of people who have just floated into view from above. When the six or so well-dressed but scared-looking individuals drift down low enough, the octopus lashes out with his tentacles and snags them all. It takes them to the sub and shoves them, screaming, in a cage-like compartment in the back.

Is this what happened to Meche? Was she thrown overboard to be kidnapped by an octopus? Is the Pearl just a drop-off point for some slave-trading operation? Manny decides to sneak on the sub and find out where it's going.

But when they get close enough, Chepito's light arouses the octopus. It stares at the trio, always staying between the sub and the light. Chepito refuses to go away. He follows Manny everywhere.

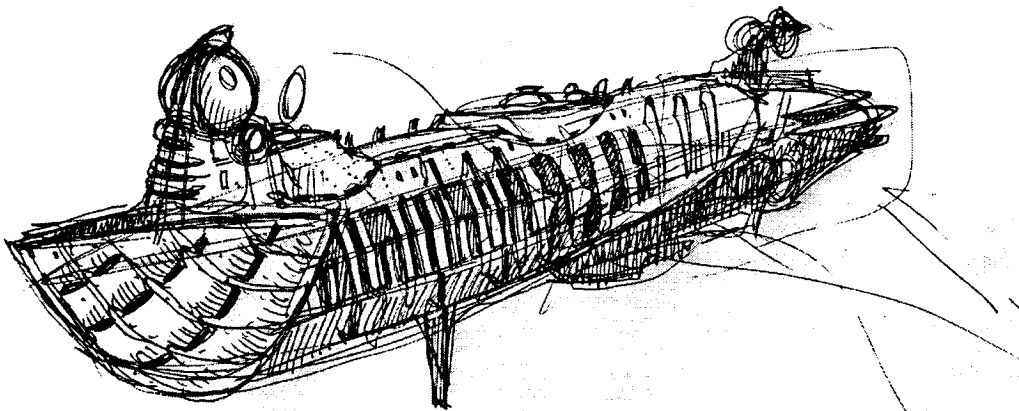
Solution:

So Manny stands near the crater wall so that Chepito comes to rest very close to the barnacles. Their tendrils reach out and when they contact the tendrils on Chepito's own barnacles, there is a crazy love entanglement, much to Chepito's distress.

"Chepito's Distress," would also make a great title for this game.

He thrashes and thrashes, shaking his lantern, which makes the octopus even more interested, and it starts heading over. Manny and Glottis sneak around the side and get in the sub. The octopus grabs Chepito, rips him free of the wall, and stuffs him in the prisoners' cage.

The cage full, the octopus squeezes into the sub somehow, and his eyes pop out a little glass dome on top. He's the pilot, and he pulls the sub out of the crater and steers it south. Manny doesn't know of anything in that part of the ocean, except the very edge of the world.



Cut-Scene: Manny/Domino/Meche Reunion

The Octosub arrives at an island perched on edge of the world. It drives through a reef of the glowing coral, and docks on the ocean floor, near the base of the island. The Octopus takes out its prisoners, including Chepito, and puts them to work, mining the coral.

Manny and Glottis go in the worker's airlock at the base of the island, and go up the elevator there to find Domino's factory. There he sees little *angelitos* toiling away in a sweatshop, and Meche working in a nearby office.

He confronts Meche about her involvement in all of this, but she claims she has to do whatever Domino wants or he'll hurt the children. Domino walks in the room and seems genuinely pleased to see Manny. He tells him how he faked Manny's death with Hector so that Manny would be free to find Mercedes, and save him the trouble. But Manny didn't find Mercedes, so Domino had to do it himself. He then tried to lure Manny aboard the Lambada, but Mercedes pulled that little stunt with the bottle to warn him.

"I guess she didn't know that you were the guy who sold her up the river. Eh Manny?"

Domino isn't afraid of you getting away—there's no way off the island. He says he's glad Manny showed up because he's going to train Manny to take over so he can go back to El Marrow and work with Hector. He tours him around the facility, showing all the people who were supposed to get tickets on the big train, like Meche, but didn't because Hector stole the tickets to sell to rich people. All these souls are then brought here to keep the whole operation quiet. Many of them were clients of Manny's.



He gives Manny a job watching the kids in the sweatshop, showing him how he terrorizes the kids by projecting a shadow of a mean little hamster up on the wall so it looks like a huge monster. He laughs and tells Manny that he'll learn to love it here. Then he turns on Glottis.



"YOU," he says, "I don't need," and with that he pushes a button and Glottis drops down a trap door and shoots out of the factory, out into the white, foamy water washing out into limbo.

Domino goes back up to his office, sits in a big chair, and puts on his headphones.

After mourning Glottis, Manny fights with Meche. He accuses Meche of working for the bad guys. She says she has to protect the children. She suspects Manny of working for the bad guys. It's ugly.

Puzzle #44: Expose Kids' Guard

Manny has a terrible epiphany. He realizes that he's had a part in all these people being here, and he vows to set them all free and take them to the gateway to the Ninth Underworld himself. Starting with the Children.

The tiny *angelitos* are working the little broken up pieces of coral into filaments for lightbulbs. Domino says the lightbulbs are for the "beautification of El Marrow. Part of Hector's vision." They pile the tiny lightbulbs into baskets, and clamp on these little helicopter-type motors that fly the baskets up through a hole in the ceiling. Then they have to suck up all the broken pieces of coral with big accordion vacuum ducts that hang down all over. They work hard because of the terror induced by Domino's shadow play on the wall of their sweatshop. Manny tries to convince them to run away with him, but they won't move. They're too scared of the monster. Manny says it's just a little hamster. They won't even listen to him—he's the man.

Solution:

So Manny sets Bernard (the hamster) free, and lets it onto the shop floor. The angelitos look at it, confused. And then they laugh at how small and cute it is.

Puzzle #45: Get Past Hamster

Then the tiny hamster opens it's mouth—a gaping, tooth-ringed maw three feet in diameter—and lets out a terrible roar. It is a horrible monster, it is a threat to the angelitos, and Manny has set it free. It begins chasing the terrified children all through the shop, cornering them by the fire exit, which is bolted shut. If Manny could get past the hamster beast, he might be able to open the fire exit.

Solution:

So he keeps the hamster at bay with his scythe while he nudges past. Okay, so it's not a killer puzzle, but it makes sense.

**Puzzle #46: Open Escape Hatch**

The fire escape won't open, but there's a little doggy-door type hatch on it. Problem is, it's recessed and perfectly smooth, as if meant to be pushed open from the other side. He can't open it from this side.

Solution:

Manny attaches one of the vacuum ducts to the door, and sucks it open.

Puzzle #47: Make Decoy

One tough little angelito makes a run for it through the open door. Before Manny can stop him he's flying down a dark tunnel. He looks scared, but then yells, "Hey! I can see the beach!"

Just then, something that looked like a large rock moves on the floor. It's a huge, demonic, horned toad. It spies the little angelito buzzing by, and uncoils his huge, sticky, elastic tongue, and fires it at the boy. Splat! He pulls the kid out of the air and into his mouth. Tiny wings stick out of the repulsive amphibian's mouth.

He hops over to the door and spits the kid back into the sweatshop. He's okay, but covered in demon toad spit. There are no other volunteers to try the hatch. Manny needs a decoy.

Solution:

Manny takes one of the little helicopter clamps and clamps it on the growling hamster beast. It picks it up part way, and then hovers, right at the level of the children's ledge. Now the hamster is drifting back and forth in front of the kids, snapping at them, terrorizing them. But he looks enough like an angelito to a frog, maybe.

Puzzle #48: Launch Decoy

But the hamster is just hanging out in the room where the toad can't get to him.

Solution:

Manny watches the hamster float back and forth, and when he's right in front of the hatch, Manny swacks him with his scythe, like a big, furry softball. He flies down the tunnel, and the toad targets him. The toad launches his tongue and hits the mad whirly-gerbil, who becomes enraged and opens his mouth wide. The toad sees the enormous mouth coming at him in the dark. There is a violent impact, and the two demons tumble off down a side tunnel to fight, fight, fight, leaving the tunnel open for an angelito exodus to the beach. Manny says, "Wait there for me! We're getting out of here!"

The kids will go to the beach, but they won't leave the island. Not without Mercedes. She used to read some of them stories, after all.

Puzzle #49: Find Gun

Manny isn't quite sure who Mercedes is anymore. She could be innocent, or she could be in cahoots with Domino. Did she not get a ticket on the big train because it was stolen, or because she never deserved one? Either way, he still has to get her off the island because the angelitos won't leave without her.

Meche won't leave with Manny. To put it mildly, she doesn't trust salesmen. She's been tricked and lied to and kidnapped, as far as she's concerned, Manny's just as much to blame as Domino. Manny tries to explain that he was tricked too, but she won't listen. She's much more cynical than the innocent woman Manny met two years ago.

She says, "Okay, if you're really on my side, prove it. Hand over your gun."

"I don't have a gun!"

"Everyone who works for Domino has a gun. You're not fooling me."

So Manny needs to give her a gun to earn her trust.

Solution:

Exploring around on the ocean floor, he finds Chepito working among the coral miners. He's mad at Manny, but he's made some friends. In fact he's traded some of the junk he's picked up on the ocean floor over the years. He's now a man who knows how to get things. After some prodding Manny finds out he has access to a sprouting gun. If Manny's got something worth trading.

Puzzle #50: Trade Something

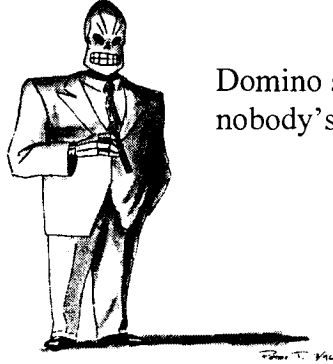
But Manny doesn't have anything. He tries to think of all the prison camp movies he's seen...what's worth trading? Hmmm...cigarettes? All out. Chocolate? Yeah, right. Silk stockings? Meche has some on. He looks at her working at her desk. She also has cigarettes. She has a lit one in her hand, occasionally tapping hot ashes in to one of those floor-mounted ashtrays (it's very cool and art deco and curves up over her lap). She doesn't feel like giving him anything, and he can't really tell her what it's for.

Solution:

The cigarettes are hopeless, but if Manny pulls back the ashtray that's over her leg, she'll eventually drop hot ashes on her leg and burn her stockings. She curses and takes them off, throwing them across the room into the garbage. Manny takes them and trades them for a sprouting gun, which he gives to Mercedes. Which she then points at him.

Cut-Scene: Meche Takes Manny Hostage

Meche turns the gun on Manny, takes him hostage and walks him to Domino's office. She says, "Domino, you're going to let those children go or I'm going to bloom this salesman's head off!"



Domino says, "Go ahead. He's a good salesman, but nobody's irreplaceable in this organization."

He calls her bluff, but she can't do it. She can't shoot Manny. She believes now that he's not really working for Domino. And Manny decides that she's not really working for him either.

But Domino takes the gun and throws Meche in his vault. He says it's to let her cool off for a while. Then he goes back to his chair and puts his headphones back on.

Puzzle #51: Get Power Chisel

Manny's gotta bust Meche out of the safe now. He needs a really cool tool, like one of those hand-held reciprocating chisels the coral miners are using (Chepito has one, and when he turns it on, he just shakes violently in circles), but all he can find is a little geologist's hammer he finds in the perimeter fence (there is a fence underwater running along the edge about twenty yards away from it, put there to stop workers and equipment from being swept off the edge of the world in the powerful current).

Solution:

Manny trades again with Chepito, giving him the tiny hammer, which he likes better because he can handle the power. In exchange, he gets the reciprocating chisel. It's like an old Milwaukee Saws-all, but with a chisel instead of a blade.

Puzzle #52: Open Vault

Manny hammers away at the doorjamb of the vault, but it won't open. When the chisel pokes through the upper part of the door jam, Manny gets knocked on his coccyx by a jolt of electricity through the tool, like he shorted something out. He hears machinery moving inside the vault, and Meche yelping, and then silence. She doesn't answer anymore when he calls to her.

His chiseling does expose the tumbler mechanism, though: four spinning steel disks, that look like large hockey pucks, with one side sanded flat. When Manny turns the wheel clockwise, all the tumblers spin, but the flat spots are not lined up, so the door is never free to open. If he stops the wheel, and rotates it counter-clockwise, the top tumbler stops, and the bottom three spin in the other direction for one full rotation of the wheel, kind of like a real combination lock works.

Solution:

So Manny picks the lock using the following method: He spins clockwise until the top tumbler's flat spot lines up with the door jam. Then he spins the wheel counter-clockwise until the second tumbler lines up, then clockwise again to line up the third, and counter-clockwise for the final tumbler. He's a genius, that Manny.

Puzzle #53: Open Secret Vault

The massive door swings open, but the vault is mostly empty. Just some locked safety deposit-type drawers, and some old art. (Like a big suit of armor, complete with broadax. Cool! [No, Manny can't put the broadax in his inventory. If he picks it up he can drag it around, but if he tries to use it, it drops to the ground, almost chopping off his toes.]) On the door jam he can see a gold electrical terminal that has chisel marks and burns on it. He can't see the other side of the terminal.

Solution:

But if he closes the door (locking himself in the Vault!), he sees the other gold terminal on the door itself. He must have connected these terminals when he chiseled through (They were meant to be connected by a special key that Domino uses). If he bridges the gap between the terminals with the tip of his scythe, a secret panel opens up in the back of the vault.

Manny walks back through the secret door and finds a cavernous secret vault, much bigger than the real vault. Meche is here. She's found some crates. They are full of train tickets. She says this is Domino's stash that he's built by skimming off Hector's operation. Manny examines them, notices they're counterfeit, just like Calabaza's. **Why** all the counterfeit tickets everywhere?

Puzzle #54: Escape Secret Vault

And how are they going to get out of there? There is a vent up on the wall, but it's way too high to reach. There is a fire sprinkler on the ceiling, but if Manny sets it off with his lighter, no alarm seems to go off. Water just rains down on the two of them and the tickets. He thinks maybe he can flood the vault and float up to the vent, but the water level never seems to rise.

"Plus," Meche points out, "We don't float, remember?"

Solution:

Manny starts to wonder why the water level never rises. If he shuts off the sprinkler at the valve on the pipe, the water disappears. If he pays attention, he notices that it all drains out around one special tile on the far side of the room.

If he picks up the broadax from the suit of armor, drags it to the tile, and tries to use it, it drops on the ground and breaks the tile, exposing a drainage pipe. The pipe is big enough only for Meche. She leaves, but she comes back for Manny and lets him out.

Puzzle #55: Get to Anchor

So, now Meche and the bony bambinos are waiting on the beach. Everyone's free, but there's one problem. Domino was right—there's no way off the island. Everyone comes by Octosub, and there's no way that thing's taking Manny anywhere. But Manny saw something when he was walking around on the ocean floor. At the edge of the world he saw an anchor, about twenty yards beyond the perimeter fence, right out on the very edge. Planted next to it is a sign that Manny can't quite make out. Maybe there's a wreck out there, maybe some parts that Glottis could salvage. Or maybe he just wants to read that sign.

But he can't get out there because of the fence. Sure, he could swim over, but beyond the fence the current is too strong to fight. He would get swept over the edge and washed out into Limbo. The fence is very strongly anchored at that spot with a metal girder driven into the ground. To the right it stretches for a hundred yards, but Manny can't walk around it because of the current. To the left, the fence goes about twenty yards, and then it hits the base of the island, where it is cemented in place.

Solution:

Manny takes his reciprocating chisel and hammers into the cement mooring of the fence at the base of the island. It breaks loose, and the entire length of the fence—from the island to the metal girder across from the anchor—is free. It swings out with the current, pivoting at the girder. Manny grabs on and rides it out to the anchor. The fence makes a sideways ladder that he can use to climb back and forth between the girder and the edge.

Puzzle #56: Arrange Lift

The sign by the anchor reads, "CAUTION: Do not approach edge. Strong Current."

Attached to the very large anchor is a very large chain. Manny climbs down the chain, barely able to hold on and resist the current. He lowers himself off the edge of the world and climbs down under the waterfall, into blackness. There he finds what's attached to the chain: The SS *Lamancha*. An entire luxury liner from another era is hanging off the edge of the world here. Manny climbs down to it and finds the crew partying it up after all these years, and guess who's with them? GLOTTIS! He fell through the waterfall and landed right on the stern of this ship, busting through to the party. He's been hanging out with all the *Lamancha* guys all this time. Manny's happy to see him, and the ship, which he needs for the mass escape he has planned. But how to raise it?

Solution:

Manny goes to the other side of the island, starts up the enormous crane and drives it over to the *Lamancha* side, so he can pull the anchor free and pull the *Lamancha* up in the dry spot behind the island (where there's no water rushing over the edge).

Puzzle #57: Hook Anchor

The only problem with the crane plan is that it's so deep out by the anchor, Manny just can't hook it. The crane has this enormous scoop on the end of a long chain that travels through two tower-like arms that hold it out over ocean. Even when they're fully extended over the water, the anchor is still out of reach.

Solution:

So Manny drives the crane to a shallower spot, drops the crane until it hits the ocean floor, and then goes down to the ocean floor himself. He climbs up on the scoop and uses the trusty reciprocating chisel to drive out the giant lynch-pin that holds the scoop on. The chain is free and immediately shoots straight up in a frenzied stream of bubbles. The counterweight for the enormous scoop is now un-resisted, and pulls the chain through the crane's mechanism at lightning speed. The huge chain moves so fast that it whips the two towers to pieces and nothing is left of the crane except the base with the winch inside. Manny disconnects the counterweight and walks the chain down into the water. Now that it doesn't have to go through the tower arms, the chain is long enough to reach the anchor. He hooks it on, pulls the anchor free, and the *Lamancha* swings across, under the winch. Then he pulls the big boat up the dry side of the island.

Puzzle #58: Launch Lamancha

The *Lamancha* hangs uselessly on the dry side of the island. If Manny launches it here, it will fall into Limbo.

Solution:

So he keeps winching it up all the way onto the tracks, and drives the crane over to the other side of the island, pulling the boat on the giant train tracks. When he gets to the beach, he lowers it into the water.

Puzzle #59: Get Past Coral

The island is ringed by a jagged coral reef. The ship cannot escape.

Solution:

Manny takes the crane back to the coral crusher side, and attaches its chain to the coral crusher, and yanks from it's foundation. He pulls it down to the *Lamancha* and Glottis rigs it to the front of the boat, turning it into a reef-breaker.

Cut-Scene: Escape the Coral Mines

The children aboard, the miners aboard, Meche aboard, the crew of the *Lamancha*, and Glottis—everyone's on board. Glottis has the engine working, and with a mighty blast of smoke, the *Lamancha* steams out of port.

The smoke, however, rises up over the cliffs by Dominos bay window. He can't hear a thing, but he sees the smoke and jumps up to see what's going on.

"Damn! Damn! Damn!" he says, jumping into the elevator.

The *Lamancha* breaks through the coral reef and it looks like it's home free. Suddenly the Octosub surfaces. A hatch opens. It's Domino! The sub is charging! It rams the side of the *Lamancha* with it's spiky bow keel. It backs up and rams again. It's going to sink the whole boat! Manny jumps over the edge and lands on the sub. Domino climbs out, ready for a fight. Manny whips out his scythe. Domino has one, too. RUM-BLE!

Puzzle #60: Domino Kombat

Manny is up by the front of the sub. Domino is aft. The *Lamancha* is following behind, it's coral crusher spinning menacingly. Manny can dodge, parry, thrust, turn, spin, but Domino always has a counter-move (Almost as if we stole a bunch of animation from the Duel guys—I mean, the Star Warriors guys). He's toying with Manny, laughing as Manny lashes out with his scythe in a series of hopeless attacks.

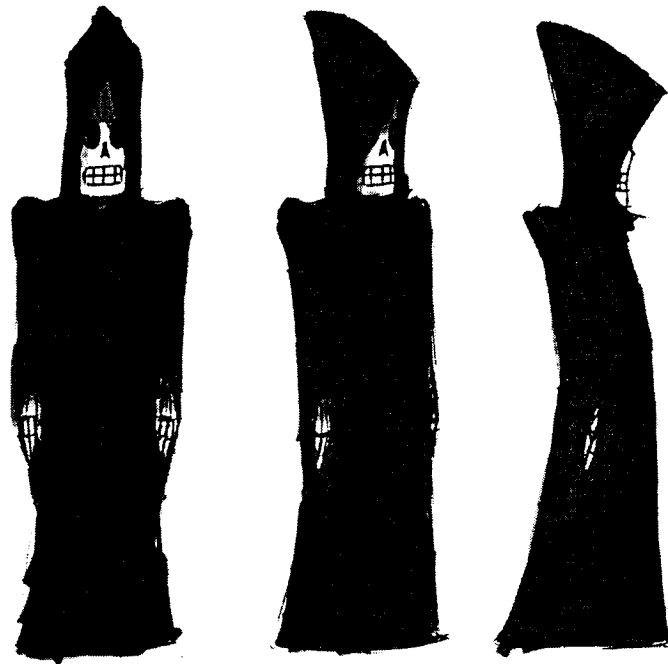
Solution:

Until Manny turns around and notices that glass dome with the octopus' face in it. If Manny attacks this dome instead of Domino, breaking the glass and poking the octopus between the eyes so it goes swimming away, the sub stops. Domino gets really mad now. He's screaming, "I gave you every chance! I tried to take you under my wing!" he throws his arms out wide, "And what do I get?"

That's when the *Lamancha* catches up to the immobilized sub. On the front is the coral crusher, which looks like a giant set of curlers spinning in their heater rack. It munches into the sub from behind. Domino gasps as his outstretched arms are ripped off one at a time, and then his head is crushed in from the sides, and his body is pulled into and tossed about the mechanism like rock candy in a rototiller.

Just before the whole sub is jammed into the crusher, the little angelitos swarm down on Manny and lift him from harm. They land him on the deck of the *Lamancha*, and he makes a little speech, promising to personally deliver everybody onboard to their rightfully deserved destiny: the gate to the Ninth Underworld.

YEAR FOUR – NUEVO MARROW



Characters

Beatsy

THE FLORIST Ex-florist, forced to make weapons for Hector

MAYAN MECHANICS Li'l Glottises, worship him as a god

GATE KEEPER Sounds glamorous, but it's really just a desk job

BLACK DOG Can be bribed to help Manny and his friends cross the river

WHITE DOG Won't touch Manny or his friends. Too vain

[MANNY'S BROTHER] Who'd have thought this guy would remember Manny?

RICH COUPLE Drunk slot-machine junkies, looking for a good toga party

OLD COUPLE Never buy anything. They just like talking to salesmen

SALVADOR'S AGENTS No one knows where or how many there are

UNICYCLE MAN Covert agent of Salvador's. Fights, although tragically wounded

ALBINIZOD Albino monster-gator. Pink eyes, whole nine yards

THUNDER BOYS Dancers in the chorus line of the Jose Thunder review

CONGA LINE Crazy rich people who can't tell they're not having a good time

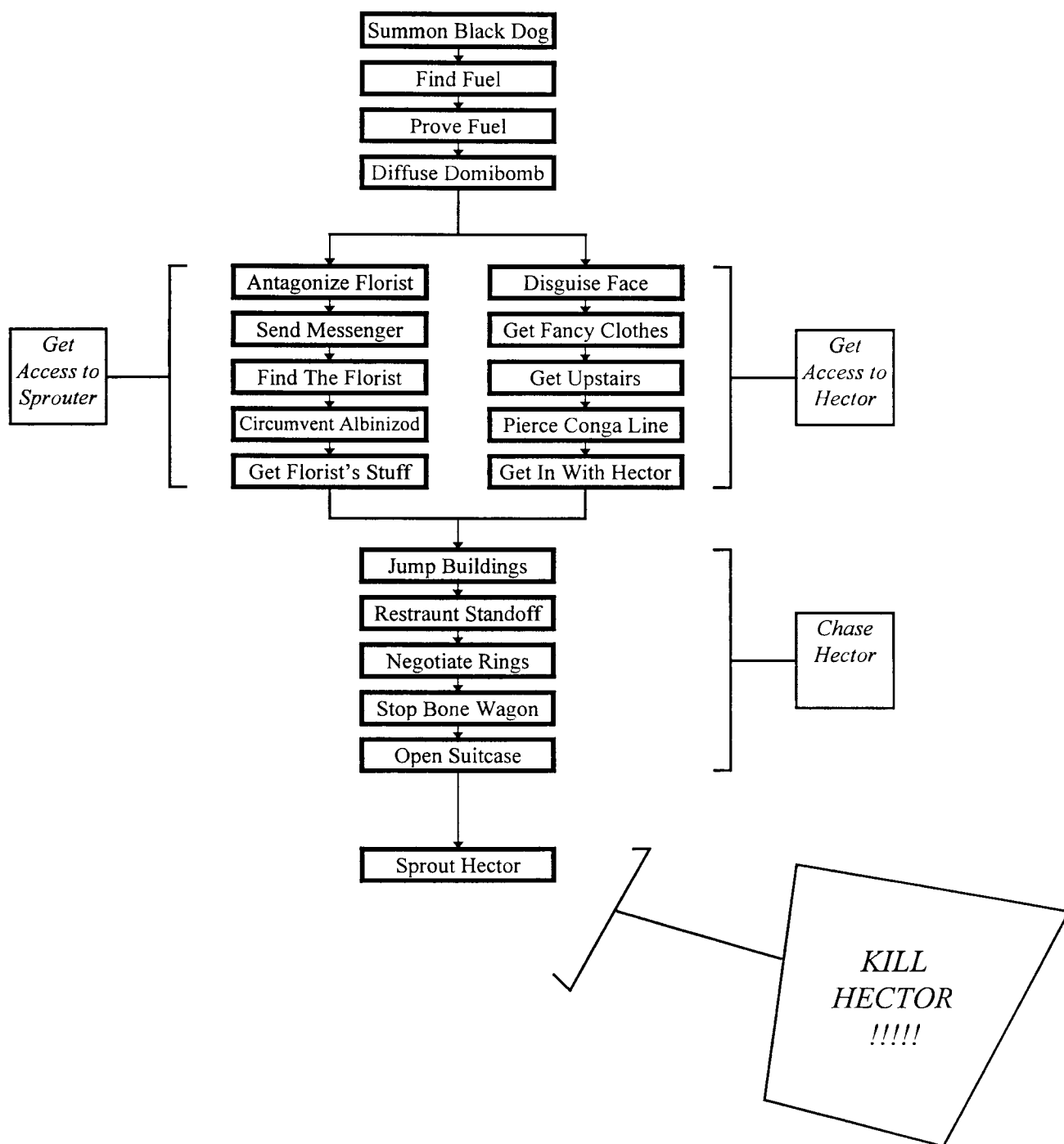
GUARDS The secret service of Hector LeMans

ELEVATOR GUY What would this game be without an Elevator Guy?

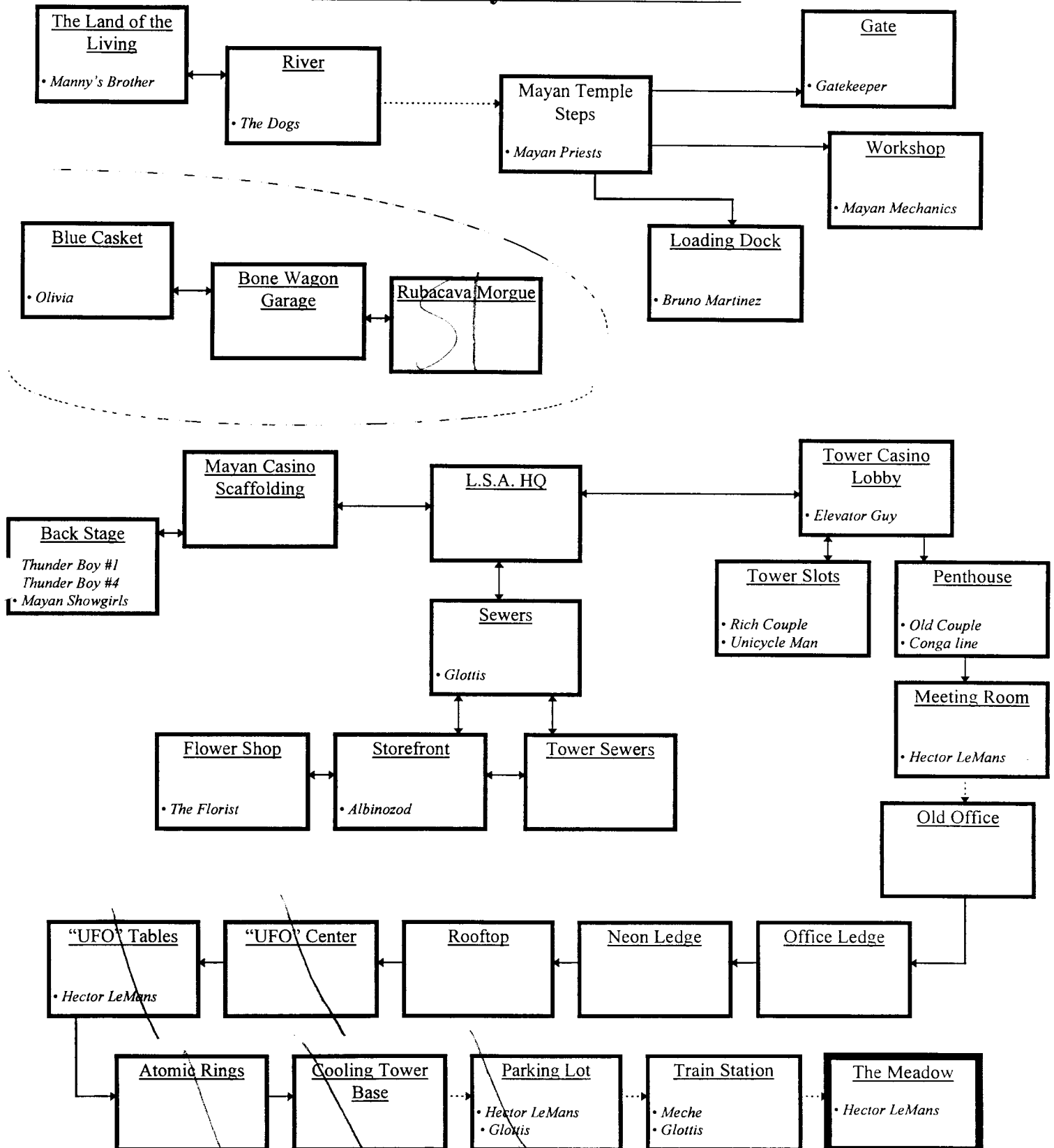
MAYAN PRIESTS Ornate carved masks, ceremonial war skirts, the whole deal

MAYAN SHOWGIRLS Same costume, but Vegas style!

Puzzle Structure – Year Four



Location Layout – Year Four



Cut-Scene and Puzzle Descriptions – Year Four

Puzzle #61: Summon Black Dog

It's taken a year for Manny to lead his people across the ocean and over land, and finally up this mountain at the far side of the world. At the snow-covered peak of the mountain is a Mayan temple, and on top of the temple is the gateway to the Ninth Underworld. But between them and the peak is a wide, ice-cold river in the snow that they cannot cross.

And to top it off, the children are complaining. It's the Day of the Dead again, and they want to go back home and visit their family shrines and get their tortillas and sugar skulls, etc. Just as Manny's telling them it's impossible, one of the kids finds another portal to the Land of the Living, like the one in Rubacava. Everybody rushes in, except for Manny. He still feels he's got no one to visit. Well, except maybe his brother. But his brother's not the type to put together a shrine for him.

Sitting in the snow is a giant white dog, who says he would help them all across, but it would spoil his coat. This is right out of an ancient legend that Manny always uses in his sales pitch, but he didn't think it was really true: Near the end of their journeys, traveling souls come to a river with a black dog and a white dog. The white dog won't help you across because it is too vain, but the black dog will carry you across, as long as you've been kind to black dogs in your life. And if you compensate it with tortillas.

The kids come out of the portal eating sugar skulls and talking about what their families gave them, but they've already eaten all their tortillas. Manny has to go through the portal and try his luck.

He appears in his brother's run down studio apartment. His brother is passed out on the bed, talking in his sleep. His cat is hissing at Manny. But there is actually a shrine with candles and a bottle of whisky, and an old picture of Manny and his brother when they were kids. It would be very touching, except for the fat slob forgot to bring the tortillas in from the kitchen and put them on the shrine. Manny can only pick up what's on the shrine, being offered. Everything else is like a flat, intangible texture.

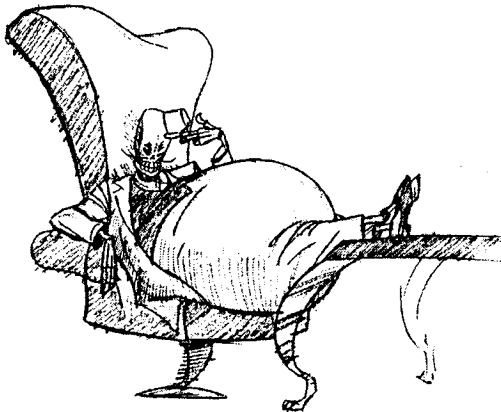
Manny can talk to his sleeping brother, and his brother talks back in his sleep, but in a weird dream-talk, twisting Manny's words around and giving back strange responses. If he tries to mention the tortillas and food and eating, and then wakes up his brother, his brother will go feed the cat.

Solution:

There is a complicated logic to the dream dialog, which Manny eventually figures out, and once he identifies the pattern he puts the suggestion in his brother's head to remember the tortillas. Then, he wakes him up. The brother stumbles out of the kitchen with the tortillas, puts them on the shrine. Manny takes them to the river and lays them on a little pier. Out of the snow comes an enormous black dog, ten times the size of the white dog. He wades up the river, thanks Manny (addressing him by name), and takes everyone across on his back.

Cut-Scene: The Pearly Gates & The Hot Rails to Hell

Finally, the travelers reach the mountain peak and find a snow-covered Mayan pyramid. Walking up and down the long steps are Mayan mystics and priests. Manny takes his whole group to the top and finds the mystical gateway to the Ninth Underworld. There is an old gatekeeper here. He says Chepito and the crew of the *Lamancha* can go through, and so they do. They wave good-bye and run. He also says that Manny can go through, but no one else. Everybody else was issued a ticket on the big train. They can't get through without that ticket. If they don't have their tickets, they must have sold them for personal gain, which is against the law of the land. So, they're screwed. Plus, he has a note for Manny.



It says, "I know what you're up to. I've been watching. Stay there. I'm coming to sprout you myself. Yours truly, Hector LeMans."

Manny can go through the gate here if he wants. The story can end right here if he chooses. But if he doesn't, he sees something that gives him hope for everybody: Walking out of the temple they see a train coming. The big train. At first, this makes everyone sad. They realize that the train is full of people who bought the tickets they were supposed to have. And now that those tickets are punched, their souls are trapped in this world forever. But something changes as the train approaches the last switch in the track, which is mysteriously set **STRAIGHT DOWN**.

The train begins to shake and glow red from inside. The passengers begin to scream and rattle their jewelry. The train begins shedding its white coat in plaster flakes, revealing the red-hot Hell train below. The angel's face becomes a demonic red skull, laughing with the low chortle of the truly evil as it pulls its doomed cargo faster and faster. The passengers doff their furs and rap the hot windows with their opera glasses, but it's too late. The train hits the switch and cuts straight down into the soil at a ninety-degree angle, plunging into a steaming tunnel filled with fire and a hundred piercing screams, until the caboose and its pointed tail are swallowed up, leaving nothing behind but a puff of red smoke and the mournful clang-clang-clang of the railroad crossing sign, and a ring of burning bushes here and there. Mayan priests in mechanic's coveralls rush out and put out the fire with magnesium fire extinguishers.

Manny figures it all out: those passengers had counterfeit tickets. Hector's been selling counterfeit tickets, that's why Manny's keeps finding counterfeit tickets everywhere he goes. So Hector must still have the real tickets. If they get back to El Marrow fast enough, they may be able to regain the stolen tickets before he uses them himself.



Puzzle #62: Find Fuel

So Glottis makes some blueprints for a rocket gondola (using a gondola car from the far side of the mountain) but he can't figure out what to use for fuel. His health is also failing—he hasn't driven in over a year. The Mayan priests in mechanic's coveralls take him in an try to nurse him back to health. They are also demon mechanics, and in fact, under their masks they look just like pint-size versions of Glottis. They worship Glottis for his size, and for the brilliance of his blueprints.

But Glottis bed-ridden, Manny has to locate the fuel on his own. Down at the bottom of the temple is a loading dock with a truck backed up to it. It's full of coffins. One of them opens, and out climbs Bruno Martinez, the man Manny packaged himself.

"What are you doing here?" asks Bruno, scooping packing material out of his eye sockets. "Here, have a mug."

Manny climbs all over the truck looking for the gas tanks, but the damn thing's solar powered.

Solution:

But it's full of coffins, and the coffins are all full of packing material, and the packing material is highly volatile, and the mechanics have magnesium fire extinguishers. It's all so beautiful! All that set-up so long ago paying off!

They'll make a *coffin rocket*!

Puzzle #63: Prove Fuel

But no one will listen to Manny. The little mechanics are too busy tending to the comatose Glottis. They're mad at Manny because he's the one who kept the mighty gearhead from driving this past year. They're trying to ask Glottis what they should use for fuel, trying to hear some message in his snoring. They don't even acknowledge Manny when he asks to borrow their fire extinguisher.

Solution:

Manny goes back to the shop kitchenette. He puts the free mug that Bruno returned to him ("Today is the First Day of the End of Your Life!") on the mug rack by the toaster. Since it was packed in with Bruno, the mug is full of packing material. Manny takes an oily rag from the shop and shoves it in the toaster. This causes a fire, which one of the mechanics comes over and puts out with a magnesium fire extinguisher. When he sprays the mug, it smokes and starts shooting out a flame like a Roman candle. Slowly at first, but then bigger and bigger, causing the mug rack to spin around like a little Dumbo ride. Faster and faster until the whole thing takes off and the free mug is flying all around the room, sending the mechanics scrambling, until it hits the far wall and blows up.

"Say... what was in that mug?" they ask.

Cut-Scene: The Coffin Rocket

Manny and Meche ride in the gondola car, which hangs beneath the track. The engine is up top, with four coffins on either side that look like giant pistons, and between them is tied Glottis, like a Viking lashed to his funeral barge. The hope is that the speed will revive him. The mechanics open the fire extinguisher on the back and the coffin shoots off like a Saturn 5 booster rocket. It streaks over the ocean, faster even than the big train itself.

Even though he's on the other side of the world, Hector is aware of Manny's approach (telepathic spy ravens come in very handy for that sort of thing). He's sent a big snowplow engine out to meet the visitors. As the coffin rocket approaches the Rubacava coast, Glottis wakes up and sees the snowplow coming. He jumps just as the snowplow hits the coffins and the explosion is, well, just fantastic.

Since Manny and Meche were hanging under the track they were not hurt, and the gondola car, in fact, floats when it hits the water. Glottis gets behind it and starts kicking them to Rubacava.

Puzzle #64: Diffuse Domibomb

They arrive in Rubacava much like the first time: in the wee hours of the morning, when nothing is open except the Blue Casket and the Morgue. No one is out to greet them, except for Olivia, who meets them at the beach. They say they're going to go get Hector, and she gets excited and says she's coming along.

But when they open the garage where they stashed the Bone Wagon all those years ago, they find a booby trap from the late Domino Hurley. His signature work: a bomb wired to the car's gas tank, with the trigger at the end of a long line of dominos stacked on end. The domino line zigzags all over the room. One step inside and it goes toppling down in a deadly, but spectacular, chain reaction.

Solution:

Manny goes to the Blue Casket and gets large quantities of liquid "Coffin Shooter" Jell-O and gently pours it onto the floor of the garage. Then he goes to the Morgue and gets some of Membrillo's liquid nitrogen and pours it out over the Jell-O in a swirling mist. The Jell-O sets and renders the dominos immobile. The bomb is removed and dropped into the bomb squad container, and the Bone Wagon peels out of Rubacava with Manny, Meche, Glottis, and Olivia on board.

Cut-Scene: Viva Nuevo Marrow

Hector has turned the modest El Marrow into the sprawling, gaudy, and over-priced *Nuevo Marrow*. A Vegas-like tourist trap with plenty of casinos and shows designed to get money from people when they have the most—when they first arrive in the Land of the Dead.

Their car is stopped almost immediately by armed guerrillas.

The foursome is lead down a tunnel and into what looks like some sort of underground terrorist headquarters. There they meet Salvador Limones again, L.S.A. leader and founder, along with his Chief of Staff, Evaluna.

Olivia is extremely pleased to meet the famous Salvador Limones. Manny tells him that they're here to get Hector once and for all. Salvador says it's too late. His top L.S.A. agents are in Hector's headquarters—The LeMans Tower—right now, and are about to close in on The Big Fez themselves.

Just then, one of Salvador's top agents runs in, his chest sprouting. He falls on the ground, everyone gathers around. He's sprouting fast and it doesn't look like anything can be done. But Salvador picks up a big ax, says, "Everybody back up," and chops the guy's head and one of his arms off. The rest of the skeleton just falls apart. The head pops up on the arm and says, "Thank you, Salvador. You saved me. I have many more years of service to give the movement now. But Hector uncovered our covert operation in The Florist's lab."

Salvador runs over to the monitors and turns them on. A shaky, black and white image of Hector LeMans appears, yelling at an eccentric-looking scientist. "You idiot! Your new lab assistant is a SPY! Have you ever heard of a BACKGROUND CHECK???" Hector points a sprouting gun at the camera and fires. The camera turns sideways and falls to the ground.

The scientist runs up to the camera and says, "Oh look, a lovely new shipment of tulips!"

Hector grabs him by the lapels and slaps his face back and forth, saying "You are NOT a florist! You are a manufacturer of weapons!!!"

Manny's confused. Salvador explains that the scientist in the video is working for Hector LeMans. He's known as, "The Florist" probably because he deals with the remains of sprouted men all day. He works on formulas for "Sproutella," the concentrated substance used in sprouting guns. By all intelligence reports, he's mad as a hatter. But they'll be no further reports, of course, because the undercover operative they had working for "The Florist," has just been sprouted, as they saw via the camera mounted on the operative's head.

Salvador takes the sprouted operative's photo and throws it in the garbage. He mumbles something about taking matters into his own hands and runs off. Olivia insists on tagging along. Evaluna looks at them suspiciously and follows them both out, leaving Manny, Meche, and Glottis alone in the command center with all the TV monitors and messenger pigeons.

Puzzle #65: Antagonize Florist

The plan: Meche will go up to the surface and look for a way to get access to Hector. She has more freedom because Hector doesn't know what she looks like. Manny will get access to a spouting gun somewhere. Then, they'll waltz up to Hector and demand the tickets.

From the surveillance footage they just saw on the monitors, Manny figures that The Florist is the guy to talk to about getting a sprouter—he has access to a lot of it and it seems that there may be a rift between him and Hector. If he could only get him out of Hector's high-security tower...

Solution:

Manny still has that note from Hector ("I know what you're up to. I've been watching. Stay there. I'm coming to sprout you myself. Yours truly, Hector LeMans"). The Florist is so whacked out and paranoid that he might actually believe that the note's from Hector and decide to escape.

Puzzle #66: Send Message

But, of course, there's no easy way to send a message to The Florist.

Solution:

Manny gives the note to one of Salvador's pigeons. He fishes the picture of the dead operative out of the garbage and shows it to the pigeon. It flies off to find its mark. The operative's body is still in The Florist's office (in fact, the camera on his head is still working, so Manny can still spy on The Florist). The pigeon flies up to the ledge outside the lab window with the note in his beak. Just then, one of Hector's creepy ravens swoops down on the pigeon and eats it! Swallowing it gulp by gulp, like a pelican eating a whole baby seal, until just the note is sticking out. This is an added bonus to Manny's plan: When The Florist looks and sees Hector's bird holding the threat from Hector, he really freaks. He throws some stuff in an old suitcase, rips down an psychedelic poster exposing a hole to a secret escape tunnel, and jumps in.

Puzzle #67: Find Florist

Manny goes to the sewers under LeMans Tower (Glottis drives Manny around the sewer in the Bone Wagon). He can tell by looking at some of the hippie junk on the ground that The Florist landed here and ran off. Most telling is the big splat of green fluid, which Manny surmises is the deadly sprouting agent in its concentrated form. There seems to be a trail of it leading away, but it's transparent when it dries, so the trail is impossible to follow.

Manny can't go many places. The sewers are too vast to explore, and he can't go very far above ground because of the APB Hector put out on him. But he can sneak through a vent and up around in the scaffoldings like the Phantom of the Opera, and spy on a show in the Mayan Temple Casino. (The costumes are the same as in the real Mayan temple at the other side of the world, except here there are showgirls wearing the masks instead of priests.) Manny sees prop guys sticking big hunks of ice in hand-held grinding devices, and grinding snow down on the show below. The show is entertaining, but doesn't help Manny find The Florist.

Solution:

But Manny takes one of the snow grinders, and loads it with bones (leftover bones of the agent that Salvador decapitated). Then he grinds bone powder over the green splat of "Sproutella" by The Florist's junk. The bone powder sprouts in a subtle way—a fine layer of baby tears appears. Manny takes advantage of this phenomenon by dusting the ground, like he's looking for fingerprints, and picking up The Florist's trail that way. He walks off following the trail, and Glottis follows in the Bone Wagon.

Puzzle #68: Circumvent Albinizod

At the end of a dark tunnel, Manny sees what looks like a storefront for a florist. This must be the place. The only problem is the enormous, white alligator demon guarding the door.

The Bone Wagon can just hike itself up to about seven feet, so Manny does this with the remote control for the shocks, which he snatched from Glottis so he'd stop bouncing the front end at stoplights. (The shocks have a remote control so that Glottis can raise and lower the car from the ground when he's working on it.) He drives over the Albinizod, letting it snap away harmlessly at the transmission. Manny can try to squish the beast, of course, but it just backs up out of the way. So he doesn't do that.

Manny can jump onto a high ledge, walk over to a ladder and start to climb down towards the store front. But, at a certain point the Albinizod turns around and tracks Manny with his big, pink eyes. If Manny climbs down any lower, the Zod chases him back up.

Solution:

So Manny only goes down the ladder far enough so the Albinizod turns around and looks at him instead of the Bone Wagon. Then Manny uses the remote to lower the BW on the AZ and pin the sucker.

Puzzle #69: Get Florist's Stuff

Manny finds the Florist inside, crouching behind a counter. He appears to have a bipolar condition, to say the least. His hideout is a replica of a flower shop. Manny finds a picture on a table of the flower shop The Florist was replicating. It seems he actually was a real florist when he was alive, which means he now has a problem many florists face in the land of the dead: They're torn between their life-long love of flowers, and the revulsion all Land of the Dead inhabitants have towards flowers, being that they are actually all corpses in this realm. But, as Manny saw on the surveillance camera, The Florist can fall into this mode where he actually believes he's still a florist, as he was in life. In those manias, he's actually more peaceful and sedate than he is "normally."

Manny tries to get a sprouting gun from the man, or some of the Sproutella, but The Florist is in his more frantic, paranoid phase. He thinks Manny was sent by Hector, and doesn't trust him.

Solution:

In the flower shop picture, Manny sees a little bell on the inside of the shop door. He doesn't see this in the room he's in because the door is open. He closes it and sees something where the bell should be—all wadded up in duct tape. Manny tears down the tape with his scythe, exposing a bell like in the photo.

So he walks out, closing the door behind him, and walks back in, ringing the bell. The sound of the bell throws the ex-florist completely into full-on Florist mode, and he says cheerfully, "Good Morning, Sir! Can I help you?"

"Why, yes," says Manny, "I'd like a big old can of Sproutella, and a gun to go with it please."

"Certainly," says The Happy Florist, and he wraps up a can of the deadly concentrate in some lavender cellophane with a sprig of baby's breath, and sticks a gun in a purple ribbon as if it were a card. "Here you go, sir. Have a nice day!"

Puzzle #70: Disguise Face

But now, to get around above ground, Manny needs a disguise. Just below the scaffolding at the Mayan Temple Casino is the Jose Thunder Review, featuring Jose Thunder and the Thunder Boys. Manny can sneak down to the dressing room and try to get the make-up of the Thunder Boys: fake lantern jaw and ears. But the cast is full. No work here for Manny. If he walks over to the catering cart he can pick up a pot of hot coffee. He walks it around giving people warm ups, including Thunder Boy #1 who's leaning up against the wall. Sitting below him is another Thunder Boy who wants no coffee, who is pouting because he's been bumped to Thunder Boy #4 due to a little weight gain.

Solution:

Putting people out of work is what Manny's all about. He goes back up into the scaffolding, above Thunder Boy #1, and pours coffee into his mug from ten feet up. Of course, coffee splashes down all over Thunder Boy #4, melting his make-up and sending him off in a crying fit. "Oh, great," Manny hears from the dressing room, "Where are we going to find another Thunder Boy?" Twenty minutes later, Manny has a new face.

"Don't go far!" the voice yells after him, "You're on in an hour!"

Puzzle #71: Get Fancy Clothes

Manny goes into the LeMans Tower Casino in his new face and sees the decapitated L.S.A. agent there, driving a unicycle around the casino floor (His skull on the seat, his arm cranking the pedal; he wears a trench coat and hat to look less conspicuous). He's pedaling around, leaning on slot machines, reaching up into them and triggering their payoff mechanism, and dumping the change in a bag. "It's all for the movement! I'll never stop working for Salvador! Viva Salvador!"

Then he finds Meche. She's got it all figured out. Hector's having a private party upstairs in his tower. Probably just for the rich souls he wants to sell tickets to. It's black tie only, so they're going to need some new duds. She's found a couple at the slot machines who are dressed appropriately. Meche's convinced them that there's a toga party over at the Roman Casino (there is no Roman Casino, but this couple is really drunk) and she's almost got them convinced to change into these sheets that she stole from the hotel (She's been very, very busy). But they're waiting for this one slot machine they've been working on to pay off.

Manny can enlist the aid of the one-armed operative. He convinces him to come over and make the couple's machine pay off so they can leave. But when the unicycle bandit gets anywhere near the rich couple's slot machine, they shoo him away rudely.

Solution:

So, Manny tosses the blankets over them, and while they're covered up, the unicycle man works their machine so that it pays off. When it does, they take their change and behind a row of nickel poker machines undress. They come out in their togas and wave goodbye. "See you at the party!"

Manny and Meche take their ill-gotten swankitude and get dressed.

Puzzle #72: Get Upstairs

Now they just need to get past the elevator man in the lobby of the LeMans Casino. Down amid all the bell-hops, piles of luggage, and Keno monitors, is an old elevator that goes straight up to Hector's Penthouse, where the party is. The elevator man says he wants to make sure you know Hector, that you were invited personally by him. He asks you a series of really obscure pieces of Hector trivia: "How old was he when he died?" "How many Neon Tetras in his fish tank?" "How many spots on his leopard-skin couch?" And they never get the answers: "14" "99" and "52" respectively.

Solution:

That's because the answers are fake. The tip-off for Manny is the part about Hector dying at age 14. He realizes that the answer is always whatever number is winning on the Keno monitors at the moment the guy asks the question. Ha, you silly elevator men and your silly codes, thinks Manny.

Puzzle #73: Pierce Conga Line

Up in the penthouse, the rich people party is pretty crazy. Some guy (let's call him "Jimmy") with a lampshade on his head is leading a wild conga line around the party, shaking two maracas in each hand. Hector is in a side room separated from the party by a sliding glass door, so you can see him in there. But Manny can't get close because the damn conga line is totally impenetrable. There's no break in it anywhere. It runs in front of the glass door, upstairs and back down again, in front of the fire escape, band, bar, everything! He can try to break it up, but a bouncer threatens to kick him out for rough stuff. He can get away with a slight push on "Jimmy," but he just bounces into Hector's glass door and swings back into line (Jimmy's the only one you can push, because his hands are holding the maracas and not on the hips of the person in front of him.)

Solution:

But if he goes to another part of the line, say the part in front of the fire escape, and push Jimmy there, Jimmy will go through the door and lead the whole conga line outside. He's got a lampshade on his head; what does he care? This clears out the room, except for a few lingering party-goers here and there.

Puzzle #74: Get In With Hector

But the bouncer won't let you open the door and go talk to Hector. The Big Fez is in there looking mad, and doesn't want to be disturbed.

Manny meets an old couple that was hidden behind the conga line before. They explain that Hector's mad because he couldn't sell them on his special tickets. They're very frugal people, and they want to save their money.

Solution:

So Manny finally gets to make the sales pitch he's been waiting for for years. A ticket on the big train! He's got a whole thing all worked up, explaining the dangers of overland and sea travel. And his pitch is sweetened with his personal experience. He tells these people about the flying spiders, the bone beavers, the sea monsters, the hard, hard road they have ahead. Are they saving their money for a rainy day? They're dead! Etc.

And, in his greatest triumph as a salesman, the frugal couple gives, and they go tell Hector they changed their minds. Hector asks them why, and they point to Manny.

Cut-Scene: Manny Reveals His Naked Self

Hector is impressed. He comes out to shake Manny's hand. ("Hey, anyone ever tell you you look just like Jose Thunder?") He likes Manny. Asks him if he ever thought about a career in sales. Manny's about to reveal himself and whip out his gun, but Hector says, "Hey, want to see some of the merchandise?"

"The tickets!" Manny thinks, "Hector's going to take me to the tickets!" As they leave the party, Manny whispers to Meche, "I'm going to go get the tickets. Meet you at the train station."

Hector takes Manny back to the old Department of Death building. "I've had a lot of jobs open up in this department over the last few years, and we've had a heck of a time filling them," Hector says, touring the old halls. They stop by Manny's old office, and sure enough, no one's taken it over yet.

"This could be your office," he says, and then opens the closet, "Hey, look at this! Try this on for size." He pulls out a hooded robe, Manny's old robe. Manny puts it on, trying not to smile.



While Manny's putting it on, Hector leaves the room. He comes back in with a large suitcase, and opens it. It's full of the genuine item—real tickets for the big train, much more impressive than the fake ones Manny's been dealing with.

The time has come. Manny pulls out his gun and confronts Hector in a scene too brilliant to describe right here. Let's just say Hector gets away with the suitcase and runs out the window.

Rooftop chase!

Puzzle #75: Jump Buildings

Manny steps out on the ledge. It's empty. He walks down to the corner just in time to see Hector riding up on the neon leg of a giant, kicking, can-can girl sign that sits on the floor above. The leg's motor burns out under the strain of Hector's weight. He jumps off onto the next building, and as he lands, the suitcase is knocked open. He scrambles to pick up all the tickets.

The can-can girl's leg falls, now pointing down at a 45 degree angle. He climbs up to her level, and finds he could maybe slide down the leg, but it's pointed down too far. The pose of the sign is a reclining one, with the dancer's hand resting on a cracked cement gargoyle on the opposite corner from the leg.

Solution:

Manny grinds the rest of the bone powder into the cracks on the gargoyle. Then he dribbles some Sproutella out of The Florist's can into the cracks. The expanding flora in the cracks breaks apart the gargoyle, and the sign's hand slips. The sign's back falls flat on the building and the new angle of the broken leg is still pointed down, but it's now high enough so that Manny can slide across to the other building.

The Grim Reaper sliding down a neon woman's leg in Vegas. This is the Fellini portion of the game.

Puzzle #76: Restaurant Standoff

Manny lands on the other building just in time to see Hector jump off the opposite ledge.

Below, in a tilted and slowly-spinning restaurant shaped like a space ship, Raoul is hanging the "Closed" sign on the door, and having a long-awaited cigarette—until a fat man wearing a fez, and carrying a large suitcase, comes crashing through the roof. He runs off into the rotating portion of the restaurant, just before another body falls through the roof. It's the Grim Reaper, and he's got a gun.



Raoul slips out the stairs in the center of the restaurant. Manny's got a gun, so Hector has to hide. He stays on the upper portion of the rotating track where Manny can't see him. If Manny runs up after him, Hector just runs to the low side. It's an endless cat and mouse game.

There are these two service carts, like the kind that block the aisles of airliners when you have to go to the bathroom. Manny can push them out into rotating track by the tables. They roll down the track to the lower part of the ring, where they roll back and forth, but stay down there more or less. Unless Manny activates the brakes of the front cart. Then it travels up the ring on the rotating track. It threatens to sweep Hector along with it, bringing him back down to Manny.

But Hector just kicks the brake off and sends the cart crashing back down to the bottom.

Solution:

But all carts are not the same. If Manny does not lock the front cart, but instead locks the brakes of the cart behind, the rear cart will push the front cart up with it. The loose cart hits Hector, and he tries to undo the brakes, but they're not set. He can't reach the cart in back that does have its brakes set. He climbs on top of the loose cart, trying to climb back to the locked cart, but the carts reach their apogee and the loose one starts rolling down the other side of the restaurant, picking up speed, hitting the bottom with such inertia that it hops up between two tables, hits the wall, and sends Hector crashing out the window.

Puzzle #77: Negotiate Rings

Manny runs to the window, climbs up on the cart and looks out. He sees Hector fall into the Atomic Casino's courtyard display: a giant cooling tower with fake radioactive clouds and prop atoms floating around the top. (There's a sign: "Next Meltdown: 15 minutes.") Hector splashes into the radioactive ooze that fills the tower, and he sinks. The suitcase catches on a cloud.

The rear cart, still locked, completes its circuit, bumping into the crashed cart that Manny's on, tilting it up so that Manny slides out just like Hector.

But Manny's cloak provides some drag, and so he's going slow enough to stick when he hits a fake cloud next to the one with the suitcase on it. He can't reach the suitcase, however, even with his scythe. He can jump to the atom ring—The atoms are on big, flexible poles that are mounted to a rotating ring on the rim of the cooling tower. The cloud that the suitcase is on is mounted with a firm pole to a smaller rotating ring inside the other ring on the cooler tower. There is another ring on the outside, with more poles and more clouds on it. The rings are all moving in opposite directions. There are also clouds on Manny's atom ring, one right behind him that is too high to jump to. The whole thing looks like a large, mechanical solar system display, where all the planets are either clouds or atoms.

But even from the atom ring, with the suitcase cloud cruising by once in a while, Manny can't reach it. Even with his scythe.

Solution:

But if he takes his scythe and hooks the pole of the cloud behind him, he can pull his atom over to it, and then let go, sending himself flying over to the suitcase cloud. He reaches for it, barely gets it, and they both fall. They hit the wall of the tower and slide down its slope to the ground.

Hey, look! It's Glottis!

Puzzle #78: Stop Bone Wagon

Glottis has been watching your rooftop antics and following you on the ground in the Bone Wagon. Manny says, so glad to see you, let's hit the road.

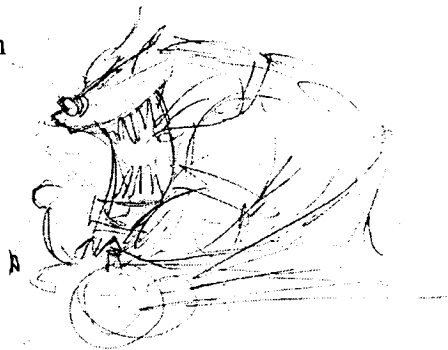
But back at the cooling tower, the melt down show has begun. Fake radioactive steam is vented (or maybe it's real? Who cares? Everybody's dead already!), the ground shakes, and a prefabricated crack opens up on the base of the cooling tower. Out pours red lava, and floating in it is Hector LeMans. The crowd gasps as the frightening-looking man with his torn, burnt clothing, and bones all dyed red, leaps up growling and chases the bone wagon. He pounces on it from behind and climbs aboard as it speeds away.

"Head to the train station. That's where Meche is waiting for us," Manny says just before Hector jumps on them.

"Yes," the red-skulled maniac yells, "Don't think! Just drive!" and with that he plunges his hand into the back of Glottis' head and rips out his walnut-sized brain, showing it to the stunned Manny, "Good thing they only need a heart to drive, eh?"

Then Hector tosses the brain. Manny reaches for it, and Hector boots him off the moving car onto the parking lot asphalt. The brainless glottis, still looking happy, has locked the BW in a big donut in the parking lot, circling Manny. Hector's trying to take control of the steering wheel, but Glottis' hands are glued to it, and his tongue keeps hitting Hector in the face. The tickets are still in the suitcase, shoved into the passenger seat.

Manny can try to take a shot at Hector, from the side, but the Wagon's circling too fast. He tries to jump in front of the car to shoot but 1) he has to jump out of the way too soon to make the shot, and 2) from the front, Hector is obscured by the headlamp, only Glottis is visible. Manny yells at Glottis to stop, but Glottis does not have a brain to process the words. Only a heart for driving.

**Solution:**

So Manny takes the darts out of his gun, finds Glottis' brain and sticks it in the gun's chamber. He jumps in front of the car and tries to shoot Glottis' brain up his gaping mouth (earlier, when Glottis opens his mouth up really wide, we can see his brain in there, behind his uvula) but he still has to jump out of the way, just before he can make the shot. So he takes the remote control for the shocks and raises the Bone Wagon up. Then he can get in front of it until the last minute because the BW can just drive over him. So Manny jumps in front of the speeding Bone Wagon, and falls on his back while making the shot, right up Glottis' mouth.

Glottis' expression doesn't change much, but when he sees Hector he screams and slams on the brakes, sending the red man flying over the headlights and on to the asphalt. Glottis goes back and grabs Manny, and they speed off away from Hector, just as his guards show up to help him.

Puzzle #79: Open Suitcase

They park around a corner from the train station and hide the car. Meche comes out of the bushes. Manny tells her she has to get on the train and take the tickets back to where the angelitos and the others are waiting. He can't go because he doesn't have a ticket.

But the suitcase is locked. Glottis puts it under the Bone Wagon and tries smashing it open. But it don't work.

Solution:

Manny sticks his scythe in the latch of the suitcase. Glottis lowers the car and presses on the scythe, but stops because it looks like the tool's going to break. Manny takes the controls himself and forces the car down, breaking his trusty scythe, but spitting the suitcase open.

Cut-Scene: Spooky Train Station & Olivia's Secret

Meche waves her hands over the tickets and one of them lights up. She takes it, closes the suitcase and reluctantly says goodbye.

The station is eerily deserted. She rides up the escalator and sees a turnstile under a sign that reads, "Ticket Holders Only Beyond This Point." Next to it is a ticket booth. She can't make out who's inside, but it looks like a silhouette of a woman with long, dark hair. She comes at it from the side, so she is really close to it before she can see that it's no woman inside, but one of Hector's ravens. It shrieks at her, she screams, and as she runs for the escalator, a dozen more ravens swoop down on her from out of nowhere. They're on her like she was Tippi Hedren, and she drops the suitcase down the escalator.

Manny and Glottis are bounding up the steps and the suitcase takes Manny out. He lands at the bottom and sees Hector's guards running towards him from both ends of the street. It looks like he's cornered, but a strange car pulls up and opens its rear door. Olivia's driving, and Salvador's in the passenger seat.

Manny looks back at Glottis and Mercedes—they're making a run for the Bone Wagon. No way Manny can join them. He jumps in Salvador's car and says, "It's about time! Where are all your L.S.A. soldiers?"

As they drive away, Olivia tosses Salvador's head back in Manny's lap. "I don't know," she says, "He hasn't told me yet."

Puzzle #80! Sprout Hector!

Apparently, in the two years since Manny last saw her, Olivia has become Hector LeMans' new girlfriend. In fact, she's driving Manny out to meet him right now.

"Nick Virago, Maximino, Hector LeMans... You have really bad taste in men, Olivia."

"I don't have bad taste in men. I have a taste for bad men. There's a difference."

She drives Manny and Salvador (His head is still animated) out of town to The Meadow—Hector's body dumping ground. He's waiting there for you. Olivia leads you out of the car at gun point, frisks you, disarms you, and walks you and Salvador's head over to an abandoned swing set in the middle of a field of flowers. Hector swings there lazily, plucking petals off a daisy, one by one.

Olivia gives Salvador one last chance. "Now, for the last time, tell us how many men you have, and where they are hiding?"

"Never!" shouts the brave, bodiless revolutionary, biting down on his Sproutella tooth and spitting up roses.

Olivia bums some cigarettes off Hector and goes back to the car. She lights one up and starts coughing. She coughs up a nasturtium flower, and a look of horror crosses her face. From outside the car we hear a scream, hear a bang, and see flowers splat up against the foggy windshield.

Hector leads Manny back to the car to get the suitcase. But it's missing! Someone's walked off with it, but who? Hector thinks Manny knows. He forces him to march through a sunflower patch with him to find it. Manny gets loose. Hector curses, and starts hunting him down.

Solution:

Manny doubles back to the car, reaches into Olivia's pile of flowers and finds his gun, the ~~Maybe this really happened as the two, like in Hector, and he's dead, straight like~~ but it's his shadow or a swing flower taking, finding out he was wrong and running back. And ~~Although, I'm pretty cool, still. Manny's slayer! No water! Green ending, and Ouch!~~



Cut-Scene: Choo-Choo Farewell

So it was Evaluna, after all, who stole the suitcase. After doing that, she rallied the L.S.A. reserves, now a hundred strong, and secured the train station with them. Manny finds a special ticket waiting there for him—first class for retired civil servants. He gets on the train with Meche and Glottis (Demons ride free! At least, to the border) and they wave good bye to Eva and her troops.

They speed across the world to the Mayan temple, where Glottis gets off. He can't leave the Land of the Dead, and there is a tearful farewell, but happy because Glottis has found a home with the little demon mechanics.

All the cheated souls finally get their tickets and board the train. The angelitos ride up front with Manny and Meche, singing "Chattanooga Choo Choo" and dancing in the isles until the train starts chugging out of the station and they all stick their heads out the windows to see the new world coming.

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tears of joy to this box.
Thank you!

