

## Citizen of Nowhere

### Solution Sheet

NB: Before resorting to the information below, you can always email me for a tailored hint ([luke.jones@gmail.com](mailto:luke.jones@gmail.com)).

OK here we go... I have laid out the information incrementally so you could get someone to read the hints out to you. I have only given the minimum things you need to do to complete. I have left out exploration, story details and Easter eggs etc.

#### **The Snake**

You need the gourd and the reeds.

The gourd is in the northern woods.

The reeds are at the Northbank of the River Void

Attach the gourd to the reeds.

You now have a weird instrument (if you show it to Donella she will tell you what it is called, but that's not crucial.)

When you are in same location as snake, either *play* or *blow* instrument or just *charm snake*.

#### **The Sandcastle**

You can try and build your own – *make sandcastle*, *build sandcastle*, you need the bucket and spade.

Unfortunately the judges will not be impressed with your effort when they show up at 4pm (they come back everyday).

There is someone else in the game that would be better at making sandcastles.

Tell them about the sandcastle competition.

The person you need lives in the lonesome hollow.

*Tell donella about sandcastle.*

### **The Windmill**

You can't get in without a key.

You will need your fishing rod.

There are several places you can fish in the game.

You need to modify the fishing rod.

You need to attach something magnetic to it.

You can find something magnetic on the desolate beach.

You will need a spade (there is one in Coley's Mill).

*Dig sand* when you are on the desolate beach and you will find something.

You will find a chess piece.

The chess piece is magnetic

*Attach chess piece to rod.*

You now have a magnetic fishing rod.

When near water either *fish, use rod, or cast line.*

With perseverance you will catch a key (after catching a load of other crap)

The key opens the windmill.

### **The Dark Room**

You will need a light source to make any progress in this room.

Examine the workbench inside the forsaken cavern (where the Wizard is)

You'll get given a torch.

Turn it on!

Go south and you'll see that the dark room is in fact Digbat's Cave.

### **Dingbats Riddles**

Dingbat will give you three riddles, I'll give you a clue here to each one and then give you the solutions.

Riddle One – Clue – A meal that British people are supposed to have at 4pm.

Riddle Two – Clue – A game played with bat and ball.

Riddle Three – Clue - An action you would perform to fix something.

### Riddle Answers

Riddle One – Answer – Afternoon Tea.

Riddle Two – Answer – Ping Pong

Riddle Three – Answer – Repair (yes I know it's a bloody difficult one, sorry!)

### **The Giant**

To get him out of the shower you have to annoy him.

He loves his shower – perhaps you can interfere with it?

On the wall is a panel.

You need to unscrew it.

You will need the screwdriver (it's inside the windmill).

*Unscrew panel*

This will reveal a valve.

*Turn valve*

This will annoy the giant and he will come and chase you.

You need to hide quickly!

*Open wheelie bin*

*Get in wheelie bin (Dylan will follow you).*

Wait.

Giant will go stomping off upstairs to look for you, leaving the bathroom open so you can enter.

### **The Unfair Maze**

It is possible to get through it by dropping objects and making a map but I have designed it to be very annoying!

You need a gadget to help you.

Inside the wheelie bin (outside the giant's bathroom), you will find a strange object.

If you show it to the wizard he will tell you what it is.

It is a broken way diviner.

The tinker can fix it.

Give it to the tinker

The tinker will tell you what he needs to fix it.

You can get what he needs in the Frozen Tundra.

Try petting/stroking the mammoth, you'll collect a hair.

Give the ridiculously long hair to the tinker.

The tinker will repair the way diviner and give it to you.

When you are in the maze examine the way diviner – it will show you which way to go.

### **The Mash Tun Tavern**

You need to win a game of pool in order to get an item you need.

Going west will take you into the Saloon where the pool table is.

In order to win you need to be fed and to have had a drink.

In the bar you can *order a drink*.

Don't forget to drink it!

You will find some pork scratchings in there.

Eat them too.

Now play pool and you will beat Sean, he will give you an elixir.

You can also play the pinball machine.

### **The Sentry at the City Gates**

The sentry has the key to the gates (there is no other way of getting in).

The sentry patrols between two gates – if you wait you'll see him go east/west and then come back again – this gives you the opportunity to do something behind his back.

You need to do something to his canteen.

You need the mushrooms (they are on the tree stump in the southern meadow).

Examine the mushrooms – this should give you a clue.

### **Solution**

Put mushrooms in canteen when soldier is not there. Wait...

Soldier will return, drink from canteen and become helpless. He will drop the key to the gates.

### **Drawbridge**

To gain access to the castle you need to lower the drawbridge.

To do this you need to signal to the guy in the castle.

You need to use the flags to do this, but you need the code.

To get the code you need the codebook.

The Prime Minister will give you the codebook when you visit him in Number 10 Clowning Street.

You won't be able to get inside Number 10 looking like you are.

You need a disguise.

You can get a uniform from the sentry soldier. Just *take uniform* when he is helpless. *Wear uniform*.

Stand on the signalling platform (you need to be wearing the uniform) and follow the instructions in the codebook.

The code is 100.

Complete solution is:

Wave green flag

Wave white flag

Wave black flag

Wave black flag

Wave red flag.

### **Releasing Nowhere Soldiers from the Barracks.**

You can't do this unless you have won the sandcastle completion and won a game of pool in the pub (see above for how to do this).

Drink the vial of strength (it doesn't matter when you do this, the effects last indefinitely).

Go to the Block & Quayle Blacksmith Store and get the bolt cutters (you'll need the voucher you won in the sandcastle competition).

Now you can *cut fence* and release the soldiers.

### **Sending the prime minister's note.**

Simply give the note to the pigeon (in the City Plaza) or put it directly in his satchel. You should take the opportunity to talk to him, he has a lot to say about things and you won't see him again in the game. Apologies for his foul language, he just keeps turning up in my games.

### **Endgame - The Airship**

Climb up the rope ladder (the game won't let you do this until you have completed everything else).

Once you enter the airship you won't be able to explore any other locations again in the game.

You will end up making two decisions, neither will make you lose the game, they will just change the ending.

Either shoot the King of Somewhere when you have the opportunity, or let him escape.

Press the red button or give the box back to Donella.