

Official Cheatbook
for

The Spy Who Ate Lunch

TOP SECRET

Secure Homeland Intelligence Team

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By turning the page, you certify that (i) you are authorized to use the Cheatbook, and (ii) you are either too dumb or too lazy to figure out how to solve the puzzles in *The Spy Who Ate Lunch* on your own.

Instructions For Use: This Cheatbook is equipped with a high-security state-of-the art Top Secret Information Concealment Device (TSICD) which has been specially designed by SHIT's Technology and Equipment Division to prevent unauthorized access. The TSICD can be found as the last page of this booklet. To use the TSICD, follow the following procedure:

- Print out the Cheatbook
- Staple or otherwise bind the Cheatbook (optional)
- Carefully remove the TSICD from the Cheatbook
- Consult the Table of Contents to determine the page on which the topic on which you need help is covered
- Turn to that page *and immediately cover it with the TSICD*.
- Slide the TSICD down the page to reveal one hint at a time.
- Continue on subsequent pages as needed.

Failure to follow these procedures is an act of terrorism under Security Directive 8GcXX.



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I. SHIT Headquarters

General

How do I move around Headquarters?

1. Just go in whatever direction you want to go (e.g., “Go East” or just “East” or even “E”).
2. Oh, you must be talking about getting through doors.
3. Each door in SHIT Headquarters is equipped with a state-of-the-art security device.
4. Have you looked at the wall next to each door?
5. There’s a slot in the wall.
6. Maybe there’s something which might fit into the slot.
7. Have you looked in the pocket of the trench coat?
8. There’s a card key in the trench coat.
9. If you put the card key in a wall slot, it will open the door next to that slot.

Your Office

How can I get out of my office?

1. Try going east.
2. Surely an experienced agent like you isn’t deterred by a simple locked door.
3. Have you looked at the wall next to the door?
4. There’s a slot in the wall.
5. Maybe there’s something which might fit into the slot.
6. Have you looked in the pocket of the trench coat?
7. There’s a card key in the trench coat.
8. If you put the card key in a wall slot, it will open the door.

The phone’s ringing, but I can’t seem to answer it

1. Are you sure it’s the telephone that’s ringing?
2. Under Security Directive 9F47Q, all SHIT equipment is required to look like something other than what it really is.

3. So the telephone isn't really a telephone.
4. Maybe there's something else that really is a telephone.
5. Have you checked out the other objects on the desk?
6. Try examining the banana.
7. The banana has a dial, a message light, and a line cord.
8. The banana really is a bananaphone.
9. Try answering the banana.

So what's the phone for?

1. Under Security Directive 9F47Q, all SHIT equipment is required to look like something other than what it really is.
2. The telephone is not really a telephone.
3. Have you examined the telephone?
4. There is a small catch on the telephone.
5. Try moving the catch.
6. Moving the catch will open the telephone.
7. There's a bottle of vodka in the telephone.
8. Take the bottle of vodka.

I missed the phone call, and now it's stopped ringing

1. Under Security Directive 9F47Q, all SHIT equipment is required to look like something other than what it really is.
2. So the telephone isn't really a telephone.
3. The banana has a dial, a message light, a button and a line cord.
4. Have you examined the message light?
5. It's lit up. Maybe there's a message waiting.
6. How might you retrieve a message?
7. Try pushing the button.

I can't seem to open the manual

1. The manual is held shut by a clasp.
2. There is a small slot in the clasp.

3. Maybe you could unlock it if you stick something into the slot.
4. What do you have that looks like it might fit into a slot?
5. A card key might fit into a slot.
6. Unfortunately, this particular card key is too large to fit into this particular slot.
7. Maybe you can find a way to shrink the card key down to size.
8. You're probably not ready to do that just yet.
9. You should probably take the manual, so you'll have it when you need it.

What else can I do in here?

1. Have you looked around?
2. There's a trench coat on the coatrack.
3. Spies in the movies always wear trench coats.
4. They look cool and can keep you warm.
5. Take the trench coat.
6. Have you looked in the pocket?
7. There are a card key and a wallet in the pocket.
8. Try opening the wallet.
9. The wallet is actually a switchblade.
10. A good sharp blade might come in handy.

Mrs. Cashbucks

I can't seem to get to first base with Mrs. Cashbucks

1. Her title is "Boss' Inspirational Teammate and Confidential Helper."
2. Here at SHIT, acronyms are quite popular.
3. Mrs. Cashbucks' acronym is quite descriptive.
4. She really is a bitch.
5. Stay away from her. Take my word for it.

The TURD's Office

The TURD keeps screaming at me, and sometimes he has me killed

1. It sounds like you're doing something to piss him off.
2. When you came in here, he told you to do something.
3. He told you to sit down.
4. You should sit in the guest chair.
5. You should pay attention to what the TURD has to say.
6. If you interrupt the TURD, you're not paying attention.
7. If you do anything else, you're not paying attention.
8. Once you're seated, don't do anything except wait or listen during the briefing.

So why am I in here?

1. If you listen to the TURD like you're supposed to, you'd know the answer to that.
2. You're here to learn what your mission is.

What else can I do in here?

1. Once the briefing is complete, you can talk to the TURD and ask or tell him about whatever you want.
2. You probably won't learn much of importance by doing so.
3. But it might be interesting anyway.
4. You can also check out the various accoutrements of the TURD's office.
5. Doing so might give you some insights into the kind of person you work for.
6. You won't learn anything that is important to the game.
7. You can't take any of the TURD's things, so don't bother trying.
8. No matter how much you'd like to, punching the TURD in the nose (or, for that matter, any other body part) would be a bad idea.

Oh, no! I've left the TURD's office, and now I realize I left something in there

1. You could try going in there again to get whatever you left.
2. Mrs. Cashbucks won't let you in.
3. Don't even think about trying to get past the BITCH.
4. If you haven't done anything else since leaving the office, you could UNDO.
5. Otherwise, I hope it hasn't been too long since you saved the game.
6. Congratulations! You've managed to discover one of the very few ways you can get the game into an unwinnable state without dying immediately.

The Laboratory

The CRAP won't talk to me; he keeps saying I have to get a mission briefing first

1. He's right.
2. Before you can get your equipment, you have to learn what the mission is.
3. That's the way it works in all the spy novels.
4. Go talk to the TURD.
5. The TURD's office is just south of Mrs. Cashback's desk.
6. Then come back to the laboratory to get your equipment.

The CRAP won't talk to me until I take a donut

1. So take a donut.
2. It won't kill you.
3. Then again, maybe it will.

What's the donut for, anyway?

1. It might make a good snack.
2. Under Security Directive 9F47Q, all SHIT equipment is required to look like something other than what it really is.
3. So maybe the donut is not really a donut.

4. Have you tried smelling it?
5. It smells like marzipan.
6. Have you tasted it?
7. It tastes sort of like almonds, but with a slightly bitter note.
8. Did you notice what the CRAP did with the box after you took a donut?
9. He locked it in the safe.
10. You might get captured and tortured by terrorists.
11. If you do, you need a way to be sure you won't reveal any secret information.
12. The donut is really a cyanide pill.
13. Come to think of it, it might not make such a good snack after all.

How can I get some coffee?

1. The CRAP once tried to invent a sleeping gas canister disguised as a coffeepot.
2. It didn't work too well.
3. Ever since that disaster, coffee is forbidden in SHIT headquarters.
4. There's no coffee anywhere else in the game, either.
5. Is the game really that boring that you need coffee to stay awake?
6. It's probably just as well that you can't get any coffee to wash down the donut, since it wouldn't be a good idea to eat the donut anyway.

What's all the stuff on the table?

1. Some spy you are if you can't even figure that out.
2. It's the equipment you'll need for your mission.

What's the bomb for?

1. Have you tried asking the CRAP about it?
2. It's a bomb.
3. A special waiver of Security Directive 9F47Q was required in order to build a bomb that actually looks like a bomb.

4. Bombs are generally used for blowing things up.
5. Maybe you'll find something in need of blowing up.

How do I use the bomb?

1. Have you examined the bomb?
2. There's a fuse attached to it.
3. Perhaps lighting the fuse might cause the bomb to go boom.
4. You should probably only do this when the bomb is somewhere that you want to blow up.
5. You probably want to be somewhere safe when the bomb blows.

What's the soda straw for?

1. Have you tried asking the CRAP about it?
2. Have you examined it?
3. There's a trigger in the middle.
4. Under Security Directive 9F47Q, all SHIT equipment is required to look like something other than what it really is.
5. The soda straw is really a gun.
6. It suffers from a minor design flaw.
7. Both ends look alike.
8. So you don't know if it's pointed at you or at the other guy.
9. There's a 50% chance you will shoot yourself with it.
10. It could be somewhat dangerous to use.

How do I use the soda straw?

1. You can aim it at whomever or whatever you want to shoot, and then pull the trigger.
2. Or you can just shoot whomever or whatever you want to shoot.
3. Of course, the straw suffers from a minor design flaw.
4. Both ends look alike.
5. So you don't know if it's pointed at you or at the other guy.

6. There's a 50% chance you will shoot yourself with it.
7. Maybe when the time comes you can figure out a safer way to use it.

What's the lamb chop for?

1. Have you tried asking the CRAP about it?
2. Have you examined it?
3. The round bone in the center seems to have a convex glass surface.
4. A convex piece of glass seems like a lens.
5. The chop is a camera.
6. Cameras are usually used for photographing things.

How do I use the lamb chop?

1. You just photograph whomever or whatever it is you want to photograph.
2. You have a limited supply of film.
3. Don't waste it on things that are not mission-critical.

What's the microscope slide for?

1. Have you tried asking the CRAP about it?
2. Have you examined it?
3. It has some wires attached to it which lead to a rotary dial.
4. That suggests that it might be some sort of telephonic device.
5. Have you looked at it through the microscope?
6. Under magnification, you can see something like an amoeba.
7. On the slide is a single-cell organism that also functions as a communications device.
8. It's called a *cellphone*.

How do I use the microscope slide?

1. Have you tried asking the CRAP about it?
2. On the slide is a single-cell organism that also functions as a communications device.
3. To communicate with Headquarters, you just dial the correct number.

What's the right number to dial?

1. Have you tried asking the CRAP about the slide?
2. You have in your possession a means of learning all sorts of information.
3. The SHIT manual is the source of all knowledge.
4. Consult the manual about "communications."
5. Of course, before you can do that you have to figure out how to get the manual open.

What's the binocular microscope for?

1. It allows you to look at really small things.
2. Maybe there's something really small on the microscope slide.

How do I use the binocular microscope?

1. Have you asked the CRAP about the slide?
2. If you ask him while he and the slide are both in the laboratory, he will set it up and invite you to take a look.
3. You can put the slide into the microscope and then look through the microscope.

How do I get into the safe?

1. Have you examined the safe?
2. Don't bother.
3. You can't get into the safe.

The CRAP won't let me into the east side of the laboratory

1. He probably doesn't want you fooling around with the machine that's over there.
2. The machine does look interesting, though.
3. As long as the CRAP is in the lab, he will prevent you from heading into the eastern part of the room.
4. You need to get him out of the lab.
5. Maybe he would leave if he were needed elsewhere.
6. Has anything happened elsewhere which might require the CRAP's attention?

7. Have you been to the interrogation room?
8. Did anything of interest happen while you were there?
9. Hang around the interrogation room until a torture instrument breaks. When that happens, Wolfgang remarks that he needs to get the CRAP to fix it.
10. Then, come back to the lab and tell the CRAP about the broken instrument.

What else can I do here?

1. Not much, really.

Laboratory (East)

What is this machine and what does it do?

1. Have you read the sign?
2. The machine is a dimensional transmogrification apparatus.
3. That probably means it transmogrifies dimensions.
4. Maybe you can use it to transmogrify the dimensions of something to make it smaller or bigger.

What's the bucket for?

1. Try reading the screen.
2. The bucket is large.
3. You can put something which is large into the bucket.
4. When the machine is set to make large things small, the bucket is the input compartment.
5. When the machine is set to make small things large, the bucket is the output compartment.

What's the basket for?

1. Try reading the screen.
2. The basket is small.
3. You can put something which is small into the basket.
4. When the machine is set to make small things large, the basket is the input compartment.
5. When the machine is set to make large things small, the basket is the output compartment.

What's the dimensional transmogrification directional control lever for?

1. Have you examined the lever?
2. There are pictures to the left and right of the lever.
3. Have you examined the screen?
4. The dimensional transmogrification directional control lever controls the direction of dimensional transmogrification.
5. When the lever is in the left position, the machine is set to make large things small (forward).
6. When the lever is in the right position, the machine is set to make small things large (reverse).
7. When the lever is in the middle position, the machine is in neutral.

What's the reset button for?

1. Have you examined the screen?
2. The reset button resets the machine to the "neutral" configuration.
3. Every time you press the "transmogrify" button (whether or not it results in a successful transmogrification), you have to press the reset button before you can try transmogrifying again.

What's the transmogrify button for?

1. It's for transmogrifying.
2. Have you examined the screen?
3. After setting the lever and placing the object to be transmogrified in the input compartment, you press the transmogrify button to initiate the transmogrification process.

So how do I use this crazy contraption?

Have you read the screen?

To make something smaller:

1. Push the Reset button, if necessary.
2. Put the object to be transmogrified in the bucket.

3. Set the dimensional transmogrification directional control lever to the left position.
4. Push the Transmogrify button.
5. Remove the transmogrified object from the basket.

To restore a previously shrunken object to its original size:

1. Push the Reset button, if necessary.
2. Put the object to be transmogrified in the basket.
3. Set the dimensional transmogrification directional control lever to the right position.
4. Push the Transmogrify button.
5. Remove the transmogrified object from the bucket.

What I am I supposed to do with all this?

1. Do you have anything that you might want to change the size of?
2. When in doubt, it's always a good idea to consult the manual.
3. Of course, in order to do that, you'd have to open the manual.
4. You can't do that because it's locked.
5. There's a small slot in the clasp that holds the manual shut.
6. You have a card key, which opens doors when you fit it into slots.
7. Unfortunately, the card key is too big to fit into the small slot on the clasp.
8. You could use the dimensional transmogrification apparatus to shrink your card key.

It didn't work right, and a buzzer sounded

1. A buzzer means an error has occurred.
2. That means you did something wrong.
3. There are lots of things you might have screwed up.
4. Have you looked at the screen lately?
5. After an error, the screen will tell you what the problem is.
6. In addition to correcting the problem, you have to press the reset button before you can try again.

OK, I shrunk my card key. Now what?

1. You can use the shrunken card key to open the SHIT Manual.
2. Just insert the shrunken card key into the small slot.
3. Once it's open, you can read the manual.
4. To learn about a particular topic, consult the manual about that topic.
5. When the Manual is open, you can see a list of available topics by typing "Contents."
6. Under Security Directive ICX5-L, the Manual automatically locks each time you consult it, so you'll need to use the shrunken card key to unlock it again.

Now that I shrunk my card key, I can't get out of the laboratory

1. To open a door in SHIT headquarters, you need to insert a card key into the wall slot.
2. But the shrunken card key is too small.
3. You need to have a normal-size (unshrunk) card key to open the door.
4. If you use the dimensional transmogrification apparatus in reverse, you can restore the shrunken card key to full size.
5. To restore the card key to normal size:
 - Press the reset button
 - Put the shrunken card key in the small basket
 - Set the dimensional transmogrification directional control lever to the right position
 - Press the transmogrify button
 - Take the normal-size card key from the large bucket
6. Of course, now that your card key is back to full size, you can't use it to open the manual any more.
7. That seems like a problem.
8. Maybe you can find the answer in the manual, which is the repository of all knowledge.

9. If you've already restored your card key to normal size, you'll need to shrink it again before you can open the manual.
10. Since your problem involves card keys, try consulting the manual about card keys.
11. The manual entry on card keys suggests a location in SHIT headquarters where you might find another card key.
12. Try looking in the file room.
13. If you find another card key, you can come back to the lab and use the dimensional transmogrification apparatus to shrink one of the cards.
14. Then you'll have one normal-size card key (to open doors) and one shrunken card key (to open the manual).

Oh, no! There's a loud klaxon sounding, my card has disappeared and the controls on the machine don't work!

1. Have you read the screen?
2. There's been a catastrophic dimensional transmogrification error.
3. Your card key has been transmogrified to the seventeenth dimension.
4. You've got a problem.
5. You've got a *big* problem.
6. You've got a *really* big problem.
7. You're in seriously deep shit.
8. There's only one thing to do under these circumstances.
9. **PANIC!**
10. Press the panic button.
11. Then wait until the CRAP shows up.
12. He'll be seriously pissed that you've been playing around with the dimensional transmogrification apparatus.
13. But he'll give you a new card key anyway.
14. Then he'll leave to go back to fixing Wolfgang's tools.
15. When he does, you can pick up where you left off and try transmogrifying the card key again.

Interrogation Room

What is this place?

1. There's a prisoner strapped to a nasty-looking chair, and a guy in a leather apron is doing unspeakable things to the prisoner using painful-looking tools. What do you think it is?
2. It's a torture chamber.
3. The official term is "interrogation room."

Why is Wolfgang torturing the prisoner?

1. It's his job.
2. The prisoner is a terrorist.
3. We know that because why else would Wolfgang be torturing him?
4. Besides, his name is Mohammed, so he must be a terrorist.
5. An example must be made of the terrorists to protect the security of our nation.

Who is Mohammed?

1. He's a terrorist, of course.
2. Have you examined him?

I think this is a case of mistaken identity. What can I do about it?

1. You could tell Wolfgang.
2. It wouldn't do any good.
3. You could tell the TURD.
4. That wouldn't do any good either.
5. You could try telling the CRAP or the BITCH.
6. But neither of them would be interested.
7. SHIT is dedicated to fighting against the terrorists.
8. Therefore, anybody whom SHIT determines to be an enemy is, by definition, a terrorist.
9. So there can be no mistaken identity.

10. There's nothing you can do to help "Mohammed."
11. What are you, anyway—a terrorist?

What am I supposed to do here anyway?

1. If you stick around for a while, something interesting might happen.
2. One of Wolfgang's instruments will break.
3. When that happens, Wolfgang will mention that he needs to get the CRAP to fix it.
4. That information might be useful to you elsewhere.
5. If you tell the CRAP about the broken instrument, he will head over to the Interrogation Room to fix it.
6. When he does that, you can get into the eastern part of the laboratory.

File Room

What's the folder for?

1. Have you examined it?
2. It contains the acknowledgements for all those who contributed to the creation of *The Spy Who Ate Lunch*.

What can I do with the ash?

1. Have you examined it?
2. You could try to take it.
3. But trying to pick up a few bits of ash is not likely to be very productive.
4. It's just there for color.
5. So there's really not much you can do with it, and it would be pretty pointless to waste time trying.

What else can I do here?

1. Have you figured out yet how to open the SHIT manual?
2. If you haven't, then there's nothing else to do in the file room.
3. In which case, reading any further would constitute cheating, even by the standards of the Cheatbook.

4. If you have gotten into the Manual, you may find that you have need of an extra card key.
5. If you consult the Manual about card keys, you will find a hint that there might be one hidden in the File Room.
6. If you look in the File Room drawers after reading that hint, you will find a card key.

So now I've got two card keys. What am I supposed to do with them?

1. You need a shrunken card key to open the Manual.
2. But you also need a normal-size card key to move around SHIT Headquarters.
3. You've got two card keys, but they're both normal size.
4. So you need to shrink one of them.
5. You can do that with the dimensional transmogrification apparatus.
6. Don't forget to press the reset button before attempting dimensional transmogrification.

The Double Door

What's the purpose of the double door at the chartreuse-yellow corner?

1. It's a door. Doors usually lead to someplace other than the place you are.
2. The fact that it's a double door (unlike all the other doors in SHIT Headquarters) suggests that maybe there's something special about it.
3. It's the exit from SHIT Headquarters.

I've opened the double doors but I can't leave

1. You need to have all of the necessary equipment before setting forth on your mission.

2. To complete your mission, you will need:
 - A card key (normal size)
 - A card key (shrunk)
 - The bottle of vodka
 - The trench coat
 - The SHIT manual
 - The bomb
 - The lamb chop
 - The microscope slide
 - The soda straw
 - The wallet
 - The jelly donut
3. Except for the shrunk card key, all of your gear needs to be normal size.

II. Terrorist Commissary and Vicinity

Street (In Front of Commissary)

What is this building?

1. There's no place...
2. like this place...
3. anywhere near this place.
4. So this must be the place.
5. The place you need to get to to complete your mission, that is.
6. It's the terrorist commissary.

Why can't I read the sign?

1. The roof of the building, where the sign is, is pretty high.
2. Simple trigonometry dictates the angle from where you are to the sign.
3. You can only bend your head back so far before your neck snaps.
4. You need to be farther away in order for the line of sight to the sign to be at a manageable angle.
5. Try reading it from across the street.

Across the Street

What can I do here?

1. You can read the sign from here.
2. Isn't that why you came here in the first place?
3. You can't read the entire sign, because some letters are burned out.
4. What you can read says "G Hot Sauce."
5. Which sounds an awful lot like "Jihad Sauce."

Commissary Corridor

OK, I'm in the building. Now what?

1. Do your duty, agent!
2. In case you've forgotten, your mission is to steal the recipe for the secret sauce.
3. The recipe does not appear to be in this corridor.
4. Neither is anything else of interest.
5. So you'll probably need to go further into the building.
6. You should probably be careful, though; you're in the heart of the terrorist stronghold.
7. Try opening the inner door and observing before moving into the next room.
8. If you open the door and watch you'll see a terrorist chef doing a bunch of different things.
9. You could try to shoot him from here in the corridor.
10. But your only firearm is the soda straw.
11. And you've been warned that using that is as likely to get you killed as your target.
12. So maybe another approach is called for.
13. If you keep watching, eventually the chef will leave the room.
14. At that point, you can enter the room.

I tried to shoot the chef from the corridor, but wound up shooting myself instead

1. Both ends of the soda straw look alike.
2. So there's a 50–50 chance that the bullet will leave the straw from the end pointed towards you.
3. That doesn't seem like great odds.
4. So maybe shooting the chef isn't the answer.
5. Maybe another approach is called for.
6. If you keep watching, eventually the chef will leave the room.
7. At that point, you can enter the room.

I tried to shoot the chef from the corridor, but I missed and wound up getting arrested

1. I guess you're just not that good a shot, particularly when you have to use a soda straw instead of a real weapon.
2. So maybe shooting the chef isn't the answer.
3. Maybe another approach is called for.
4. If you keep watching, eventually the chef will leave the room.
5. At that point, you can enter the room.

Terrorist Kitchen

I got into the kitchen, but the chef came back and had me arrested

1. If you had continued to watch from the corridor instead of being so hasty to enter the kitchen as soon as the chef walked away, you would have seen that he comes and goes periodically.
2. The number of turns before he comes back varies randomly.
3. You need to figure out a way to deal with him before he comes back.
4. Or you could try to find a safe hiding place to buy some more time.

5. Have you seen anything here that looks like it might make a good hiding place?
6. The refrigerator is described as “large enough to hold a man (if for some reason you had a man that you needed to keep fresh).”
7. You could hide in the refrigerator.

How do I deal with the chef?

1. As soon as he comes into the kitchen, if you're here he immediately calls the cops and has you arrested.
2. So you need a way to deal with him without being in the same room.
3. You could try shooting him from the corridor.
4. But you're just as likely to shoot yourself as to kill him.
5. And besides, you might miss.
6. You could try shooting him from inside the refrigerator.
7. But that plan suffers from the same problems as shooting him from the corridor.
8. Maybe there's a way to set a trap.
9. When the chef is in the room, he does various things.
10. One of the things he does is take a sip of Coca-Cola® from the tall glass.
11. Do you have anything that might be used to make a trap, using the Coca-Cola® as bait?
12. You should probably use something that wouldn't look out of place, so it doesn't look like a trap.
13. Put the straw in the glass.
14. Then, wait until the chef gets thirsty.
15. When he tries to take a sip, the slight pressure on the trigger (perched on the lip of the glass) will fire the bullet.
16. There's a 50–50 chance the bullet will fire from the end of the straw that is between the chef's lips, in which case it will blow his head off.
17. If the bullet fires from the end of the straw pointing into the glass, it will break the glass, ricochet off the table, and hit the chef on the rebound.

18. Either way, the chef will go to paradise, or Valhalla, or the happy hunting grounds, or wherever it is that terrorists go, and he will trouble you no more.
19. Of course, you need a safe place to hide while waiting for him to get thirsty.
20. You could wait in the corridor or in the refrigerator.
21. You could also enter the refrigerator before setting the trap, and put the straw in the glass from in there. This would reduce the amount of time you spend in the kitchen, thus minimizing the risk that the chef might come back while you're still there.

Inside the Refrigerator

I tried to shoot the chef from inside the refrigerator, but wound up shooting myself instead

1. Both ends of the soda straw look alike.
2. So there's a 50–50 chance that the bullet will leave the straw from the end pointed towards you.
3. That doesn't seem like great odds.
4. So maybe shooting the chef isn't the answer.

I tried to shoot the chef from inside the refrigerator, but I missed and wound up getting arrested

1. I guess you're just not that good a shot, particularly when you have to use a soda straw instead of a real weapon.
2. So maybe shooting the chef isn't the answer.
3. Maybe another approach is called for.

So what can I do in here?

1. You could try shooting the chef.
2. But you're just as likely to shoot yourself as to kill him.
3. And besides, you might miss.
4. Maybe another approach is called for.
5. What about setting a trap?
6. When the chef is in the room, he does various things.

7. One of the things he does is take a sip of Coca-Cola® from the tall glass.
8. The glass is on the table, and you can reach it from in here.
9. Do you have anything that might be used to make a trap, using the Coca-Cola® as bait?
10. You should probably use something that wouldn't look out of place, so it doesn't look like a trap.
11. Put the straw in the glass.
12. Then, wait until the chef gets thirsty.
13. When he tries to take a sip, the slight pressure on the trigger (perched on the lip of the glass) will fire the bullet.
14. There's a 50–50 chance the bullet will fire from the end of the straw that is between the chef's lips, in which case it will blow his head off.
15. If the bullet fires from the end of the straw pointing into the glass, it will break the glass, ricochet off the table, and hit the chef on the rebound.
16. Either way, the chef will go to paradise, or Valhalla, or the happy hunting grounds, or wherever it is that terrorists go, and he will trouble you no more.
17. Once he's out of the way, it's safe to leave the refrigerator.

It's awfully cold in here

1. The purpose of a refrigerator is to keep perishable foods from going bad.
2. It does that by keepng them cold.
3. Unfortunately, you are not food.
4. Unlike food (which can be *prevented* from perishing by keeping it cold), keeping you cold might *cause* you to perish.
5. Ironic, isn't it?
6. Somewhere during the stone age, a resourceful caveman invented clothing when he realized that he could keep warm during cold weather by wearing the skin of a fur-bearing animal that he bashed to death with his previous invention, the club.

7. You don't have the skins of any dead animals.
8. And there do not appear to be any fur-bearing animals in here for you to bash to death.
9. Which is probably just as well, since you don't have a club.
10. You do, however, have clothing.
11. Wear the trench coat.

Terrorist Kitchen (After Dealing With the Chef)

I've found the secret sauce. What do I do with it?

1. Your mission is to steal the recipe, not the sauce.
2. However, if you want, you can take a sample of the sauce.
3. You never know, it might come in handy.
4. You'll need a suitable empty container.
5. Just dip the container into the cauldron to fill it with the sauce.

How do I get into the safe?

1. Have you examined it?
2. You could probably open it with the buttons, if you had the combination.
3. Unfortunately, you don't.
4. Maybe the chef has the combination on his (now dead) person.
5. Searching a corpse seems a bit ghoulish, but espionage is not a job for the squeamish.
6. On the other hand, maybe the chef doesn't have it on his person after all.
7. Maybe you could pick the lock.
8. Except that you lack both the skills and the tools for serious yeggerly.
9. Maybe you could jimmy it open.
10. Except that there's nothing around which could function as a strong enough lever. Besides, the safe looks pretty solid.
11. Maybe you could blow it open with the bomb.
12. Of course, you run the risk of destroying anything that might be inside.

13. But you don't seem to have a lot of alternatives.
14. Put the bomb under the safe, then light the fuse.
15. You probably want to get somewhere safe as soon as you do that.

I want to try blowing the safe with the bomb, but I can't light the fuse without an ignition source

1. Have you checked your equipment carefully to see if you might have something that could be used to start a fire?
2. You could try rubbing two sticks together.
3. Except that, unlike the woods, there don't seem to be two sticks readily available in the kitchen.
4. Unfortunately, when you were in the boy scouts they never taught you what to do if you can't find two sticks.
5. Maybe you should keep looking around to see if you can find an ignition source.
6. There's a box of matches in the storage pantry (northwest of the kitchen).

What's a safe place to wait for the bomb to go off?

1. It would not be a good idea to be in the kitchen when the bomb goes off.
2. Out on the street would be pretty far away from the blast.
3. But a stranger lurking around when the sound of the blast is heard might attract attention.
4. You could wait in the corridor, the refrigerator or the storage pantry.
5. Shrapnel can fly through open doorways.
6. Wait in the corridor with the inner door closed, or in the refrigerator with the door closed.

OK, I managed to get the safe open, but the granite slab is too heavy for me to move

1. Archimedes once said "Give me a place to stand and I can move the world!"
2. Actually, he probably said it in ancient Greek, since modern English hadn't been invented yet.
3. And you don't speak Greek, ancient or otherwise.

4. Regardless of the language, Archimedes was referring to the power of leverage.
5. Unfortunately, you don't have a lever long and strong enough to move the world.
6. You don't even have a lever long and strong enough to move the granite slab.
7. So maybe you need to figure out a way to fulfill your mission without moving the slab.
8. Your mission is to steal the recipe for the secret sauce.
9. The recipe appears to be inscribed, in some strange language, on the slab.
10. But the slab *is* not the recipe itself.
11. So maybe there's a way to steal the recipe without having to take the slab.
12. Photograph the recipe.

I tried photographing the recipe, but there's not enough light

1. "Photography" literally means "writing with light."
2. So it makes sense that you can't do it in the dark.
3. It's dark in the safe (although it's not safe in the dark).
4. If you take the granite slab, you could put it somewhere with better illumination.
5. Of course, if you could take the granite slab, you wouldn't need to photograph it.
6. So scratch that idea.
7. Maybe you could move the safe to somewhere with more light.
8. But moving the safe looks even more impossible than moving the slab.
9. Somebody once said that "if the mountain won't come to Mohammed, Mohammed must go to the mountain."
10. Of course, Mohammed can't go anywhere right now, since he's strapped into Wolfgang's chair.
11. But if you can't get the slab into the light, maybe you can bring light to the slab.
12. Maybe the manual has some useful ideas.

13. Why not consult the manual about “light”?
14. The first thing the manual suggests is turning on the light switch.
15. Since there’s no light switch here, that’s not a very useful suggestion.
16. There doesn’t seem to be any obvious way to create light by electrical means with the materials you have available.
17. Maybe you can use a chemical method.
18. Do you have a flammable fuel?
19. What about the vodka?
20. Of course, just lighting the vodka is likely to create a huge fireball and burn the place down.
21. What you need is something to feed the fuel slowly, for a controlled burn.
22. In other words, you need something to function as a wick.
23. The towel looks like it is made of a promising material.
24. But it’s awfully big for the job.
25. Now if you had a smaller piece of that material, that might be just the ticket.
26. If you cut the towel (using either the kitchen knife or the open wallet), you’ll get a strip of cloth that looks like it might make a perfect wick.
27. Unfortunately, even the smaller strip of cloth is too large to fit into the minuscule mouth of the bottle.
28. Maybe another container might work.
29. Like the jug from the storage pantry.
30. Pour the vodka into the jug.
31. Don’t forget to open the bottle first.
32. Then put the wick in the jug.
33. Put the lamp in the safe.
34. Then all you need to do is type “light lamp.”
35. What an unusual thing to do in a text adventure game!

I photographed the recipe. Now what do I do?

1. You should probably report back to Headquarters.
2. To do that, you need to call them.
3. Use your microscope slide (a/k/a cellphone).
4. You'll need to get the number first.
5. You could dial a bunch of numbers at random and hope you hit the right one by accident.
6. But that would probably take about a century.
7. You could call directory assistance.
8. But SHIT probably has an unlisted number.
9. Besides, if you did that Security Directive NB88-Q would require you to kill the operator.
10. You could look it up in the phone book.
11. Except that SHIT Headquarters is not listed in the phone book.
12. It wouldn't matter if it were, since you don't have a phone book anyway.
13. You do, however, have an even better source of knowledge.
14. You have the SHIT Manual.
15. Consult your manual about "communications." That will tell you the current telephone number for Headquarters.
16. Then just dial the number.
17. If you want to take a sample of the secret sauce, you need to do it before you call Headquarters to tell them that your mission is complete.
18. The small bottle (which formerly held vodka but is now empty) would be a good container to use for that.
19. You can fill it with secret sauce by dipping it into the cauldron.

Storage Pantry

I can't take or open the cartons

1. Have you examined them?
2. They contain bottled sauce, ready to be shipped.

3. If you really want some sauce, there's a whole cauldron full of the stuff in the kitchen.
4. Besides, once you've completed your mission, you'll have the recipe.
5. Speaking of which...
6. You should probably concentrate on completing your mission instead of wasting time playing around with the cartons.
7. You don't need to take or open the cartons.
8. Which is just as well, since you can't.

What are the matches for?

1. Matches are convenient tools for starting a fire.
2. Not as convenient as a Zippo® lighter.
3. But you don't have a Zippo® lighter.
4. On the other hand, they're more convenient than rubbing two sticks together.
5. Which is somewhat moot, since you don't have two sticks either.
6. Since you never know when you might need an ignition source, and you don't have a Zippo® lighter or two sticks, you might as well take the matches.
7. You'll need them to light the fuse on the bomb.
8. You'll also need them to light the alcohol lamp.

What is the jug for?

1. It used to hold cooking oil.
2. So it probably can hold liquids.
3. Sounds like a potentially useful object.
4. Take the jug.
5. You'll need it to hold vodka...
6. to make an alcohol lamp.

III. The Top Floor

Waiting Room

So what am I supposed to do here?

1. This room is called a waiting room.
2. Which, to a sharp agent like you, should suggest something about what you're supposed to do.
3. Like many waiting rooms (like the one at your dentist's office), it is equipped with some things to allow you to pass the time.
4. So, if you want, you can play around with the stuff in the room.
5. But it won't make any difference.
6. Basically, what the waiting room is for is waiting.
7. That's why they call it a waiting room.
8. When the DUNG is ready to see you, he'll let you know.

I lied when I called in to Headquarters and told them that I had completed the mission. Now I think I'm in trouble

1. You're absolutely correct.
2. You are, indeed, in trouble.
3. Deep, serious, holy-shit-what-the-hell-am-I-gonna-do trouble.
4. You failed to complete your mission.
5. Not only that, you lied to Headquarters.
6. When those fools believed your lie, they sent out a FART team to bring you in...
7. thus spending lots of SHIT's money...
8. that otherwise could have been spent on a new suit for the TURD.
9. That kind of disloyalty does not make the powers that be happy.
10. Right about now, Wolfgang is probably checking over his equipment.
11. And there's not a damn thing you can do about it.

12. Well, maybe there is something you can do about it.
13. Secret agents like you often find themselves in tight spots like this.
14. And, thanks to the CRAP and his team, you have been provided with the means to “escape” your fate.
15. Eat the donut.

DUNG’s Office

So what am I supposed to do here?

1. If you’re here, it’s too late to do much of anything.
2. You failed to complete your mission.
3. Not only that, you lied to Headquarters.
4. When those fools believed your lie, they sent out a FART team to bring you in...
5. thus spending lots of SHIT’s money...
6. that otherwise could have been spent on a new suit for the TURD.
7. That kind of disloyalty does not make the powers that be happy.
8. Which is to say, you’re in trouble.
9. Deep, serious, holy-shit-what-the-hell-am-I-gonna-do trouble.
10. Right about now, Wolfgang is probably checking over his equipment.
11. And there’s not a damn thing you can do about it.
12. You probably should have eaten the donut while you still had the chance.

Dining Room (Before the DUNG Arrives)

What’s the reason for the delicacies on the platter?

1. You’ve been invited to have lunch with the DUNG.
2. Being a true, loyal American the DUNG actually likes this swill.
3. So you’ve been honored for your good work by being invited to shares in the finest fare the DUNG has to offer.

4. So the stuff on the platter is for your lunch.
5. But it would be impolite to eat any of it until the DUNG arrives.

What can I do here?

1. Other than looking around and checking out the accoutrements of the room, there's not much to do until the DUNG shows up.
2. Well, actually, that's not entirely true.
3. There just might be one or two things you could try.
4. But I'm not going to tell you about them just yet.

Dining Room (After the DUNG's Arrival)

What should I do when the DUNG arrives?

1. Perhaps genuflecting would be appropriate.
2. Or you could kiss his ring.
3. Except that he isn't wearing one.
4. There might be something else you could kiss, but that would not be appropriate for a family-oriented game.
5. So maybe you should just listen to what he has to say...
6. and follow his lead.
7. *Bon Apetit!*

Is there anything I can do with the butler?

1. On the Top Floor, it is considered declass  to fraternize with the servants.

The DUNG told me that the Butler just died!

1. Usually, butlers don't just up and die for no reason.
2. Maybe he was poisoned!
3. It wouldn't surprise me at all if some lamebrain left something dangerous around where anybody could get at it.
4. Cyanide pills disguised as jelly donuts probably fall into the category of dangerous objects.
5. So the fact is that you are personally responsible for the Butler's demise.

6. Wanton destruction of SHIT property (such as the Butler) is not a matter to be taken lightly.
7. Fortunately, the DUNG is evidently too moronic to put two and two together and connect the loss of the Butler to your having left the donut lying around.
8. I do hope you're proud of yourself.

Top Floor Corridor

What am I supposed to do here?

1. You're cheating.
2. Well of course you're cheating. This is, after all, the Cheatbook.
3. But you're cheating even beyond the fact that you're using the Cheatbook.
4. At no point in the game do you actually find yourself in the Top Floor Corridor (although you do pass through it while you're following the DUNG's secretary and staring open-mouthed at her, er, assets).
5. So if you're reading this, it means you're consulting the Cheatbook in a situation where you're not really stuck.
6. And that's *really* cheating.

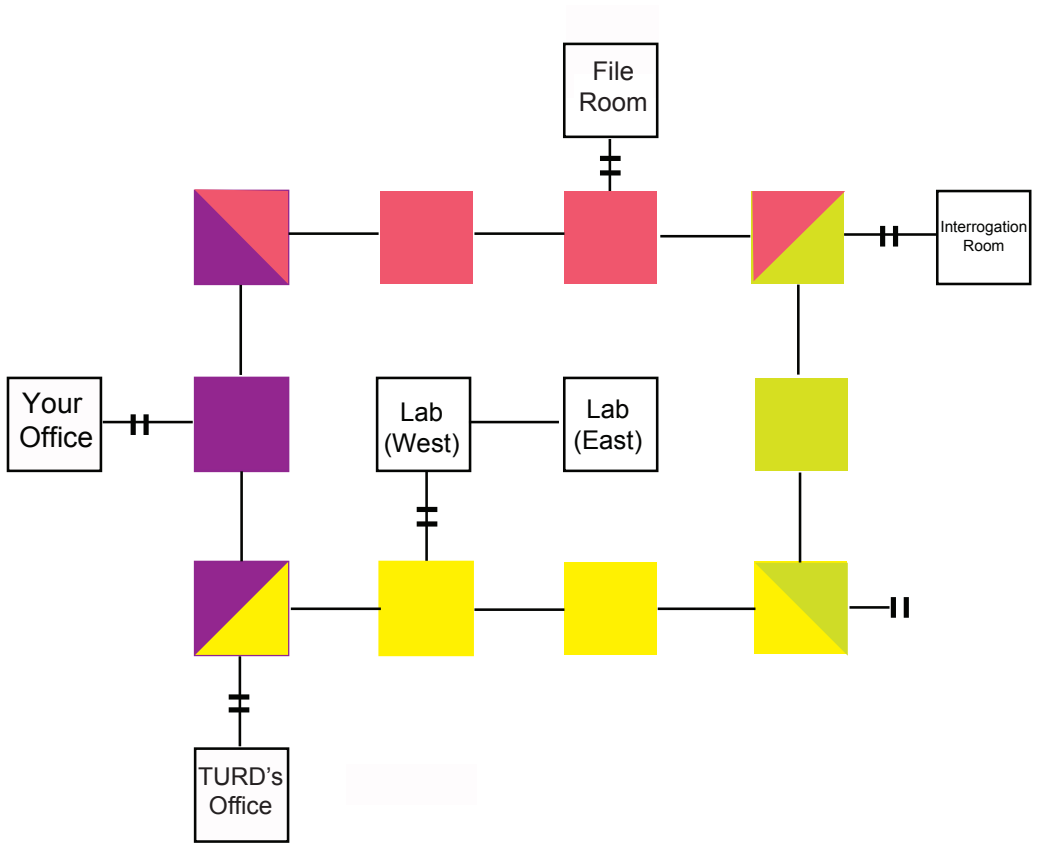
IV. Miscellaneous

So how do I get the last lousy point?

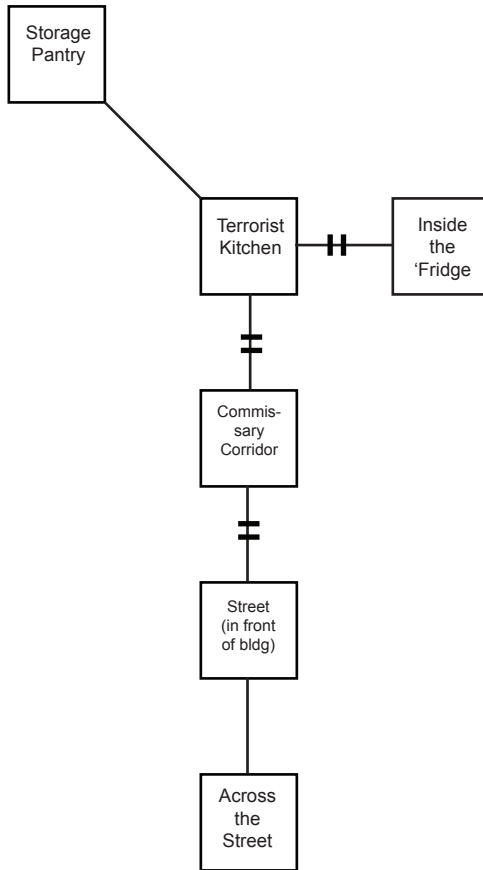
1. Did you happen to take a sample of the secret sauce while you were in the terrorist kitchen?
2. If you didn't, there's nothing you can do to get the last lousy point.
3. If you have some sauce, you can pour it on the platter of delicacies in the dining room.
4. But you have to do it before the DUNG arrives.
5. If you do that, it will change the taste of the food...
6. and earn you a point.
7. Changing the taste of the food will also change the TURD's reaction when he eats it...
8. which just might have some other consequences.

Wait a minute! I've done everything, including getting what was supposed to be the last lousy point, and I'm still two points short of the maximum

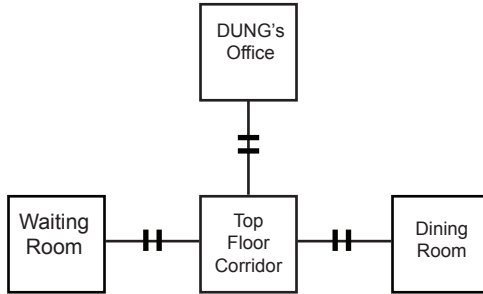
1. Did a catastrophic dimensional transmogrification error occur when you tried to restore your shrunken card key to normal size?
2. If so, when the CRAP gave you a replacement card it was already normal size.
3. So you had no need to use the dimensional transmogrification apparatus to restore it to normal size.
4. Since the game awards two points for successfully reverse dimensionally transmogrifying a card key, and since you had no need to do so, you successfully completed the game without ever getting those two points.
5. Of course, if the object of the game were just to score maximum points, you could have gone through an extra (and unnecessary) cycle of dimensionally transmogrifying your card key (to shrink it) and then reverse dimensionally transmogrifying it (to restore it to normal size and get your two points).
6. But doing something like that, just to score points when there is no reason to do it in the context of the game world, would have been contrary to spirit of the game.
7. Which is why you didn't do it.
8. If a catastrophic dimensional transmogrification error did *not* occur when you tried to restore your shrunken card key to normal size, and you're still two points short, then you must have missed something else.



SHIT Headquarters



Terrorist Commissary and Vicinity



The Top Floor

Scoring

Table of Points

Answering the bananaphone while it is ringing <i>or</i> retrieving the message after it stops ringing	1
Getting the bottle of vodka from the telephone	1
Getting the trench coat	1
Getting the SHIT manual	1
Leaving your office	1
Finishing the briefing (in the TURD's office)	1
Getting the jelly donut	1
Getting the bomb	1
Getting the microscope slide	1
Getting the lamb chop	1
Getting the soda straw	1
Recognizing "Mohammed"*	1
Telling the CRAP about the broken torture instrument	2
Dimensionally transmogrifying the card key (first time)	2
Consulting the Manual about the card key	2
Reverse dimensionally transmogrifying the card key**	2
Finding the second card key	2
Dimensionally transmogrifying the card key (after finding the second card key)	2
Leaving Headquarters	2
Reading the sign on the commissary building*	1
Safely entering the terrorist kitchen	2
Entering the refrigerator*	1
Putting the straw in the glass of Coca-Cola®	2
Killing the terrorist chef	1
Putting the bomb under the safe	1
Lighting the fuse (when the bomb is properly placed)	1
Blowing the safe open	2
Cutting the towel	2

Pouring the vodka into the jug	1
Assembling the alcohol lamp	2
Photographing the recipe	3
Calling Headquarters	2
Pouring the sauce on the platter of delicacies*	1
Receiving the Order of the Golden Twinkie	2
Total Points	50

Rankings

0–9.	Maxwell Smart
10–21.	Napoleon Solo
22–34.	Jim Phelps
35–44.	Artemis Gordon
45–50.	James Bond

* The game can be successfully completed without scoring these points.

** The game can be successfully completed without scoring these points *if* a catastrophic dimensional transmogrification error occurred while attempting reverse dimensional transmogrification of the card key. In that case, when the CRAP provides a replacement card, it is already normal size, so reverse dimensional transmogrification is not necessary.



Secure **H**omeland Intelligence Team

Top Secret Information Concealment Device

This is an official **S**ecure **H**omeland Intelligence Team Top Secret Information Concealment Device. It has been specially designed by the SHIT Technology and Equipment Division to provide state-of-the-art security and prevent unauthorized access to information. The TSICD is intended for the exclusive use of SHIT personell in connection with the Cheatbook for *The Spy Who Ate Lunch*. Use by any other persons, or for any other purpose, is an act of terrorism under Security Directive NV99Q. For instructions on how to operate the TSICD, consult page *iii* of the TSWAL Cheatbook.