

Ghost Town

by Scott Adams

This solution is based on the shortest known time limits and should therefore give you the full 50 bonus points no matter which version you play. Although based on the shortest known time limits this is not the shortest solution possible, some actions are included because they explain later actions, though some explanatory actions (such as playing the piano or using the compass away from the horseshoe) have been omitted because of the time constraints. When in the dark, particularly in the mine, but not only, do not hesitate to go on, until you follow the right way, you will not get problems.

START

W,
GO STORE,
GET COMPASS,
GET SHOVEL,
GET MATCHES,
N, W,
GO OFFICE,
MOVE SAFE,

CONNECT WIRES,
TAP KEY
(this is Morse code for shake
topper, or should be, in some
versions of the game it reads
shake toppr)
S, W,
GO STABLE,

GO STALL,
EXAMINE COMPASS
(a magnetic horseshoe)
DROP COMPASS,
GET HORSESHOE,
S, S, E, E, E,
OPEN DOOR,
WITH HORSESHOE.

GHOSTLY BELLS

(If a bell has rung within the past couple of moves)

W,
GO SALOON,
CLAP,
OPEN PIANO,
READ MAP,
S, E,

(continue from THE MINE).

GO BARBERSHOP,
SHAKE HAT
(from the Morse code)
GET KEY,
S,
GO JAIL,

OPEN DOOR,
DROP KEY,
GO DOOR,
GET HAMMER,
N, N, W

(If a bell has not rung then)

GO BARBERSHOP,
SHAKE HAT (from the Morse code)

GET KEY,
S.

(If a bell has now rung then)

W,
GO SALOON,
CLAP,
OPEN PIANO,

(continue from THE MINE).

READ MAP,
S, E,
GO JAIL,
OPEN DOOR,

DROP KEY,
GO DOOR,
GET HAMMER,
N, N, W

(If a bell has still not rung then)

GO JAIL,
OPEN DOOR,
DROP KEY,

GO DOOR,
GET HAMMER,
N, N, W,
GO SALOON

(a bell must have rung by now),

CLAP,
OPEN PIANO,
READ MAP,
S.

THE MINE

W, W, W, W, S,
GO RAVINE,
LIGHT BRUSH,
GO RAVINE,
GO MINE,

LIGHT MATCH,
D, (in the dark)
LIGHT MATCH
GET CANDLE, (in the dark)
LIGHT CANDLE, (in the dark)

S,
DIG ROOF,
GET NUGGET,
N, U, U,
DROP NUGGET

GUNPOWDER AND A RIDE

GET CHARCOAL,
U, N, N,
DIG,
GET POWDER,
S, E, E,
GO STABLE,
DIG MANURE,
MIX GUNPOWDER,
DROP CANDLE,
GO STALL,
GO PAINT,
GET SPURS,
SPUR PAINT,

GET UP,
GO STALL,
GO HOLE,
GET KEG,
N,
EMPTY KEG,
SHOE PAINT,
GO PAINT,
SAY GIDDYUP,
GO TEEPEE,
GET TOM,
GET NECKLACE,
BEAT TOM,

SAY HOW,
GET UP,
FILL KEG,
WITH GUNPOWDER,
DROP HAMMER,
GET KEG,
GET CANDLE,
S, E,
GO OFFICE,
DROP KEG,
S.

REVENGE AND STORAGE

E, E,
GO JAIL,
GET GUN,
N, E, E,
SHOOT SNAKE,
DIG,
DROP SHOVEL,

GO GRAVE,
GET COIN,
KILL WORM
(revenge for "Pyramid of Doom")
U, W, W, W,
GO STORE,
READ SIGN,

DROP SPURS,
DROP NECKLACE,
DROP TOM,
DROP COIN,
DROP GUN,
N.

A ROOM FOR THE NIGHT

GO SALOON,
GET BELL,
S, W,
GO HOTEL,
GO COUNTER,
GET CASHBOX,
N, E,
RING BELL,
DROP BELL,

MOVE BED,
GET TAPE,
W, N, W, W, W, S,
GO RAVINE,
GET NUGGET,
GO MINE,
GET BULLET,
U, U, N, E, E, E, E,
GO SALOON,

TAPE MIRROR,
BREAK MIRROR,
DROP TAPE,
GO HOLE,
GET BOARD,
UNLIGHT CANDLE
(if it has not already gone out)
E.

SUNSET

(By now it should be completely dark, if not then take your inventory
I a few times until it is)

LIGHT MATCH,
DANCE,
I
(you won a silver cup)
LIGHT CANDLE,

S, W,
GO HOTEL,
E,
GO BED,
UNLIGHT CANDLE

(if it has not already gone
out)
SLEEP.

MORNING

GET UP,
DROP CANDLE,
DROP MATCHES,
W, N, W, W, W, S,
JUMP RAVINE,
W,
GO SHACK,
EXAMINE FLOORBOARDS,
GET PLANK,
DROP PLANK,
GO HOLE,

GET PELTS,
U,
TAP KEY,
S, E,
JUMP RAVINE,
N, E, E, E,
EXAMINE SAFE,
GET BAG,
E,
GO STORE,
DROP BULLET,

DROP NUGGET,
DROP CASHBOX,
DROP BOARD,
DROP CUP,
DROP PELTS,
DROP BAG,
PASS GO
(the clue from the jail, you are
passing the go board and by
doing so gain \$200)
SCORE.

Hints.

A .- J .--- S ...	D -. M -- V ...-	G --. P .--- Y -.-
B -... K -.- T -	E . N -. W .--	H Q --.- Z ---
C -.- L .-. U ..-	F ..- O --- X -.-	I .. R .-

- 'Ole Paint is the name of your horse.
- You may not be vain, the voice is telling you about someone else.
- The vain seek appreciation.
- Something prevents a pretty tune. What's under the lid?
- A compass should point north, unless...
- Use the force should something bar your progress.
- A broken connection and you cannot see where? Try moving until you can.
- Not exactly a top hat but it's the best you can do.
- That brush appears very dry.
- Charcoal, sulphur, and salt peter should go with a bang, though containment helps.
- Salt peter can form in the most disagreeable of places.
- Native sulphur (rather than the usual sulphide and sulphate minerals) can be found in Sicily and the USA. Today the Frasch process is used to extract sulphur from underground deposits, this is because any large deposits close to the surface have long since been dug out.
- Does someone need spurring on, or does that just get you in a hole?
- If you cannot reach try turning things on their head.
- If 'Ole Paint ignores a gentle word try shoeing him instead, or as well.
- Beating your own drum may be frowned upon, but what if it once belonged to someone else?
- How are you supposed to greet an American Indian?
- Snakes alive! It's time to draw.
- Boot Hill, are you creating your own or visiting?
- That bed is not placed to my liking.
- Those on a roll should know how to prevent the dangers of flying glass.
- If they don't mind dancing in the dark why should you?
- Tele-, from the Greek language: meaning distant, at a distance, over a distance.
- There are some situations where you can get too close.
- Are those floorboards safe? A little investigation could be called for.
- Go on, don't pass up the opportunity of a further gift from the Orient.
- Show your appreciation of the pianist.
- Take your revenge out on the visitor from the Pyramid of Doom. (For those who have not suffered that torment in the Pyramid of Doom, the visitor is the purple worm.)
- Carrying out the Morse code instruction will gain points in most game versions (again, there is a version that differs from the many, in this case digging something unpleasant will reap the reward).
- You must repair the telegraph within 30 moves.
- You must succeed in opening the jail door within 30 moves.
- Carry out the map instructions in the right place and within 80 moves.
- Create something explosive within 80 moves.
- Greet an Indian in the traditional manner within 100 moves.
- Finally, never take the manure (why would you?) or save the game (emulator snapshots, and similar, exempted).

For those looking for the elusive 50 bonus points.

- Try completing the game within 225 moves (there is at least one version of the game that allows 325 moves, but you don't need that many moves, do you?).