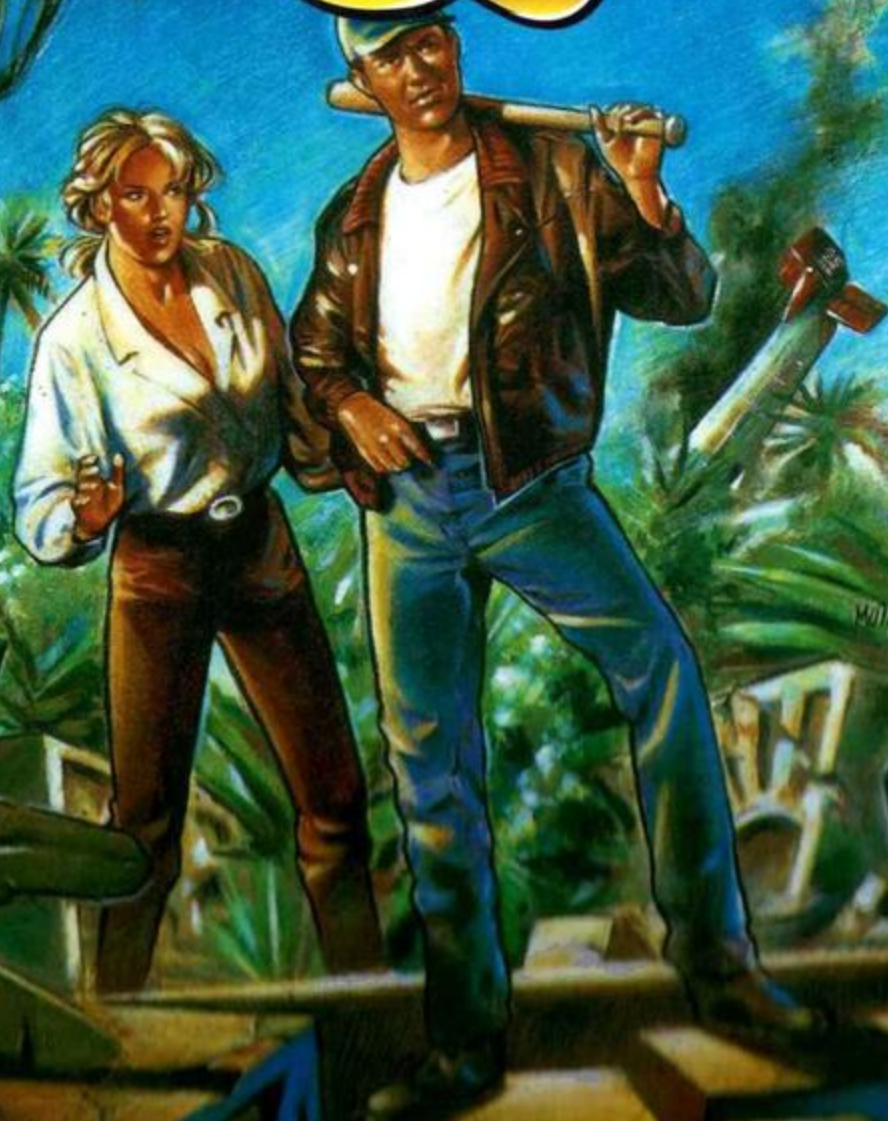



THE **OFFICIAL** PLAYING GUIDE

FLIGHT OF THE
AMAZON
Queen



TAKE  CONTROL

Future
BOOKS

 **INTERACTIVE**
BINARY
ILLUSIONS
ADVENTURE

Flight of the Amazon Queen

THE OFFICIAL PLAYING GUIDE

Cam Winstanley



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The Official Flight of the Amazon Queen Playing Guide

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About the author

When not attacking people for saying that he looks like Chris Evans (an obvious lie), Cam Winstanley lives in Bath being exceptionally tall. Although physically spending most of his life in the offices of AMIGA POWER, the mightiest Amiga games magazine OF ALL TIME, Cam's id actually resides in a bleak, nihilistic vision of the near-future created from the writings of Elmore Leonard, Kurt Vonnegut and Frank Miller and soundtracked to the distinctly funky riffs of New Order, Spearhead and Snoop Doggy Dogg. Born at the tail-end of the '60s, he lives for the day that he'll be able to afford a bigger, faster motorbike to fall off, and firmly believes that Kurt Cobain was "a bit daft" to shoot himself.

Foreword by Interactive Binary Illusions

by **Steve Stamatiadis and John Passfield**

One of the things we could do with this foreword is tell you how much hard work it was putting together *Amazon Queen*, and inundate you with the technical specifications of the game. You probably don't want to hear about that, and like any traumatic experience we're trying to block it from our memory. Seriously, though, *Amazon Queen* was hard work, but so is anything worthwhile. Of course, you'll have to work this out for yourself by playing the game, and this play guide



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The Official
Playing Guide



will help you get through some of the tough bits.

To give you some insight into the way our minds work and to give you an advantage in solving some of the puzzles, it may help you to know a little about us. Some of these facts may, or may not, be true...

Steve was discovered by his adoptive parents in a crop circle in downtown New York during the Great Depression. Even to this day he has an adverse reaction to congestive traffic and muggings. He drew all the pictures and co-designed the game with John. His favourite colour is blue and he likes broccoli.

John was raised by cows in the jungles of Tibet, which goes a long way toward explaining the numerous udder jokes that appear in the game. He was the lead programmer and scripter, and co-designed the game with Steve. John collects milk bottle caps and his favourite word is "moo".

It was great fun reading through this hint book the first time and getting someone else's take on the story. After working on something for so long, everything becomes blurred together, and this book allowed us to take a step back, look at the work and shake our heads saying "What have we done..." What *have* we done?

So we'd like to congratulate Cam Winstanley on the great job he's done with the hing book – we laughed out loud on many occasions, but mostly while we were reading it. We'd also like to take this opportunity to thank those people whose involvement with *Amazon Queen* helped make it the game it is today. Those fortunate few are Tony Ball, Richard Joseph and Graeme Boxall.

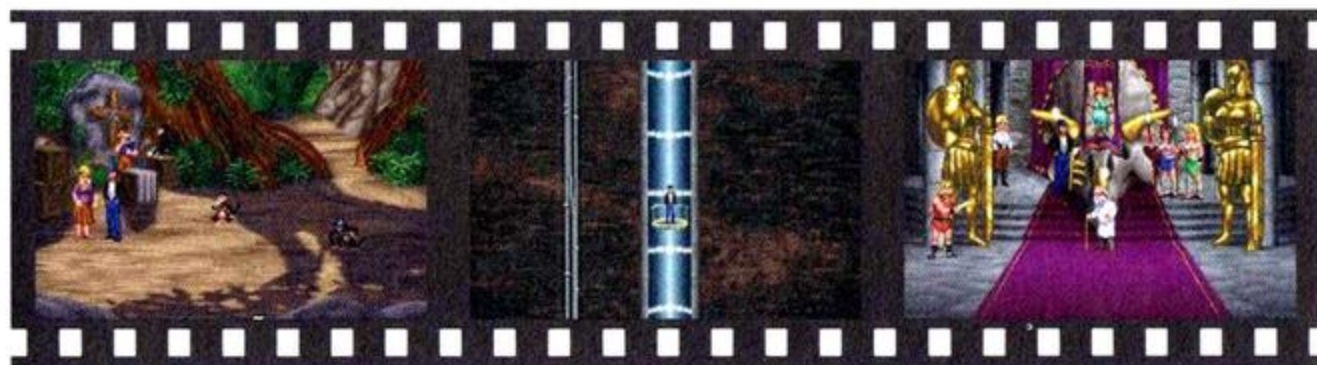
You can stop reading this now, and go play the game!





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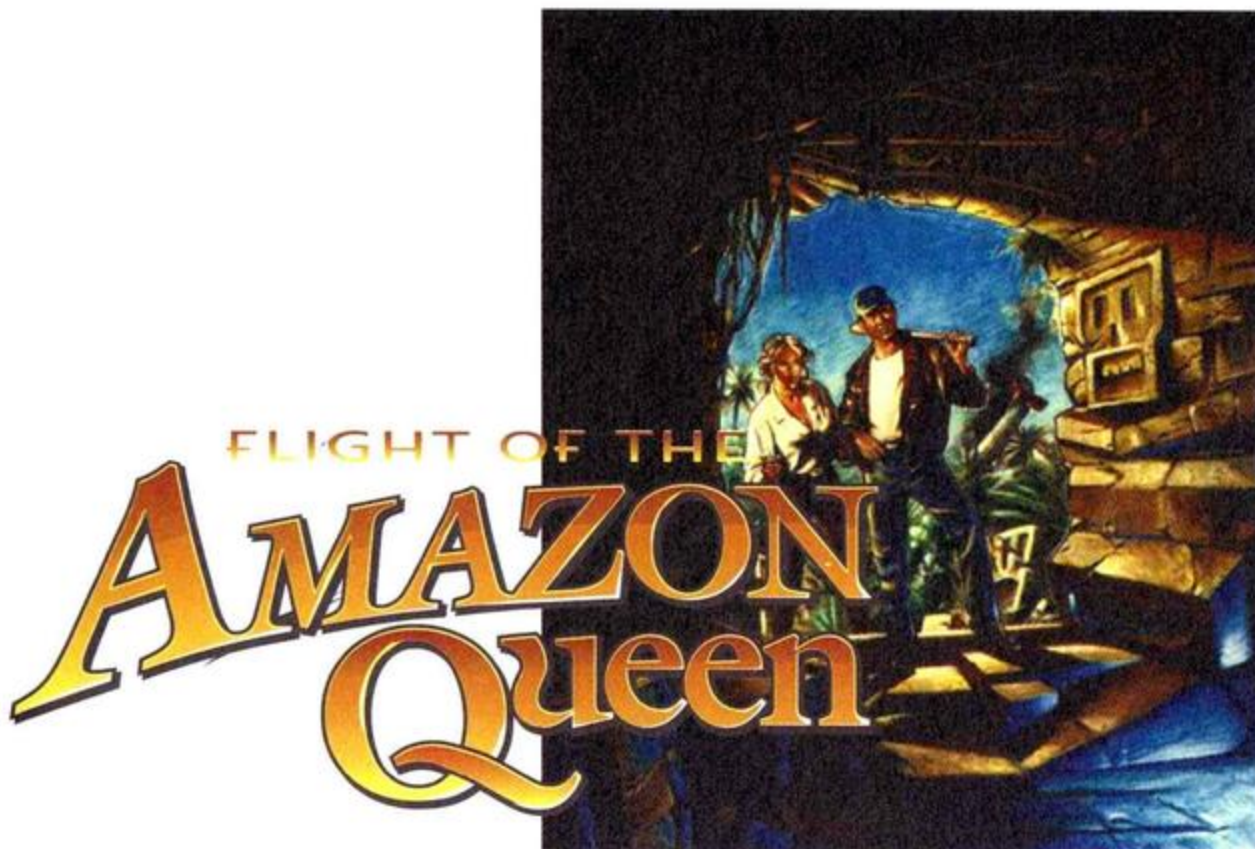




Pointers and hints

Pointers section – to get you on the right track

The Pointers section of this book represents your first step towards getting past the bit of the game you're stuck on. If you want to be nudged gently onto the right track without having everything explained to you, then look up the relevant heading (e.g. The Hotel) and read just that little bit. If you still haven't a clue, then move onto the Hints section.



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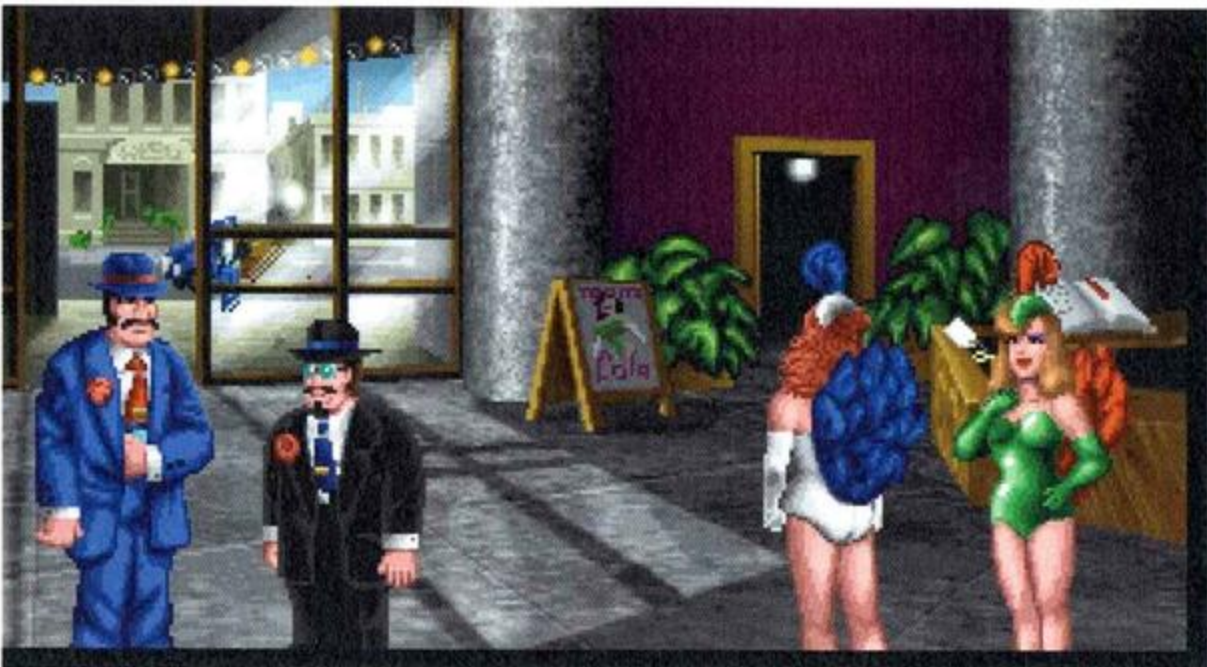


General pointers

- Δ Joe talks to people for a reason, so always pay attention to what they say.
- Δ If an object in a room is recognised by the pointer, then it's probably important, and you can either move it or pick it up.
- Δ Joe can carry all the objects he needs, so pick up anything you can.
- Δ By using one object with another, you can create other objects. Gum combined with Joe's baseball bat would, for example, create a sticky bat. Amazingly, this is actually useful, but for what?
- Δ If there's a bag or cupboard that can be opened, open it and then take a look inside. There's bound to be something useful.

Hotel Copacabana

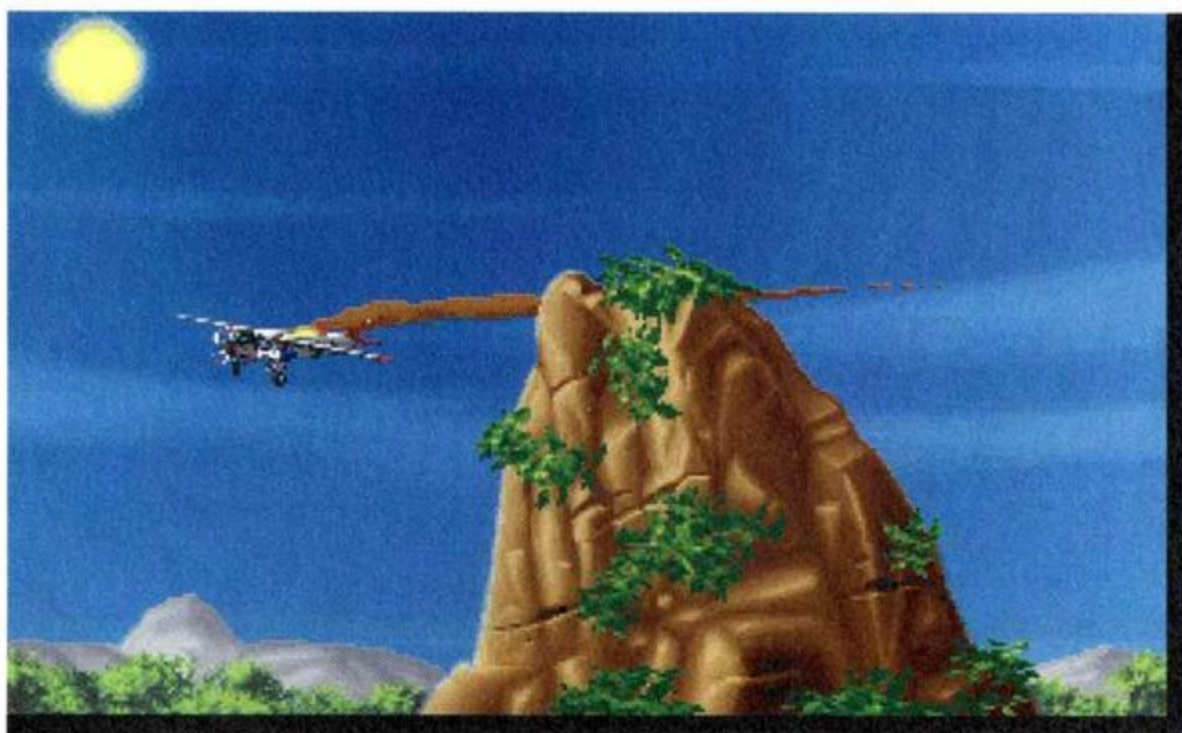
Joe's never going to open any doors without keys, so either look for them or look for other ways out. He's also not going to get past the guards in the foyer if they recognise him, is he?





The Crashed Plane

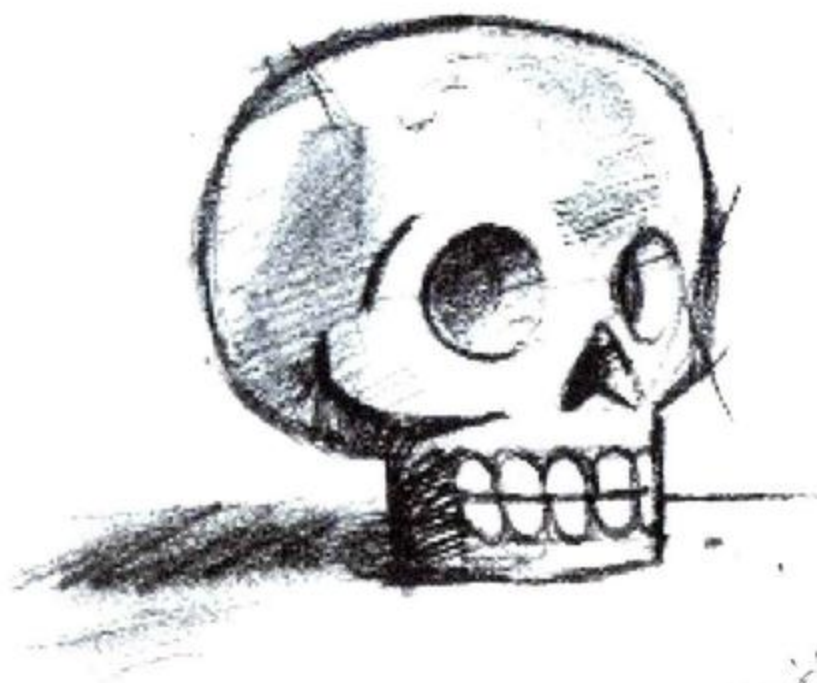
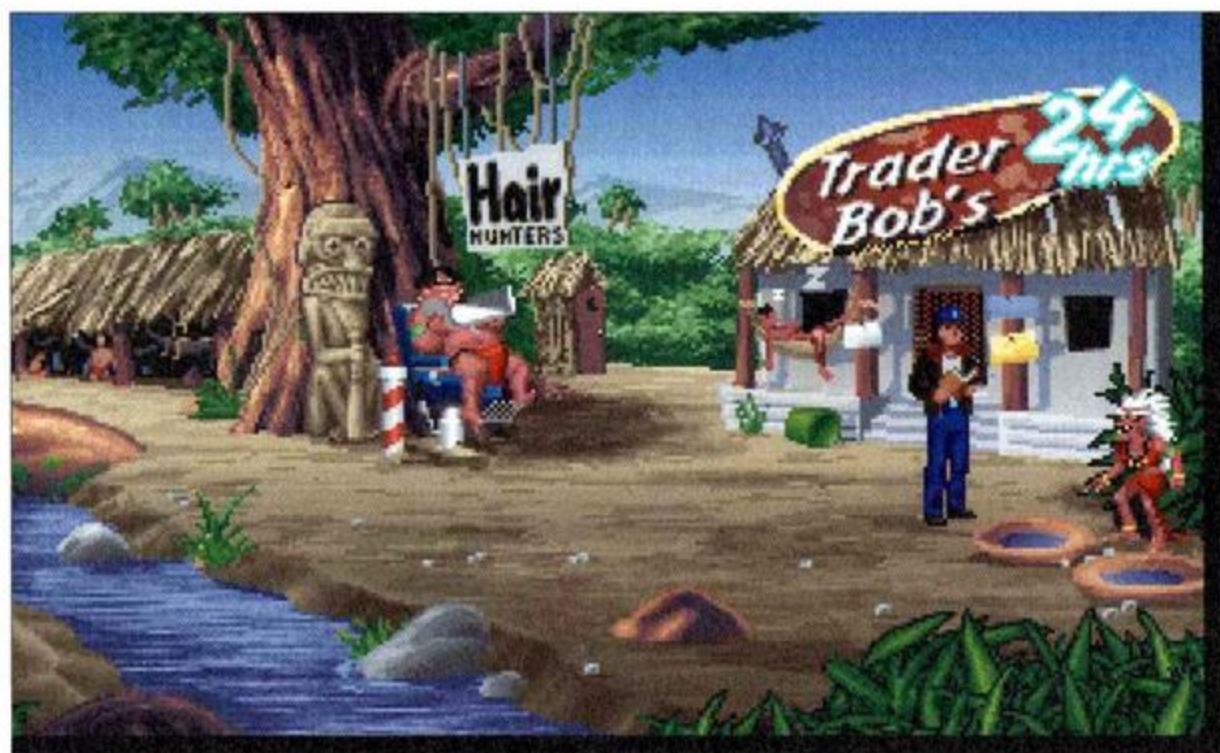
You've obviously got to get everyone to land without getting in the water, but how can you with the piranhas snapping around you?



Pygmy Village

Either the chief or the witch doctor are there for a reason, but how could you

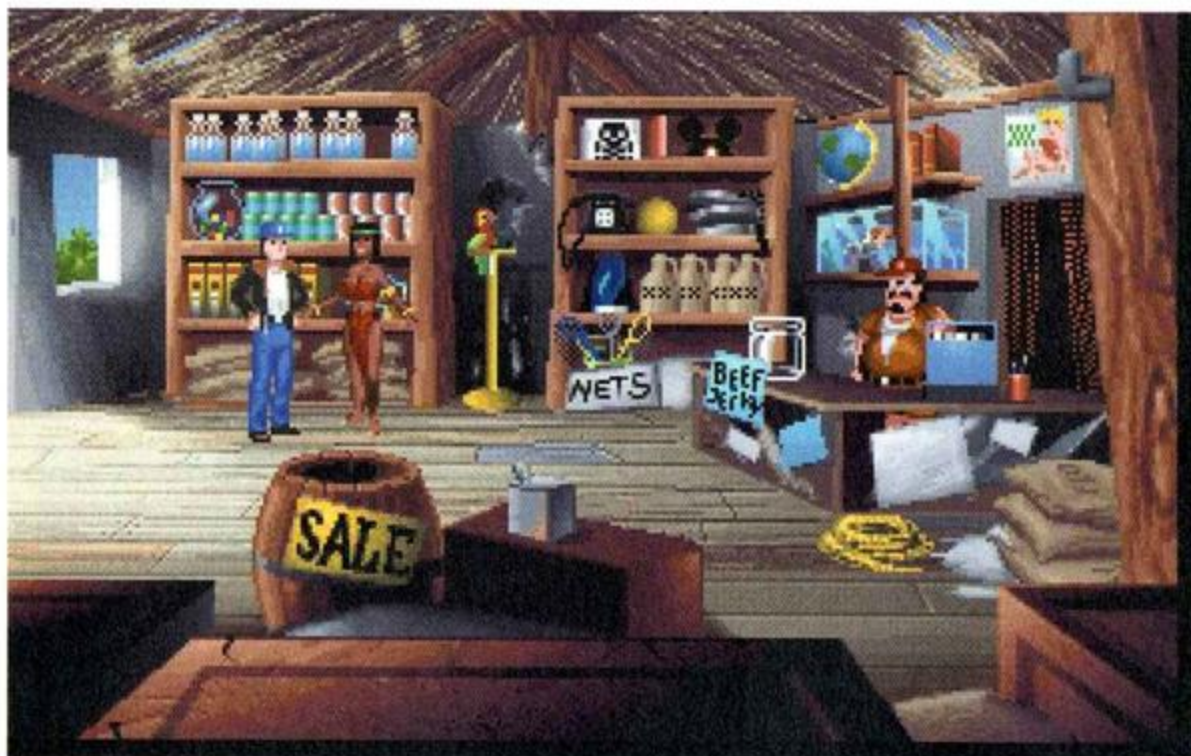
break down the language barrier?





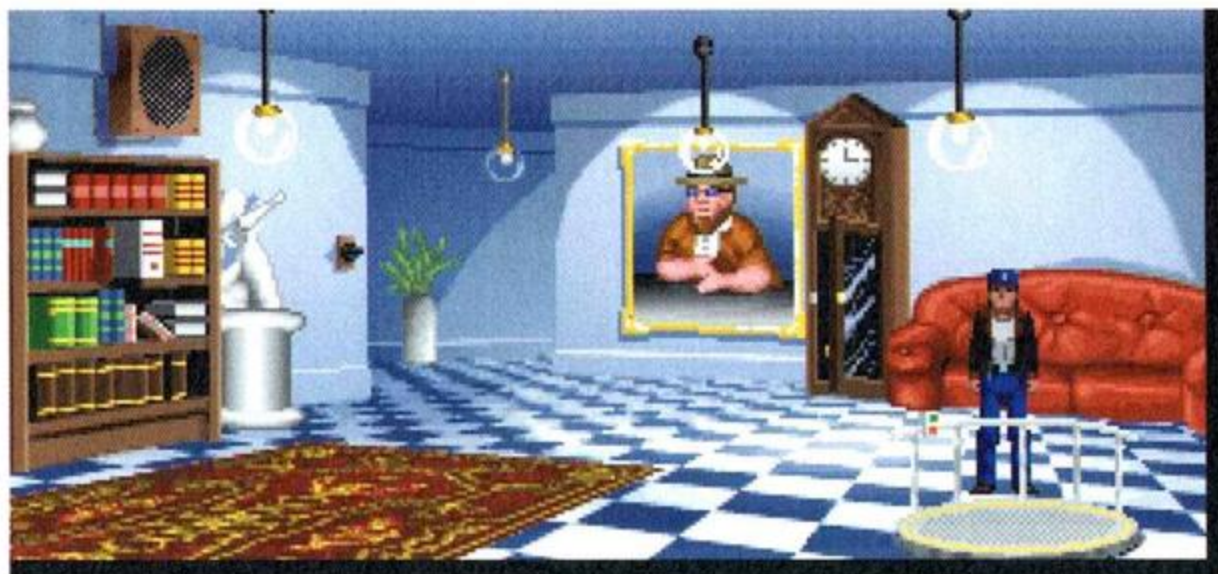
Trader Bob's

Bob is clearly a well known figure in these parts (well, the parrot knows him) so it's worth finding out everything both he and his lovely girlfriend Naomi know. They're also traders, so find if there's anything you've got, or they want, that you can trade with them, and it'll set you on the right path for your jungle quests.



Floda Camp

Joe's not going to get into the building if he reveals his true identity, is he? He's also got to appear friendly, so help out anyone you can, and make sure he gets all the information he can.



The Temple

Everything's very old and fragile in the ancient temple, and will probably break quite easily. The temple's protected by a series of puzzles or tests, usually set in stone, so keep an eye out for valuable or carved objects. The snake, like most animals, is scared of fire. The Floda guards might have found out some things before you.





Floda Camp (again)

K lunk's protecting something in the room, but how can you cut him down to size?





Hints Section – to tell you about things you might have missed

This bit contains franker solutions to some tricky bits. Once again, if you're completely stuck on an entire section, then plunge into the Complete Solution section at the end.

The Hotel

You'll have to disguise Joe to get him out of the building, and his ex-girlfriend Lola's the only one who can help him.



The Crashed Plane

Sparky's beef jerky will distract the piranhas long enough to allow Joe to row everyone to safety.



Pygmy Village

You'll need a Pygmy to English phrase book to talk to any of the natives.





Trader Bob's

Most of what you need can be got from Bob, but you'll need money. Bud, Skip, Jimmy, Mary-Lou and the Floda boys are the only other Westerners in the jungle, so somehow or other, you've got to provide services for these people that'll result in impressive fiscal remuneration. Base your thinking around running errands for other people and helping them out. In real life too.



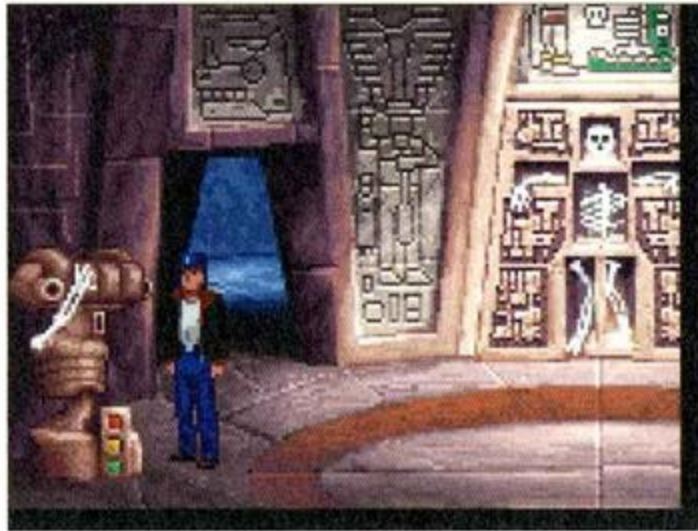
Floda Camp

Open everything you can, read everything you can, move everything you can. As well as rescuing Princess Azura, you need to accumulate as many handy objects and helpful facts as you can. When escaping, what human-sized objects could Joe and Azura hide behind? Huh? Huh?



The Temple

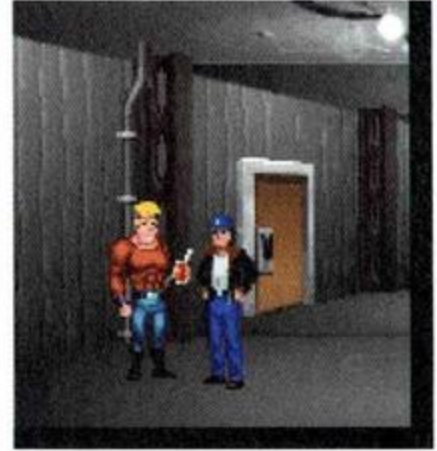
Your task is to reconstruct many of the old artifacts. Some are broke, some organic bits have rotted away and some bits have been scattered around. Mending, cleaning, polishing and brushing down ancient puzzles is the key to progressing through the temple.





Floda Camp (again)

Klunk's constant eating is the key to his downfall. If you provide him with food, any food, he'll eat it, regardless of what's in it. You'll need a combination to open the safe, and keys to open various locks. Obviously.







The complete solution!

WARNING - The remainder of this book is taken up with going through the entire game step-by-step and telling you EVERYTHING about EVERYTHING.

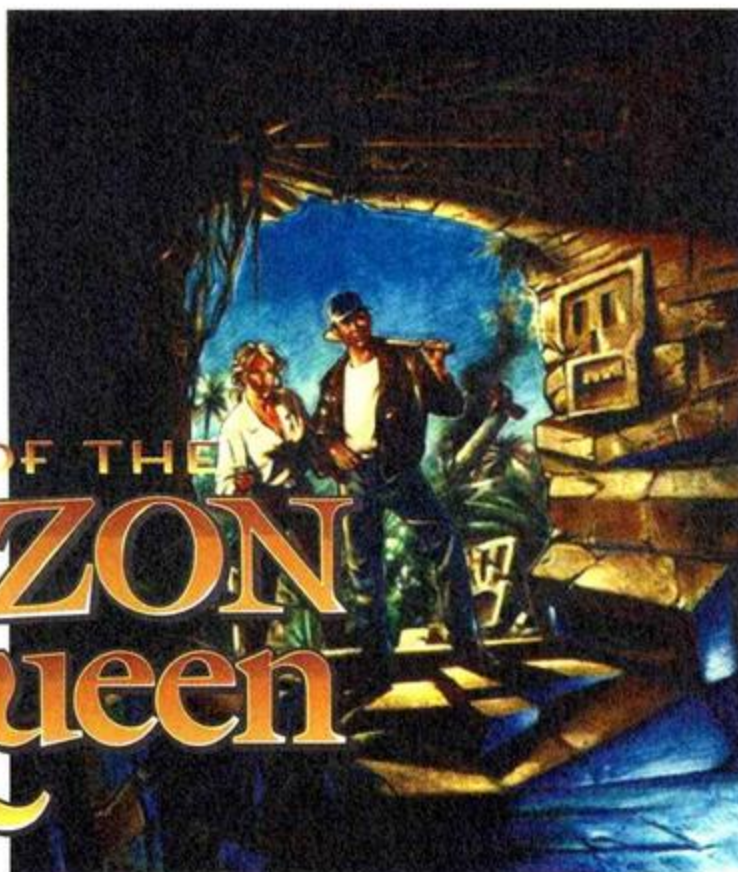
Before you carry on, answer these questions:

- 1 Don't you feel that spending all this money on a game and then reading a complete solution that'll finish the game for you is a tad silly?
- 2 Wouldn't you rather go back to one of the previous sections, get a handy little pointer and try and muddle through using your own initiative, so that victory in finishing the game will be purer and sweeter?

If the answers are both NO, then by all means, carry on and allow me to guide you through the game. If however, one or both of the answers are YES, then turn around and backtrack to the earlier, more cerebral sections of this guide.

The choice is yours. Make it now, oh adventurous one!

FLIGHT OF THE AMAZON Queen





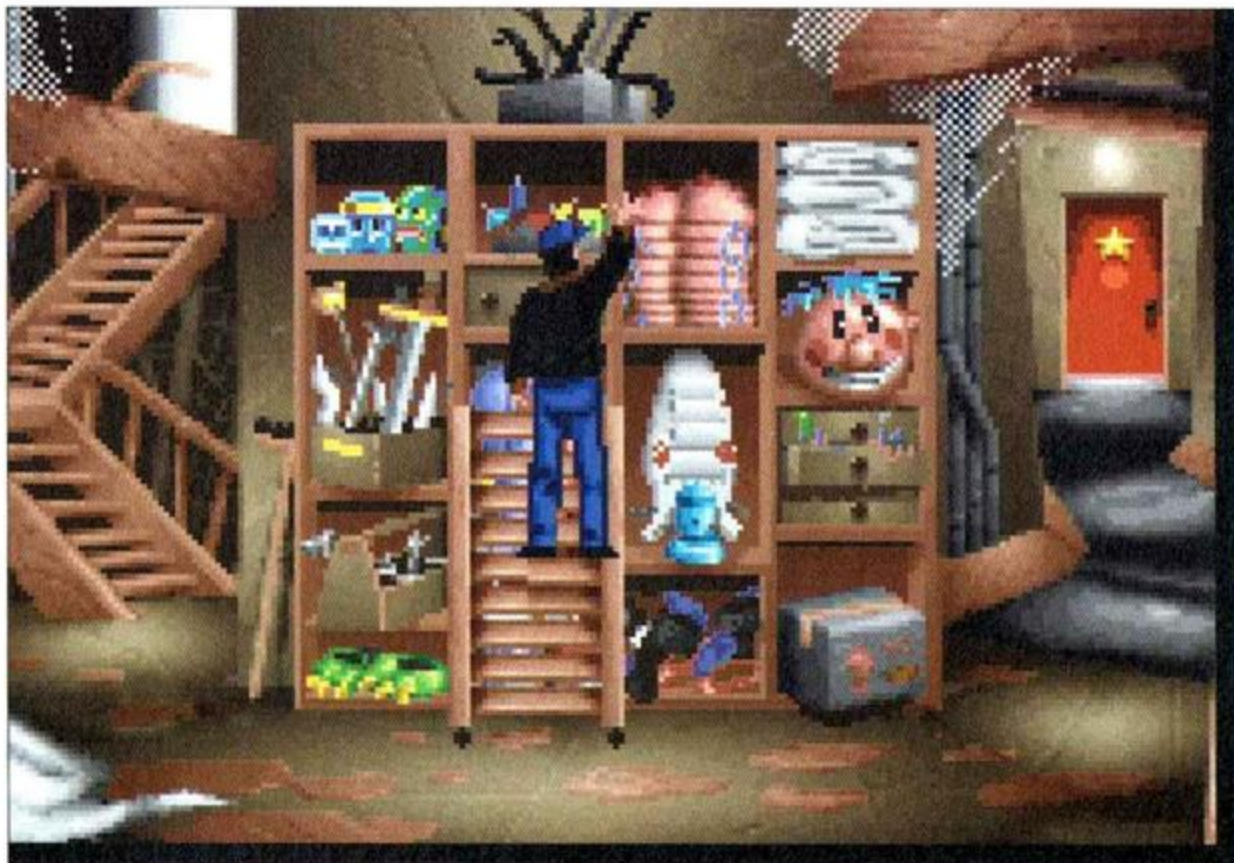
Escape from the Copacabana Hotel



- 1** The lengthy intro leaves Joe locked up in a dressing room by his arch enemy Anderson, who firmly intends to use the Amazon Queen to transport the glamorous Faye to her Brazilian film location. It's the beginning of the game, so you're going to want to pick up everything you can wrench out of the scenery. Use the curtain cord and pick up the wig from the recess - It's bound to be useful later on.

- 2** Pick up the two lots of sheets from the floor and you'll see a laundry chute in the floor. Use them on each other to form a sheet rope and then use the rope on the radiator. Joe fixes the rope to the radiator and then climbs down the chute.





- 3** He drops down into the basement. There's a door over on the right but it's locked. You can only pick up a few items off the cupboard, so move the ladder and pick up some comedy breasts and a crowbar from, quite unsurprisingly, the box of crowbars. That's all you can do, so send him up the stairs at the left.

- 4** If you try and get Joe past the goons by the door, they'll throw him back in the locked room upstairs, so go as far as the reception and talk to the bellboy about the key. If Joe says that he's a friend of Lola, the bellboy will let him have the key, so take it and head downstairs. Use the key on the locked door, and head inside.





5

Lola's clearly an old flame of Joe, but after talking to her for a bit, it turns out that she's seeing the wretched Anderson – Blergh. And possibly Sparky the mechanic too. Cripes. Ask Lola for help and she'll moan about Joe a bit, hop in the shower and demand a towel. Odd lady. In the game's least logical puzzle, Joe needs to climb back up the sheet rope into the locked room and use the crowbar on the chest. The chest opens and when Joe looks inside, he finds a delightfully white and fluffy "Enjoy your stay at Hotel Copacabana" towel. Take it back down to Lola and she'll get out of the shower and give Joe a stunningly sequined dress – in his size and everything.

6

Use the dress in the basement and, combined with the comedy breasts and that 'it's bound to be useful soon' wig, Joe makes a passable, if not mildly attractive woman. Wobble him over to the stairs in a bid to make it through the foyer unmolested. Meanwhile, elsewhere, we see the evil and quite obviously dribbly-mad bonkers Frank Ironstein demonstrating his dino ray gun on a helpless Amazonian woman. This will almost certainly become an integral part of the plot. Soon.





7 Back in the foyer, Joe makes it past the guards and into the truck driven by his trusty mechanic Sparky. The goons realise they've been fooled and are soon in hot pursuit. Change Joe back into his normal clothes, then pick up the hay, under which you'll see some oil. Pick up the oil and use it on Rico's car, splattering the windscreen and making him crash. Groovy.



8 Joe arrives at the airport just in time to stop Anderson whisking Faye away. Whatever Joe says, he'll end up punching Anderson out, but try the insults - they're more fun than all of that "I'm better than you are" nonsense. With the storm brewing, the team get in the plane, fly over the Amazon rainforest and are almost immediately struck down by lightning.



Looking for Civilisation



9

Inside the flooded plane, the main thing's to recover as many useful items as you can. Open the duffle bag and take the lighter and knife. Look at the waterlogged seat and you'll find a comic coupon, the only surviving bit of Sparky's Commander Rocket comic. Sparky's obviously gutted by the loss of his comic, as you'll find if you talk to him. He'll also tell you that the flight of the Queen is over, and offer Joe some beef jerky, which you should accept. Open the hatch and walk over to it.

10

The water's seething with piranhas, so give them the beef jerky and move Joe onto the giant lily. Cut the lily free by using the knife on the stem, then pick up the broken propeller and propel the threesome to the bank by using it on the lily.



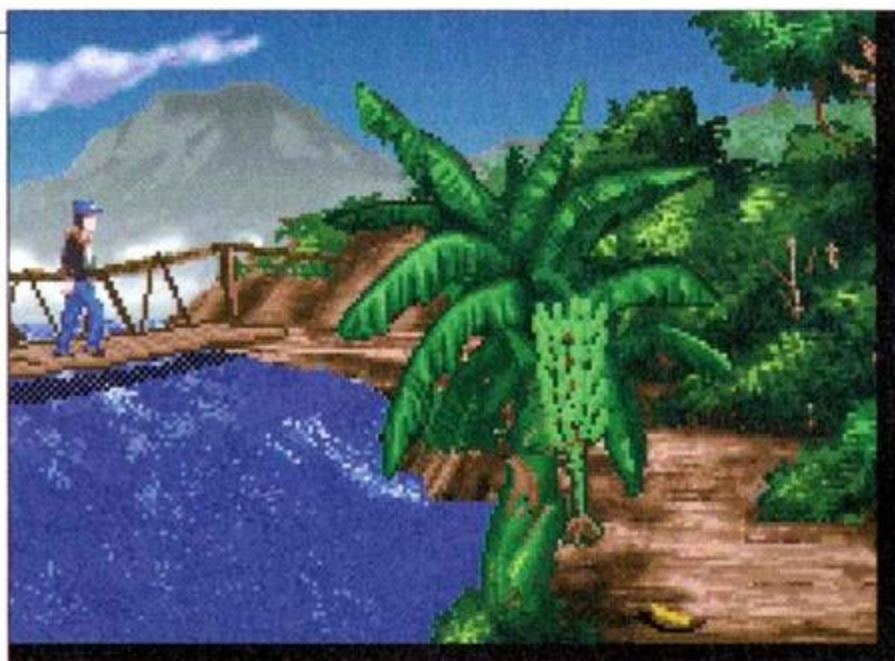


11 Sparky informs Joe of his need to find a 'Commander Rocket Versus the Mob' comic before Joe sets off to find a telephone.



12 Head "north" that is, into the screen. From now on, take east to mean the right of the screen, south for the front, west for the left hand side and so on. Joe bumps into Wedgewood the parrot, who witters on about Princess Azura being captured and Trader Bob being her only hope. As Wedgewood flies off, cut the vine with the knife (as it'll certainly be helpful... blah, etc) and carry on down the trail.

13 Joe's path is blocked by a gorilla, so head back past the plane and see what's to the south. The broken bridge can be repaired using the vine, allowing you to cross to the other side and get the banana.



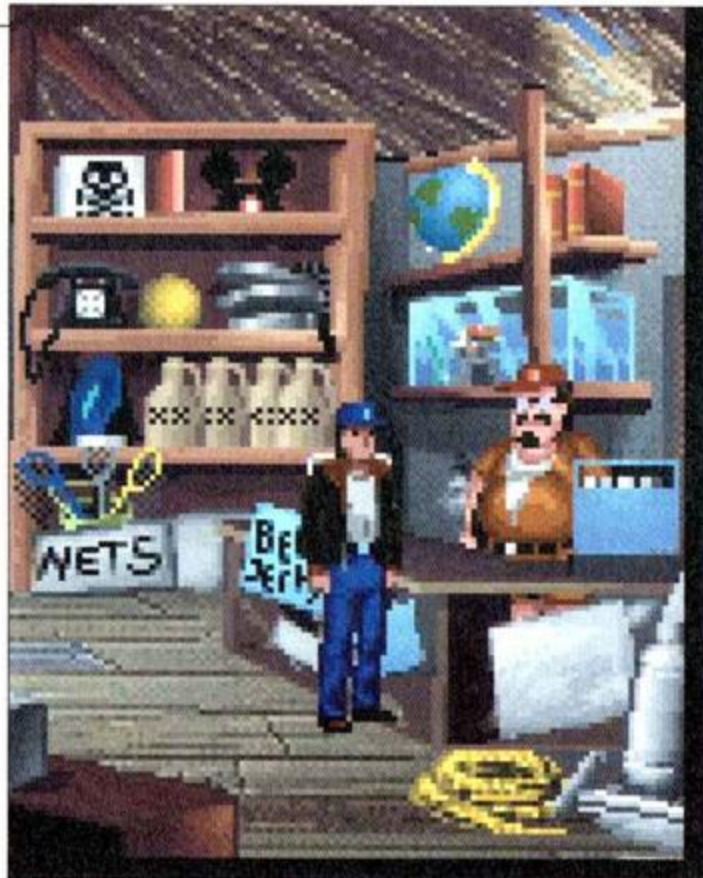
14 You'd have thought the gorilla would want the banana, but not so. Talking to it will reveal that gorillas live in Africa, not South America at all. Outfoxed by your existential line of argument, the gorilla will implode in a moment of self doubt, freeing the path up to the pinnacle.

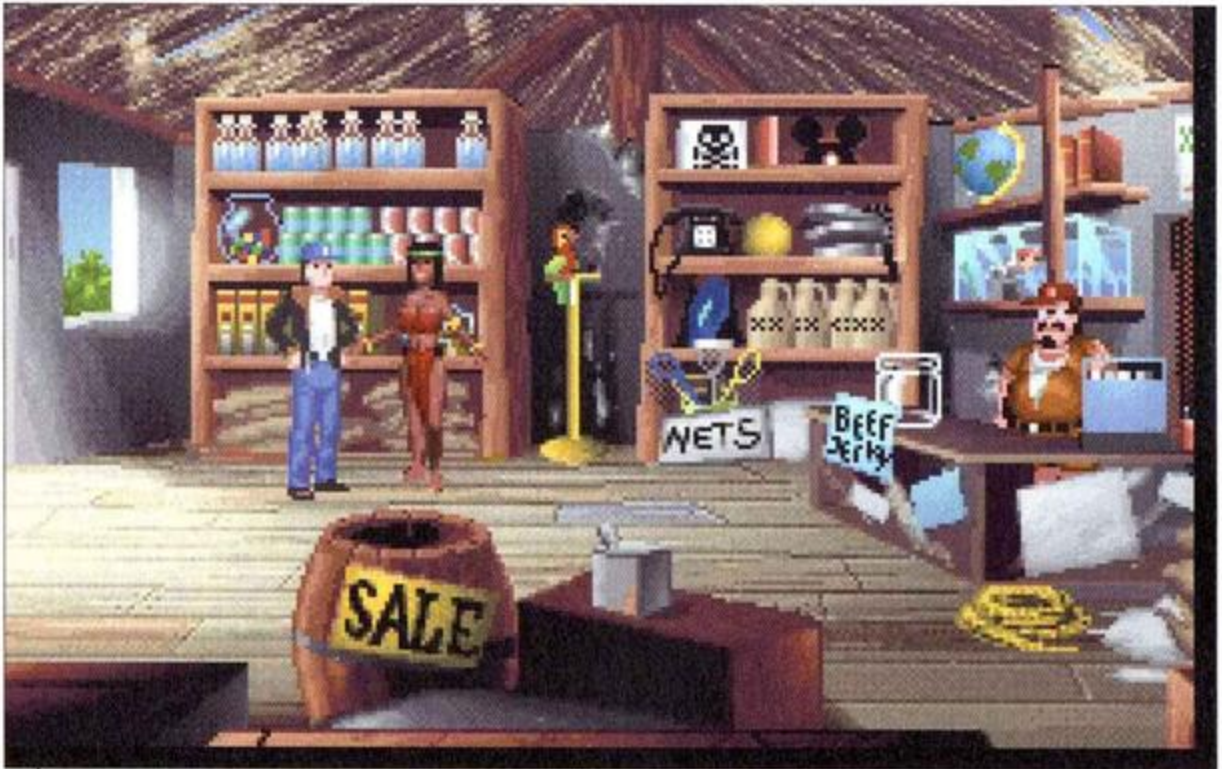
15 You can see all of the locations Joe'll be visiting in the adventure, but the main priority is to find civilisation and to find out what the parrot was blabbering on about. Head downhill to Trader Bob's.



16 Meanwhile... Faye gets in a bit of a strop about being left at the crash site, throws a bottle of perfume at Sparky (which misses) and storms off into the jungle. All of this is certainly going to be relevant later on...

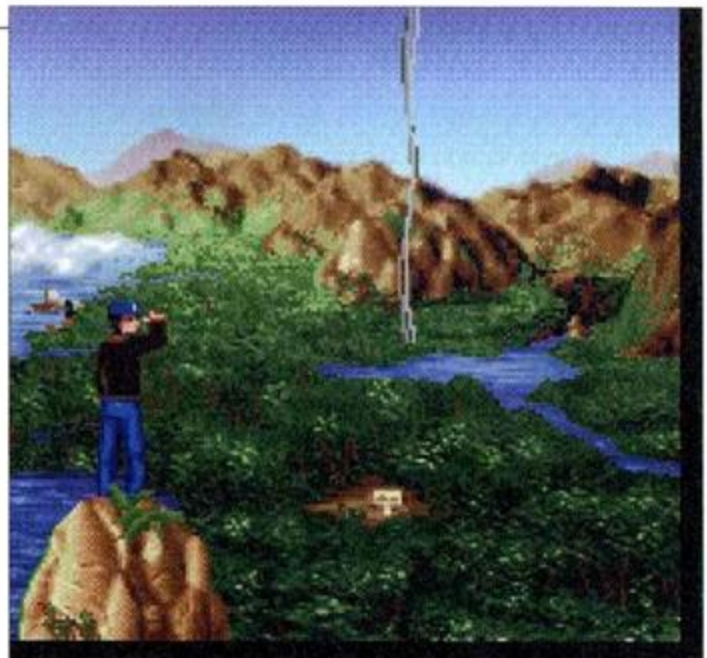
17 Wander through the pygmy village and into the amiable shambles of Trader Bob's. Bob knows a lot about what's happening in the jungle, including some rumours about the sinister Floda lederhosen factory where everyone thinks Princess Azura is being held. Most of what's on display in Bob's isn't for sale, although the record, the nets, the vacuum cleaner and the alcohol are. Have you got ID to prove your age for the booze though? Nope, thought not. Trade the beef jerky with Bob for some cash and then buy the battery powered vacuum cleaner.





18 Exchange pirate clichés with Wedgewood the parrot and chat to the lovely Naomi. She learned English from the missionaries apparently, and is worried about her date that night with Bob and would willingly swap her hairdressing scissors for some perfume. Aha, get the idea? Your jungle based errands have begun. On the way out of the village, try and talk to the witch doctor. Can't understand her? Okay, time to seek out the missionaries for some method of translation.

19 While Frank is in his secret lab cackling to himself about turning Amazon women into dinosaurs and breaking into the Valley of Mists, Joe's got to climb that huge rock pinnacle again. Let's hope he's got strong thighs. The missionaries apparently live in the jungle, so let's try that next.



20 Take the north fork in the path, that's the one that goes into the screen as opposed to heading off the right hand side. Then head over the fallen tree past the three-toed sloth.



21 Joe meets Bud and Skip in the next clearing, who're two professional explorers, complete with neato pith helmets and safari suits. Talking to Bud reveals that they're trying to get recaptured by the tribe of Amazon women, as they were released last time because of Bud's embarrassing 'heat rash.' He says that he'd pay a fortune for a rash cure. Talking to Skip reveals that he's into the same comics as Sparky. Sparky wants a Commander Rocket Vs The Mob issue, which coincidentally is the one Skip has got, and he kindly gives it to Joe. You can read it, and most excellent it is too.



22 There's an added bonus to reading the comic. After Joe's looked at it, he notices that one of the pages is loose and that there's a coupon been clipped from it.

23 Use this with the soggy coupon from the plane and you'll be able to see the plans for the Commander Rocket Pocket Rocket, plus the Rocket Code.



24 Handy information indeed. You can now decipher Skip's message, and you also know that a rocket pack uses just a quarter gallon of fuel.

25

Head past Bud and Skip and Joe gets to a waterfall, where a brightly coloured bug is bothering the heck out of a fat fish. It'll make sense soon. These things always do. Head east...



26

... to find the gorilla's back, only in a stupid, baggy, dinosaur suit. He claims that he's starting to shed - Yeah, right. Leave insulting him for a few more minutes and carry on southwards.



27

At last, the missionaries are here, trying to educate a load of monkeys. Jimmy's not very helpful at all to talk to, but you might glean a few further details about life in the jungle. Mary-Lou's the one you want to speak to, and if necessary, have a few chats with her. Find out how she managed to talk to the pygmies, and she'll talk about her English to Pygmy dictionary, although she won't let Joe look at it in case he loses it. She'll also drop a hint about her nail file being blunt, so you now know that she'll swap her dictionary for a new file. On the way out, give the banana to the middle monkey and then take a coconut off him.



28 Okay, **NOW's** the time to insult the gorilla. He'll grudgingly take off his silly costume and, if commanded to vanish, will rather reluctantly do so again, leaving the path through the fallen log clear to take. Joe admits a fear of heights as he emerges from the other end of the log bridge. This may (or may not) be vital to the plot later.



29 Just past the log bridge is a beautiful orchid being bothered by a load of wasps. Clear them away by sucking them up in the vacuum cleaner and then pick the orchid before carrying on eastwards.

Meet the Amazons



30

Hey, this bit certainly looks Amazonian to me. As Joe approaches the carvings, he hears a noise and hides.

Two beautiful Amazon warriors (conveniently speaking English) have a chat about roast sloth and berries before the stone panel slides shut. Unfortunately, when Joe tries to activate the hidden trigger, he springs a trap instead and ends up...



31

... in a dungeon filled completely with men. Most of them have nothing much to say, apart from the clearly stupido-mad buffoon Bert, who prattles on and on (and on) about his blinking glove puppets. Whether you think it's a good idea or not, Bert ends up giving Joe one of them mere seconds before Faye shows up, makes Joe grovel pathetically and then releases him.



32

It seems that all the girls are too feeble to release their princess, and that they need a man to do it, so they ask Joe to do it. Yeah okay, so it's a tad sexist, but this is the 1940s, remember? You could still get away with stuff like this then.



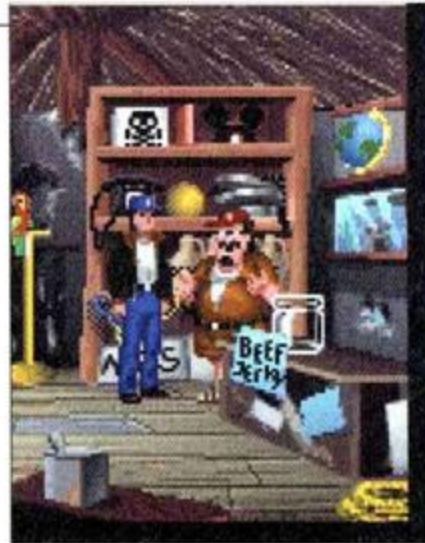
33

Girls, girls, girls. Like something out of a Bond movie, Moonraker perhaps, Joe makes his way round the pool and heads west. This brings him out at the entrance to the Amazon castle, and a short stroll west, plus a big climb up, takes him to the pinnacle again. Joe's got a few more items that he might be able to trade, so let's get back to Trader Bob's.

34

Chat to Bob about love, life and rashes and you won't learn much really. However, armed with the knowledge of his impending date with Naomi, give him the now wasp-free orchid and he'll offer you a net from the bucket o' nets. Nets are handy for plucking things out of water such as, such as, that bottle of perfume that Faye threw at Sparky.

Brilliant! Even though Joe doesn't know about it yet, we do, so (giggle) check out the (tee-hee) toilet round the side of Trader Bob's and head back to the crash site via the pinnacle.



35

Tramp Joe back through the jungle and have a chat with Sparky, who's repairing the engine just to pass the time, even though the Queen's clearly totalled. Give the comic book to Sparky and be amazed as he complains that it isn't in mint condition.

He'll grudgingly give Joe a metal file, and you can then use the net on the perfume.

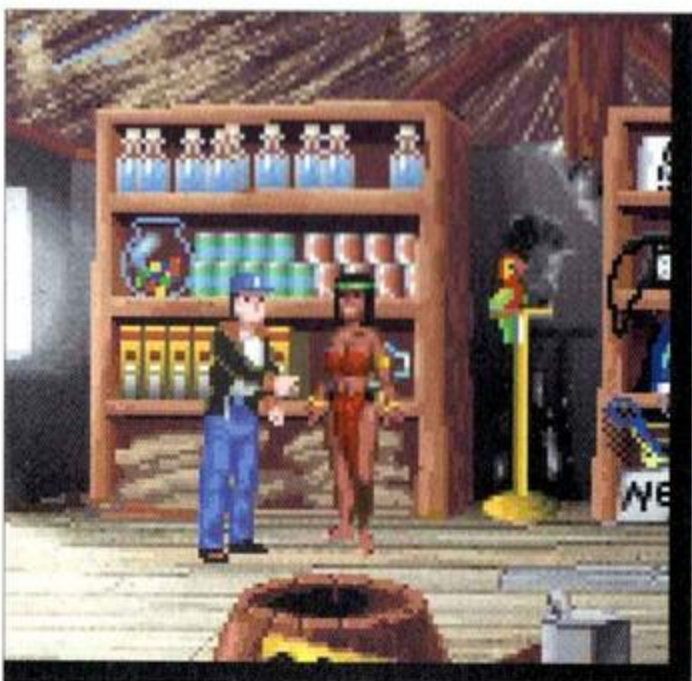
Okay, so the perfume's for Naomi and the file's for Mary Lou, but before that, head south and grab another banana from the nearby tree - you never know when one might come in handy. After that, it's time to send Joe back to the pinnacle...



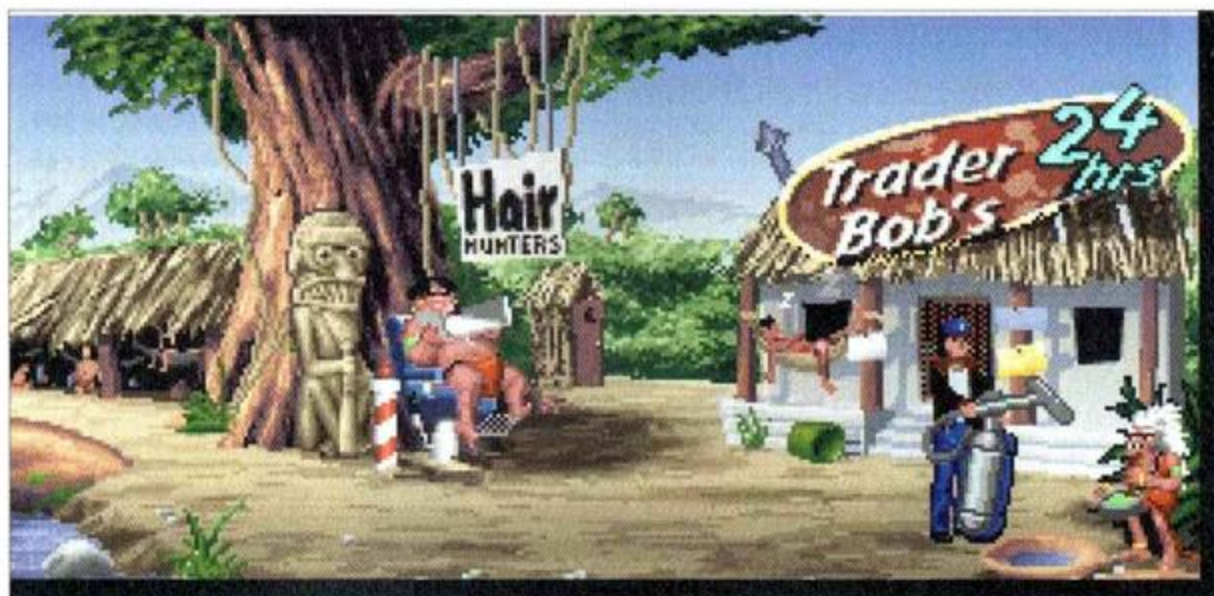
36 ... and into the jungle. Head east at the jungle entrance to get straight to the waterfall. Use the net to grab the beetle, and then go east, then south to get to the missionaries.



37 Talk to Mary Lou and swap her your file for her English to Pygmy dictionary. Thankfully, that's the last time you have to put up with her dull, redneck prattle, as you've now got the perfume and the dictionary, which are both good reasons to head back to Trader Bob's.

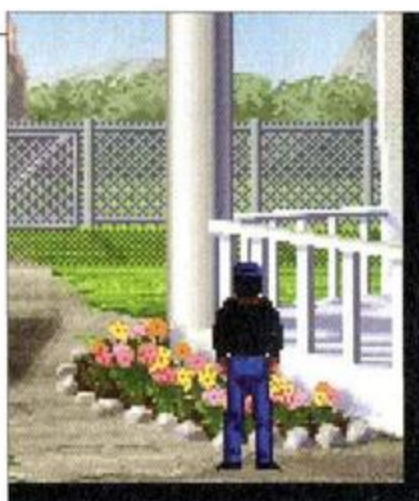


38 Naomi's thrilled at the top, swanky french perfume, and willingly parts with the scissors. Hoorah! They're bound to be useful for, um, something.



- 39** Now conversation's possible with the witch doctor, it turns out she's just the person to see for rash cures. To make one up, she need the hair of a slow moving creature, milk from a sacred site and something with buzz. Bingo! Give her the vacuum cleaner and she'll extract the wasps. The coconut came from the mission, so cut it in half using the knife and give her the milk. And sloth's are fairly slothful, so let's get snipping with Naomi's scissors.

- 40** But hang on a second. If you head for the sloth, you'll find he's too far over the ravine for Joe to reach, and that he needs to be lured to one end before his impromptu barber session. I only say this now to save Joe the hassle of climbing that lofty rock pinnacle more times than is absolutely necessary. There's nothing that can used as a lure in any of the locations you've already seen, so try Floda. Lo and behold, there's a flower to be picked...



- 41** ... plus a large and growly dog guarding an outhouse. Steer clear of him and head back to the jungle.

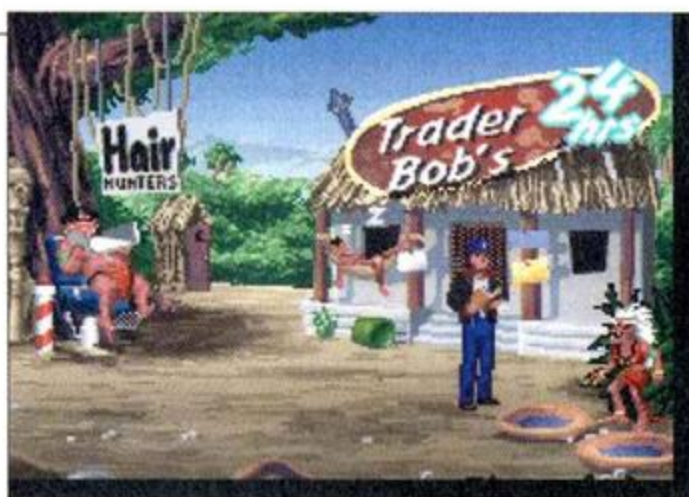


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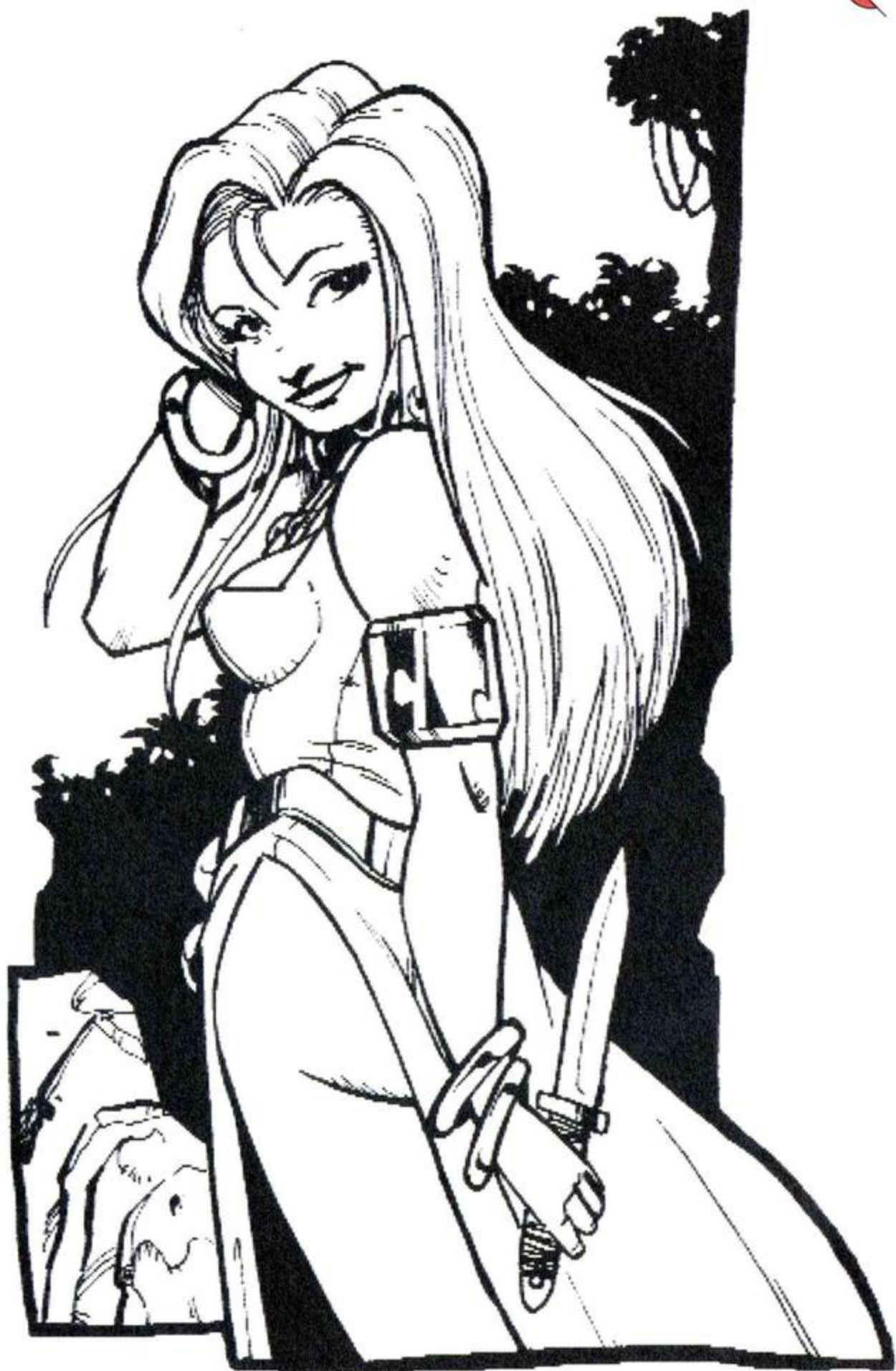


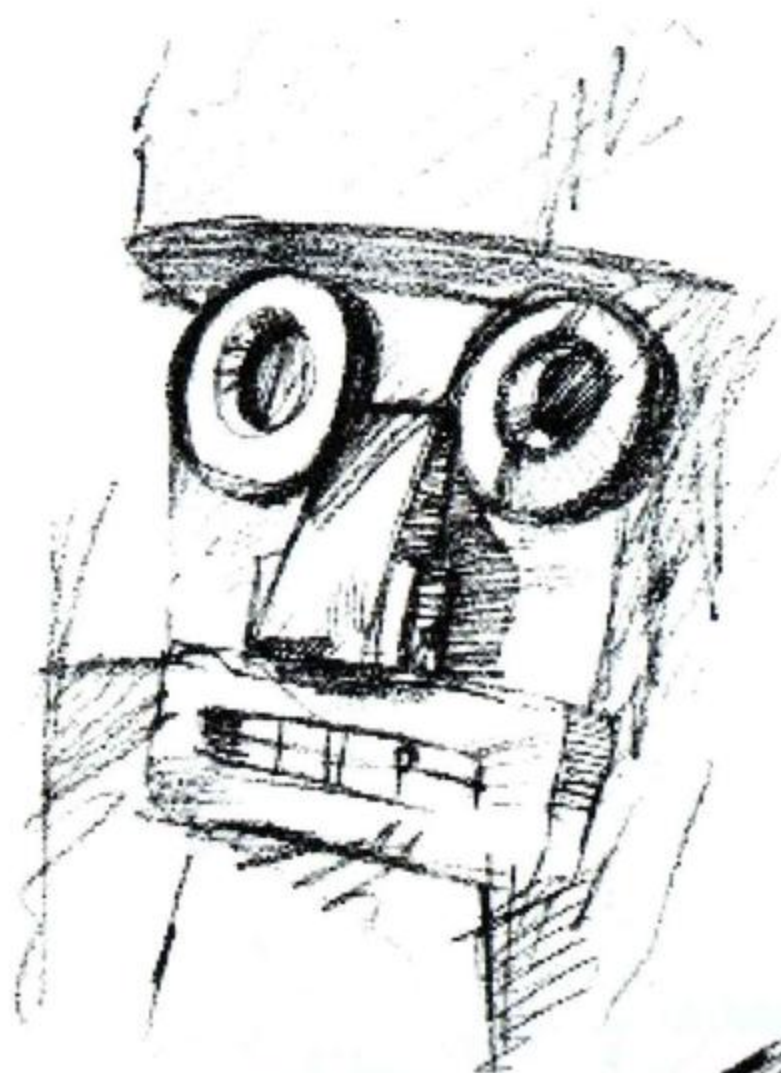
42 Give the flower to the sloth and he'll eventually reach it and start nibbling on it. Use the scissors to get some hair from him, and rush back to...

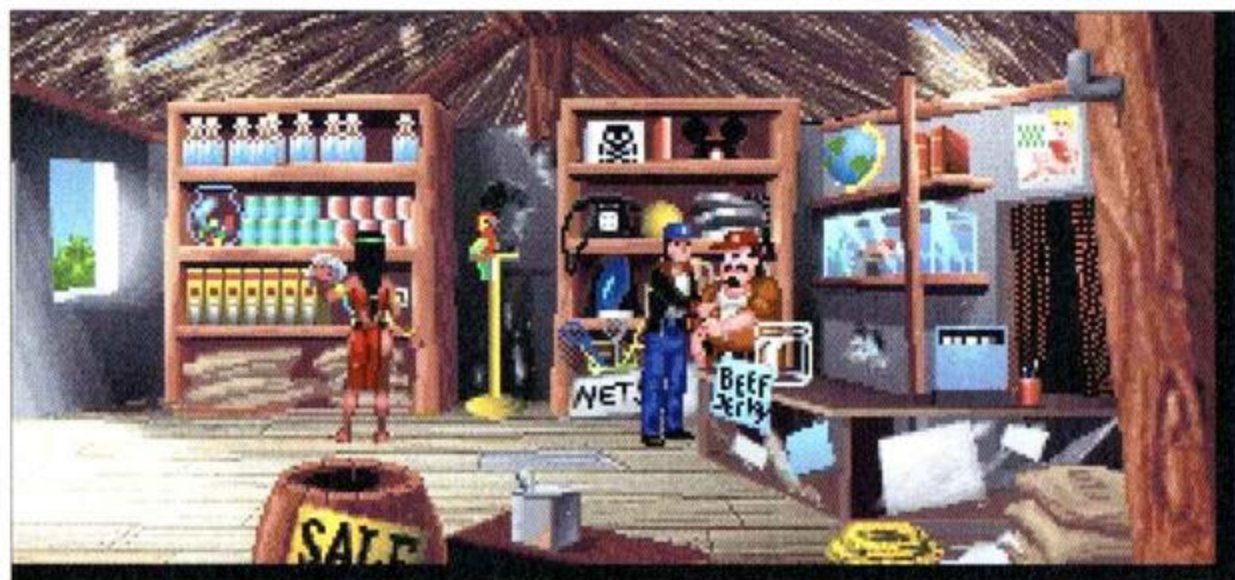
43 ... the witch doctor. With the final ingredient, she mixes up a rash cure. But of course, there's only one person with a rash, and he promised to pay good money for a cure. Looks like it's back to the jungle to meet up with Bud and Skip again.



44 As predicted, Bud is overjoyed to get the rash lotion, and gives Joe loads of money. At last! Joe's pockets are bulging with readies, although of course there's only one place in the jungle where you can spend money – back where Joe's just come from.







45

Buying stuff off Bob isn't as easy as you might think. The film's too expensive, Joe still can't produce any ID to prove his age and buy the alcohol and many items strangely aren't for sale. In fact, the only thing Bob'll part with is a record, which thankfully isn't that expensive. Now Bud and Skip didn't have a record player, neither did Jimmy and Mary Lou, and phono technology clearly isn't part of the Amazons' repertoire. Hmm, time to head back to that other bastion of western civilisation, the sinister Floda Lederhosen Factory.

Into Floda

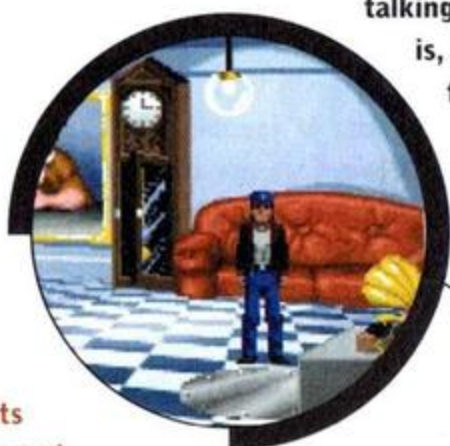


46 Considering the lady at the Floda reception desk is the first contact a prospective Amazonian lederhosen buyer would have with the company, she's not very helpful or pleasant at all. She won't let Joe pick up the pencil, or play with the panel by the entrance, and if he turns the lights off or tries to wander into the factory, she gets annoyed. Keep

talking to her until she asks Joe who he is, and then pretend to be the fumigator, and she'll let him in with orders not to go into the library under any circumstances. Head for the library. It's the corridor that goes north.

47

The library contains lots of books on hiding and not being seen but nothing, oddly, about producing leather shorts with braces. Strange that. There's some money under one of the couch cushions, the big white book on the shelf moves and there's a record player on the table. Groovy. Use the record on the player and a secret elevator appears, but you should really explore the rest of the factory before heading down into the unknown.



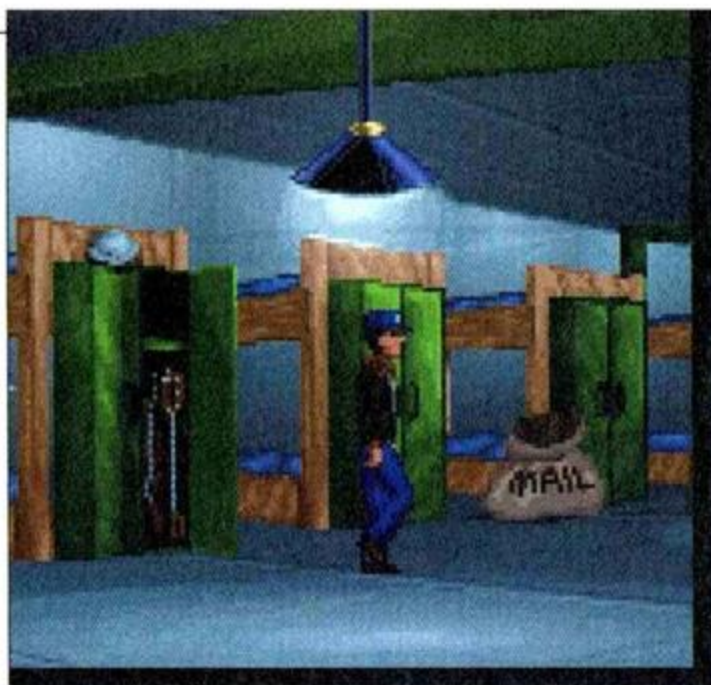


48

Cut through the foyer and head east into the kitchen. It's a complete slum and the cook's about as helpful as the receptionist. Ask him what he's doing and he'll moan about Doctor Ironstein's sensitive teeth and how he can't find anything that won't bother him. Give the cook a bland, soft, mushy, easy to chew banana and he'll hail Joe as a master chef and rush off with the Doctor's lunch. With him gone you can scout around the kitchen and steal stuff. Grab the Cheeze Bitz from next to the sink and the dog food from under the work surface.

49

Head east to take Joe into the dorms. Open the mail bag and look at the letter inside - it's addressed to Private John. Open the foot locker and take the squeaky toy out of it. Maybe with that and the dog food, you'll be able to pacify the guard dog and get into the shed in the Floda grounds. If you could find anything to open the tin with, of course. You still haven't found any lederhosen, or the princess for that matter, so use the secret library lift. Going down...





The Underground Base

50 Steel girders, poorly lit corridors, this looks far more like the secret base of a megalomaniacal twisted genius. Maybe now you're getting somewhere. Open the first door you see and go inside to a large warehouse. Look at the boxes and, coincidentally, you'll find a tin opener.



51 Head along the corridor and you'll bump into a guard protecting two more doors. Talking to him reveals that there's an Amazon locked up somewhere and that he's Private John, so give him the letter and feel your heart-strings tugged as it turns out to be, quite literally, a 'Dear John' letter from his girlfriend (now ex-girlfriend) Chrissie. Callously leave him to his despair and check out the rooms while he blubs like a small child.



52

The first room's got a table that's covered in all sorts of memos. Look at them all to discover that:

- There's a drive to capture more Amazons for their odd experiments.
- More 'special' foodstuffs are required for Frank's delicate diet.
- They intend to get into the Valley of Mists for some reason or other.

The cabinet in the office's locked, but if you get Joe to move it, you'll find a safe tucked away behind it, which is worth knowing about.

53

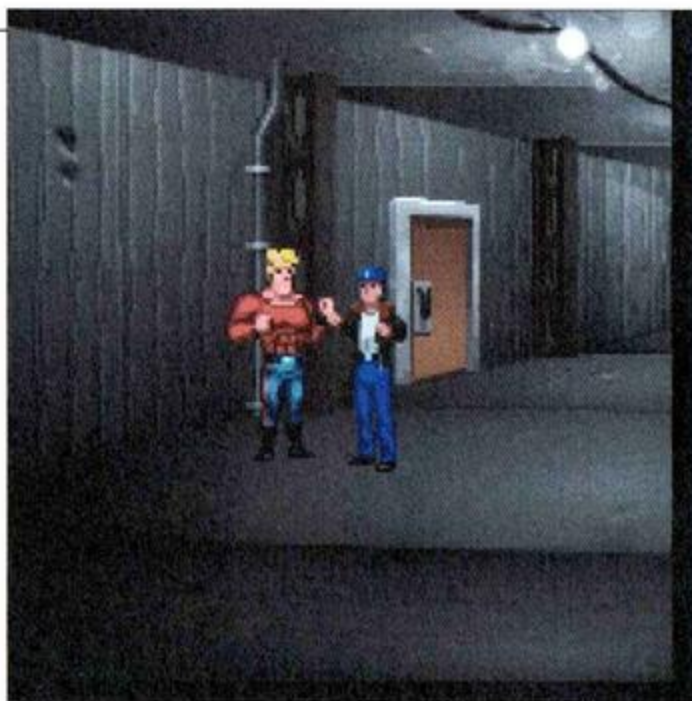
The other room looks like it's the guard room. Look at the duty roster to discover that Klunk's guarding Frank's office and that Henry is due to report to Colonel Jackson for kitchen duty. That's all you can learn from the room, so carry on down the corridor.





54

Round the corner, Joe bumps into Klunk, an ever-hungry hunk of beefcake soldier. Talking to him reveals that he's the product of the mad Doctor's Super Soldier Treatment™ which was abandoned in favour of producing an army of Dino-women. He hints at an antidote to his conditioning, but won't let you into what is (if the duty roster's to be believed) Frank Ironstein's personal office. Carry on down the hall instead.



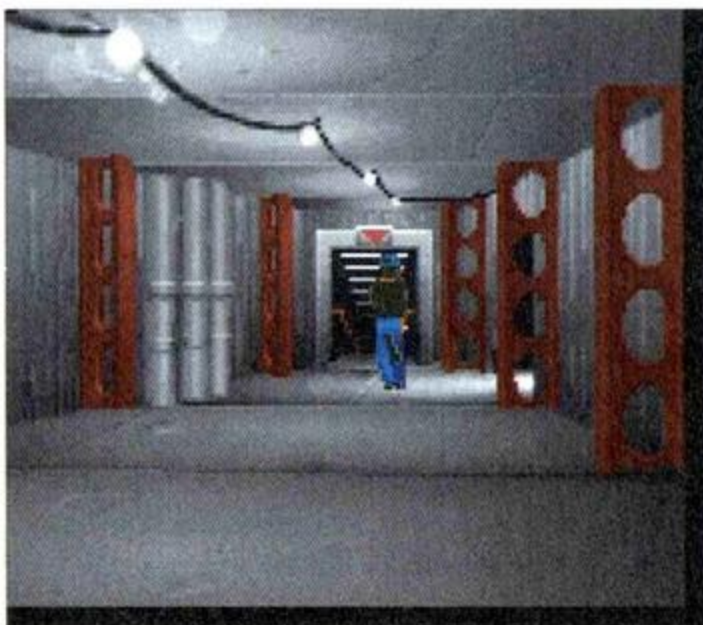
55

Have you noticed what a bunch of wusses these soldiers are? Send Joe through the next door you come to and he'll end up face-to-face with Henry. Does he karate kick you in the throat and demand to see your ID? Nope, he talks to you instead. Maybe Frank should have recruited a bunch of less polite henchmen. Tell him about his kitchen duty and that the guy he needs to see is Colonel Jackson, and he'll faff about a bit before running off to his duty. Simple, another stupid crony outfoxed, but meanwhile...

56 Frank has hired a slightly bloody-nosed Anderson to fly his airship into the Valley of the Mists. That's always assuming the force field can be deactivated of course. Midway through the conversation, one of Frank's dino-rats escapes. Will we see him later? You betcha.



57 With Henry out of the way, Joe can get to the office he was guarding. Apart from the Ladybird primer of World Domination on the wall, the only other thing of interest's the book on the table. Look at it and Joe will tell you that he can't open it, so use the knife on the book to prise it open and reveal the key hidden inside it.



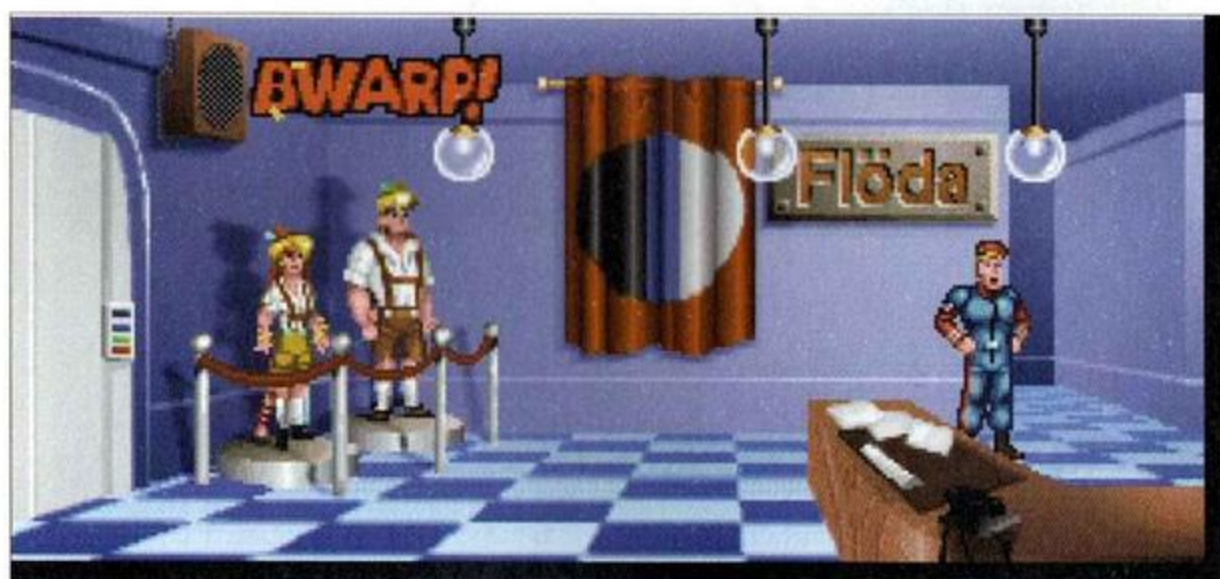
58 Go back to the corridor and take the stairs down.

56



59

Go through the laboratory and up the stairs, and we finally get to see the gorgeous Princess Azura. The key opens the prison door, and it's only a few minutes before she's fallen hopelessly in love with him. Some guys have all the luck, huh? With the Princess finally rescued, the main priority's to get her back to safety, so the action moves swiftly onwards to...



60

... the foyer, where the flight to freedom's held up by a huge metal door and all the alarms going off. It looks like the soldiers have finally woken up and that they're on their way. The receptionist's gone, so grab her pencil, and then use the mannequins to hide from the guard, who leaves by punching a code into the door panel. Joe didn't see the code, but if you talk to Azura, it turns out that she did, so use the wall panel to escape.



61 With the princess heading back to her people, it's worth trying to get into the shed. Opening the dog food with the can opener doesn't work, as the dog's been trained not to take food from strangers. However, he's quite happy to chew the squeaky toy, so head past him into the shed.



62 There's a box inside. Well actually, there are loads of boxes, but only one looks interesting, and unfortunately that one's locked up. It seems that you'll have to wait until you find out what's inside. There's nothing left for Joe to do at Floda, so head back to the Amazon Fortress so that Joe can have praise and riches bestowed upon him.



The Quest for the Skull



63

When he gets to the throne room, Joe's given a Tyranno Horn which sounds like a Tyrannosaurus Rex when blown. Before he can complain about getting such a crummy present and request something cool like a new plane, Frank and his cronies show up. They've followed Joe back from Floda, and unless he agrees to go to Sloth Island and find the legendary crystal skull, Frank threatens he'll turn all the Amazons into Dino-women. He thinks that bypassing his security was "quite a feat," but unfortunately you're not given the option of pointing out what girly-prancers all his soldiers are. Hey-ho, better set off to Sloth Island then.



64

Staring down

from the pinnacle, the only place Joe hasn't been yet is the jetty, which seems a particularly good place to head for to find an island. The ferryman's none other than Death himself, although he's going by the name of Sharon, or something. Talking to him reveals the unnerving fact that loads of Floda men have gone over to the island, but none have ever come back. Talk to him about fishing and give him the beetle as bait. In return, he'll reluctantly agree to take you over to the island.



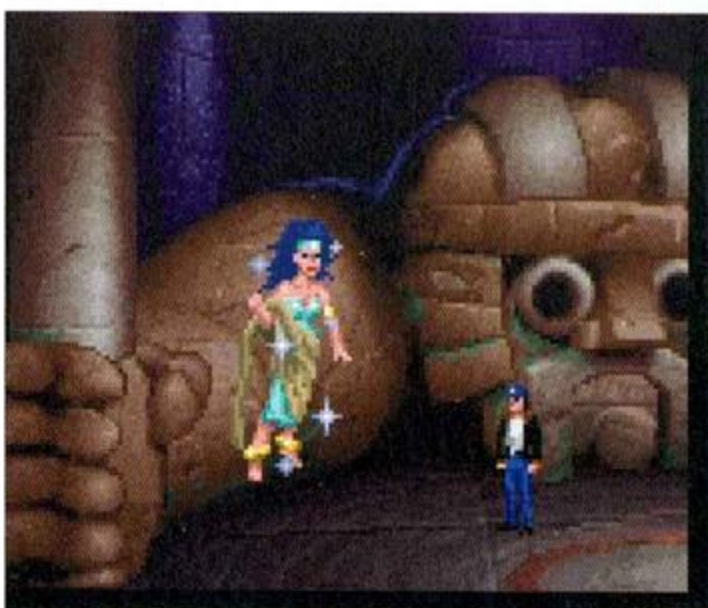
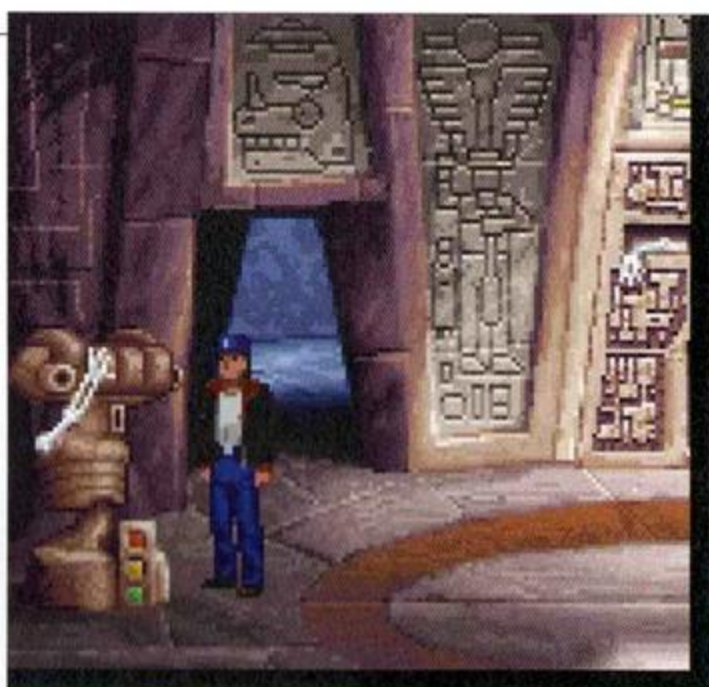
65

Once Joe reaches the island, there's nothing to do but go into the temple. Inside is a funny statue with a slot in it, and also an oddly familiar arrangement of empty compartments in the wall. Go through one of the entrances at either side, it doesn't matter which one.



66 The two connecting rooms are crypts, and if you try to move the bodies to look for secret passages, they'll crumble to dust, leaving just a few bones. Collect these up and then head back to the main room.

67 Assemble a complete skeleton in the compartments from the bits of bones. There's an arm left over, so put that in the statue's socket and you've got, ta-daaa, a one armed bandit machine. Arf. Use some money on the slot, use the arm bone and a panel will swing aside revealing the entrance. As you tell Joe to go to this entrance, he'll pick up the arm bone before falling down the hole.



68 Joe falls in front of a huge statue seconds before the temple guardian greets him. She asks him a riddle so dumb, it must have been old even when the temple was built, and warns him that many people have tried and failed to get through the temple. She vanishes to leave you free to roam the temple. Take the door on the right.



69 Progress eastwards is barred by a huge stone block, and the pulley system's fallen into disrepair. Go north instead.



70 Crossing over a bridge, Joe sees a Floda man below him, who rather snobbily ignores him and wanders out of sight. Carry on across the bridge.



71 There's another very mangled, very dead Floda guy in a corridor, next to a bunch of zombie women guarding a sarcophagus. When Joe talks to them, they tell him that they're waiting for their prince to wake up so they can all travel to the afterlife together. They get shirty if it's suggested that the prince has already gone, and when pressed, will eventually open the tomb to prove their prince is still there. Opening the tomb leaves a stray bandage, which Joe can pick up. The zombies will only open the tomb again if told about the wrappings, and this time they see that the prince has indeed gone without them – the rogue. They storm off vowing revenge on all things dead and male.



72 Make Joe open the sarcophagus and pick up the crown. Cut the vines growing out of the back to repair the pulley with, and then move it aside to reveal another sharp drop.



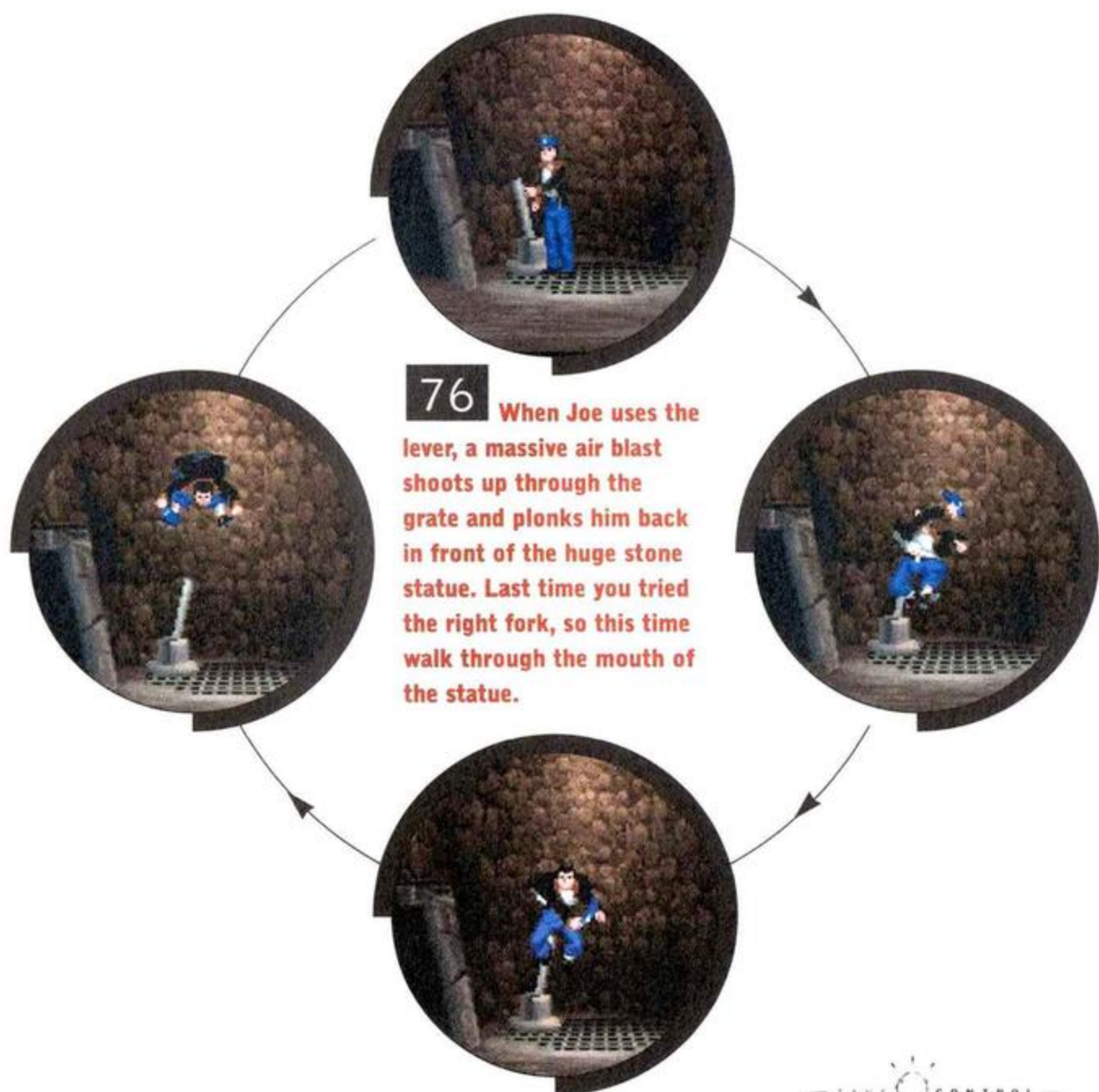
73 Joe slams down next to a huge vine. Use the scissors or the knife to scrape a blob of sticky sap off the root and then go left and look at the fountain head. Joe will tell you that it looks loose, so move it, and the water will drain properly, revealing a blue jewel. Pick it up and head west past the interesting looking lever/ grate arrangement.



74 Joe emerges on another gantry, this time overlooking a room with a cage in it. The Floda guy you saw earlier is trapped in the cage, and he says he's got the crystal skull with him. All you have to do is free him, and he'll give it to Joe.



75 Carrying on westwards puts Joe in front of a large stone statue that's heated by steam jets. There's a stone disk resting on it that's clearly part of the pulley arrangement you saw earlier, but it's too hot to touch. Use the glove puppet as an oven glove to pick it up, then walk back to the lever.

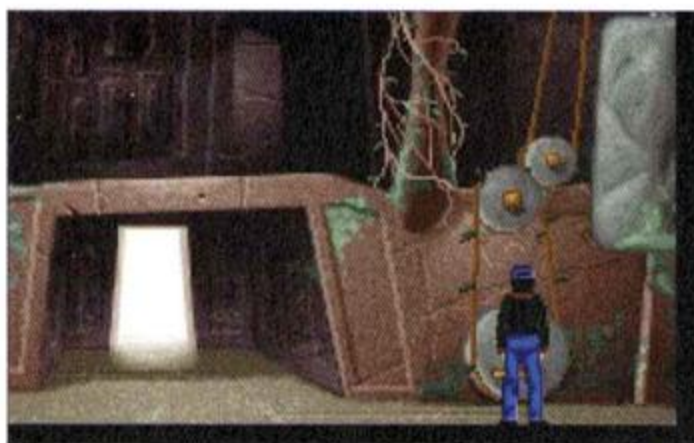


76 When Joe uses the lever, a massive air blast shoots up through the grate and plunks him back in front of the huge stone statue. Last time you tried the right fork, so this time walk through the mouth of the statue.

64



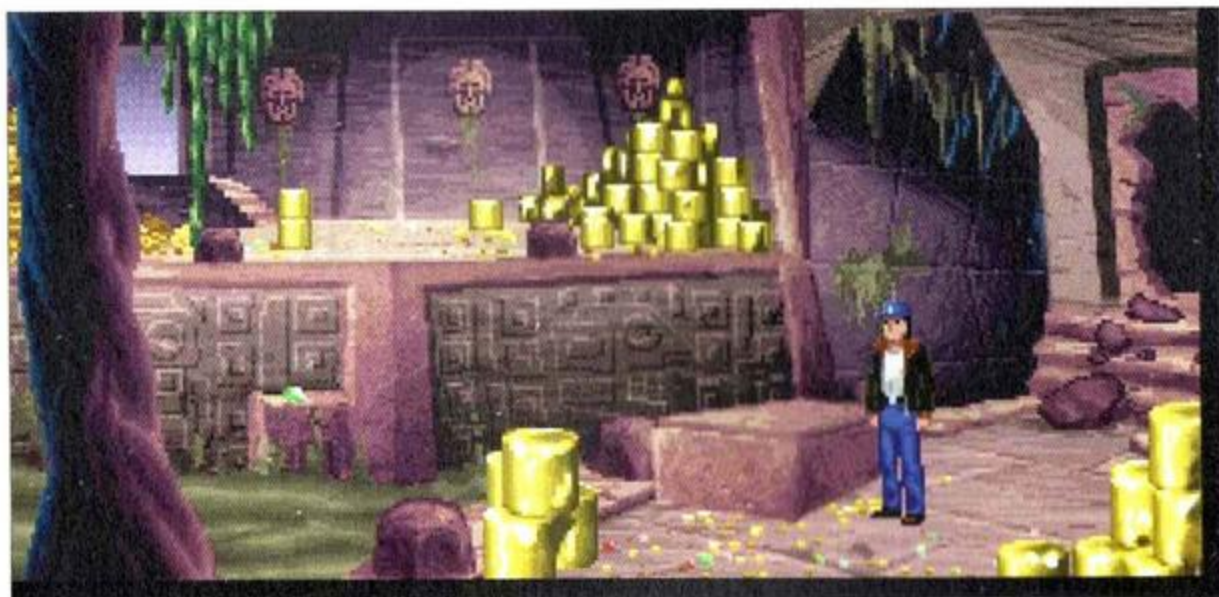
77 Aha, back at the pulley. Use the stone disk on the spindle and then the vine on the stone disk.



78 Get to the lower section via the huge statue and use the loose vines on the pulley, connecting everything up. Finally, use Joe's baseball bat as a handle to raise the stone block, then go east into the cave and pick up the pick axe. Before you leave, lower the block, as it'll stop the path being blocked later on.



79 Go back through the mouth of the statue and head north into another cave. The stalactite's loose, so bring it crashing down with the pickaxe and pick up a small piece of flint. Use the pick to enlarge the hole and then go through it.



80

Annoying, huh? There's all manner of treasure in the room, but you can't reach any of it, and can't use anything to lever the top off the crypt. I guess you'll have to find a way round to the other side. Make your way back to the huge statue and take the final unexplored doorway on the left.



81

After walking through a pretty dull room, Joe's confronted by a huge snake guarding a doorway. Snakes are scared of fire, but if you try using the lighter, it won't work. Fixing it using the flint won't scare the snake as the flame's not big enough. Use the wrappings on the skeleton arm to make a torch, light it with the lighter and use it on the snake. Bingo!



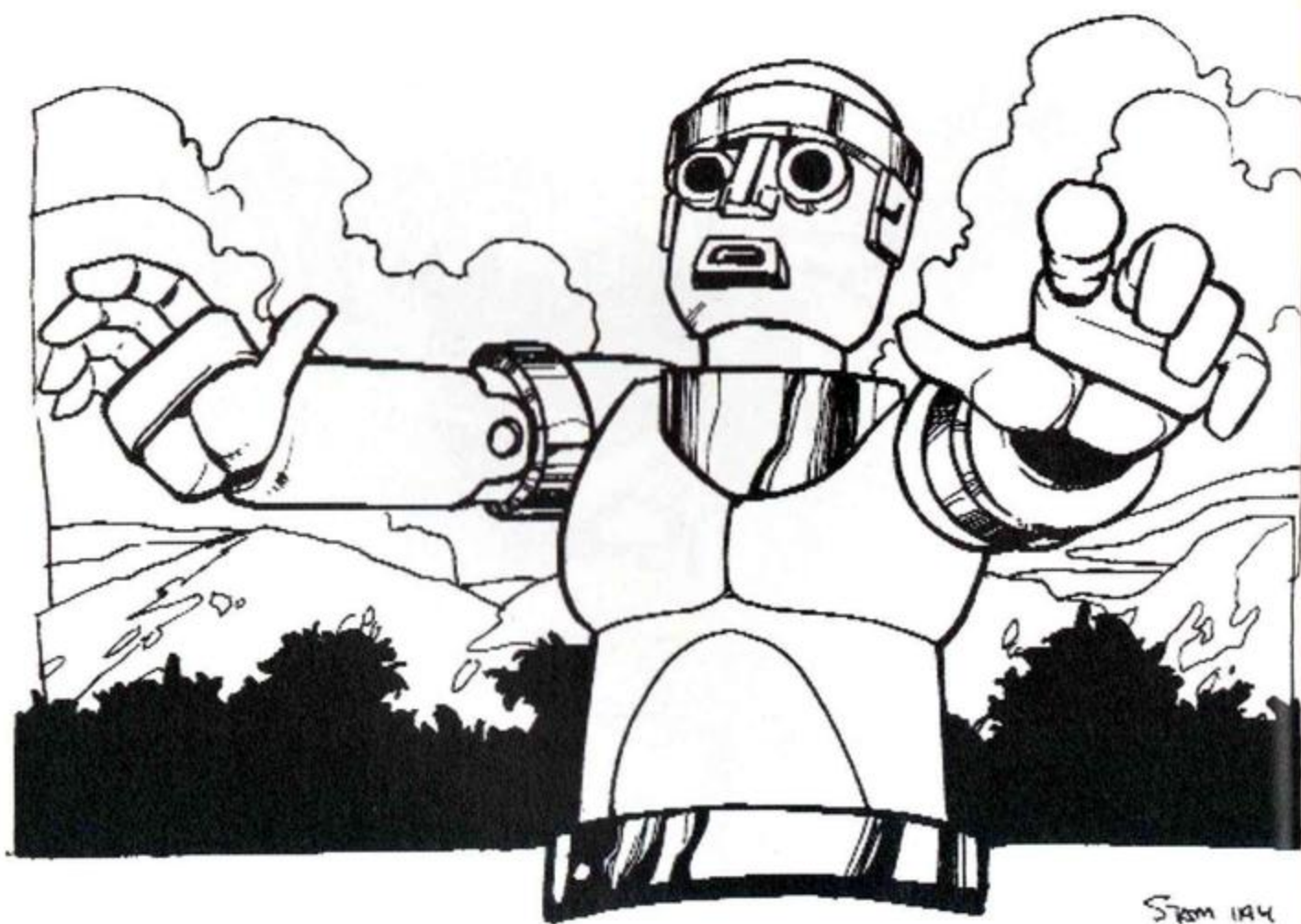
82 The door leads to a waterfall with a few paths leading off from it. Take the door on the right.

83 There's another dead Floda guy on this walkway. Look at the body to find an ID card and a small lump of carved stone. At least if you ever get back to Trader Bob's, Joe'll finally be able to buy some booze. After all this tramping round, he deserves it.



84 The walkway carries on over an altar room and then drops down to another entrance. Unfortunately, the doorway's blacked off by a network of lasers, so you can't get in there yet. Head east instead.





SKM 114



85

Ian doesn't seem particularly pleased to see Joe, and even less so when he uses the lever and nothing happens. Talk to Ian and convince him to untie the rope at the bottom of the cage and then use the lever again. This time it'll swing free of the cage, just in time for Ian to pull a gun and wander off without fulfilling his side of the bargain. That's the trouble with baddies, they're just so, so, bad.

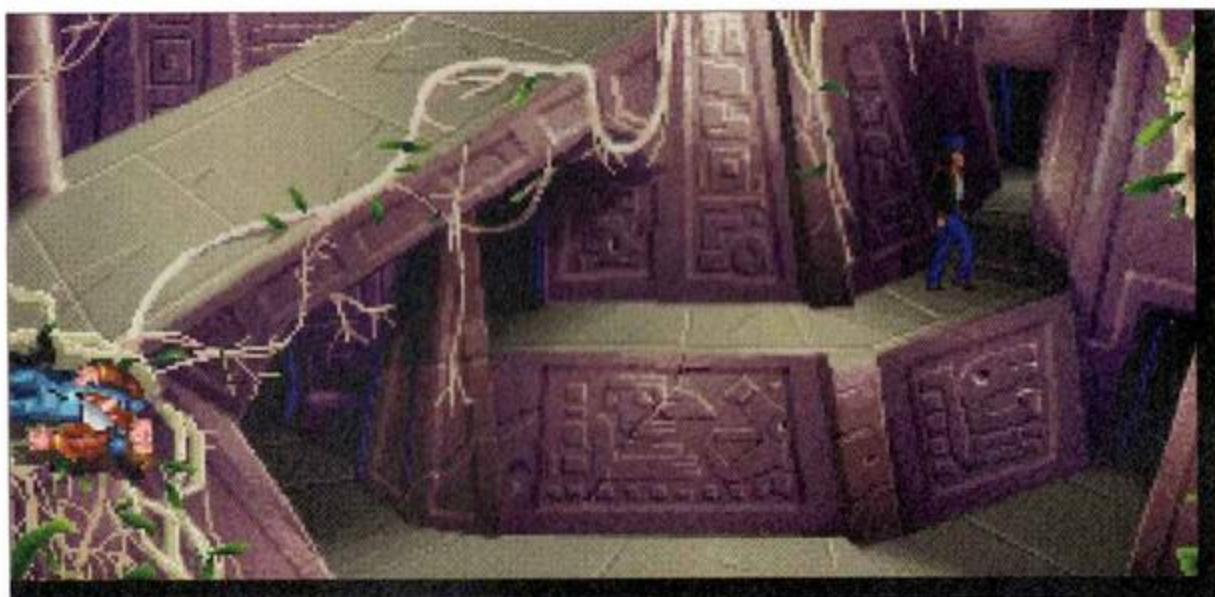


86

As Joe heads back to the laser room, Anderson's starting to get cold feet about working for Frank. He doesn't like Joe, but at the same time he doesn't want him dead, and he certainly doesn't want Frank to rule the world.



- 87** The west exit from the laser room leads across a bridge to the weeping god room, with waterfalls cascading from either side of the carved wall panel. Pick up the big stick, which should be long enough to lever the crypt lid off. Back track to the laser room, take the door on the far right to the cage room and then go up the stairs at the left, bringing Joe out at the waterfall. Go back up the stairs to the snake room, and take the western exit from it.

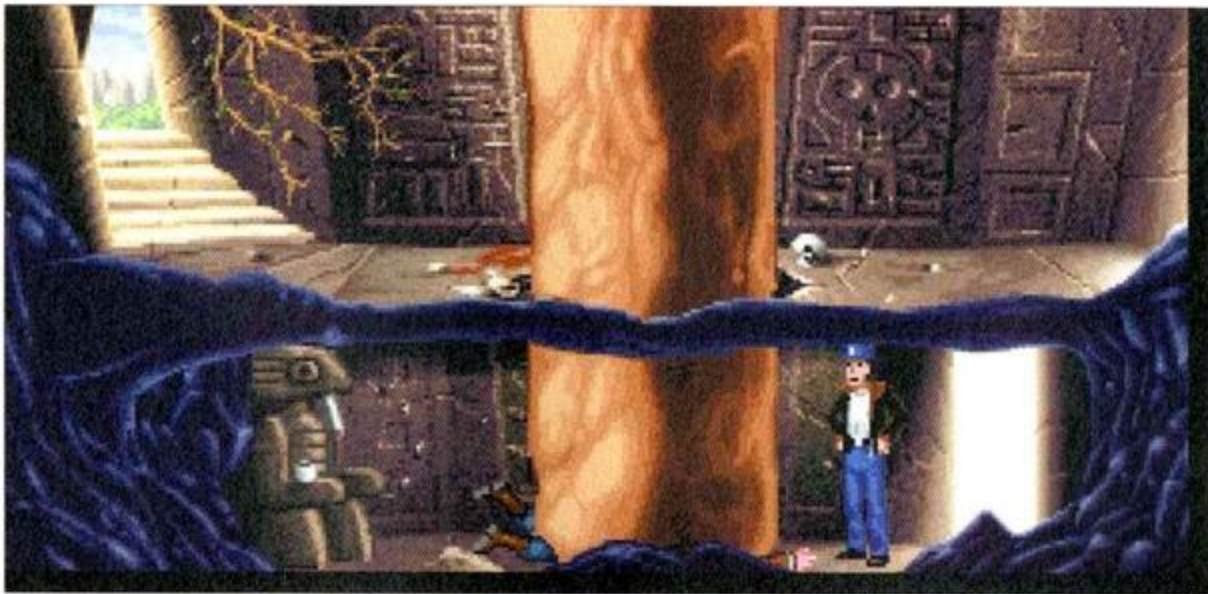


- 88** The body you saw earlier marks this location as one you've been to before, but this time Joe's taking a different path through it on a lower level. Joe emerges from the large statue. Go through the statue mouth, then through the pulley room and the cave to the treasure room.



89

Use the big stick on the crypt and Joe will grunt and groan and then finally smash the lid, revealing a metal death mask. Use the wrappings to polish it and it comes up a treat, all smooth and reflective. Smooth enough to reflect the laser beams? Let's see.



90

There's another yomp through the temple coming up. Take the right exit from the large statue, then go north, east, down the hole behind the prince's sarcophagus, and then keep on going west until you come to Ian's corpse. Judging by the hole in the roof, he was just metres away from the exit when the stone block punched him through the floor. Not only that, but the lying scumbag didn't even have the crystal skull.

Searching his body reveals just a small chunk of rock. Downer.



The Official
Playing Guide



91 Sprint to another location by heading east to the grate and using the lever to get blasted up to the large statue. Take the left door, carry on to the snake room and take the door the snake used to guard. Go down the stairs past the waterfall and take the door at the back of the room, then go through the next door to get back to the lasers. Use the polished mask on the lizard heads and the beams bounce off, destroying the head.

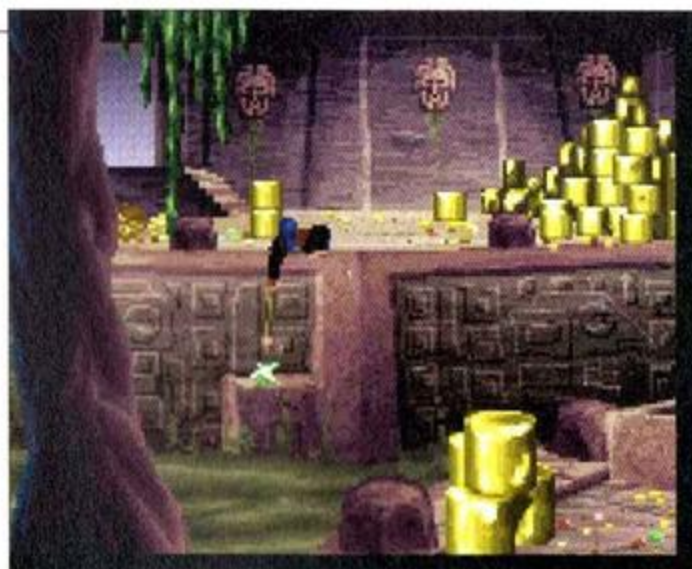


92 Taking this doorway brings Joe out at the bottom of a series of paths, with the Floda dead guy up at the top. Why Joe couldn't just jump the few feet from one walkway to another's a bit of a mystery, maybe he's got bad knees or something. Such is the oddness of adventure games.

93 This path brings Joe out at the right side of the treasure room, although he still can't reach the green jewel.

Stick the tree sap to the baseball bat and use it on the jewel to cover those extra few inches, and then use the knife to clean the sap off the bat.

Cleanliness being next to godliness and all that.



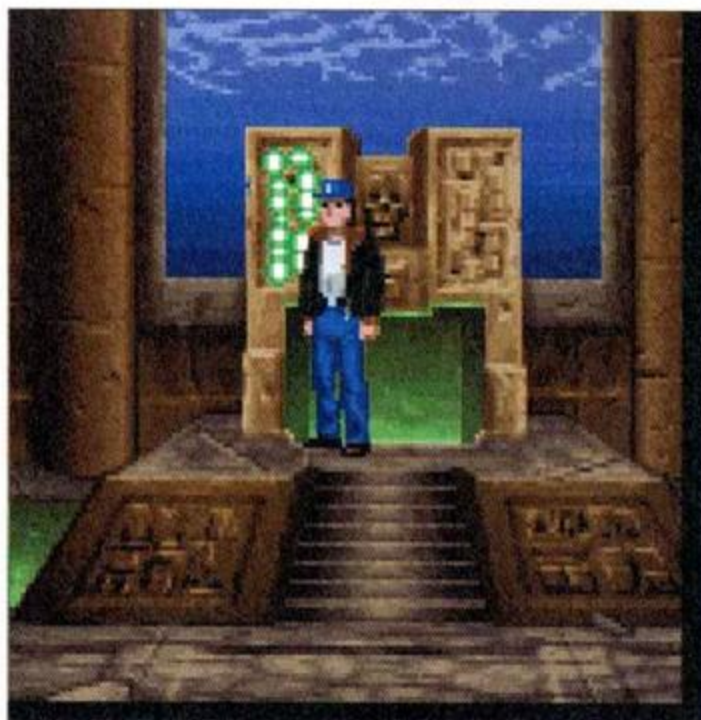
94 Go back to the lasers, carry on westwards over the bridge and then use the green and blue jewels on the eyes of the weeping god. The water stops dripping and the panel swings round to reveal an all together more cheerful deity.



95 Go through the door on the right to get to the altar room. If you use the sap on the bit of stone and then the chunk of rock, you'll see that when stuck together, they form a miniature version of the statue on the altar. Use this stone key on the statue and the altar drops away to reveal a secret stairway.



96 The steps bring Joe out on a stone bridge over some yucky green stuff, which leads to a maze. After a few faltering steps, it's clear that you'll never get out of the maze by just guessing, but if the dino-rat got in there, it should be able to get out as well. Keep feeding Cheeze Bitz to the dino-rat and following it until Joe emerges from the maze.



97 Move the panels either side of the throne and they glow, pointing out that something good has happened. Probably. Take the newly discovered door to the right of the throne.



98

Use the vacuum cleaner to clear the dust off the floor markings and then move the embossed markings to match. Once again. This'd take ages on your own, which is why you're reading this guide. Move just two (two across, four down and then three across, three down) and the door at the right will open. It's simple when you know how, isn't it?



99

The temple guardian appears and asks Joe to prove that he's Prince Almaxaquottl. Give her the crown and the crystal skull is revealed. As Joe picks it up, it's apparent that the skull was the power source of the whole temple, and everything powers down. As we'll see in a bit, the skull was also protecting the Valley of Mists with a force shield.





100 Use the seat as an odd sort of ejector throne. In what ancient ceremony was this sort of equipment used for? Odd blokes these ancients.



101 The throne inconveniently plonks Joe plus skull right at the feet of a Floda guard, who whisks him straight to jail in the Floda base. A pox and damnation on fate. And her sister.

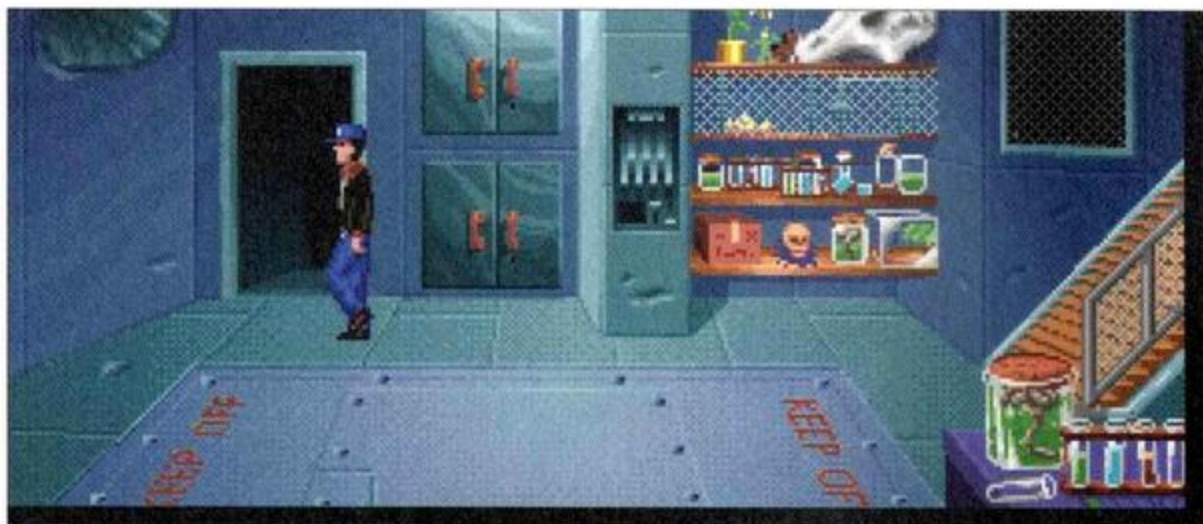




102 Sure that world domination's only a few weeks away, Frank's only too happy to explain the plot to you. With the shield down, he plans to enter the Valley of Mists to get more dinosaur DNA with which he'll turn all the Amazons into dino-women. The fiend.



103 There's just a tin mug in the cell, so pick it up and use it on the door to attract anyone's attention. Salvation comes in the unlikely duo of Faye and Anderson, who's finally decided that Frank must be stopped. Faye shoots the door off with some sort of laser gun and then they hurry off to catch the airship to the valley of Mists, leaving Joe to make his own way there.

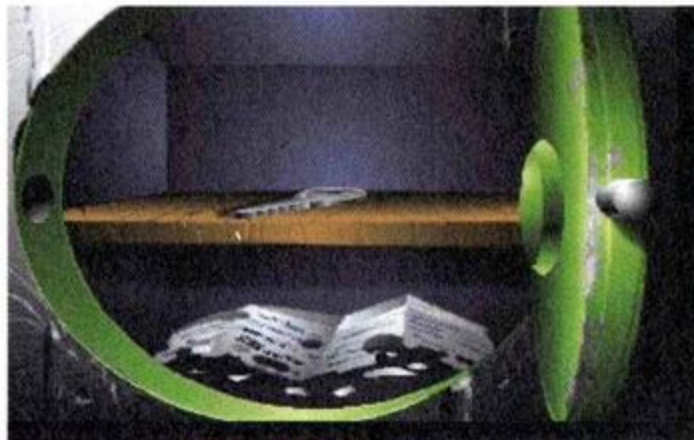


104 The Super Soldier Serum™ jar is empty, so there's no way Joe can pump himself up to beat Klunk. However, the Super Weenie Serum is full. Mix it in with the only available food (the tin of dog food) to produce chef's surprise.



105 Klunk's still guarding Frank's office and he's still eating. Give the chef's surprise to him and then call him a major league weeny. He gives Joe a chance to hit him, but since he's now been chemically reduced to a complete bed-wetter, Joe punches him out with a single hit, leaving the door unguarded at last.

106 Frank's office is pretty tasteless and pretty dull, apart from the writing pad on his desk. There's a slight imprint on it, which is readable if you use the pencil on it. Take the piece of paper with the safe combination on it, and head along the corridor to the safe room.



107 Use the paper on the safe and it'll click open. Look at the safe and take out the padlock key and the rocket plan. What's the bet the key works on the box you saw earlier in the shed? It's time to leave the Floda base for good, so make your way back to the elevator and across the foyer to open air.

80



108

The guard dog's still chewing on his rubber toy, so head past him and use the key on the padlock. There's a rocket pack inside, which you know from the rocket plans and the Commander Rocker Pocket Rocket blueprint will run on just a small amount of volatile liquid. Such as alcohol for instance.



109

With the ID from the dead guard, Joe can finally buy the booze from Trader Bob, which he can then fill the rocket pack up with. Trying it out in the Pygmy village won't work as it's simply not high enough, so clamber back up the pinnacle (for absolutely the very last time) and use the pack there, hurtling Joe into the Valley of Mists.

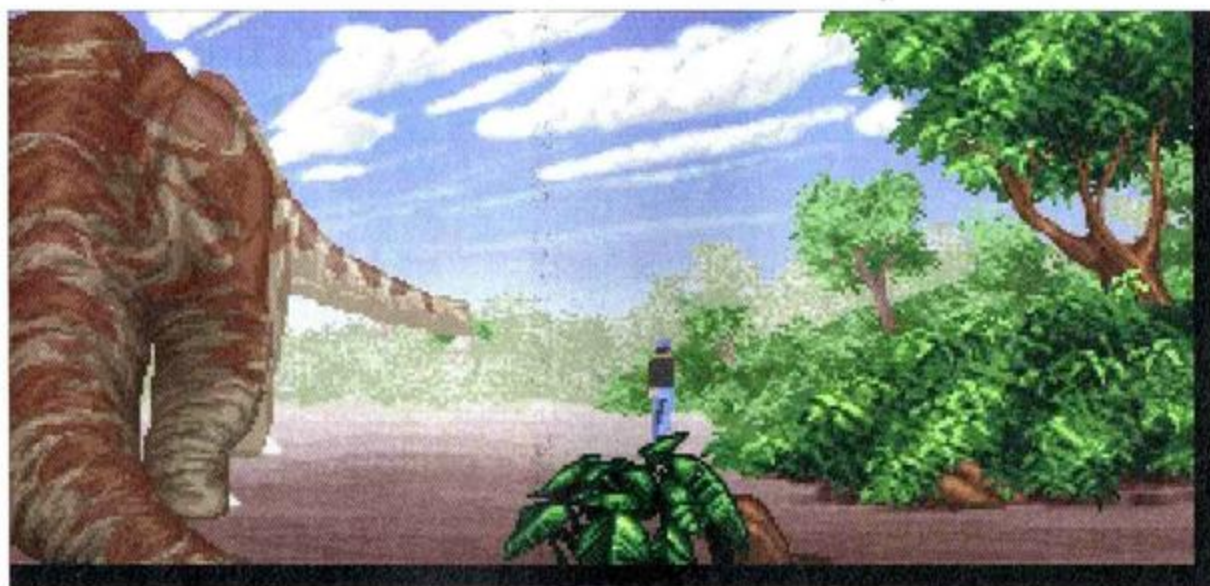


The Valley of Mists



110

Faye and a large herbivore dinosaur meet Joe at his impact point, but Joe's too slow to keep up with her as she wanders off.



111

He finds his path blocked by a huge dinosaur, so walk to the distant clearing to try and get round it. Keep going past the head into the clearing, where some bushes are growing. They've got the same flowers as the dinosaur's eating, so use the knife on the branches.



112 Go back to the dino's head and offer the branches to it. The dinosaur lumbers forwards and starts to graze on the bushes.



113 Head behind the dinosaur and walk westwards behind it.



114 Joe soon gets trapped by a mean little meat eater feeding on a carcass. Scare it away by blowing the Tyranno Horn and then carry on eastwards to the climactic showdown with Frank Ironstein.



- 115** The crystal skull activates the Amazonian Robot, but contrary to Frank's plans, it follows the will of the activator, which in this case is Joe. Frank tries to blast him with his dino ray gun, but the robot reflects the blast, turning Frank into a giant dinosaur.



- 116** As the robot swells to similarly gigantic proportions to battle Frank, pick up the ray gun and use it on Frank. He deflects the blast which hits Faye, so turn her back into a human with another hit, ask her to turn her mirror round and then give Frank another blast.





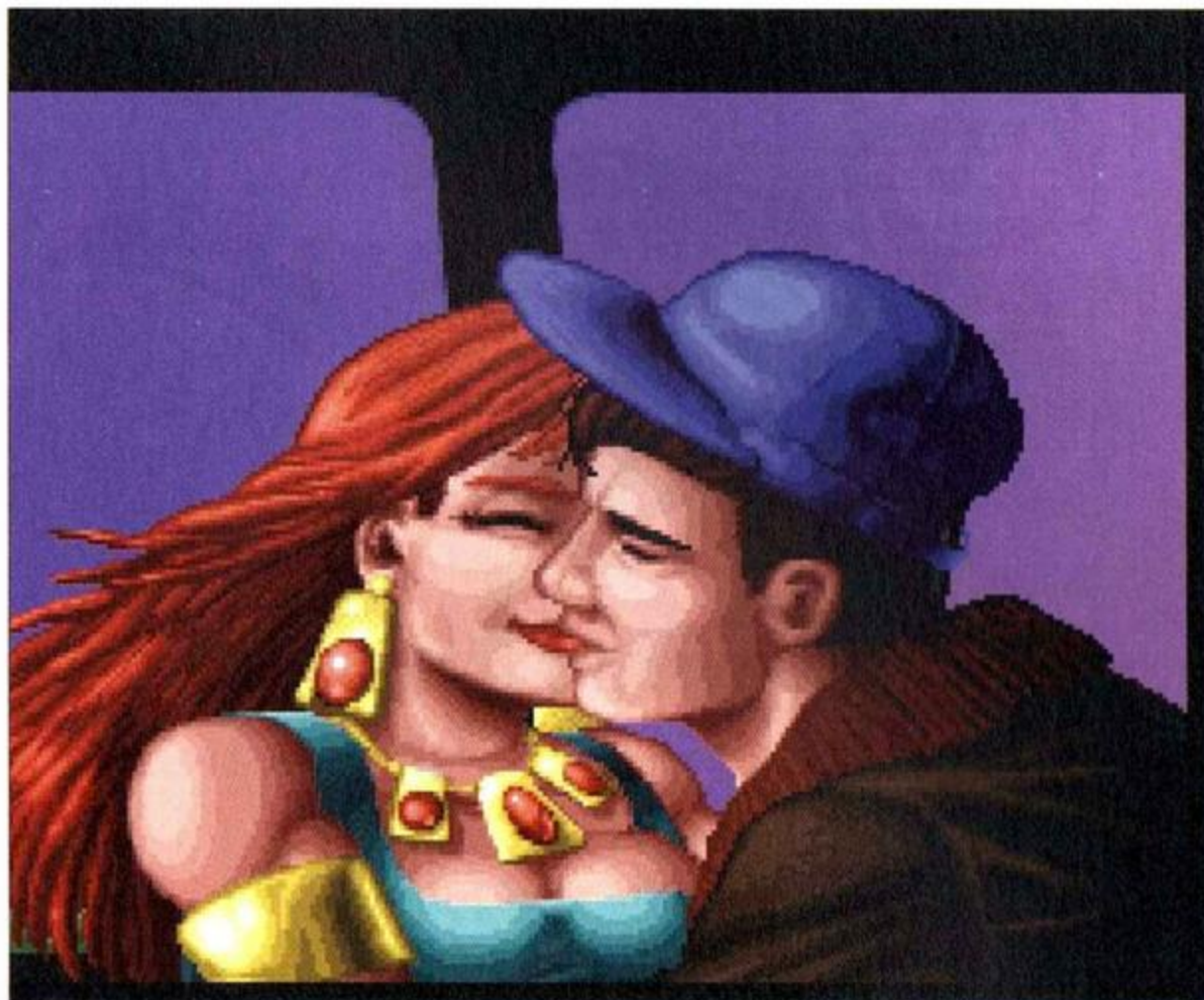
117 Frank deflects it again, the beam bounces off Faye's mirror and hits Sparky. Change him back and make him wear the shiny death mask, then try one more time.



118 This time it works! The beam is bounced around but strikes Frank, who vanishes. Hooray for clean-cut '40s heroes and the cause of liberty and justice for all!



119 The robot agrees to protect the valley for all time, the baddy has been vanquished and even Anderson and Joe have made friends. A true movie ending, I think you'll agree...

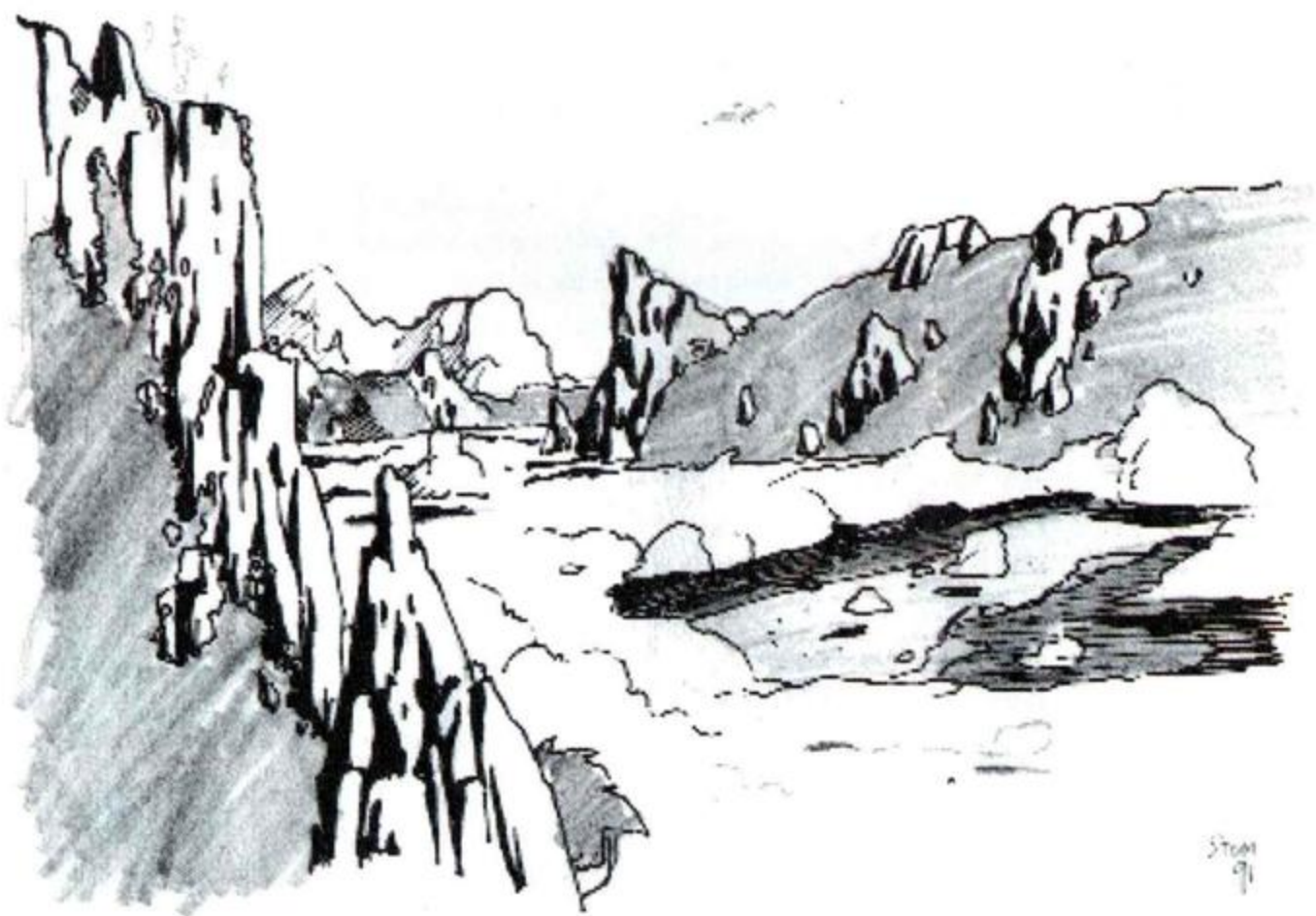
**120**

... complete with a chaste snog. But hang on a minute. Why did Frank die when he was hit the second time when everyone else just got turned back into humans? Is he dead? Is he DEAD? IS HE DEAD?

Maybe.

But then again, maybe not.

THE END



Stam
91

Meet the cast!



Sparky

Princess Azura

Joe King

Faye Russel

Dr. Frank Ironstein

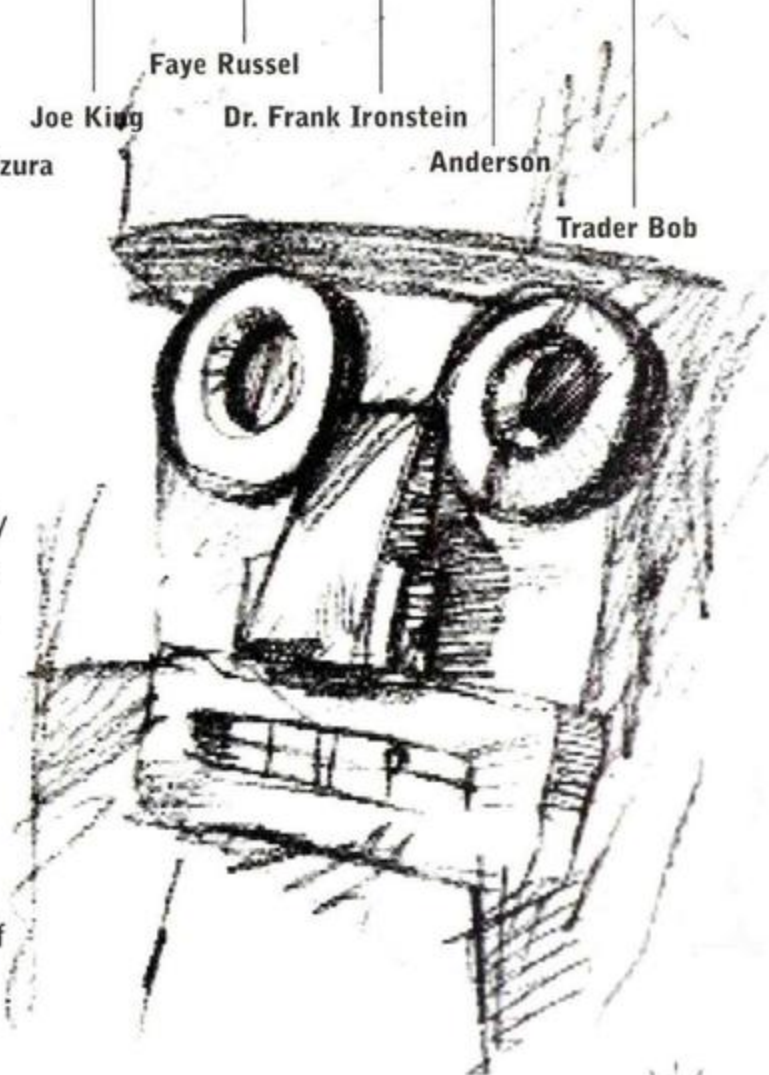
Anderson

Trader Bob

The Most Powerful Device
on the Face of the Earth

The cast

Joe King is the hero of our story. He is a pilot hired to fly movie star Faye Russel deep into the Amazon jungle for a photo shoot to promote her latest film. Joe has to fight off rivals, survive a plane crash and ultimately foil a plot to take over the world, hatched by a twisted, evil genius – and win the heart of a beautiful Amazon princess...



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Princess

Azura

Princess Azura is the leader of the Amazon Tribe Joe meets in the jungle. Joe must not just rescue the Princess Azura from the clutches of the evil Dr. Frank Ironstein, but the whole of Azura's tribe too.

Faye Russel

Faye is the film star Joe was hired to fly into the jungle. Faye is captured by the evil Floda organisation, and it's up to Joe to rescue her. But Faye is resourceful and independent, and she gets Joe out of trouble more than once, too...





Naomi

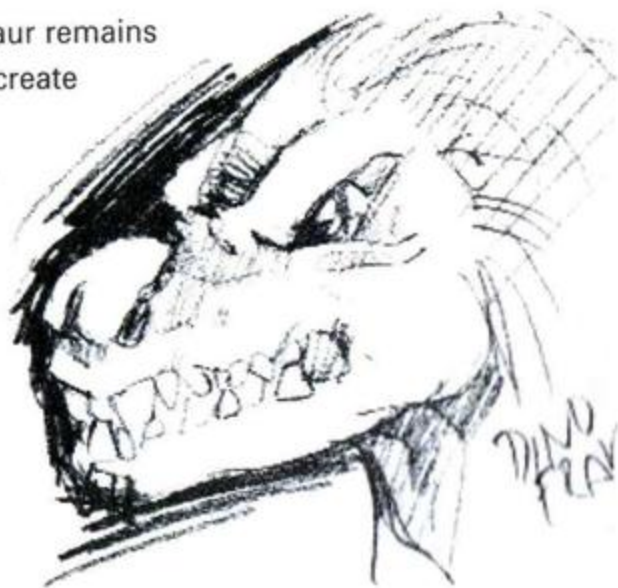
Naomi is the chief's daughter. She works at Trader Bob's store and is the only member of her tribe that can speak English. Sounds like she could be a useful person for Joe to get to know...

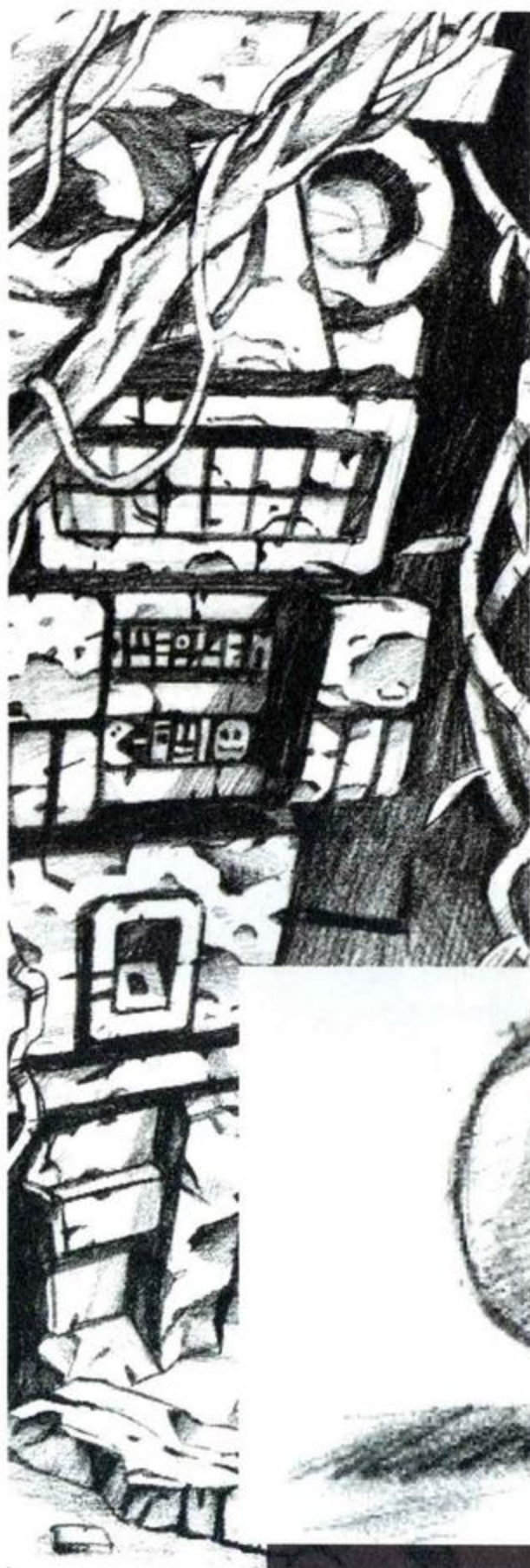


Floda Camp

The evil Floda organisation's headquarters are disguised as a lederhosen factory – but Joe is quick to see through the deception. Faced with persistent secretaries, violent guards and the even genius of Dr. Frank Ironstein, he must find a way to rescue Princess Azura before Ironstein turns her into an dinosaur monster.

Ironstein has discovered dinosaur remains in the jungle and has found a way to create monstrous hybrids, half human, half dinosaur, with which he plans to take over the world. So saving the beautiful Azura is only the start of Joe's task – he has to save the whole world next!

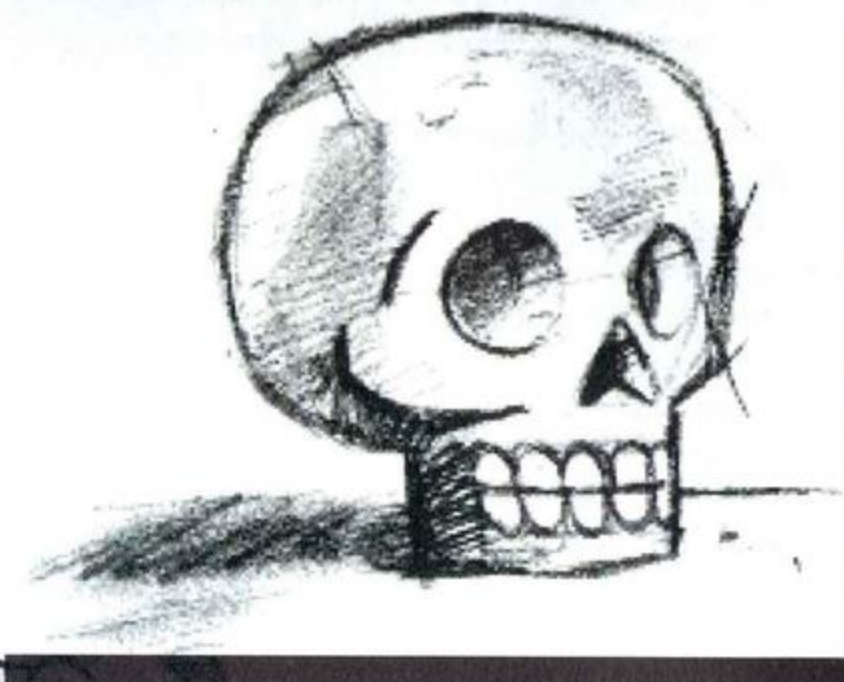




The Temple

The temple on Sloth island was once a famous tourist attraction, but now few travellers go there. Discovered by the explorer Sir Edward Sloth, it can be found on Sloth Island in the depths of the Amazon Jungle. Its only occupants are the ghosts of its Inca builders – and the evil Floda organisation.

But also buried deep within the underground passages beneath the temple is the mysterious Crystal Skull. The skull is crucial to Frank Ironstein's plans. He believes it has the power to activate an invincible robot guard in the Valley of the Mists, a robot that can lead his mutant horde of dinosaur warriors as they march against the free world...



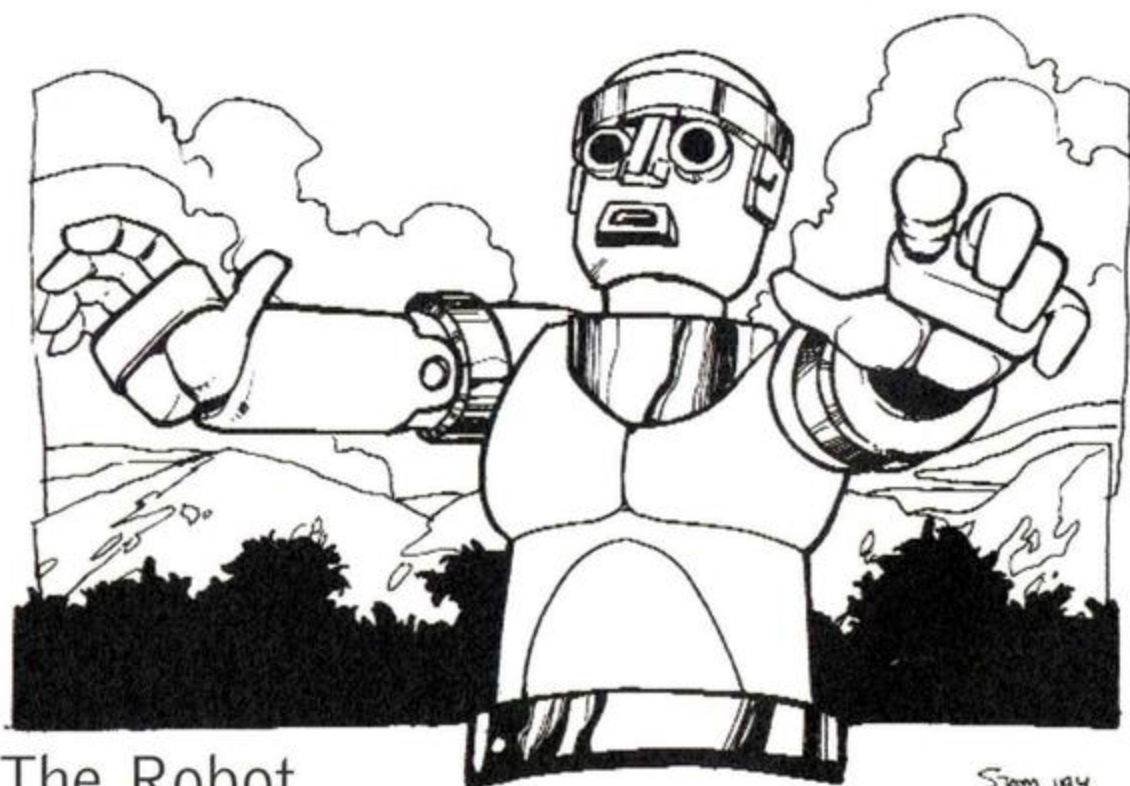
Joe King

Joe King is a freelance pilot hired to fly Faye Russel into the jungle for an exotic photo shoot. Little does he know that this is the start of a long and hazardous adventure.

Joe not only has to dispose of his rival Anderson, a scheming Dutch pilot, he also has to lead his passengers to safety when his plane crashes in a storm, rescue Princess Azura and her people from the evil Dr. Ironstein and then find the magical crystal skull to foil the evil genius's plans to conquer the world.

And he can't do it without your help!

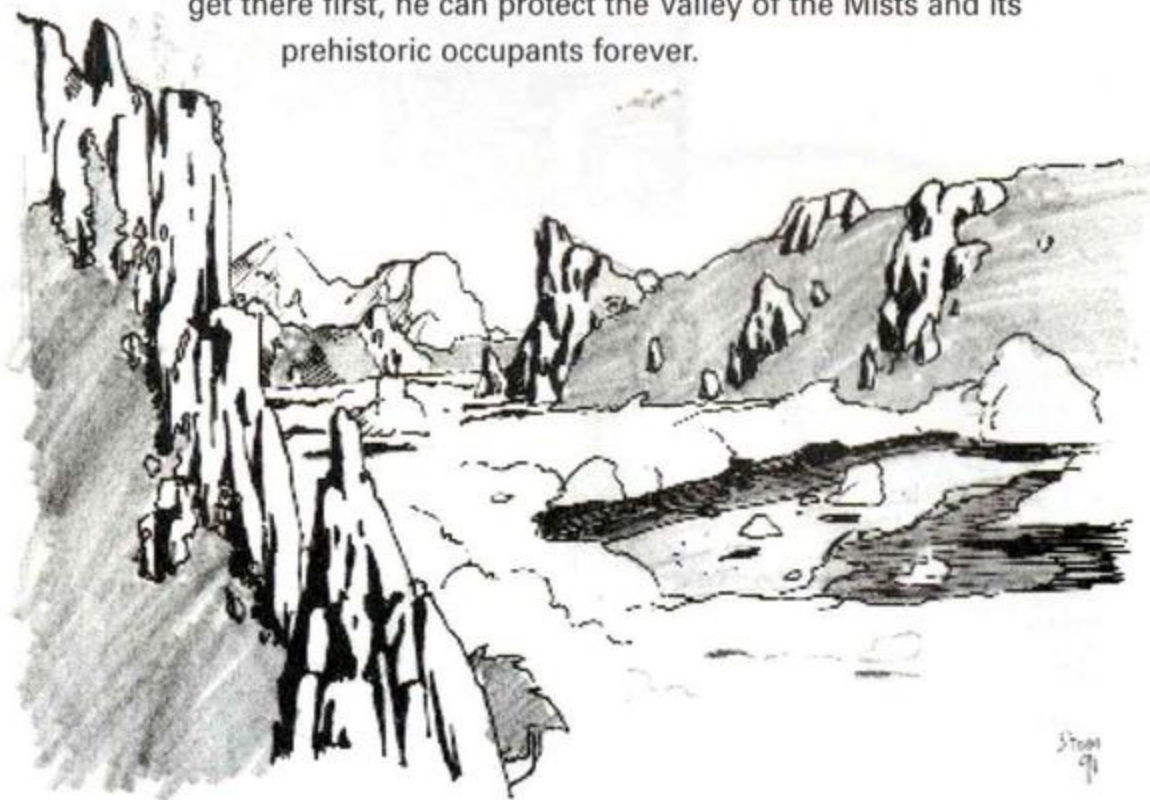




Strom 184

The Robot

The robot guarding the Valley of the Mists can be awakened by the crystal skull. Whoever awakens it controls the robot, and hence the future of mankind. If Ironstein gets to the robot first he will use it to conquer the world. But if Joe can get there first, he can protect the Valley of the Mists and its prehistoric occupants forever.

Strom
91

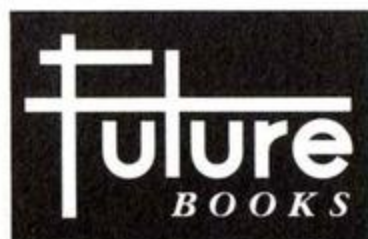
The credits



Flight of the Amazon Queen was created by Interactive Binary Illusions. You can find out more about them in the introduction to this book.



Flight of the Amazon Queen is published by Renegade. To find out what Renegade are doing next, why not give them a call on **0171 391 4349**



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The Official Syndicate™ Playing Guide

Syndicate is one of the most successful strategy games of recent times, having been released on PC, Macintosh and Amiga and gained a cult following on each.

It combines arcade-style combat with deep and challenging gameplay which tests your strategic powers to the limits. Despite an impressive arsenal of

weaponry, you can't just march in, guns blazing, and expect to beat the enemy.

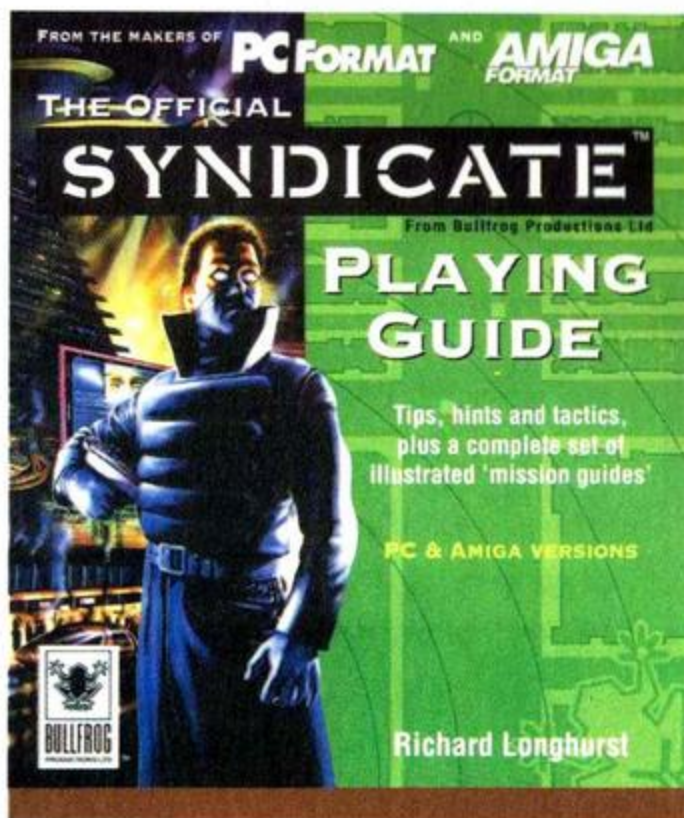
That's where the *Official Syndicate™ Playing Guide* comes in. Written by one of the UK's top games reviewers, and in conjunction with *Syndicate's* programmers, this book will show you how to complete each mission in turn, including both the standard *Syndicate* and the *American Revolt* data disk missions.

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The Official Cannon Fodder™ Playing Guide

Sensible Software's *Cannon Fodder* has gained an enormous following since its launch on the Amiga, PC and now games consoles.

Combining humour, frantic action and subtle strategy, it's a deeply challenging game that has left thousands of frustrated yet addicted gamers struggling away into the small hours, trying to

complete it.

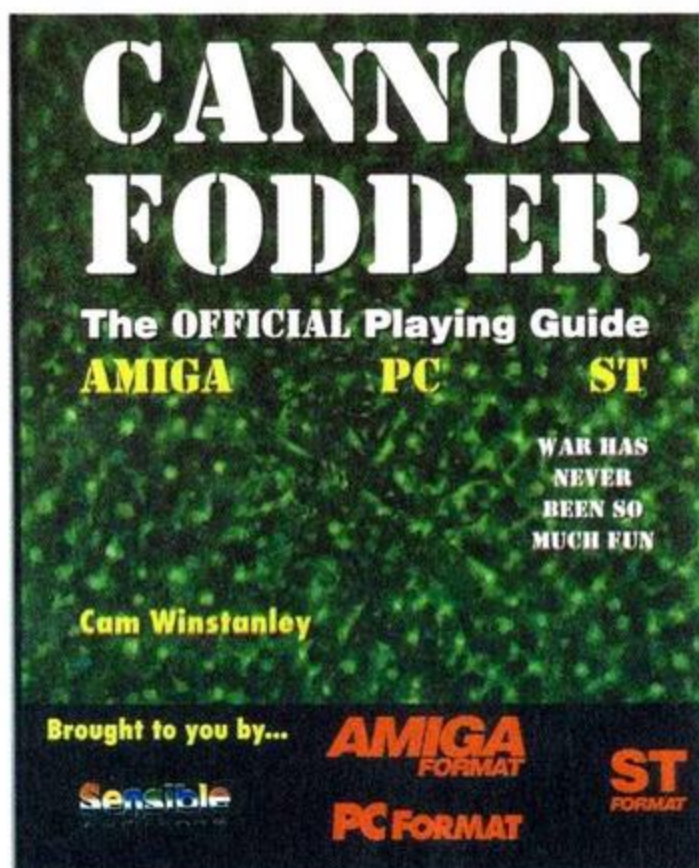
Now, published in a single volume, *Cannon Fodder* fans can discover complete walk-through solutions to every phase of every single mission. And since you can't tackle the next mission without finishing the last, it could save your sanity...

Pages: 100

Price: £9.95

Order hotline: 01225 822511

Also available in all good bookstores.



Flight of the Amazon Queen

Flight of the Amazon Queen is based on the much-loved adventure films of the '40s. Set in the mysterious Amazon jungle, it follows the adventures of pilot Joe King as he tries to foil the plans of the evil genius Doctor Frank Ironstein...

Developed by Interactive Binary Illusions, Flight of the Amazon Queen is available in Amiga and PC versions. The CD versions of the game are full 'talkies'.

It's an excellent example of the comic-makers art, combining great characterisation and locations with humour, variety and testing puzzles.



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