

# RICH IS A HOSER

Note: When you hear Lydia coming downstairs, you have one move to hide in the bathroom.

1. In Kitchen, Examine the Sink. Search Dishes. Take the Blackened Plate. Examine Plate. The game will then explain that the plastic plate was used by Rich to fry bacon in the microwave and you gain 10 hoser points.
2. Open Cupboard. Take Jug of Honey Mustard, Case of Tomato Juice and Club Spritz Wine. Each expired item is worth 3 points. Leave the Corn Oil!
3. Look in the Garbage. Examine Black Pancakes and Batter. [10 points] Open Refrigerator. Take Bowl. Look Bowl. Taste Rice Pudding. [10 points]
4. In Furnace Room, Examine Furnace. Open Electrical Panel. Splice the Red and Yellow Wires. Press the Blue Button. Baby Bob should then appear asking, "Bring me Bucks". Give him \$20 or more. He will then lead you to the Livingroom and show you where Rich dumped his Spaghetti dinner on the floor. Examine Stain. Gain 10 hoser points! Ignore the Dead Body in the Fruit Cellar. It is a red herring.
5. When Lydia starts playing INXS upstairs, go to kitchen, Open Fuse Box Door. Turn Off Breaker Switch #7. Move quickly because Rich is liable to enter your room early if he is disturbed.
6. In Your Room, Take Geography Lab Report. Go to Rich's Room. Examine Rich to ensure he has a yellow sucker in his mouth. Give Lab Report to Rich. Wait. (Rich will accidentally gob on it after 3 moves.) Take Lab Report. Receive 10 hoser points.
7. When Rich enters the Bathroom, enter his room. Examine Garbage Can. The game will report the can contains 3 times as much garbage as it was meant to hold (10 hoser points). Listen. If you hear the sound of pee, you have only 7 moves in Rich's Room before he comes out. If you don't hear anything, you have 56 moves. If Rich finds you in his room, he enters Your Room, farts and the game ends.
8. In Livingroom, Take Spuds Mackenzie Poster for 5 points. Examine Coffee Table. Examine Yukon Club Cola Can. The game reports that Rich left it there last night and it is still three-quarters full (5 hoser points). Note: Around move 34, Uncle Chuckles will arrive. Go to the Driveway and get in his car. When you see Uncle Chuckles leave the house and head toward you, Get Out of Car. Hit Uncle Chuckles. Drag him into the Garage to hide him or else you will have a most unfortunate meeting with Troc.
9. From the Patio, enter the Backyard Maze. (Don't bother trying to figure out what the wooden box with the pole sticking out the top is for.) West. Down. West. South. West. Search Bush. Take Rich's Knapsack. (According to the game preamble, Rich thought he had forgotten his knapsack on the bus, again.) Finding it is worth 1 hoser point. To get back to the Patio, East. North. Southeast.
10. In Front of the House you will find Rich's car. Look at Car. (Get 5 Hoser points) Search Knapsack. Take Keys. Unlock Car. Open Door. At this point a black cat will jump out of the car, but don't follow it, you'll just get run over on the Road. Enter Car. Search Seat. Take Fork. (10 hoser points)
11. In the Bathroom, Look Behind the Bathroom Door. Take "Haystack". [5 points] When you hear Lydia belch and start hooting, your time is up. If you have accumulated 100 hoser points, your room will be protected from Rich by a high energy force field. The program then states that you have proven what you knew all along. Rich Is A Hoser!

