

Frank the Farmhand Part 2

Walkthrough

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1. Saving your friends

Frank and his friends find themselves locked in a cell and guarded by a soldier. Somehow they need to escape. *Talk to your friends. Talk to the other prisoner.* His name is **Mahmud**. *Talk to the soldier.* His name's **Jim**. He's really afraid of snakes. Keep that in mind for now. Use *Window* to escape from the cell.

Only Frank can escape in this way. Ben is too huge and the professor's too old. You need some other way to get them out. But first you have to get out of the military camp. *Walk into the tent and Pick up the hedge-cutters. Use the hedgecutters* on the fence to cut your way to freedom.

Go to the village. Nobody there seems to want to help. *Pick up the mallet and chisel. Talk to the carpenter.* His name is **Miroko**. Talk to him about the town, who lives on the island and how to get across the mountains. He will tell you about an archeologist that works on the other side of the mountains, and about a mountain pass. Go to the beach and *Pick up the thing in the sand*. That's a glass jar. The boy in the water's floating around in an inflatable snake. That's just what you need to scare the shit out of the guard! But how to get it? The boy's a real brat and'll never give it to Frank. *Talk to the girl*. She's suspicious of tourists, but tells Frank of her affection to Pokémons. She also reads Robinson Crusoe.

Now go through the mountain pass and to the archaeologist. *Talk to the archeologist*. His name's **Archie** and is actually a paleontologist. *Pick up the charcoal and the note* from the table. *Look at the pile of dirt*. There's something shiny in it. *Pick up the pile of dirt* and you'll get a *magnifying glass*. Then *pick up some termites* from the tree. *Look at the top of the hill* in the background. There's something there! A house? You'll get a new location on the map.

Go to the hill. There was a hut there. *Pick up the cannabis and wunderbaum*. Go inside the hut. Frank meets **Clifford**. Clifford's been a castaway on this island for twenty years and believes that Guija's a deserted island. No matter how hard Frank tries to convince him he keeps to his belief. He offers Frank a meal and Frank tells him about his friends, the agents and everything. Clifford of course doesn't believe a thing. Frank takes the remainder of his food with him. Go inside the hut again. Clifford's throwing a dart. Frank wants the dart. Ask Clifford if Frank can have the dart. He tells him no, because that's the only fun thing he's got.

Now go to the mountain pass again. Try to enter the cave. It smells too bad in there! *Use the wunderbaum* on the entrance and the smell gets at least

bearable in there. Go inside the cave. *Pick up the sulphur*. There's a small pink creature in here. It resembles a Pokémon pretty much, doesn't it? It's way too fast for Frank to just grab it though. *Use the food in the jar* and *Use the food on the ground*. Then step away and let the food do its magic. The little creature'll eat the food and walk into the jar. Now *pick up the jar*. Frank's captured it!

Go to the beach again and *Give the creature to the girl*. She'll give Frank her book. Go to Clifford's hut and *give the book to Clifford*. Now ask him for that dart again! He'll give it to you. Go back to the beach and *Use the dart on the boy*. Frank'll throw the dart into the snake and it gets punctured. Go into the village and come back to the beach. The boy's left and the snake's on the sand. *Pick it up*. Now if it wasn't for that big gaping hole you could've found a use for this snake.

Go to the mountain pass. Pick up the piece of tape. The mountain collapses and shuts the pass!! But Frank got the tape at least. *Use the tape on the snake* and it'll be as new. But now Frank's caught on this side of the mountain. Somehow he needs to get all this debris away. *Look at the note from Archie's*. Hey! It's a recipe for a bomb. That's great! You need olive oil, potassium, sulphur and some sawdust. Well Frank already has the sulphur and there was some potassium on the table at Archie's.

Go to Clifford's hut. *Pick up a log*. *Use the termites on the log*. They'll eat through the log but nothing is left. Damn! There must be some way of making the termites less aggressive. The answer is the cannabis. *Feed the cannabis to the termites and then feed them another log*. They'll still eat the whole thing but they at least leave us some sawdust. Then they escape! No matter.

All that is left to find now is olive oil. And there it is on Clifford's fireplace. But Clifford won't let Frank take it. Go outside and to the back of the hut. *Pick up the iron rod*. *Look at coconut-man*. Wierd! Go back into the house and *ask Clifford about the coconut*. He seems quite fond of that coconut. Go back outside and into the backyard and *Use the charcoal on the coconut*. Clifford'll see the mustache Frank's painted and come out to give him a lesson. Go back to the front of the house, but go behind the hut instead of in front. When Clifford's left the hut quickly enter and *Pick up the olive oil*. Now Clifford'll give Frank a good yelling, but you got the oil.

Now Frank's got all the ingredients for the bomb, so go back to Archie's and *Use the bowl on the table*. Frank'll mix together the ingredients and voila! A bomb!

Go to the mountain pass and *Use the bomb with the debris*. Then *Use the magnifying glass on the bomb* to light it. BOOM! The debris is blown away and Frank can pass.

Go to the jailcell and use the snake on Jim. He'll get so scared he runs straight into the wall and pass out. Now use the mallet and chisel on the door to break the lock. Open the door and escape.

2. Getting into the secret door

Frank'll take his friends (and Mahmud) to Clifford. But Clifford can't handle all of these people and freaks out! But he tells them about his plane that's been standing in the jungle for twenty years. It's not working but professor Push wants to have a look at it. Clifford leads them to it and Push investigates the plane. The only thing wrong with it is a broken sparking plug. Clifford whose mental health isn't too good finally breaks and tells them all to leave him alone! He goes home to his hut. Push sends Frank and Ben out to find a sparking plug.

Go to the village. There Frank and Ben find a nasty surprise. The two agents that were after them (Sam and Max) is there. Max is playing with a key a bit too close to the well and the key falls into the well. Sam arrives and they both leave. Frank and Ben decides to follow and see how the two agents opens a door into the mountain and go inside. Frank says that they must see what's in there. In front of the door there's a guarddog that won't let them pass. And they need that key that Max tossed into the well to open the door.

Go back to the airplane and *Push the green button*. The startengine will start to run. There's a coil on the engine. *Use the iron rod on the coil* so the rod gets magnetized.

Go to the village and *tie the rod to the end of the rope* in the well. Frank will have to pull it up of the well first using the pulley. Then *lower the rope again* and the key will stick to the rod. *Pull the rope up again* and *pick up the rod and key*.

Go to Archie's. *Pick up the fossilized dino-bone* while Ben distracts Archie. Go to the secret door and *Use the bone on the dog*. The dog'll get sour teeth and will not bother Frank and Ben again. *Use the key in the keyhole* to enter the secret factory.

3. Escaping from the factory

After entering the factory Frank and Ben get caught by Sam and Max. The agents want to know where the professor's at, and decide to torture the boys. Frank and Ben find themselves in a tortureroom alone with Max. Ben's strapped into some electrical-thing and Frank's chained to the the wall. Max's got a chainsaw and is about to saw Frank to pieces but lets Frank say some last words.

Ask Max not to hurt them. Then ask him not to hurt Ben. He will then of course want to hurt Ben and turns to his console. While he's not looking *kick the valve* for the waterhose and water will pour out over the floor. When Max pulls the lever Ben'll get shocked! Max notices the wet floor but doesn't care that much about it.

Now tell Max to go ahead and kill Frank. Frank'll say that Max's a coward and

they will enter a discussion about that. Dare Max to juggle with his chainsaw and he will to prove he's no coward. He'll cut the wires to the machine which will fall into the water which Max is standing in and shock Max to his death.

Ben's restraints will open and he can free Frank as well.

Mug Max to find two security cards (level 2 and 4). *Use chainsaw* to find a sparking plug. Now all you have to do is to get them out of there. Go out of the torturer room into a big corridor. Go north to the elevator. Frank and Ben's on level 4. *Use the elevator* and go to level 2. You can only go to levels that you have a security card for. Go south and then east. There are grates on the floor. Beneath one of them there's something. *Pull the grate* aside and *pick up the security card*. It's for level 6.

On level 2 there's a janitor-robot going about the corridor. It will appear randomly. Go east, north and north again to find the emergency exit. It's locked and your security cards don't work in the card reader. *Use the elevator* to get to level 6.

This is the control room for the big machine you've seen through the windows. An engineer is there and he thinks Frank and Ben are inspectors. Ask him about anything you want to know about the factory and *pick up the brochure* from the console. *Look at brochure* and Frank'll find a chewing gum. *Use the chewing gum on Frank* to chew it.

Go up to level 2 and to the emergency exit. *Use the chewing gum with the card reader*. If the robot's not near, go back and forth between this room and another until it comes. When it comes it'll notice the gum jammed in the card reader and shoot it with a laser. This will of course destroy the card reader and the door'll open. Frank and Ben exits and go back to the airplane.

With the sparking plug the professor fixes the plane and the gang leaves the island.

END OF PART 2