

(This walkthrough should be used as a last resort as there is a hints system in the game.)

For the Moon Never Beams

An Interactive Fiction by J Michael

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Route 40 (in the 1988 Aires)

You are on a lonely stretch of Route 40 eastbound from Clermont towards Breckington. The sun is setting behind you, painting the clouds in the purple sky a haunting reddish-gold.

Kelly is in the car with you.

>examine kelly

Kelly Peterson is a pretty redheaded junior from your school. She is wearing a sparkling green prom dress with the matching corsage that you gave her earlier this evening. You notice that her complexion looks a bit off. Although she seemed perfectly fine at dinner, now she seems a bit pale and even in the darkness of the car you can see a thin sheen of sweat on her face. She wears your class ring on a silver chain around her neck.

You continue driving...

>examine chain

This silver chain matches your class ring. You gave both to Kelly tonight as a gift at dinner. You notice thin, angry red welts all around Kelly's chest and neck where the chain and ring touch her skin.

On the silver chain is a class ring.

The familiar vanilla and licorice scent of Kelly's body spray tingles your nose, bringing to mind a thousand different memories.

You continue driving...

Kelly groans and fidgets in her seat, trying to get comfortable.

>stop car

(the 1988 Aires)

You pull off to the side of the highway, bring the car to a halt and take the key from the ignition.

>take chain

You unclasp the chain and remove it from Kelly's neck.

>start car

(the 1988 Aires)

Eager to get to the dance, you start the car and pull back onto the highway.

You continue driving...

Kelly seems to have come out of her malaise. The color has returned to her face and she is no longer sweating. "Wow, thanks," she says, placing a hand to her neck. "I must be...um...allergic to the metal in that chain or something. I feel a lot better now."

(For the next several moves, it doesn't matter what you do as long as you keep driving. I decided to talk with Kelly.)

>ask kelly about chain

Kelly's smile falters. "I'm really sorry I can't wear it," she says. "I really wish I could."

Kelly reveals that she's doing really well in AP Calculus this semester.

You continue driving...

>ask kelly about AP Calculus

"I'm pretty sure I'm going to pull an A!"

You and Kelly chat about nothing in particular.

You continue driving...

>z

Time passes.

"I can't believe Carlson is giving us a test on Monday," Kelly says. "What's up with that? It's prom weekend! When are we supposed to study?" You and Kelly cheerfully heap abuse upon the unreasonable physics teacher for a while.

You continue driving...

>ask kelly about carlson

"She's not a bad teacher, but didn't she ever go to prom when she was in high school?"

You and Kelly take turns quoting your favorite lines from Young Frankenstein.

You continue driving...

>ask kelly about young frankenstein
"That was a work of art!"

Kelly tells you about her cousin Carrie who might come visit for a few weeks in June.

You continue driving...

>ask kelly about carrie
"She's really nice. She's studying to be a nurse."

You and Kelly talk about where you're going to work this summer.

You continue driving...

The last vestiges of sunlight disappear as the sun sinks below the horizon.

>ask kelly about work
"I'll probably work at American Dreamland again."

"I can't wait to see that new Mel Brooks movie this summer," Kelly says. "The Robin Hood one, remember? The preview looked great!" You make plans to see the movie later this summer.

You continue driving...

>ask kelly about robin hood
"It looks really funny!"

You and Kelly talk about school, your friends and a thousand other things.

You continue driving...

>z
Time passes.

Kelly tells you they might have to take their cat to the vet. It seems that Gizmo hasn't been eating well lately.

You continue driving...

>ask kelly about gizmo
"I don't know. I hope he's OK."

Kelly laments the death of Andre the Giant earlier this year.

You continue driving...

>z

Time passes.

Kelly sniffs her corsage and sighs dreamily.

You continue driving...

>ask kelly about andre the giant

"That was really sad. I loved him in The Princess Bride."

"You know," Kelly says, "I'm glad they went with this theme for the prom instead of Weekend in Cairo or whatever it was Becky wanted to do." You and Kelly discuss the silly ideas that get in Becky's head for a while.

You continue driving...

>ask kelly about becky

"Oh, Becky's all right," Kelly says. "She just gets strange ideas. Remember that time she went on and on about that picture she saw of Bill Clinton shaking hands with an alien?" Kelly laughs. "Still she's a sweetheart. You know she always gives me a card for my birthday? She's never missed a year."

"Hey, did you hear that Greg and Connie are coming to the dance together?" Kelly asks. "He finally got the nerve to ask her. They've been friends for so long, it's about time they admitted how they really felt." The two of you spend some time discussing whether or not Connie knew Greg was going to ask her out.

You continue driving...

Lightning flickers in the distance, followed by a soft rumble of thunder. After a moment, rain begins to splatter on the windshield.

>ask kelly about greg

"That guy needs to learn how to pick up on a girl's signals."

You continue driving...

>ask kelly about me

"You look great!"

You continue driving...

The moon peeks out from behind some clouds, casting its pearly glow into the car. Without warning, Kelly suddenly screams and begins stamping her feet on the floor of the car while clawing at her dress!

>stop car
(the 1988 Aires)

You pull off to the side of the highway, bring the car to a halt and take the key from the ignition.

You can't believe what you're seeing! Kelly's face and limbs are...elongating as if her entire body is being stretched out! You can see large white fangs in what now looks like some kind of canine muzzle! She continues screaming and writhing about the entire time.

>unbuckle seatbelt
Click!

Kelly finally manages to claw away the remaining tatters of her dress as thick reddish hair bursts out all over her body! (1)

>footnote 1

1. Even in the midst of all of this terror, some part of your teenage mind can't help but note that technically Kelly is sitting in your car naked.

>out
You get out of the 1988 Aires.

Route 40 (in the rain)

You are on a lonely stretch of Route 40 eastbound from Clermont towards Breckington. Few stars are visible through the clouds in the dark sky. A billboard stands a little way to the southeast and a fair-sized stream lies between the highway and some woods to the south.

You can see the 1988 Aires here.

Beyond screaming, Kelly is now snarling and howling like a rabid dog as her mad thrashing continues to shake the car!

>examine billboard

This neglected billboard clearly hasn't been updated in many years. (2) It sits close to the ground, facing the eastbound drivers at an angle designed to make it easy to view.

The snarls and howls continue, but now you also hear a wild thumping against the passenger side window of the car!

>footnote 2

2. The billboard once advertised Diddlebucker '82, but vandals have long since altered it to say something quite different.

>se

Behind Billboard (in the rain)

As its base sits low to the ground, this area behind the billboard is fairly well hidden from the view of anyone traveling on the highway.

The snarls and howls continue, but now you also hear a wild thumping sound! It sounds as if Kelly is trying to break through the passenger side window of the car!

>z

Time passes.

The snarls and howls continue, but now you also hear a wild thumping sound! It sounds as if Kelly is trying to break through the passenger side window of the car!

>z

Time passes.

You hear the passenger side window give away with a CRASH! A second later, a red-coated werewolf leaps into view! You duck back farther into the shadows as the werewolf sniffs at the air once before shaking her head as if to clear it. Finally, the beast gives a blood-chilling howl and lopes off in the direction of the woods to the south of the highway.

>nw

Route 40 (in the rain)

You are on a lonely stretch of Route 40 eastbound from Clermont towards Breckington. Few stars are visible through the clouds in the dark sky. A billboard stands a little way to the southeast and a fair-sized stream lies between the highway and some woods to the south.

You can see the 1988 Aires here.

A blue car pulls off of the highway and parks a little distance from your car. An older man in a raincoat and hat steps out. "Hey," he calls to you, "Are you in some kind of trouble?" He points to your car. "I can give you a ride if you need one."

You look to the damaged Aires and wonder what might have happened had you not escaped in time. Then you look to the woods where Kelly, whatever else she has become, must be in terrible pain. You think carefully for a few moments before giving the man your answer.

Do you accept his offer?>no

The man looks unconvinced, but he nods and says, "Ok, just thought I'd check." Then he gets back in his car and drives away.

>open trunk

You open the trunk, revealing a box and a flashlight.

>get box and flashlight

box: Taken.

flashlight: Taken.

>look in box

In the box are a Nirvana tape, an Aerosmith tape, a Metallica tape, a Tom Petty tape, a Warrant tape, a Prince tape and a mix tape.

>get in car

(the 1988 Aires)

You decide to close the trunk first.

You get into the 1988 Aires.

There are some sparkling green tatters here.

>buckle seatbelt

Click!

>start car

(the 1988 Aires)

Unsure where to go, you start the car.

>se

Behind Billboard (in the 1988 Aires)

As its base sits low to the ground, this area behind the billboard is fairly well hidden from the view of anyone traveling on the highway.

There are some sparkling green tatters here.

>stop car

(the 1988 Aires)

You turn off the car and take the key from the ignition.

>get out

You will have to unfasten your seatbelt first.

>unbuckle seatbelt

Click!

>out

You get out of the 1988 Aires.

Behind Billboard (in the rain)

As its base sits low to the ground, this area behind the billboard is fairly well hidden from the view of anyone traveling on the highway.

You can see the 1988 Aires here.

>nw

Route 40 (in the rain)

You are on a lonely stretch of Route 40 eastbound from Clermont towards Breckington. Few stars are visible through the clouds in the dark sky. A billboard stands a little way to the southeast and a fair-sized stream lies between the highway and some woods to the south.

>s

North of Stream (in the rain)

This east-west stream cuts across the landscape here.

>s

You carefully step into the stream.

Stream (in the rain)

The cool water at the edge of the stream is fairly shallow here, coming up just above your ankles. The stream gets deeper farther to the south.

>s

Moving through the water is slow going...

Stream (in the rain)

The cool water of the center of the stream is somewhat shallow here, coming up just above your knees. The water seems to get more shallow to the north and south.

>s

Moving through the water is slow going...

Stream (in the rain)

The cool water of the edge of the stream is somewhat shallow here, coming up just above your ankles. The water gets deeper to the north.

>s

Being careful not to slip and fall, you step out of the stream.

South of Stream (in the rain)

This east-west stream cuts across the landscape here. Some woods lie just to the south.

>s

Edge of Woods (in the rain)

This is the edge of the woods that continue on to the south. Your eyes cannot penetrate the darkness therein. (3)

>footnote 3

3. It is seriously dark in there. (4)

>footnote 4

4. You have been warned.

>turn on flashlight

You turn on the flashlight.

>s

Woods

The tall trees shield you from most of the rain. A thick carpet of pine needles and fallen leaves covers the ground of the woods. The trees and brush grow awfully close together, but there are a few gaps here and there where you could squeeze through.

>s

Woods

The tall trees shield you from most of the rain. A thick carpet of pine needles and fallen leaves covers the ground of the woods. The trees and brush grow awfully close together, but there are a few gaps here and there where you could squeeze through. It's hard to tell, but it seems like the woods might thin out some to the southeast.

Oh, no! You've stumbled upon the werewolf!

>se

You dash into the woods, paying little attention to where you are going as long as it is away from the werewolf!

(At this point, your goal is to get out of the woods. Every time you leave when the werewolf is present, you will run off into a random direction. Clues in the description of some of the "rooms" in the woods will show that the way out is in a generally southeastern direction. As long as you keep moving towards the southeast corner of the woods, you'll make it out. Pay attention to phrases like "the woods thin out to the [direction]." For the sake of brevity, I've cut out most of my trip through the woods.)

Woods

The tall trees shield you from most of the rain. A thick carpet of pine needles and fallen leaves covers the ground of the woods. The trees and brush grow awfully close together, but there are a few gaps here and there where you could squeeze through. It's hard to tell, but it seems like the woods might thin out some to the east.

>e

Woods

The tall trees shield you from most of the rain. A thick carpet of pine needles and fallen leaves covers the ground of the woods. The trees and brush grow awfully close together, but there are a few gaps here and there where you could squeeze through. To the southeast, the woods thin out a great deal.

>se

Abandoned Farm (in the rain)

This farm sits on the southern edge of the woods. It looks as if nobody has lived here for many years. In the moonlight, you can see that a ruin of a farmhouse lies to the south, on the far end of an unplowed field. A barn in only slightly better condition than the farmhouse lies to the east.

>e

Outside Barn (in the rain)

Although clearly in need of repair, at least the barn appears to be mostly intact. A large sliding door in the side of the barn is closed.

>e

(first opening the large sliding door)

As you cross the threshold, something large, black and leathery flies at your face! Instinctively, you raise your hands and begin swatting wildly at the squealing creature. You feel a sharp pain on the side of your neck and the creature flies off into the darkness.

(PRESS ANY KEY TO CONTINUE)

Barn

The flashlight barely penetrates the gloom of the barn, but from what you can tell, what once must have been a grand structure is now in a pretty sad state of neglect. The smell of dust and old wood fills the room. Rusted bits of metal, rags and other debris litter the floor. There is a stable to the north. A large sliding door leads outside.

>n

Stable

A large pile of random junk has been collected here.

A wave of dizziness comes over you. You sway slightly before regaining your equilibrium.

>search junk

You rummage through the pile and find a few items that might be of use and set them aside.

>get all

metal can: Taken.

old portable stereo: Taken.

slingshot: Taken.

>s

Barn

The flashlight barely penetrates the gloom of the barn, but from what you can tell, what once must have been a grand structure is now in a pretty sad state of neglect. The smell of dust and old wood fills the room. Rusted bits of metal, rags and other debris litter the floor. There is a stable to the north. A large sliding door leads outside.

>w

Outside Barn (in the rain)

Although clearly in need of repair, at least the barn appears to be mostly intact. A large sliding door in the side of the barn leads inside.

>sw

Overgrown Field (in the rain)

This field has long ago been overtaken by weeds, shrubbery, small trees and all other manner of wild greenery.

You can hear something rustling around nearby.

>s

Farmhouse Ruin (in the rain)

You are in the backyard of a two-story farmhouse that lies mostly in ruin. About half of the roof has caved in, none of the windows are intact and ivy covers the walls. A large maple tree is nearby.

You can see a storm cellar door here.

>u

You climb the tree...

Tree (in the rain)

The branches block most of your view, but you can see a bit of the farmhouse roof.

A wave of dizziness comes over you. You sway slightly before regaining your equilibrium.

>examine slingshot

It's a small Y-shaped weapon. A thick rubber band is attached to each point of the "Y." The other end of each band is attached to a small pocket, in which a small projectile can be placed.

>put ring in pocket

(first taking the class ring)

You put the class ring into the pocket.

>examine roof

The farmhouse roof is in a sorry state of disrepair. You can see a small object lying just at the edge of the roof.

>shoot object with slingshot

POW! Miraculously, your shot strikes true. The class ring hits the small object and knocks it to the ground.

>d

Farmhouse Ruin (in the rain)

You are in the backyard of a two-story farmhouse that lies mostly in ruin. About half of the roof has caved in, none of the windows are intact and ivy covers the walls. A large maple tree is nearby.

You can see a leather pouch (closed), a class ring and a storm cellar door here.

>get object and ring

leather pouch: Taken.

class ring: Taken.

>open pouch

You open the leather pouch, revealing a small black book.

>read book

Much of the book is unintelligible to you, but there are a few sections that you can understand, including the following:

SPELLCASTING

To cast a spell, one must but speak the name of the chosen incantation.

Isogul Spell: Transport caster across bodies of water.

DARK CREATURES

The werewolf is one of the most fearsome of the dark creatures of the night. It hunts primarily by its sense of smell. If it finds itself unable to rely on its sense of smell due to weather or other considerations, it will often retreat to safer territory until it can once again utilize its most powerful hunting tool.

(You actually do not need the book to win the game. However, it does provide a few hints to point you in the right direction and as the game goes on, you will be able to read more and more of the text as your condition progresses. Also, the ISOGUL spell will allow you to travel back and forth to the car if you need to do so. There is more information about the book and your condition in the in-game hints system.)

>x door

This door lies low to the ground. (5) On each side of the door is a thick metal bracket. A wooden beam has been inserted into the brackets, barring the door shut.

>footnote 5

5. It reminds you a bit of the one at the Gale house in The Wizard of Oz.

>move beam

You push the beam out of the thick metal brackets.

A wave of dizziness comes over you. You sway slightly before regaining your equilibrium.

>open door

You open the storm cellar door.

>d

Storm Cellar

This is a windowless underground bunker designed to protect the occupants of the house from a tornado or similar disaster. The room smells faintly of earth and oil. In one corner, an old blanket is covering something that might be a machine of some kind. A set of stairs leads up to the storm cellar door.

>move blanket

You pull the blanket away and toss it on the floor. The blanket was covering what looks like a generator.

>x generator

It's pretty old and it's anybody's guess as to whether or not it still works. The large machine has a small opening on top. There is a pull handle and an outlet on the side. On the front is a broken piece of plastic.

>pour can into opening

You empty the contents of the metal can into the generator.

>examine stereo

It's designed to play cassette tapes. You are unsurprised to see that there are no batteries in the stereo, but there is a power cord. On the stereo you can see a play button and a stop button.

>x outlet

You see nothing special about the outlet.

>plug stereo into outlet

You set the old portable stereo on the ground near the generator and try to plug the power cord into the outlet. You struggle for a bit as the outlet is pretty badly corroded and the plug doesn't seem to want to go in. After a while, you finally manage to force the plug into the outlet.

>x mix tape

This is mix tape that Kelly made for you. (6)

>footnote 6

6. It's a collection of songs that are supposed to be significant to you two as a couple: the first song you danced to, a song that played on your first date, that kind of thing. Although most of the songs are romantic in one way or another, you've never told her that your favorite song on the tape is actually "The Humpty Dance" (the song that played the first time you shared a pizza).

>put mix tape in stereo

(first taking the mix tape)

You put the mix tape into the old portable stereo.

Another wave of dizziness comes over you. This one was more intense than the last.

>u

Farmhouse Ruin (in the rain)

You are in the backyard of a two-story farmhouse that lies mostly in ruin. About half of the roof has caved in, none of the windows are intact and ivy covers the walls. A large maple tree is nearby.

You can see a storm cellar door and a wooden beam here.

>n

Overgrown Field (in the rain)

This field has long ago been overtaken by weeds, shrubbery, small trees and all other manner of wild greenery.

You can hear something rustling around nearby.

>z

Time passes.

You can hear something rustling around nearby.

A raccoon crawls out of some nearby shrubbery and then stops, eyeing you warily.

>put ring in pocket

You put the class ring into the pocket.

>shoot raccoon with slingshot

THWACK! Blood splatters the weeds as the raccoon falls to the ground, dead.

It seems like the rain has finally stopped.

>get raccoon

Taken.

>s

Farmhouse Ruin

You are in the backyard of a two-story farmhouse that lies mostly in ruin. About half of the roof has caved in, none of the windows are intact and ivy covers the walls. A large maple tree is nearby.

You can see a storm cellar door and a wooden beam here.

A long howl pierces the night from the direction of the forest!

>d

Storm Cellar

This is a windowless underground bunker designed to protect the occupants of the house from a tornado or similar disaster. The room smells faintly of earth and oil. A generator sits in one corner. A set of stairs leads up to the storm cellar door.

You can see an old portable stereo (in which is a mix tape) and an old blanket here.

>drop raccoon

Dropped.

>i

You are carrying:

- a leather pouch (open)
- a small black book
- a slingshot
- a metal can
- a key
- a flashlight (providing light)
- a box
 - a Nirvana tape
 - an Aerosmith tape
 - a Metallica tape
 - a Tom Petty tape
 - a Warrant tape
 - a Prince tape
- a silver chain
- a tuxedo (being worn)
- a wallet (closed)

Another wave of dizziness comes over you. This one was more intense than the last.

>get wallet

Taken.

>open it

You open the wallet, revealing a photograph, a driver's license and two prom tickets.

>get photo and tickets
photograph: Taken.
prom tickets: Taken.

>pull handle
You yank mightily on the pull handle and the generator sputters to life.

The generator rumbles on.

>press play
You press the play button.

The generator rumbles on.

Music blares from the stereo.

>z
Time passes.

The generator rumbles on.

Music blares from the stereo.

>z
Time passes.

Suddenly, the werewolf bursts into the cellar and leaps down the stairs! She spots you immediately, a hungry look in her glowing yellow eyes.

The generator rumbles on.

Music blares from the stereo.

The werewolf focuses her complete attention on the stereo as Tiffany sings about what "Could've Been."

>show tickets to kelly
The werewolf looks at the prom tickets. Her eyes soften as she looks from the prom tickets to you and then back again.

The generator rumbles on.

Music blares from the stereo.

>show photo to kelly

The werewolf looks at the photograph. Her claws tremble slightly as she looks from the photograph to your face and then back again.

The werewolf suddenly collapses into a sitting position on the floor, furry legs crossed underneath her. She buries her head in her massive claws and begins to howl the most pitiful sound you have ever heard. Shocked, you are unsure what to do.

Still covering her face with one claw, the werewolf whimpers piteously and points up the stairs with the other claw.

The generator rumbles on.

Music blares from the stereo.

>u

Farmhouse Ruin

You are in the backyard of a two-story farmhouse that lies mostly in ruin. About half of the roof has caved in, none of the windows are intact and ivy covers the walls. A large maple tree is nearby.

You can see a storm cellar door and a wooden beam here.

You can hear music from below, though the words are indistinct from here.

>close door

You close the storm cellar door.

You can barely hear muffled music coming from below.

>put beam in brackets

(first taking the wooden beam)

You put the wooden beam into the thick metal brackets.

You can barely hear muffled music coming from below.

>z

Time passes.

Another wave of dizziness comes over you, driving you to your knees. After a moment, you get shakily back to your feet, but the feeling of vertigo doesn't go away completely this time. Whatever is happening to you is getting worse. You sense that you have a few minutes at most before you are overcome.

You can barely hear muffled music coming from below.

>z

Time passes.

You can barely hear muffled music coming from below.

>z

Time passes.

You can barely hear muffled music coming from below.

>z

Time passes.

You can barely hear muffled music coming from below.

>z

Time passes.

You can barely hear muffled music coming from below.

The music suddenly stops.

They say that music soothes the savage beast. If that's true, then turning off music definitely has the opposite effect. You hear the wolf pound up the stairs. She howls in rage as she reaches the top and begins pounding on the storm cellar door furiously. Thankfully, the door holds.

>z

Time passes.

Another wave of dizziness comes over you and this time, it is far too powerful to resist. Your vision darkens and you feel yourself falling...

(PRESS ANY KEY TO CONTINUE)When you awaken, all traces of vertigo are gone and you feel...different. It's hard to describe but the new sensation is not an unwelcome one. You would almost describe it as powerful. You look around. From the look of the purplish glow on the horizon, sunrise is minutes away.

>move beam

You push the beam out of the thick metal brackets.

>open door

You open the storm cellar door.

>d

You cautiously make your way down the stairs...

(PRESS ANY KEY TO CONTINUE)Asleep, wrapped up in the old blanket, is Kelly. Not a hideous monster, but the sweet redheaded girl that you fell in love with, breathing quietly with her head resting on her arm. Gently, you put a hand on her shoulder and give the slightest squeeze. A soft murmur comes from her lips and her eyes flutter open. She takes in her surroundings slowly, sees you standing above her and her eyes widen. "It...it all really happened, didn't it?" she stammers, tears in her large eyes. "I had thought...I mean I had hoped...It runs in my family, but it skips generations. When nothing had happened by now, we just assumed I would be OK..."

Her voice catches as you kneel next to her and hold her close. At that tender gesture, she begins to sob openly. You whisper reassuring words in her ear until she calms down and the shaking finally subsides. She looks up at you then. "I can't ask you to put up with this," she says. "It's too much. It's too big a secret, too big a burden to ask you to bear."

At that moment, a black bat flies down the stairs and lands on the generator. It appears to study the two of you with its tiny red eyes. "Oh, I don't know," you say smiling down at Kelly, revealing your new and very prominent canines. "I think I can keep your little secret if you can keep mine."

"Wait..." Kelly says. She looks from you, to the bat, and back again, realization slowly dawning on her features. "Oh," she says softly. Then, "Oh, my..." She stares into your eyes as a delighted smile spreads across her face. "This is going to be very interesting," she says.

*** YOU AND KELLY LIVE HAPPILY EVER AFTER ***

Congratulations! You reached the best ending and earned 100 out of 100 points!