

# Phineas Frogg Solution

1. Take the path,
2. Take path to bridge
3. Stop for a while and go fishing.
  - (now, to get a fish, you must play a simple arcade game.)
4. Return the way you came
5. Leap frog over the walls,
6. Enter kitchen
7. Pick up coffee
8. Go into the courtyard
9. Go into the guard's room
10. Give the guards coffee
  - (else the guards will not let you pass through red door)
11. Creep through the red door
12. Brave the dark steps
  - (now you must solve a simple puzzle game to escape from the dungeons. At the exit you will find a white coat; by wearing it, somebody will believe that you are scientist.)
13. Enter kitchen
14. Give the cook some fish
  - (the cook believe that you are a fisherman; if you didn't give fish, you will be asked for a fish when you try to go through a window)
15. Go into the dining room
16. Enter the main hall
17. Enter the grand hall
18. Go up the e staircase
19. Go upstairs
20. Try the door marked library
21. Take some books
22. Take some newspapers
23. Go through the west door
24. Go through the opposite door
25. Give the weasel newspapers
  - (else you cannot take the bucket)
26. Take the cleaning bucket
  - (so somebody will believe that you are cleaner)
27. Go back to the landing
28. Try the door marked library
29. Go through the east door
30. Go downstairs
31. Go downstairs
32. Go through the double door
33. Try the communication room
34. Give books to Tischou
  - (he will send you to pick a ladder)
35. Beat a hasty retreat to the hall
36. Go through a door next to the dining room
37. Take the ladder

- (impossible if you didn't give books to Tischou)
38. Go back into the hall
  39. Enter the grand hall
  40. Climb through the window
    - (you must have a white coat, a ladder and a bucket to pass)
  41. Use your grappling hook to climb onto the library roof
  42. Try to climb up to the window using the pillars.
    - (now, you must solve a simple puzzle to enter the laboratory and save professor mole.)
  43. Go downstairs
  44. Go through the double doors
  45. Move outside
    - (you must use this way else the guards will catch you). Now, you must solve a simple puzzle to feed the animals, and escape from the animal pit.
  46. Make a dash for the car.
  47. Finally, you must play a simple arcade to arrive in the village with mole.

**Short solution:**

2, 1, 3, play arcade, 2, 2, 1, 4, 1, 3, 3, 2, 3, solve puzzle, 1, 4, 2, 2, 4,  
 4, 2, 4, 3, 4, 2, 4, 6, 4, 3, 3, 1, 1, 3, 2, 3, 3, 2, 5, 4, 3, 4, 1, 2, 1,  
 Solve puzzle, 1, 2, 2, solve puzzle, 1, play arcade