



The Jolly Roger



The flags they chose ...



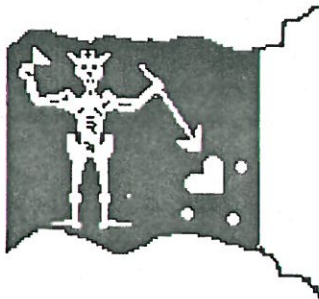
EMMANUEL WYNNE

The French Pirate Emmanuel Wynne was the first to fly the Jolly Roger in the Caribbean in about 1700. Pirate captains changed the design of the flag to suit themselves.



STEDE BONNET

Major Stede Bonnet was a most unusual pirate captain. He was a respectable retired army officer who outfitted his own ship and sailed with Blackbeard. He was caught and executed in 1718.



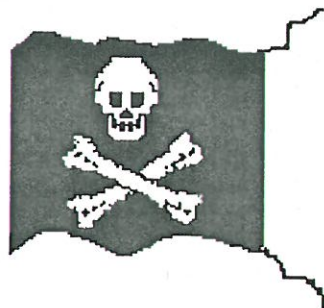
EDWARD TEACH (BLACKBEARD)

Blackbeard was perhaps the most bloodthirsty and infamous of all pirates. The flag above terrified shipping along the east coast of America. He was killed in battle in 1718 when the Royal Navy attacked his sloop the *Adventure*.



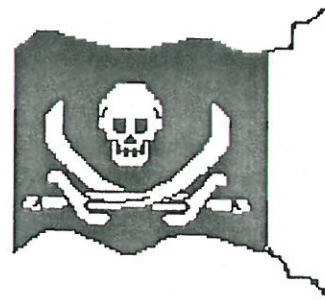
HENRY EVERY

Henry Every was the most famous pirate of his day. Before pirating he had served in the Royal Navy and been a slaver and a buccaneer. He was rumoured to have won a great fortune during his career.



EDWARD ENGLAND

Edward England, captain of the pirate ship *Fancy*, died penniless on the island of Madagascar after being overthrown by his crew for being merciful to a captured merchant captain.



JACK RACKAM

Calico Jack Rackam, so named because of the bright cotton clothing he wore, plundered the waters of the West Indies before his capture in 1720. He was most famous for his romance with Anne Bonny.

PIECES OF EIGHT



Scenario



The adventure begins ...



What possessed the crew to behave in such an unusual manner is beyond your comprehension. These were fearless rovers of the seven seas, willing to chance everything for gold and jewels, and able to laugh in the face of danger. They thought nothing of taking on the largest man-o'-war, or boldly entering an enemy port in search of booty or to quench their thirsts. But now they were gone - superstition had made them run from something they could not even see....

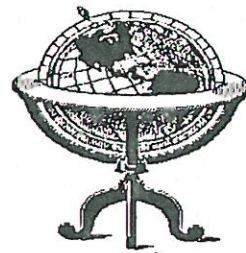
It all began seven weeks before this black day. Your ship, the *Success*, had captured a heavily laden East-Indiaman returning to Europe from the Orient. Among its crew was an aged native whose race was unknown to you. After a little persuasion he told of an island some distance to the south-east, well away from the commonly used trade routes. This had been his home, but, as he was the last of his civilisation, the island was now uninhabited. He told of an ancient culture, great treasure and terrible secrets. He also spoke of a curse, but such was the excitement of the crew that no one paid this last warning any heed.

The *Success* set a course according to the old man's instructions and in time sighted land. After anchoring to the north of the island four small boats put out for shore and landed on the eastern side of a wide, deep lagoon. A camp was set up nearby and the surrounding land briefly explored. A fine lookout point was found to the north and east of the camp and here a watch was posted to look for sails on the horizon.

That evening all was well, with high spirits much in evidence. A great many plans were discussed before most of the crew fell asleep. It was during this warm and peaceful tropical night that terror descended on the sleepers.

A terrifying shriek pierced the night air, waking instantly those huddled in the encampment. The crewman placed on watch ran howling into the little clearing around which the rough shelters had been erected. Such was his terror that he ran right through the glowing embers of the fire, knocking the cooking pot and its contents flying in a shower of sparks, before he could be halted.

He babbled about a cold white mist, dark shapes in the trees and a good many other things that could not be understood. It was enough, however, to panic the crew. All at once they remembered the warnings of the old native many weeks before. Without any orders being given, the pirates scrambled to retrieve their weapons and head for the boats.



Grabbing your cutlass, you attempted to block their way. Quickly they disarmed you and gave you one chance to save yourself. You would be given one day to discover the secrets of the island. The ship would anchor off the eastern shore awaiting your signal that the treasure had been found and that it was safe to return. If no signal was given by nightfall, the *Success* would sail leaving you marooned. You were struck from behind and knew no more....

You wake to find the first rays of sunlight colouring the eastern sky. The camp is deserted, the boats are gone, your possessions have been taken. Your task is to find the treasure and recall the crew before nightfall, or stay on this island forever.

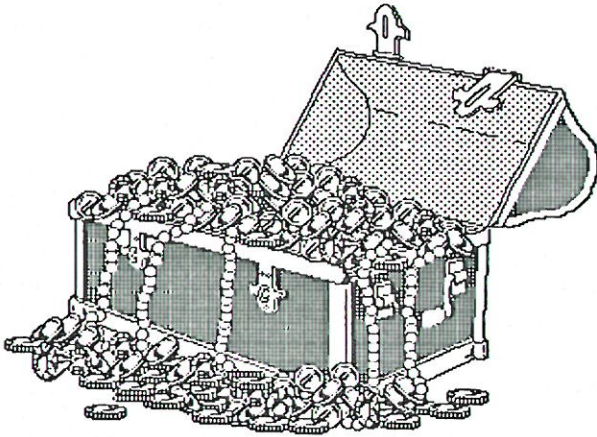
PIECES OF EIGHT



Pirate trivia



Did you know that ...



Pieces of Eight, also known as Spanish Dollars, were Spanish silver coins worth eight **reales** each. They were often cut into smaller pieces to make change.

Edward Teach, the pirate leader better known as **Blackbeard**, even terrified his own crew. He was a tall, powerful man with a huge, bushy black beard which he would plait and sometimes festoon with coloured ribbons. When going into battle he would often stick long, slow-burning matches made from hemp cord under his hat. The giant pirate was a terrifying sight, armed to the teeth with six or more loaded pistols, knives and a cutlass, and with his face wreathed in smoke.

Blackbeard was killed in 1718 off the coast of North Carolina when his ship **Adventure** was attacked by the Royal Navy.

Stories of pirates forcing their victims to **walk the plank** are not true. There are no records to suggest that this punishment was ever carried out, although it was quite common for pirates to throw overboard any person for whom they had no further use.

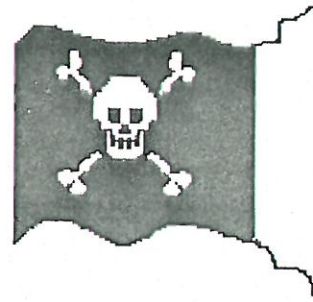
One of the most terrible pirate punishments was **marooning**. Unlike walking the plank, which was an invention of later writers and artists, people were marooned quite regularly. Prisoners or crew members who may have mutinied were put ashore on some small, uninhabited island far from the mainland and left to die.

The **Golden Age of Piracy** was short-lived. Most of the famous pirates of history sailed the seas in search of plunder during the period 1690-1725.

Pirates operated in all oceans but their activity was greatest around rich shipping lanes. The **Ivory, Slave and Gold Coasts of West Africa**, the island of **Madagascar**, the east coast **American Colonies** and of course the **Caribbean** were favourite hunting grounds.

Anne Bonny and **Mary Read** were the two most famous female pirates of this time. They dressed as men when in battle and sailed with the crew of **Calico Jack Rackam**, a famous pirate who was given to wearing bright coloured calico breeches and shirts.

All were captured in 1720. Rackam was hanged and Mary Read died in prison. There is no record of what happened to Anne Bonny.



The name of the famous pirate flag, the **Jolly Roger**, may have come from the French **joli rouge** (pretty red). The earliest pirates used a blood red flag as their emblem. Many forms of the Jolly Roger existed with each pirate captain adding his own design. The Jolly Roger was meant to terrify the crews of opposing ships.

Many pirates were readily recruited from the crews of captured vessels, even though the standard punishment for captured pirates was death by hanging.

Bartholomew Roberts was the last great pirate captain of this time. In 1722, Roberts' ship the **Royal Fortune** was attacked by the Royal Navy vessel H.M.S. **Swallow**. Roberts was killed in battle.

PIECES OF EIGHT



Adventure mapping

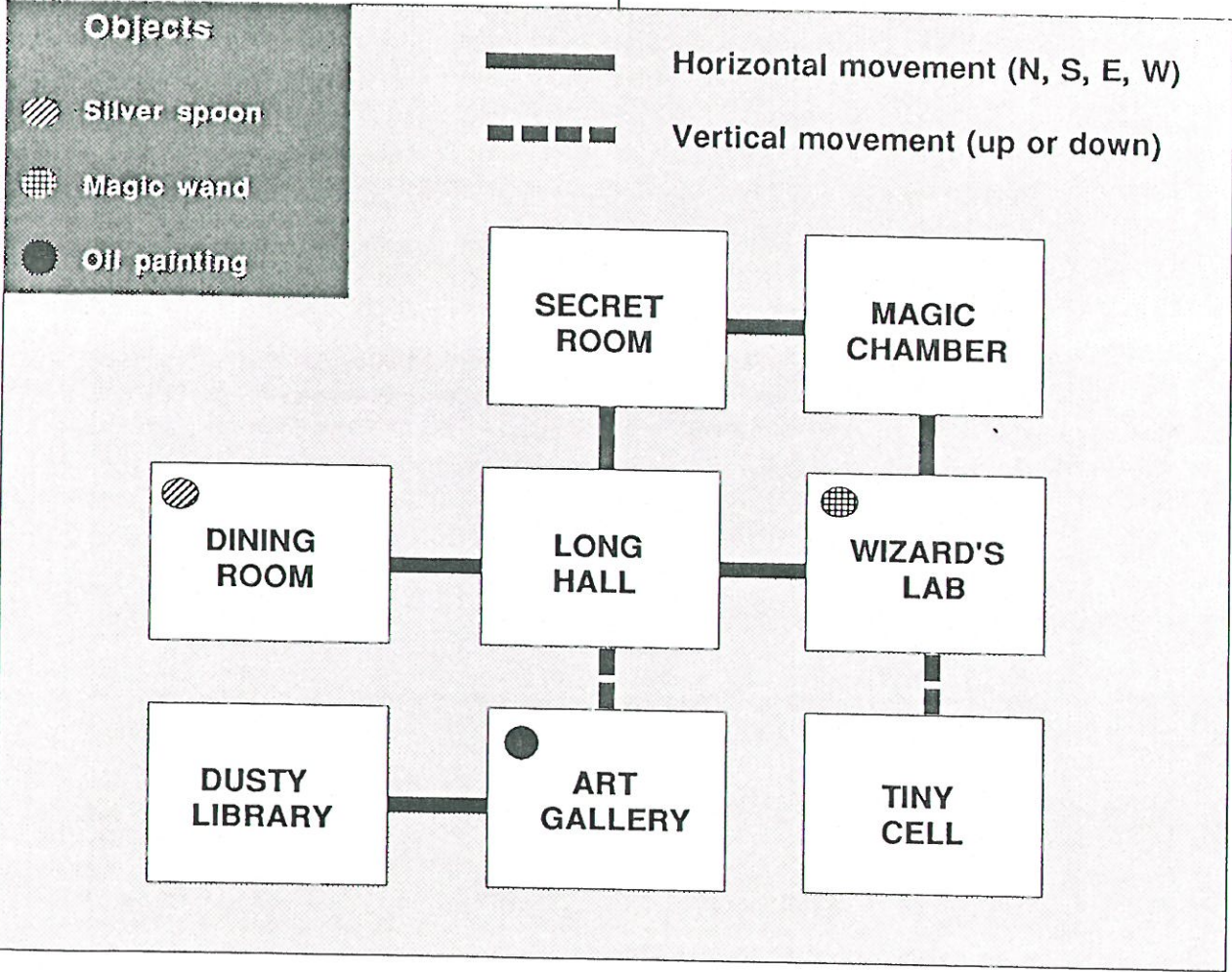
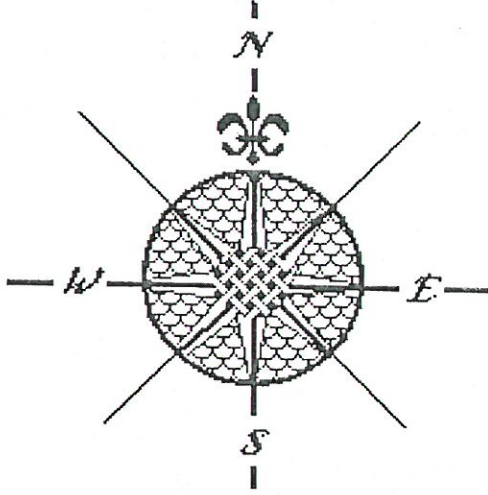


Don't get lost ...

In a computer adventure every new location you find yourself in is called a ROOM. These rooms may be caves, dungeons, beaches, treetops or even rivers. They can be connected to one another by paths, roads, tracks, cliffs, ladders or perhaps secret doorways.

To leave these rooms you usually must move north, south, east, west, up or down. The key to solving an adventure is to keep an accurate, well-drawn map. These room maps may be drawn on plain or graph paper. One such map is drawn below.

Keep track of any objects you may find and mark them on the map using symbols and a key.



PIECES OF EIGHT



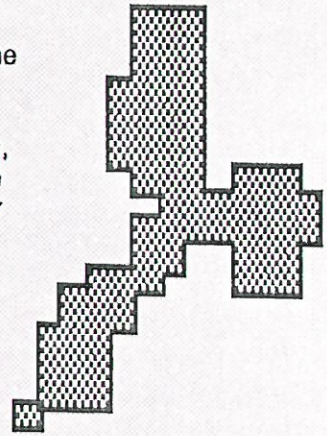
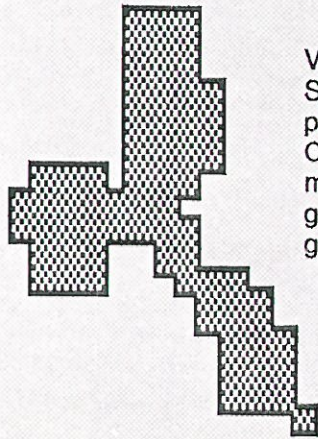
Research master



Choose an activity ...

Treasures

Vast treasures were taken from the New World by the Spanish. These treasures were then plundered by privateers, buccaneers and pirates. Consider some of the coins, jewels, precious metals, minerals and dyes that were taken from the treasure galleons. Find out how they were made, gathered or grown and how they were used.



People

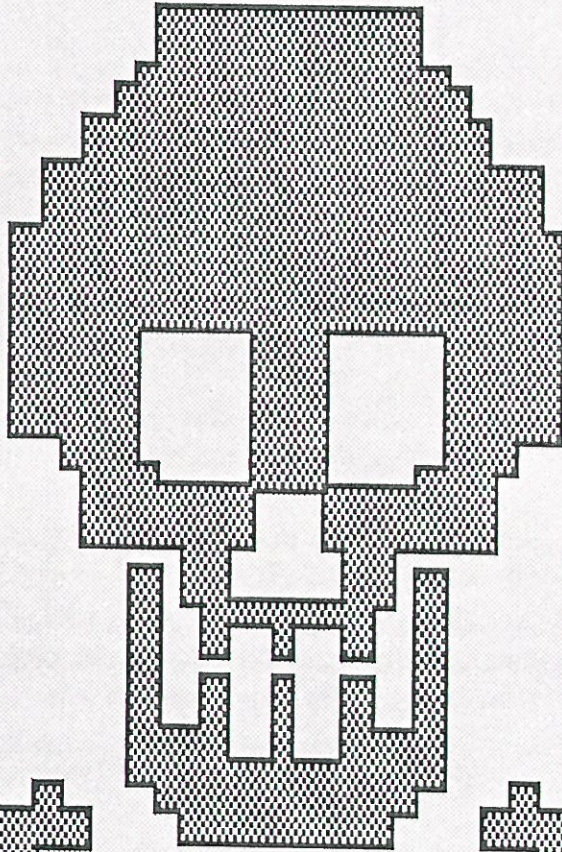
Choose a person from this list of pirates, buccaneers and privateers. Research his life and prepare a poster or illustrated paper.

- * Captain Kidd
- * Blackbeard
- * Henry Every
- * Jack Rackam
- * Bartholomew Roberts
- * Sir Henry Morgan
- * William Dampier
- * Sir Walter Raleigh
- * Sir Francis Drake

Empires

In the 1500s, Spanish explorers and soldiers such as Cortes and Pizarro located and defeated the vast Indian empires of Central and South America.

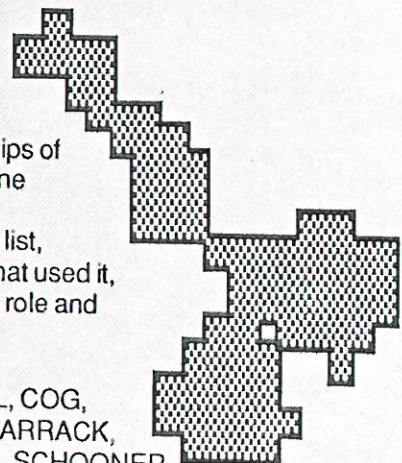
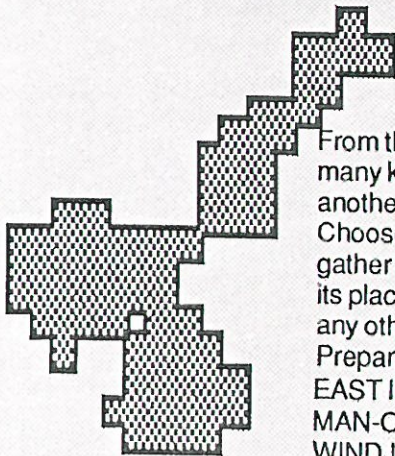
Select one of the AZTEC, MAYAN or INCAN empires; find information about its history, people, customs, religion and size. Also find out how, when and why it was conquered.

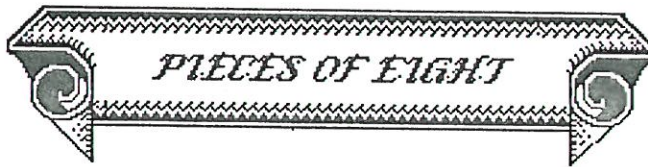


Ships

From the Middle Ages to 1900 sailing ships of many kinds carried wealth and battled one another across the world's oceans. Choose a type of ship from the following list, gather information about the countries that used it, its place in history, crew, size, weapons, role and any other interesting facts you may find. Prepare an illustrated paper or poster.

EAST INDIAMAN, FRIGATE, CARAVEL, COG, MAN-O-WAR, CLIPPER, GALLEON, CARRACK, WINDJAMMER, BRIGANTINE, SLOOP, SCHOONER





Research guide



Treasures

Task

The list at right shows some of the valuable items carried back to Europe from Middle and South America. Choose five (5) items from the list and find their origins and uses.

Notes

Begin by looking for information in reference books, and in encyclopedias, about coins, money, pirates, Spain and Portugal, South America, the Caribbean, precious stones (gems, jewels), minerals, spices and dyes. (Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

My choices are (tick 5 boxes)

- | | | | |
|-------------------------------------|-------------------------|----------------------------|-----------|
| <input type="checkbox"/> | Pieces of Eight | <input type="checkbox"/> | Dobloons |
| <input checked="" type="checkbox"/> | Gold (<i>example</i>) | <input type="checkbox"/> | Gold dust |
| <input type="checkbox"/> | Silver | <input type="checkbox"/> | Emeralds |
| <input type="checkbox"/> | Sapphires | <input type="checkbox"/> | Rubies |
| <input type="checkbox"/> | Pearls | <input type="checkbox"/> | Topaz |
| <input type="checkbox"/> | Turquoise | <input type="checkbox"/> | Jade |
| <input type="checkbox"/> | Obsidian | <input type="checkbox"/> | Indigo |
| <input type="checkbox"/> | Ginger | <input type="checkbox"/> | Cochineal |
| * <input type="checkbox"/> | | * <input type="checkbox"/> | |

* own choices

Item	Origin	Uses
Gold	<i>Precious yellow metal mined from below ground or washed from rivers and streams.</i>	<i>Used by the Aztecs, Incas and Mayas for items of ceremonial and personal jewellery. Taken by the Spanish and fashioned into gold bars and coins.</i>

PIECES OF EIGHT



Research guide



People

Task

Choose the name of a famous pirate, buccaneer or privateer from the list at right and find out details about his lifespan, career, ships and fate.

Notes

Begin by looking for information in reference books, and in encyclopedias, about pirates, explorers, sea trade, navies, the West Indies and the history of England.

(Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

My choice is (tick 1 box)

- | | |
|--|--|
| <input type="checkbox"/> Bartholomew Roberts | <input type="checkbox"/> Blackbeard |
| <input type="checkbox"/> Sir Henry Morgan | <input type="checkbox"/> Jack Rackam |
| <input checked="" type="checkbox"/> Henry Every (<i>example</i>) | <input type="checkbox"/> Captain Kidd |
| <input type="checkbox"/> Sir Walter Raleigh | <input type="checkbox"/> William Dampier |
| <input type="checkbox"/> Sir Francis Drake | * <input type="checkbox"/> |

* own choice

Privateers were different from pirates and buccaneers in that they had Royal approval to hunt enemy shipping.

<p>Name:</p> <p>Lifespan:</p> <p>Career:</p> <p>Ship/s:</p> <p>Fate:</p>	<p>Name: <i>Henry Every</i></p> <p>Lifespan: <i>1653 - about 1700</i></p> <p>Career: <i>Details about his early life at sea are uncertain although he probably served for a time in the Royal Navy. Every spent a number of years as a slave trader on the Spanish Main (West Indies). In 1694 he hijacked the ship Charles II, on which he had signed on as first mate, renamed her the Fancy and began his career as a pirate. Every terrorised the Eastern Seas from the coast of Africa to India and the East Indies. Towards the end of his career he returned to plunder the waters of the Spanish Main.</i></p> <p>Ship/s: <i>The Fancy, the Isaac</i></p> <p>Fate: <i>Henry Every died penniless in England after retiring from piracy with a small fortune. He tried to sell his great treasure of diamonds to merchants in Devon, but the merchants, knowing Every was afraid of being found by the law, took the diamonds and refused to pay. He spent his final days as a beggar, although his exploits had made him the most famous pirate captain of his day.</i></p>
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PIECES OF EIGHT



Research guide



Ships

Task

Choose a type of sailing ship from the list at right and note down details about the country/ies that used it, its place in history, crew, size, weapons and role.

Notes

Begin by looking for information in reference books, and in encyclopedias, about ships and boats, pirates, navies, explorers, sea trade and the histories of Spain, France and England. (Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

My choice is (tick 1 box)

- | | |
|--|--|
| <input type="checkbox"/> East Indiaman | <input type="checkbox"/> Frigate |
| <input type="checkbox"/> Caravel | <input checked="" type="checkbox"/> Cog (<i>example</i>) |
| <input type="checkbox"/> Man-o'-war | <input type="checkbox"/> Clipper |
| <input type="checkbox"/> Galleon | <input type="checkbox"/> Carrack |
| <input type="checkbox"/> Windjammer | <input type="checkbox"/> Sloop |
| <input type="checkbox"/> Brigantine | <input type="checkbox"/> Schooner |
| * <input type="checkbox"/> | * <input type="checkbox"/> |

* own choice

Country: *Northern European Countries*

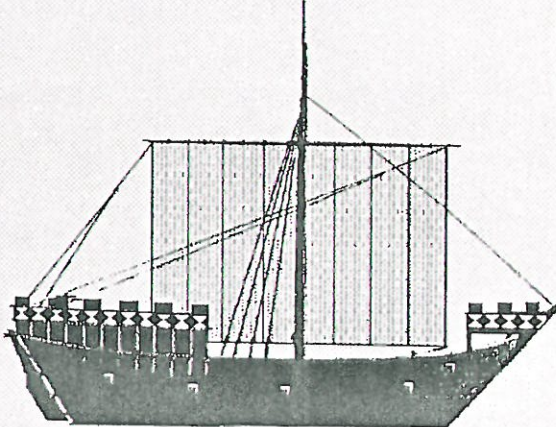
Time: *Around 1400 A.D.*

Crew: *About 10*

Size: *23 m long, 7 m wide, 130 tonnes*

Weapons: *No fixed weapons. Hand-held weapons of the crew only.*

Role: *Versatile craft that carried passengers and goods around Northern Europe for almost two centuries.*



Cog

Country:

Time:

Crew:

Size:

Weapons:

Role:



Research guide



Empires

Task

Choose one of the Middle and South American Indian Empires from the list at right and find out details about its location, timespan, type of government, religion, language, buildings and art.

My choice is (tick 1 box)

Aztec

Maya

Inca

Notes

Begin by looking for information in reference books, and in encyclopedias, about Aztecs, Incas, Mayans, Central and South America, Mexico, Peru and the history of Spain. (Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

Name:

Religion:

Location:

Language:

Timespan:

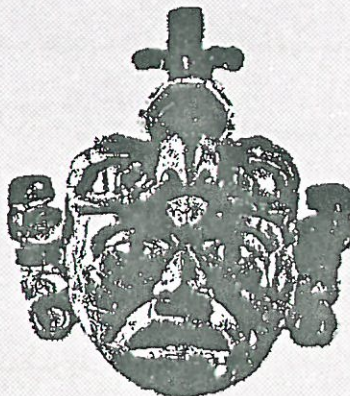
Government:

Buildings:

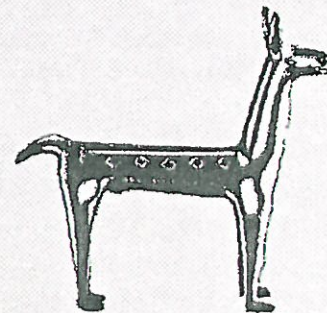
Art:



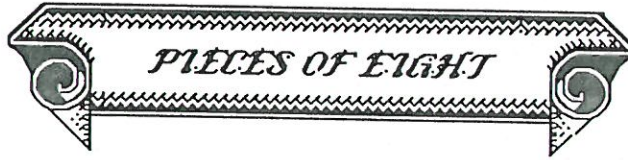
AZTEC Sun God "Tonatiuh"



MAYAN funeral mask of jade

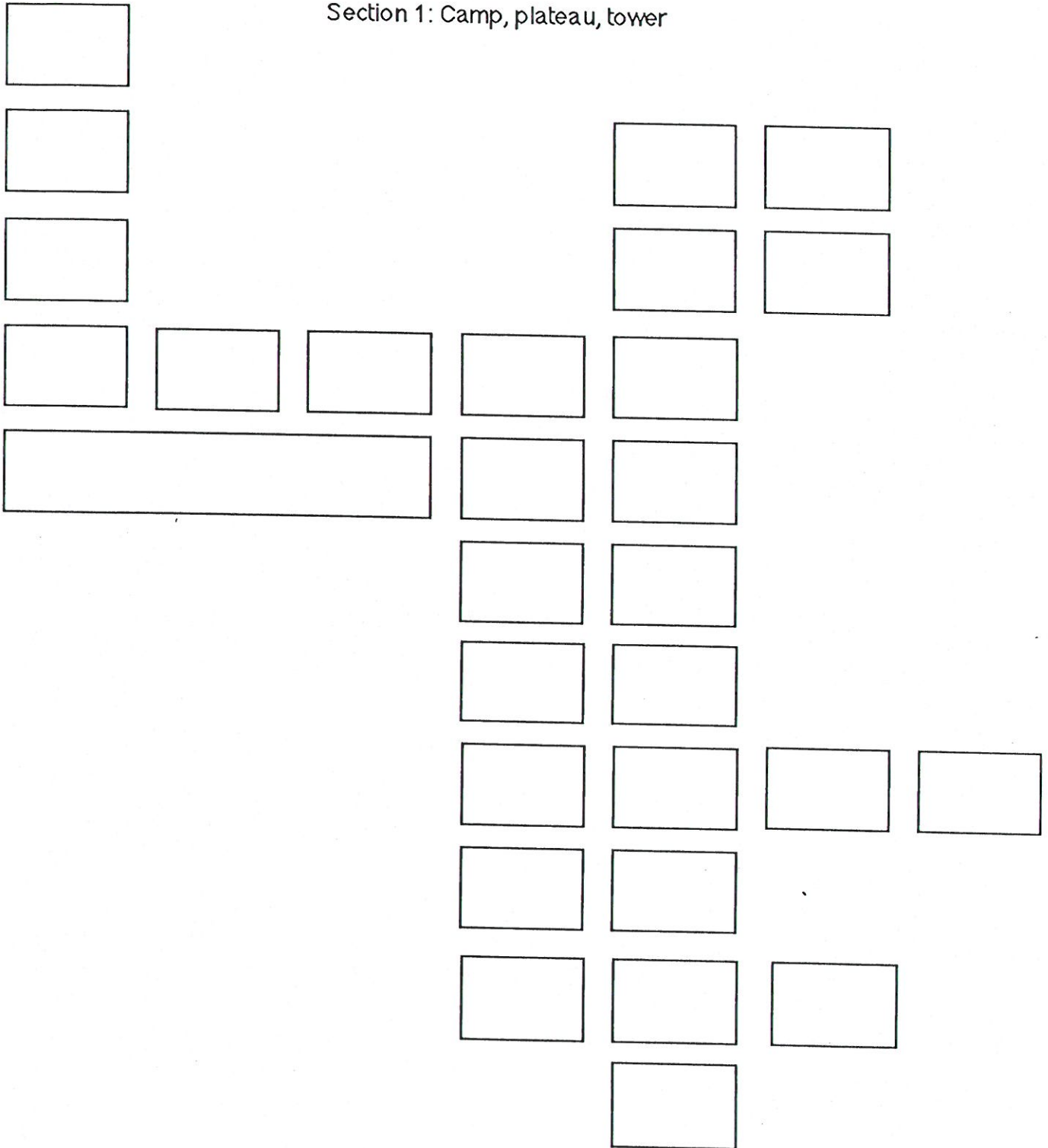


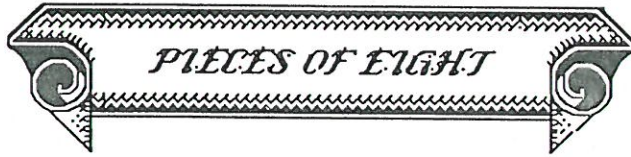
INCAN silver llama



Room plan

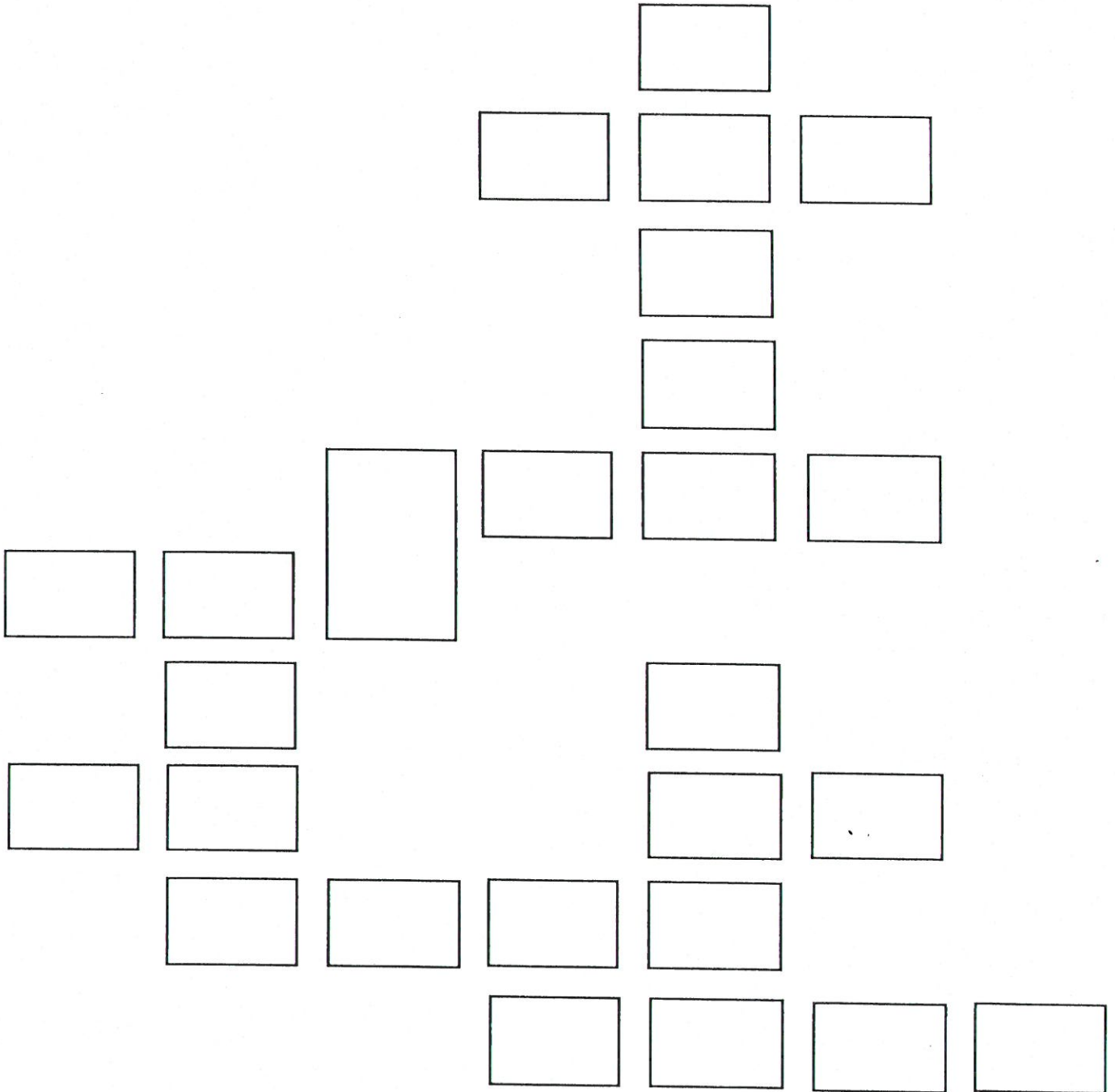
Section 1: Camp, plateau, tower





Room plan

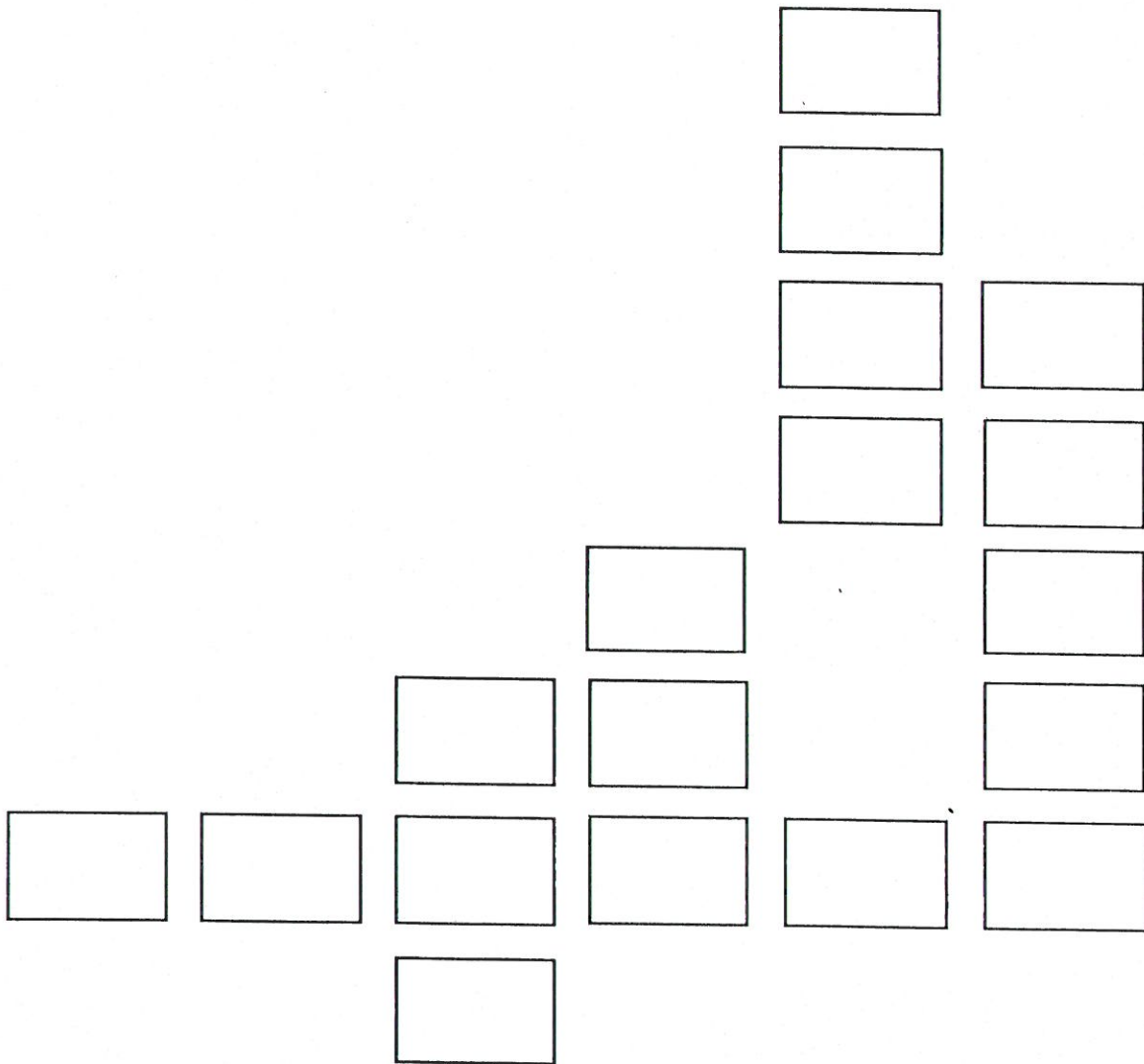
Section 2: Mountains, caves, swamp, bridge





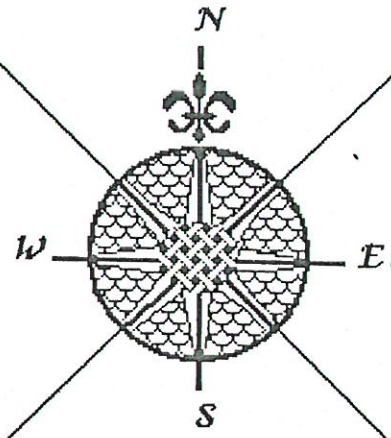
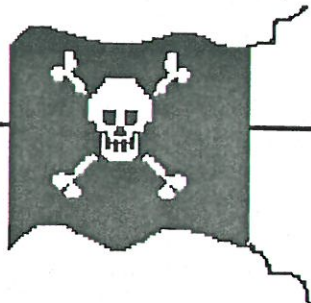
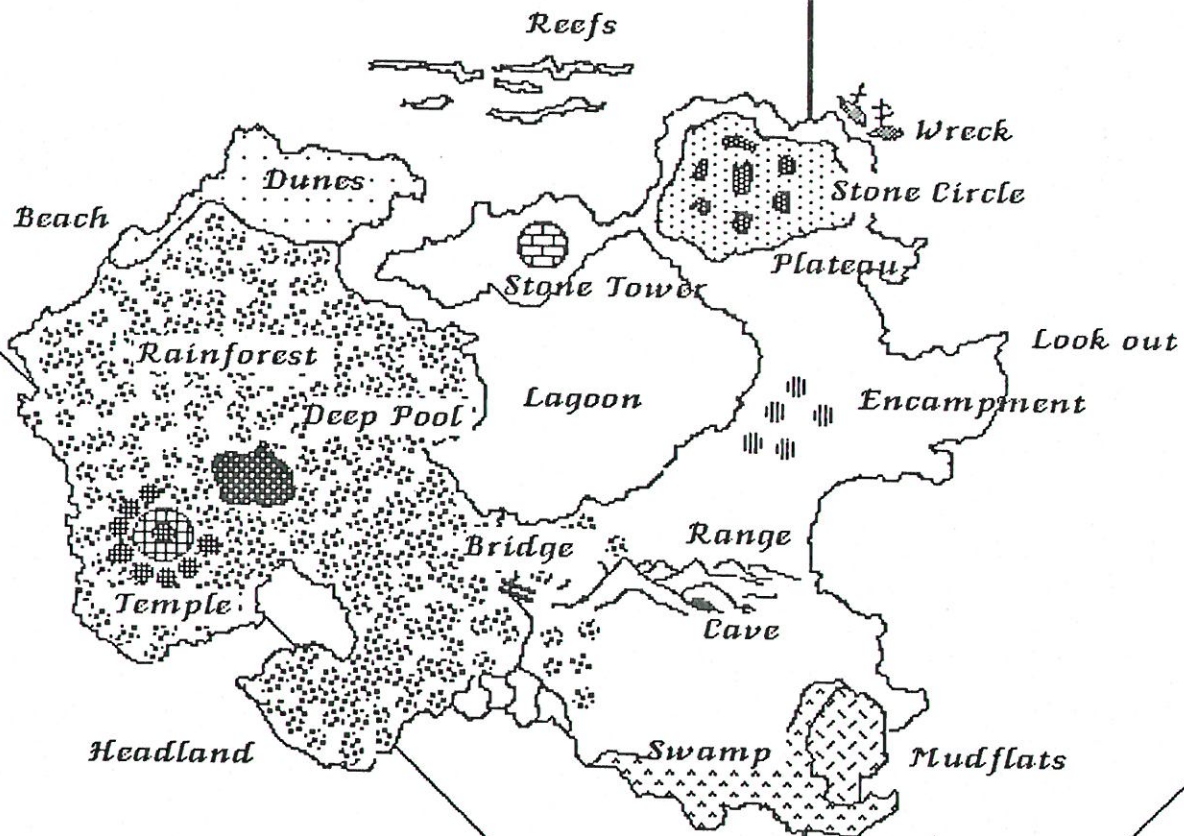
Room plan

Section 3: Forest, beach, temple, pool



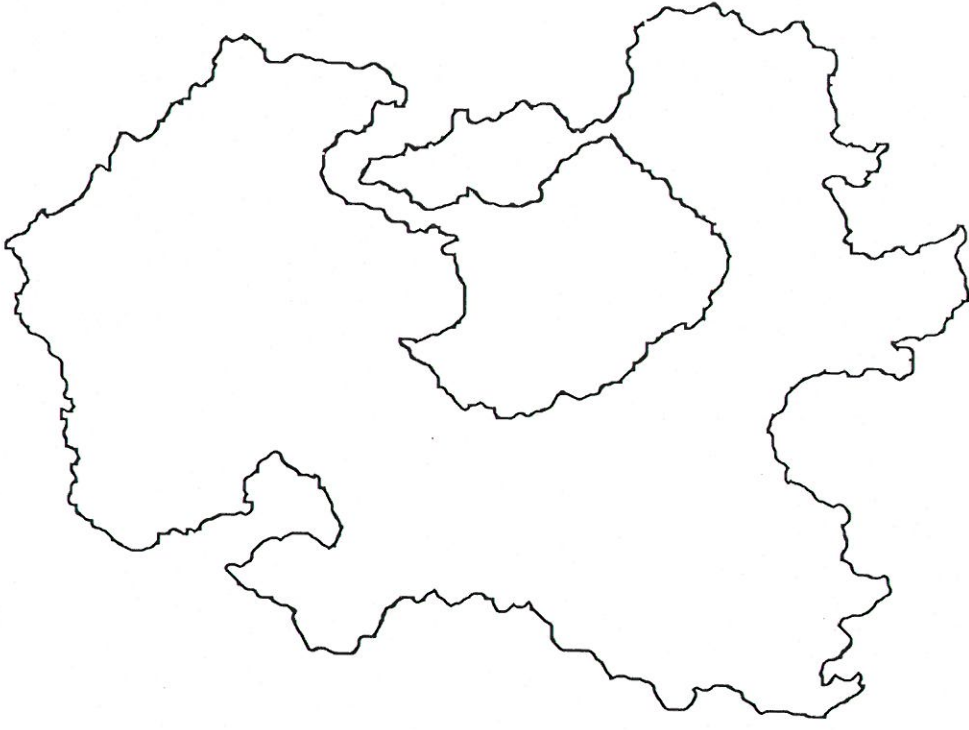


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PIECES OF EIGHT





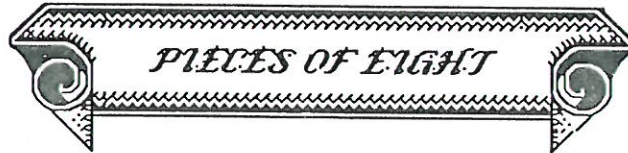
Vocabulary

Note: The words below are recognised by the program. The use of any other words in simple sentence commands will cause one of the standard responses to be generated.

Verbs are **highlighted**.

Special commands are in *italics*.

ACROSS	EMERALD	<i>MAP</i>	SING
ALTAR	ENTER	NORTH	SKELETON
AND	EXAMINE	NOTE	SLOWLY
BLUE	FIGURINE	ON	SONG
BONES	FIT	OPEN	SOUTH
BOTTLE	FLINT	PEBBLES	STEPS
BOULDER	GO	POOL	STONE
BREAK	GRASP	POT	SWIM
BRIDGE	GREEN	PULL	TABLET
BROOCH	HAMMER	PUT	<i>TAKE</i>
BURN	HAND	QUICKLY	THE
CAREFULLY	HATCH	<i>QUIT</i>	TIE
CAVE	<i>HELP</i>	READ	TO
CHEST	HOLE	RED	TOWER
CLIFF	IDOL	REMOVE	TREASURE
CLIMB	INTO	RING	TREE
CLOSE	<i>INVENTORY</i>	RIVER	UP
CROSS	KEY	ROCK	USING
CUT	KEYHOLE	ROPE	VINES
CUTLASS	KIOSK	RUBY	WALK
DESCEND	KNOCK	RUN	WALL
DIAMOND	LAGOON	SALT	WATER
DIVE	LEECHES	SAPPHIRE	WEST
DOOR	LEVER	<i>SAVE</i>	WHITE
DOWN	LIGHT	SCROLL	WITH
<i>DROP</i>	<i>LOAD</i>	<i>SEARCH</i>	WOOD
EAST	<i>LOOK</i>	SHIP	



Special commands

1. Movement commands

Movement commands may be entered in one of the following ways :

To travel north	GO NORTH
	NORTH
	N

2. Important commands

SAVE	Allows players to save their current story position on the program disk or on an initialised blank disk. Versions can be given unique file names or numbered.
LOAD	This is the reverse of the SAVE command. It allows players to nominate which saved game to load.
LOOK	Provides a full description of the current location.
INVENTORY	Provides a list of what the players are carrying. Only seven (7) items may be carried at any one time.
TAKE	Places objects in the players' possession.
DROP	Drops objects in the players' possession.
EXAMINE/ SEARCH	Gives detailed description of an object.
HELP	Gives small clues and hints in difficult situations.
MAP	Generates map of the island showing players' current position.
QUIT	Allows players to exit the program.

3. Parser

Communication within the story takes the form of a simple sentence parser. Examples of this type of response would be: **OPEN THE DOOR CAREFULLY, TAKE THE STONE HAMMER, PUT THE KEY INTO THE HOLE.**

When an object has been collected and is in the players' possession it can be examined in detail by using either the command **SEARCH** or the command **EXAMINE**. For example,

- * **TAKE THE RUBY KEY.**
- * **YOU TAKE IT.**
- * **EXAMINE THE RUBY KEY.**
- * **IT IS A BEAUTIFUL JEWEL MADE OF RUBY IN THE SHAPE OF A KEY.
IT IS RED IN COLOUR.**

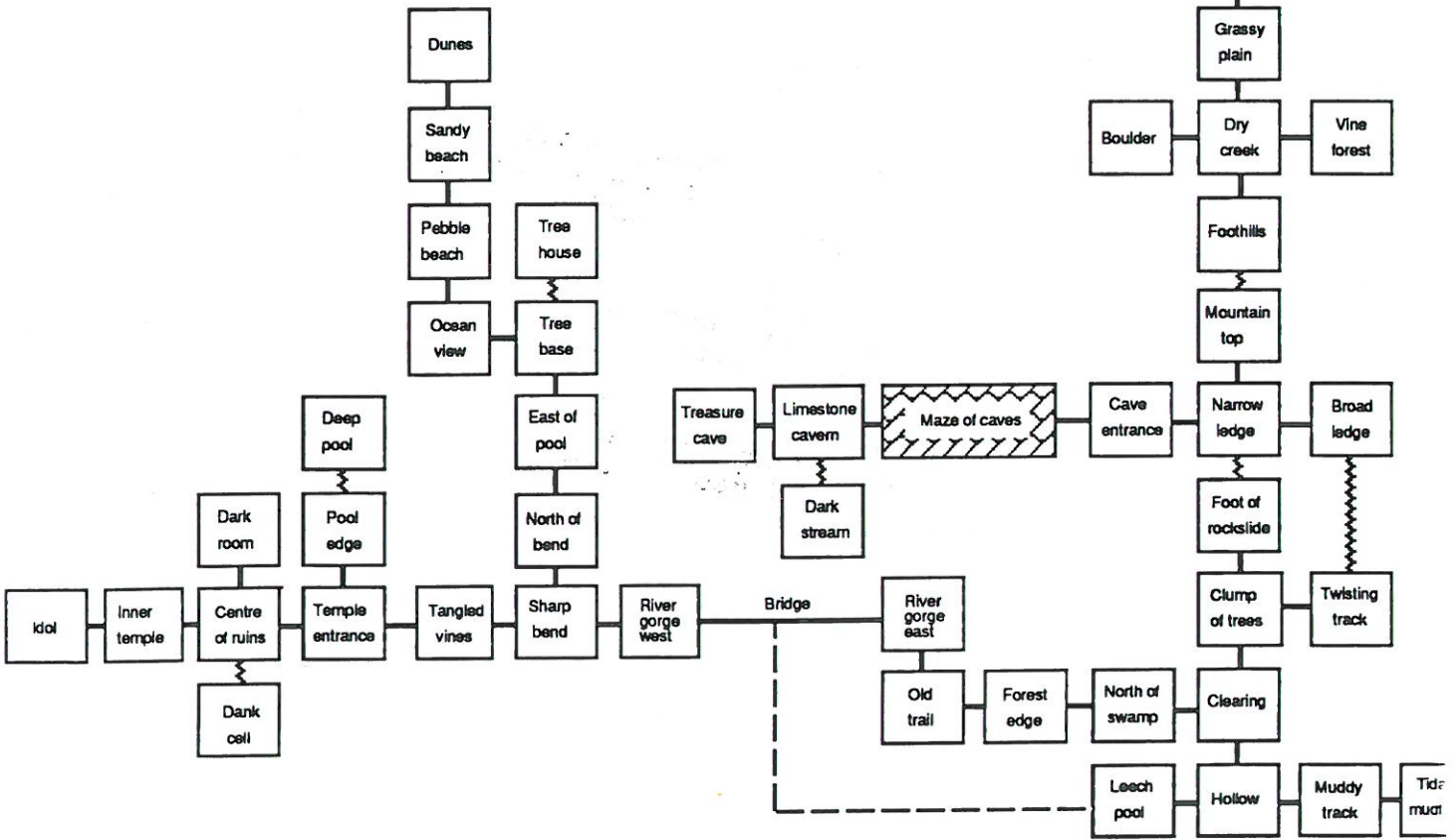
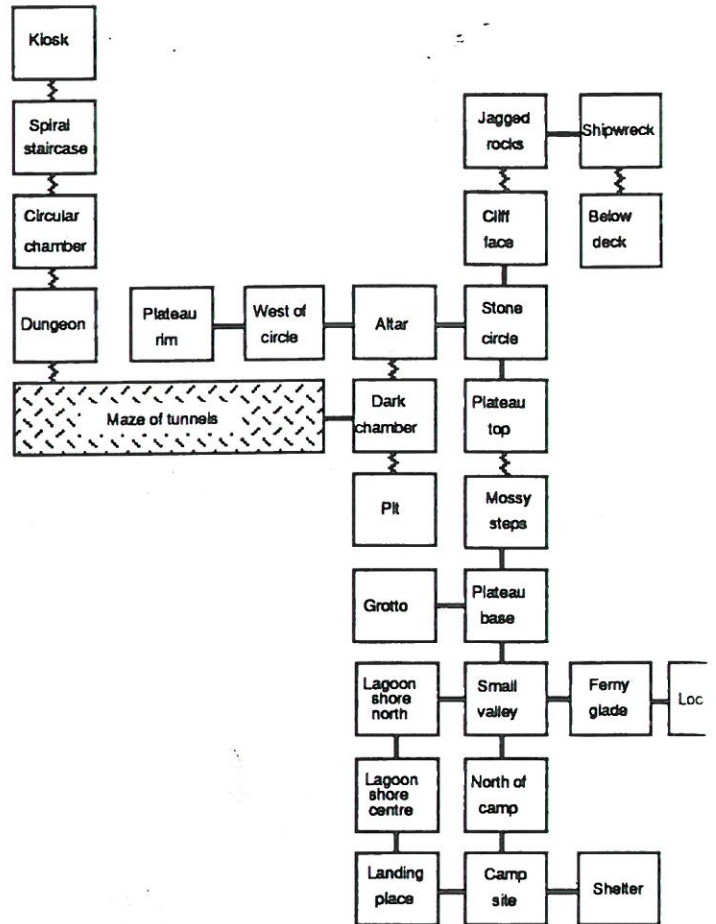


Complete room plan

⌘ Denotes vertical movement
 | Denotes horizontal movement

Directions available

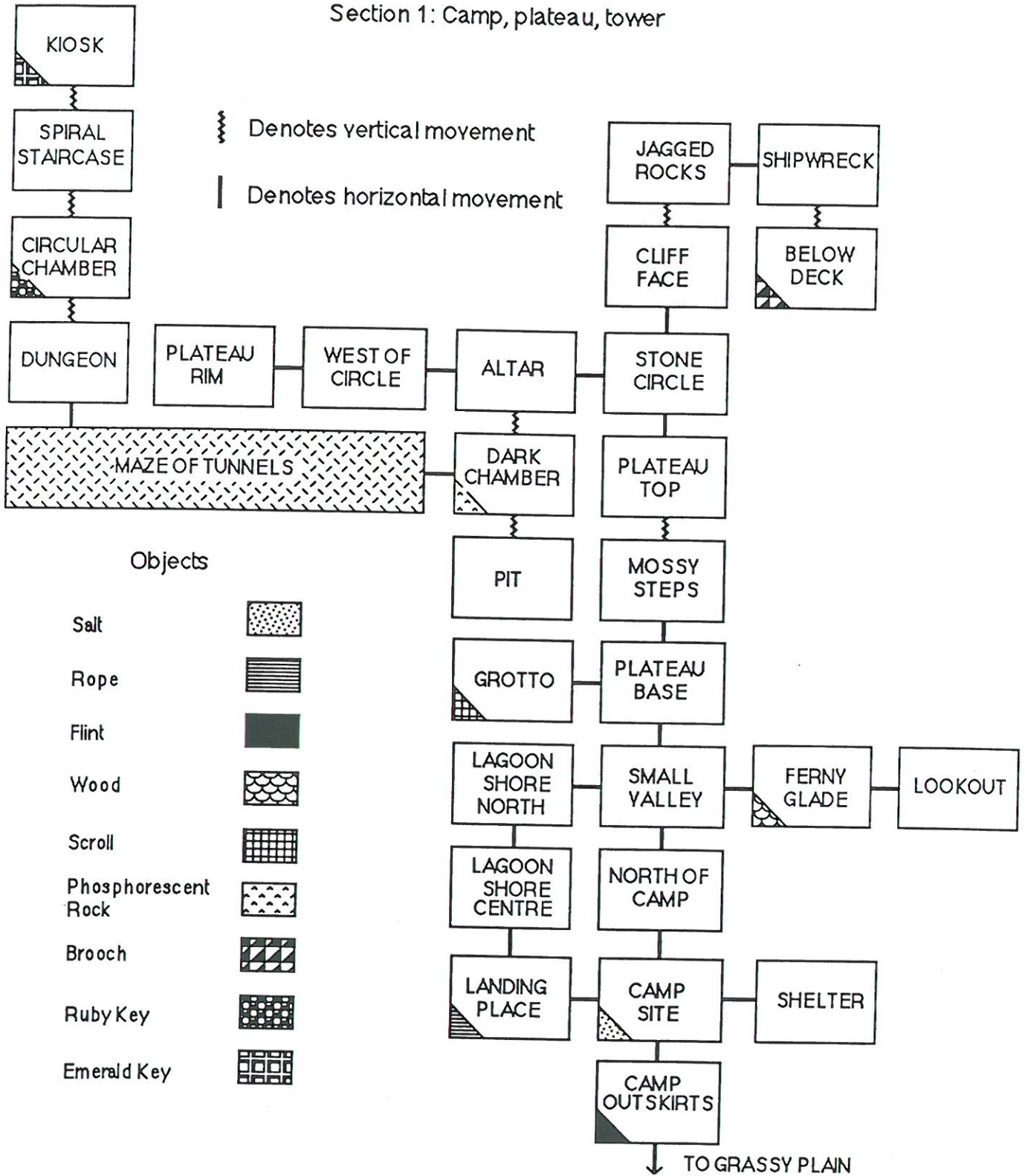
NORTH
 SOUTH
 EAST
 WEST
 UP
 DOWN



PIECES OF EIGHT

Room plan

Section 1: Camp, plateau, tower







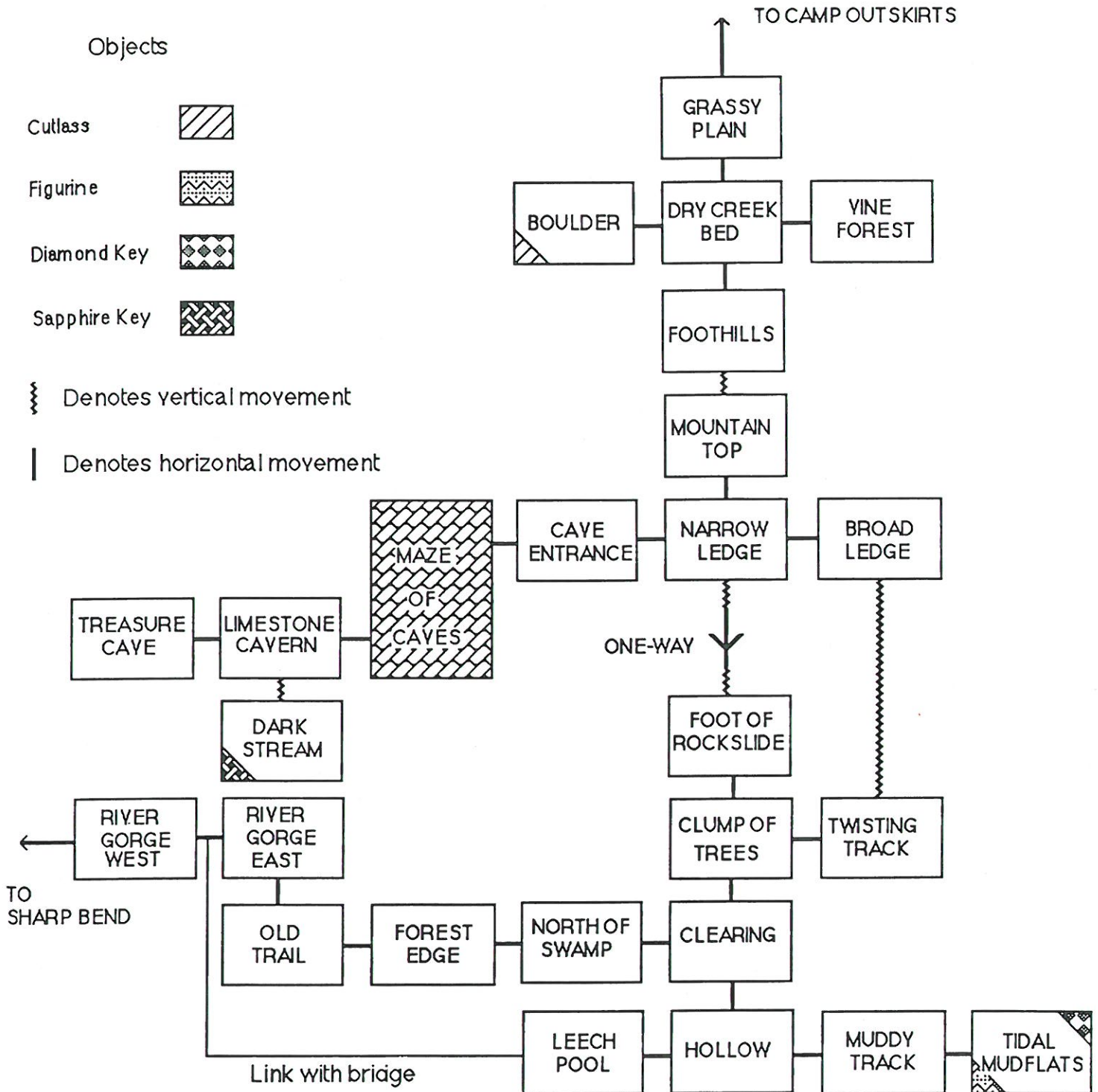
Room plan

Section 2: Mountains, caves, swamp, bridge

Objects

- Cutlass 
- Figurine 
- Diamond Key 
- Sapphire Key 

-  Denotes vertical movement
-  Denotes horizontal movement










Room plan

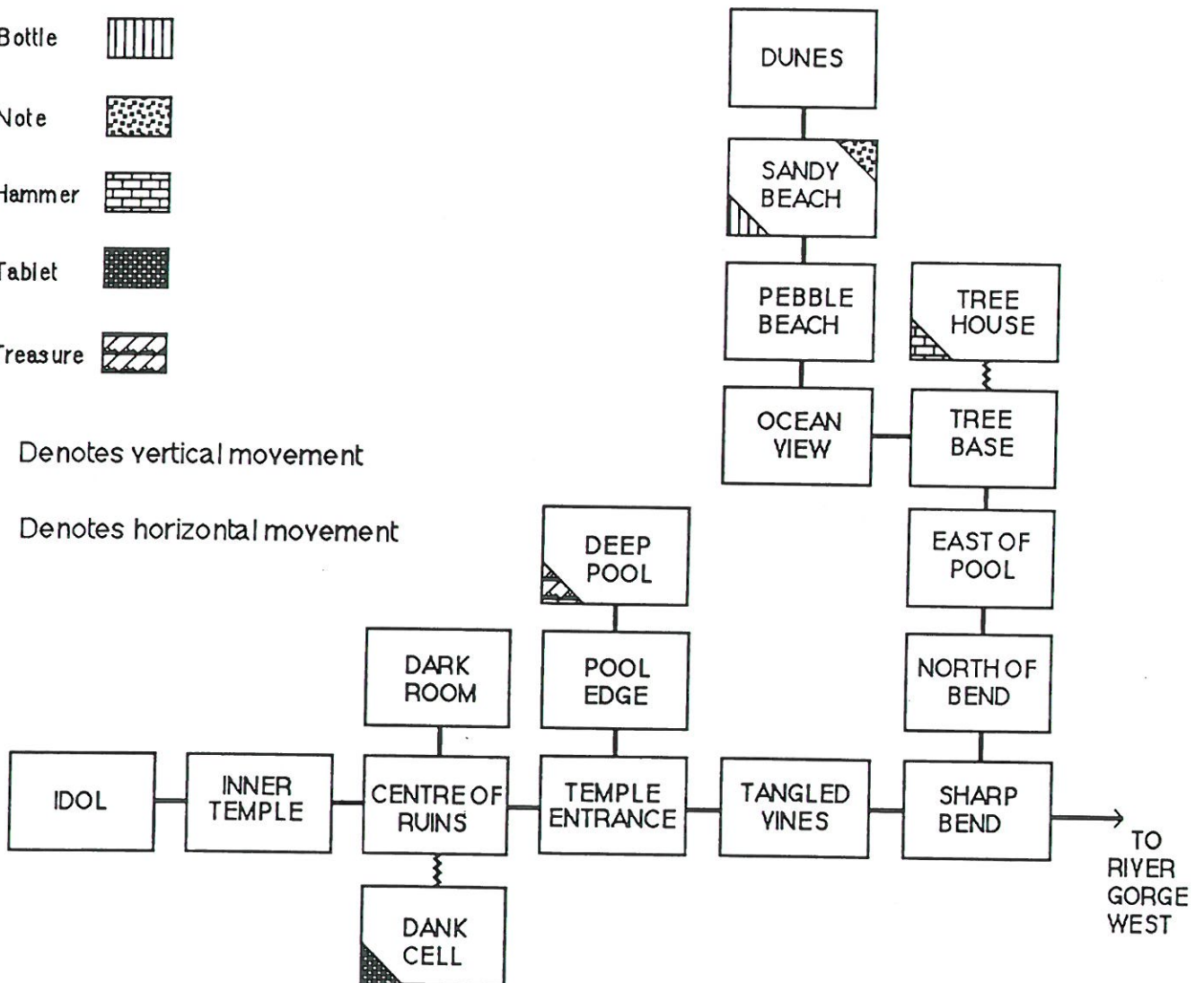
Section 3: Forest, beach, temple, pool

Objects

- Bottle 
- Note 
- Hammer 
- Tablet 
- Treasure 

 Denotes vertical movement

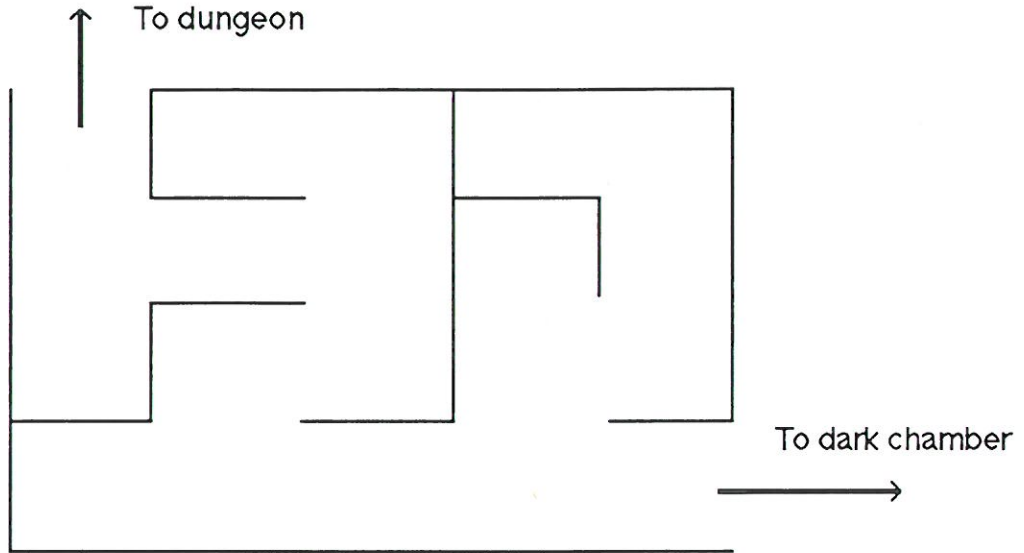
 Denotes horizontal movement



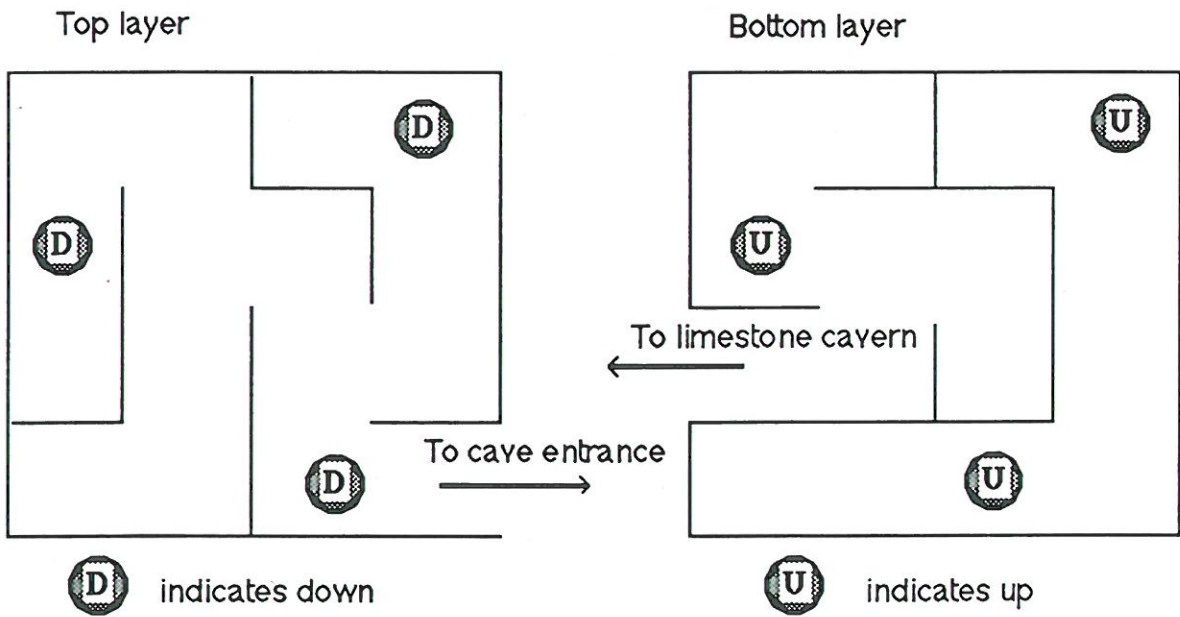


Mazes

Maze of tunnels



Maze of caves





Story solution

The story begins with the pirate at the camp site. No objects are in the pirate's possession. No clues have been given as to where the treasure might be found. The island must be explored and mapped, and objects collected and used.

The salt can be found by opening the chest at the camp site. It is needed only if the pirate travels south. Travelling northward initially is the easiest route to solving the story. The rope in the landing place should be collected before heading north.

The wood in the ferny glade can be left until later on or moved to the lookout if you wish. It is not required until the end of the story. The piece of flint at the camp outskirts performs a similar function.

At the plateau base a large boulder can be seen. Examine the boulder and then the door outlined on it. The letters PMLXP are a code derived from simply reversing the alphabet, so that the code can be deciphered as follows:

K N O C K
P M L X P

Knock on the door and move west into the grotto. Take the scroll and read it. It tells you to sing a song at the altar. Carry the scroll with you.

Climb up the mossy steps to reach the plateau top and travel north to the cliff face. Tie the rope to the iron ring that is fastened to the ground and climb down the cliff. If you try and move east from the jagged rocks towards the wreck, waves wash you back. You must go or run east quickly to overcome this.

Open the hatch on the shipwreck and go down. Below deck you see a brooch; however, each time you try and pick it up, water pours through the hatch and washes the brooch out of your hands. Close the hatch. You will now be able to take the brooch. Open the hatch and leave, climbing back up the rope that is now permanently attached to the ring.

The stone tower cannot be reached from the plateau by any obvious means. Go to the altar. Make sure you are in possession of the scroll and sing the song. The altar stone moves aside.

Go down and take the rock which is visible. This rock is phosphorescent and allows you to travel around below ground.

In the pit you will see an inscription: **Earth, Water, Fire, Air - the keys to all things.** This is a rather cryptic clue to the importance of the four jewelled keys that will be found. The elements relate to the keys' colours: earth / green / emerald, water / blue / sapphire, fire / red / ruby, and air / white / diamond.

Negotiate the maze of tunnels by drawing a map (graph paper is handy for this type of room mapping). Go upwards from the dungeon, collecting the ruby key on the way in the circular chamber.

In the kiosk examine the hole in the mosaic wall. You will find it is triangular in shape, the same as the brooch you are carrying. Fit the brooch into the hole. This will reveal a secret compartment in which there is the emerald key.

This completes your task in the northern part of the island. When you return to the dark chamber you will find that the altar stone has closed. Examine the steps. You will find a hidden lever. Pull the lever and go up.

Return to the camp site, taking with you the keys and the rock.

Move south to the dry creek bed. Here a path leads west to a boulder. Examine the boulder. A cutlass is wedged in a crack. Take the cutlass, it is needed later on. Continue south from the dry creek bed.

From the mountain top go south to the narrow ledge. Moving west from this ledge will cause you to fall to the foot of the rockside unless you move with caution. GO WEST CAREFULLY will allow you to find the cave entrance. Go west into the two-level maze of caves. Once again keep detailed maps. The exit to the limestone cavern is on the bottom level of the maze.

Go down to the dark stream. Examine the river. In it you will find the sapphire key. Return to the surface and continue south.

When you reach the hollow you will see an exit to the west through a gap in the bushes. If you go this way you will fall into the leech pool and become covered in leeches. They must be removed with the salt. If you have not brought the salt with you, you will have enough time to return to the camp site and collect it.

Continue east to the tidal mudflats. Collect the ugly pottery figurine that is half-buried in the mud. It will be useful later. Return to the clearing and head west into the forest.

At the river gorge east, a bridge will be visible. The bridge must be crossed carefully, otherwise you will plunge into the river below and be swept into the leech pool. GO WEST CAREFULLY to the river gorge west and continue west.

At the sharp bend your way west will be blocked by tangled vines. These vines can be cut with the cutlass. It is best at this point to go northward rather than continuing west.

Climb the tree when you arrive at the tree base. In the treehouse collect the stone hammer. Go down and head west.

On the sandy beach you will find a bottle. Open or break the bottle to reveal a note. Read the note. It says: **To unlock all treasures grasp the hand of fear.** This gives a clue to the later operation of the idol. Remember the message or keep the note.

Go back to the tangled vines. Moving west will take you to the temple entrance. Go north to the deep pool. You cannot go down into the pool yet. Return to the temple entrance.

Go west to the centre of ruins and down to the dank cell. Read the clay tablet: **Look for beauty in that which is ugly.** This gives a clue that there is something inside the ugly figurine. Break the figurine using the hammer. The diamond key is uncovered.

Go west to the idol. You will see four keyholes under its outstretched hand corresponding to the colours of the four keys. Fit the keys into the correct holes. Remember the note. Grasp the hand of the idol. You will hear vast machinery working and a deep gurgling sound in the distance.

Return to the deep pool. The water will have drained away revealing the treasure. Go down and take a sample of treasure before returning to the lookout.

Light the wood using the flint. The pirate ship will see the signal fire and return. The crew will help you collect the rest of the treasure. You have successfully completed your task.

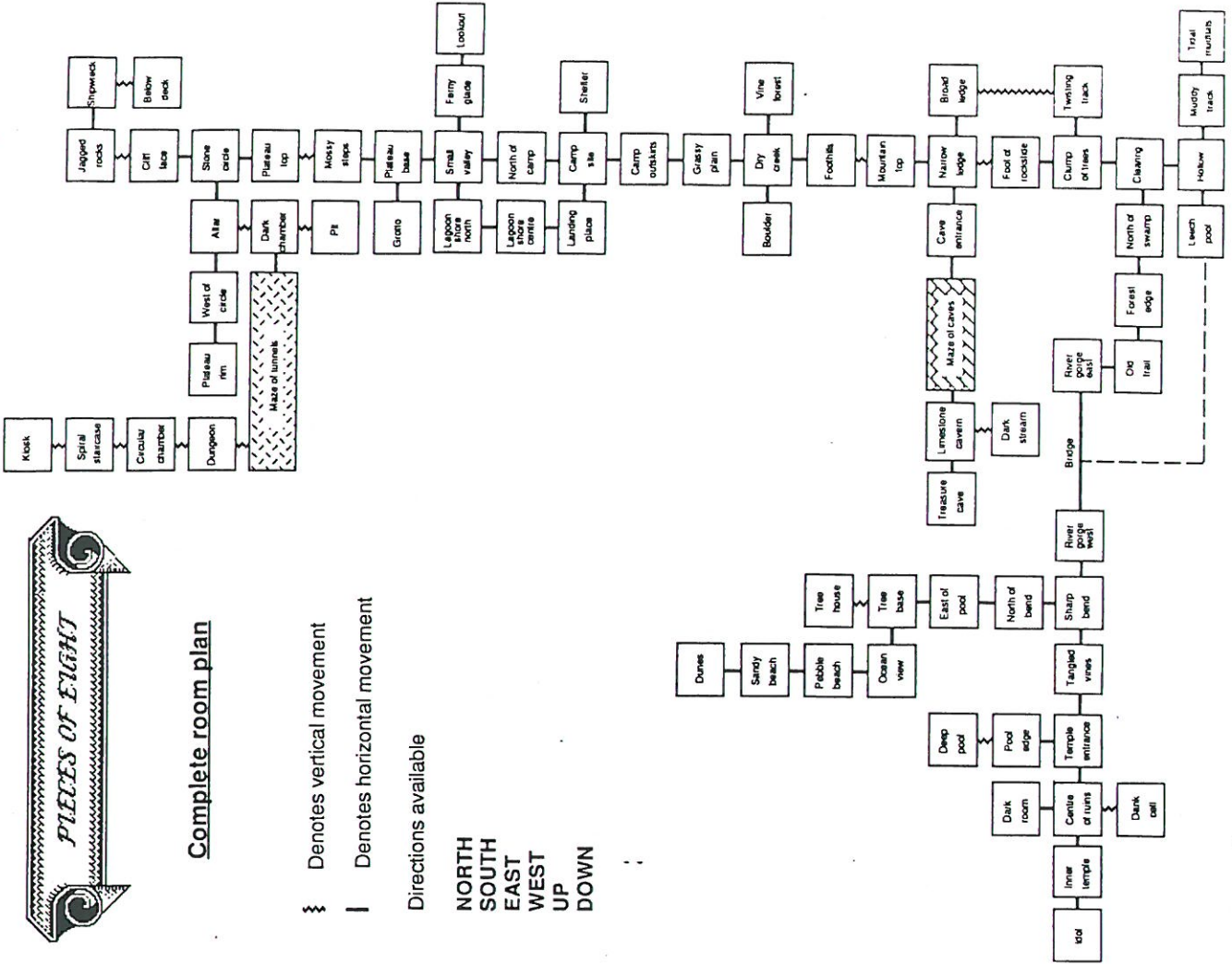


Complete room plan

- § Denotes vertical movement
- | Denotes horizontal movement

Directions available

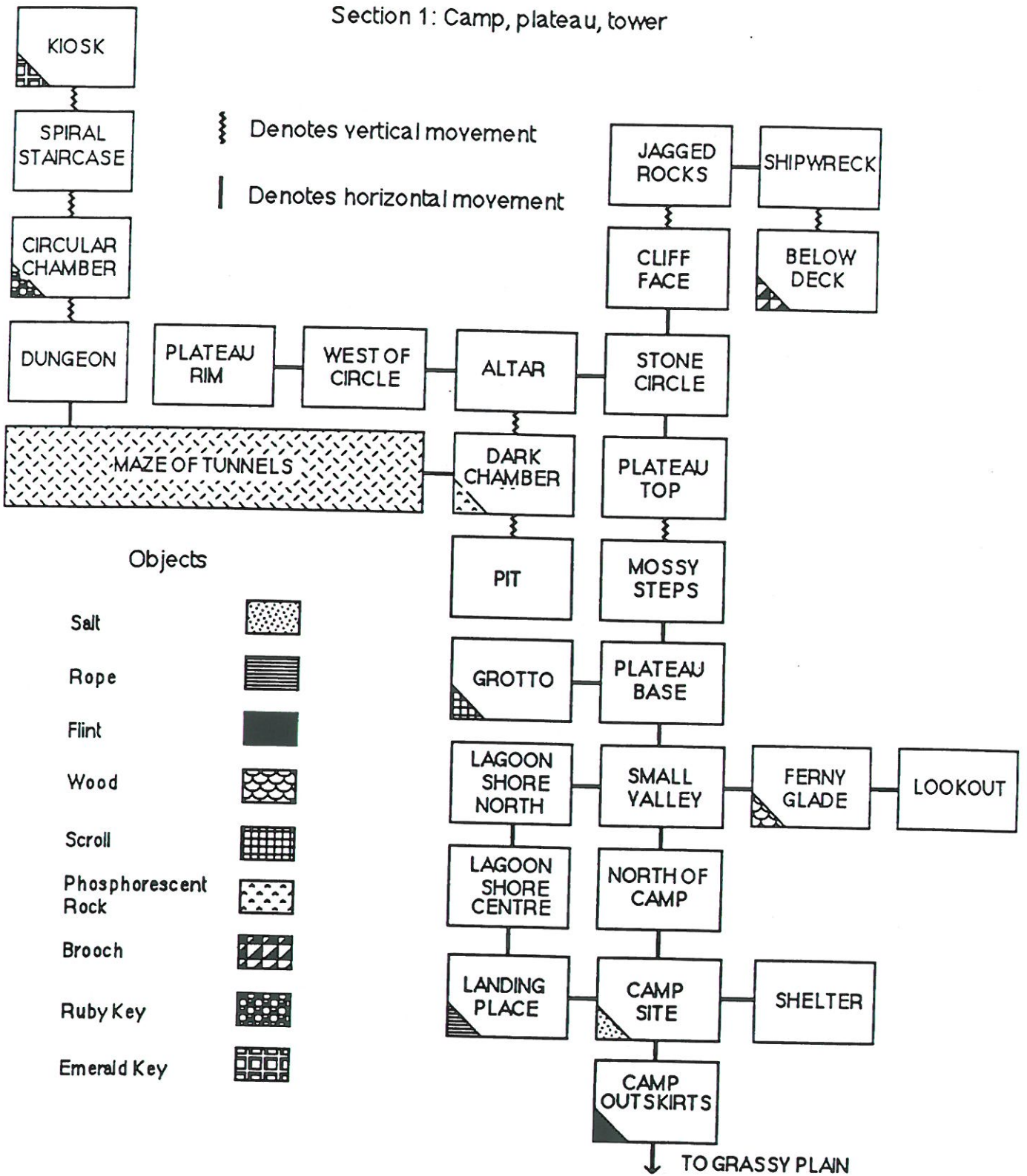
- NORTH
- SOUTH
- EAST
- WEST
- UP
- DOWN



PIECES OF EIGHT

Room plan

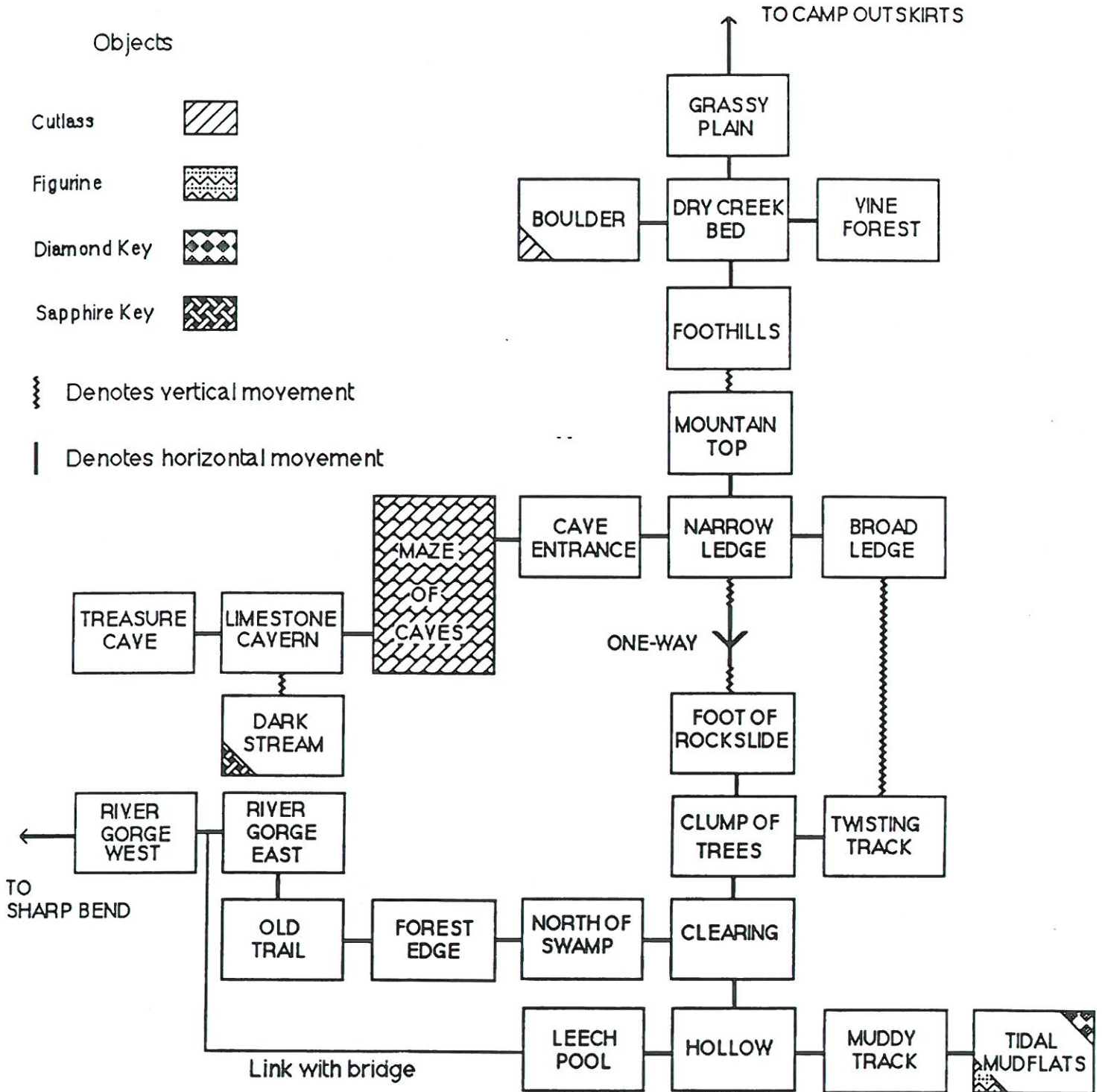
Section 1: Camp, plateau, tower



PIECES OF EIGHT

Room plan

Section 2: Mountains, caves, swamp, bridge












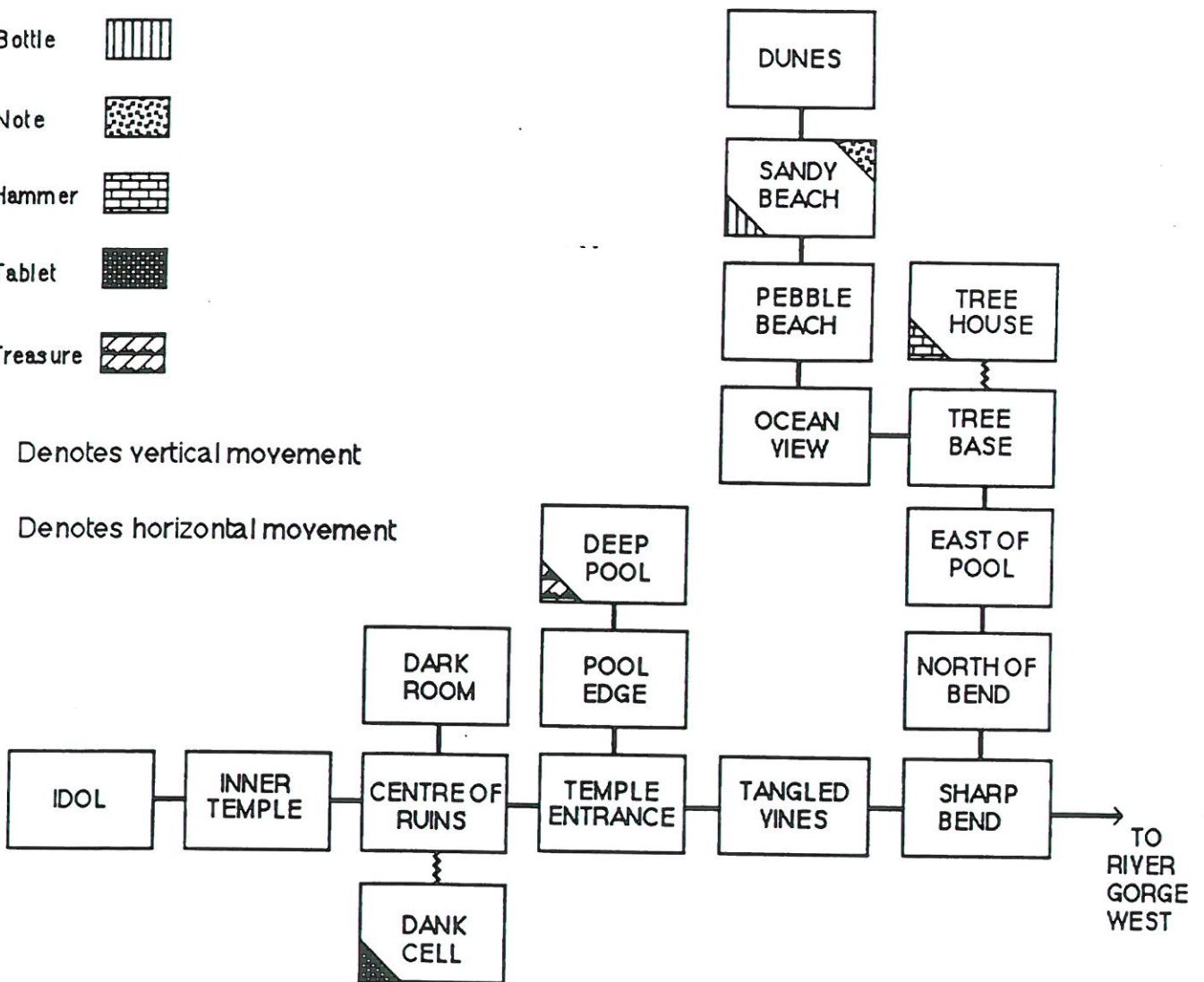
Room plan

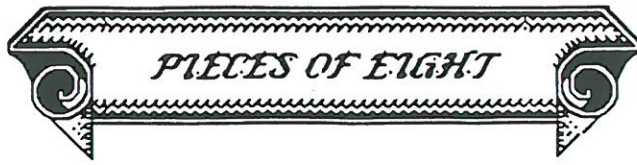
Section 3: Forest, beach, temple, pool

Objects

- Bottle 
- Note 
- Hammer 
- Tablet 
- Treasure 

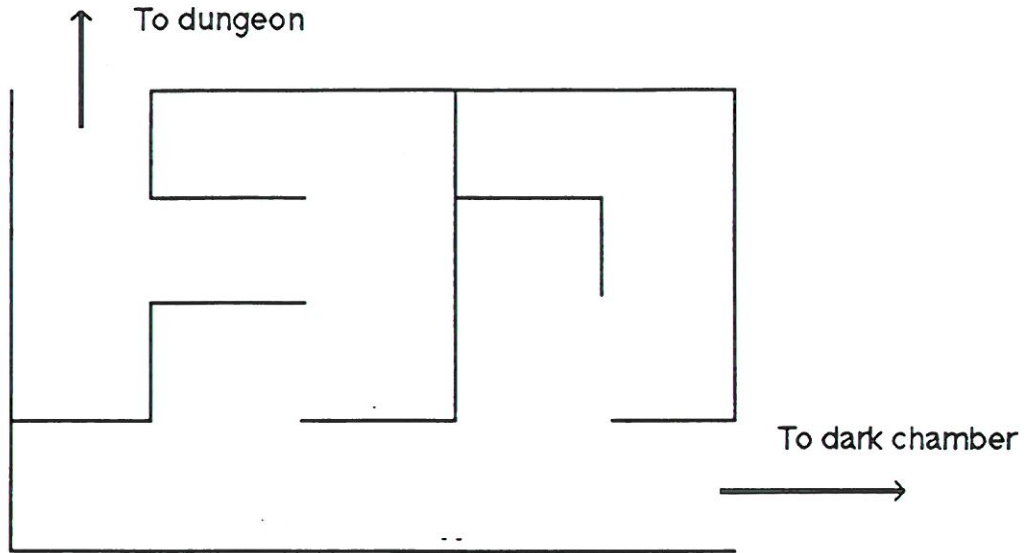
-  Denotes vertical movement
-  Denotes horizontal movement



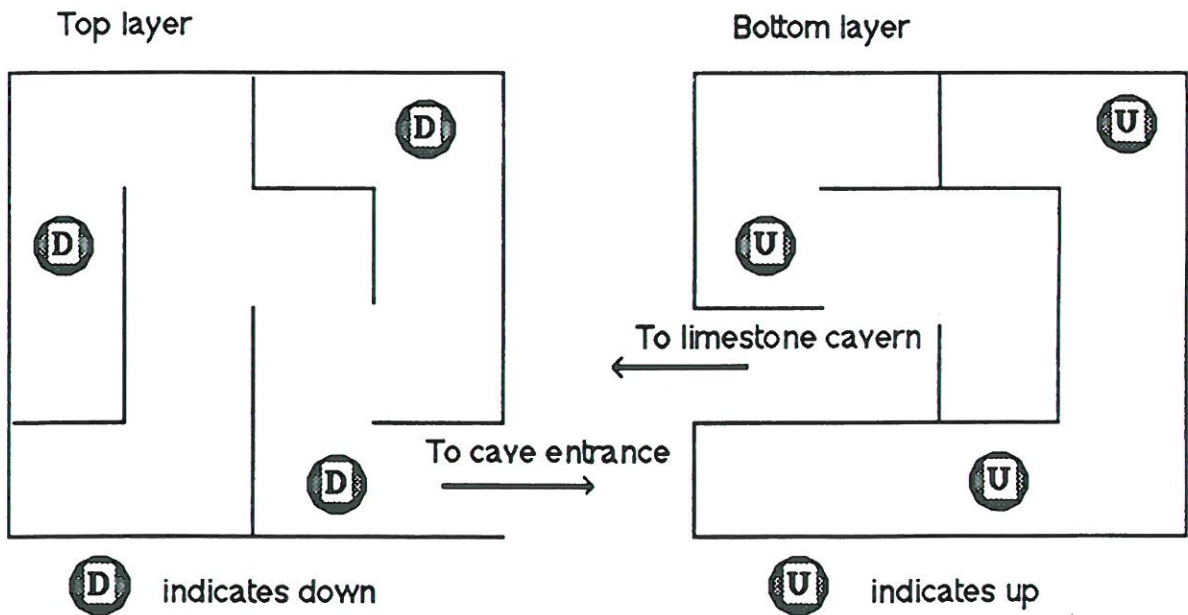


Mazes

Maze of tunnels



Maze of caves





Response summary

Command	Response
GO (unavailable direction)	YOU CAN'T DO THAT.
VERB (object not in possession)	WHAT (object) ?
EXAMINE/SEARCH (special object)	Full description given.
EXAMINE/SEARCH (known but unimportant object)	NOTHING INTERESTING.
VERB (unknown noun)	I DON'T KNOW THE WORD (noun). PLEASE TRY AGAIN.

The following responses are generated by the successful completion or solution of problems.

- When the response SING THE SONG has been given at the altar (and the player is holding the scroll):
YOU READ THE WORDS FROM THE SCROLL. YOU SING THE SONG. THERE IS A DEEP RUMBLING. THE ALTAR SLIDES ASIDE, REVEALING STEPS LEADING DOWN.
- When the player (a) has the sail in possession and (b) gives the command REMOVE THE LEECHES WITH THE SALT, the leeches are removed in the following way:
YOU USE SOME OF THE SALT; THE LEECHES FALL OFF. YOUR STRENGTH RETURNS.
- In the KIOSK when the brooch is placed in the mosaic wall by using the command FIT THE BROOCH INTO THE HOLE:
IT FITS PERFECTLY. SUDDENLY A SECRET COMPARTMENT OPENS. INSIDE IS A DAZZLING EMERALD KEY.
- When the boulder at the base of the plateau is examined a door is found. When the command EXAMINE THE DOOR is used:

THE DOOR IS CLOSED. ENGRAVED ON IT IS THE MESSAGE: P M L X P.

- At the door in the boulder when the code PMLXP is deciphered to read "knock" and the command KNOCK ON THE DOOR is used:

THE CRACKS IN THE DOOR WIDEN. SLOWLY THE DOOR SWINGS OPEN. A PASSAGE LEADS WEST THROUGH THE DOOR.

- At the CLIFF TOP when the command TIE THE ROPE TO THE RING is given:

YOU TIE ONE END TO THE RING AND THROW THE OTHER OVER THE CLIFF. IT REACHES THE BOTTOM.

- At the TANGLED VINES when the command CUT THE VINES WITH THE CUTLASS is given:

YOU SLICE THROUGH THE VINES. THE VINES WHICH ONCE BLOCKED YOUR WAY HAVE BEEN CUT.

- When the player has (a) the figurine and (b) the stone hammer the command BREAK THE FIGURINE USING THE HAMMER will cause the following response:

IT SHATTERS INTO FRAGMENTS. A DIAMOND KEY DROPS TO THE GROUND.

- When the command OPEN THE BOTTLE is used:
THERE IS A NOTE INSIDE. IT FALLS OUT ONTO THE SAND.

- To operate the idol the player must have all four jewelled keys in his/her possession. The following commands are given to operate the idol:
FIT RUBY KEY INTO RED KEYHOLE.
FIT EMERALD KEY INTO GREEN KEYHOLE.
FIT SAPPHIRE KEY INTO BLUE KEYHOLE.
FIT DIAMOND KEY INTO WHITE KEYHOLE.
GRASP THE HAND.
When this procedure has been carried out:

YOU PULL THE HAND TOWARDS YOU. SUDDENLY IT MOVES - YOU HEAR THE SOUND OF GEARS AND LEVERS MOVING, AND IN THE DISTANCE THERE IS A DEEP GURGLING SOUND.



Problem/puzzle summary

Room	Problem/puzzle	Solution
11	To open door in boulder	
11	Scroll, "Song of praise to be sung at the altar."	PMLXP translates as KNOCK, so "Knock on the door." Sing at the altar.
15	To climb cliff face	Tie rope to iron ring then go down.
16	To reach the ship-wreck	Run east or Go east quickly.
18	To take the brooch	Close the hatch before taking brooch.
19	To move stone altar	"Sing the song," while in possession of the scroll.
22	To move about underground	Take phosphorescent rock.
22	To open closed altar stone	Examine stairs to locate hidden lever. Pull the lever.
23	Inscription, "Earth, Water, Fire, Air - the keys to all things."	Emerald, sapphire, ruby and diamond keys are important objects.
28	To get emerald key	Fit jewelled brooch into hole in mosaic wall.
33	To find cutlass	Examine boulder.
36	To enter cave without falling	Go west carefully. If player simply attempts to move either east or west, he/she will fall to room 45.
40	To locate sapphire key	Examine the river.
48	To remove leeches	Remove the leeches with the salt.
54	To cross bridge without falling	Go west or east carefully.
65	To cut tangled vines	Cut the vines with the cutlass.
71	Tablet, "Look for beauty in that which is ugly."	The figurine contains a key.
60	To get diamond key	Break figurine with hammer.
63	Note, "To unlock all treasures grasp the hand of fear."	Pull hand of idol to reveal treasure.
73	To operate idol	Fit four keys in keyholes and grasp hand of idol.
68	To find treasure	After operating idol go to deep pool which has drained. A great treasure is at the bottom.
8	To recall crew	Set signal fire at the lookout, "Light wood using flint."

Special problems

Leeches: Leeches must be removed within sixteen moves otherwise the player loses strength and dies.

Time factor: Eight time periods exist - dawn, early morning, late morning, midday, early afternoon, late afternoon, dusk, nightfall. Periods change according to difficulty level. Player must complete task by nightfall.

Beginners	60 moves per time period (420 moves total)
Medium	40 moves per time period (280 moves total)
Expert	23 moves per time period (161 moves total)
Hardest Possible	22 moves per time period (154 moves total)

Crew recall: The crew can only be recalled successfully if two conditions have already been met:

- The treasure has been found and a small sample taken.
- The fire is started at the lookout.



Objects

Name	Location	No.	Purpose	Status
1. Flint	Camp outskirts	29	Light signal fire	Visible
2. Salt	Shelter	1	Remove leeches	Hidden in chest
3. Rope	Landing place	3	Climb cliff face	Visible
4. Wood	Ferry glade	7	Fuel for signal fire	Visible
5. Brooch	Below deck	18	Uncovers emerald key	Visible *
6. Rock	Dark chamber	22	Provides light	Visible
7. Scroll	Grotto	11	Gives clue to move altar	Hidden in grotto
8. Figurine	Tidal mudflats	50	Contains diamond key	Visible
9. Ruby key	Circular chamber	26	Unlocks treasure	Visible
10. Emerald key	Kiosk	28	Unlocks treasure	Hidden in wall
11. Sapphire key	Dark stream	40	Unlocks treasure	Hidden in stream
12. Diamond key	Tidal mudflats	50	Unlocks treasure	Hidden in figurine
13. Hammer	Treehouse	60	Breaks figurine	Visible
14. Cutlass	Boulder	33	Cuts tangled vines	Hidden in boulder
15. Tablet	Dank cell	71	Gives clue to break figurine	Visible
16. Bottle	Sandy beach	63	Contains note	Visible
17. Note	Sandy beach	63	Gives clue to operate idol	Hidden in bottle
18. Treasure	Deep pool	68	Sample to take back to crew	Hidden in pool

* Special collection condition - the deck hatch must be closed in order to take the brooch.

Note

- Only seven (7) objects can be carried at any one time. When a player is already carrying seven objects and wishes to collect something new, he/she must DROP one of the objects already held in order to TAKE the new object.

- All movable objects have some bearing on the final outcome of the story.

- Some are required to fulfill special movement conditions: The rope is needed to climb the cliff. The rock allows the player to move underground. The cutlass will cut the tangled vines.
- Some are required to gain access to other objects: The brooch releases the emerald key. The hammer breaks the figurine, revealing the diamond key. The bottle contains the note.
- Some are required to fulfill special problem conditions: The flint is used to light the wood, making a signal fire. The salt is used to remove the leeches (within sixteen moves).