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Here will be given a complete solution. This game also depends of some random elements, so from time to time it is not possible to give exact step by step solution. Instead, a procedure is given. However, I tried to formalize the solution as much as possible. Be aware that in this game you must manage with more than one character: you start game as Julian, but you must from time to time become somebody else to solve a problem. Use verb BECOME to change active character.

Solution:

WAIT (until the train stops), LEAVE TRAIN Aunt Fanny will lead you to the home), E, E, NE, N, W, W (Aunt suggest to you to explore arround), U, W, S, EXAMINE BED, TAKE MATCHES, N, E, S, EXAMINE CLOCK, REMOVE BATTERIES FROM CLOCK, N, D, W, N, LIGHT MATCH, TAKE TORCH, S, INSERT BATTERIES INTO TORCH, S, EXAMINE SHELVES, READ BOOKS (suggestion in books will be useful later), OPEN WINDOW, W, N, SAY TO DICK TAKE ROPE, S, E, N, E, SAY TO ANNE GO NORTH (somebody must not be with you for the next task, it will be clear a bit later), S, EXAMINE SET, TURN SET (Joanna will leave the kitchen to turn off radio), BECOME ANNE, W (this is the only way to enter the kitchen, because Joanna doesn't want children in the kitchen), OPEN DOOR, SE, TAKE SCONES, TAKE CAKE, NW (Joanna is now again in the kitchen, and she will push Anne out of the kitchen; by the way, notice that she is carrying an owen gloves), BECOME JULIAN, TURN SET (use the same trick again), SAY TO JOANNA GIVE ME GLOVES, BECOME ANNE, W, W, TAKE SPADE, E Joanna will again push Anne out), S, BECOME JULIAN, N (Anne, Dick and Julian are again together), OPEN DOOR, E, E, S, SW, E, GIVE GLOVES TO DICK (Dick will need to use rope and gloves frequently later in the game), BUY ICE, DROP MONEY.

Now search arround for George using a map through the village or the home, she is somewhere near (her location is random). GIVE ICE TO GEORGE (after this, George will become friendly). Then, using a map, go to the village square. SAY TO GEORGE EXAMINE STATUE, N, NE, E, BECOME GEORGE (fisherman Alf has respect only to George), SAY TO ALF HELLO (Alf will bring a dog Timmy), ENTER BOAT, TAKE OARS, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT (be aware of fact that only George has enough skill to row between dangerous rocks), LEAVE BOAT, PULL BOAT (else it will be unusable after the storm), NE, WAIT (until Timmy start looking at the rabbits; not very important), E, WAIT (until Timmy chases after a rabbit, and fall under the ground; in fact, this is not necessary for solving a game, but gives a hint what to do next), EXAMINE BUSHES (if you didn't wait for Timmy's falling, you will not see nothing special, but everything else will work), BECOME DICK (good idea, because he carries gloves and rope), WEAR GLOVES, TIE ROPE TO BUSHES (you must wear gloves for this because bushes are to thorny to grasp), PULL ROPE (you will reveal a well shaft), UNTIE ROPE, D, BECOME JULIAN (for many following tasks Julian is the best choice), D (Timmy is free again), EXAMINE DICK (you will discover that Dick is thin; it will be of vital importance later - only he can go down the narrow gap), U, S, NE, EXAMINE HEATHER, SAY TO DICK TIE ROPE TO STUMP, SAY TO DICK DROP ROPE (it will make a path down), D, BREAK CRATE (only Julian has enough power to do it), TAKE AXE, W, SW, E, SAY TO DICK TAKE ROPE, SAY TO DICK UNTIE ROPE, SW, N, NE, EXAMINE TOWER, BECOME ANNE (she carries a cake), EAT CAKE (cake crumbs will fall to the floor, then a jackdaw will fly down from the tower, and drop some sticks), BECOME JULIAN, TAKE STICKS, SW, W, SW, WAIT (until you see a nasty storm; instead of waiting, you can walk around), NE, E, E, WAIT (until rain starts beating down; you also can walk around instead), E (you are now in a long dark room), WAIT (until you start to sneeze), EXAMINE RECESS, DROP STICKS, TALK TO DICK UNWRAP SANDWICHES (the paper will fall to the ground), TAKE PAPER, BURN PAPER, BURN STICKS WITH PAPER, DROP PAPER, W, W, W, SW, N, NE (a wreckled ship appears after the storm), ENTER SHIP, D (Anne will be scared - this is not anything bad), W, EXAMINE SEAWEEED, BREAK CUPBOARD (an

axe is needed for it), OPEN CUPBOARD, TAKE BOX, E, U (Anne is again with you), LEAVE SHIP, SW, S, PUSH BOAT, ENTER BOAT, BECOME GEORGE, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, LEAVE BOAT, W, SW, W, OPEN DOOR, W, U, U, OPEN WINDOW, SAY TO JULIAN DROP BOX (it will fall down through the window; this is the only way to break the box - remember hint from the book), D, D, W, S, OPEN WINDOW, W (uncle Quentin will pick up the box), WAIT (until you hear the sound of snoring), OPEN WINDOW, E (uncle will wake up and take you outside of the study), WAIT (until you hear the snoring again), OPEN WINDOW, QUIETLY GO EAST (uncle snores loudly), EXAMINE DESK, OPEN DRAWER, TAKE BOX, OPEN BOX, TAKE MAP (do not take anything else, uncle will take everything from you later), READ MAP (it is important - it will open a new directions), N (uncle will wake up and pick up the box and map from you), WAIT (until Stranger enters), WAIT (until Stranger appears again), S (uncle will tell to you that he plan to sell the island), N, E, OPEN DOOR, E, E, NE, E, ENTER BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, LEAVE BOAT, NE, E, E, TALK TO ANNE GIVE ME SPADE, DIG (without success), GIVE SPADE TO TIMMY, SAY TO TIMMY DIG (only he with totally unorganized digging can reveal a stone slab), EXAMINE SLAB, BECOME DICK (a working with rope is needed), TIE ROPE TO RING, PULL ROPE, TALK TO JULIAN GIVE ME TORCH (you will see that later Dick must have a torch), TURN ON TORCH, UNTIE ROPE, D, D, W, NW, NW, S, EXAMINE COLUMN, EXAMINE GRILLE, PUSH GRILLE (extremely important for later actions), N, SW, SW, EAT SANDWICHES (to become a stronger), BECOME JULIAN (only he can break the door), BREAK DOOR (Dick and Anne will go out due to splinter of wood which will embed in Dick's cheek; this will be key for escaping later), N (yes, treasure, but Jake and Stranger will enter and lock you in treasure room), LOOK, TAKE GOLD BAR, BECOME DICK (he he, he is out, on the northern cliffs of the island), WAIT (until you see a motor boat speeding away, to be sure that Stranger and Jake are not near), S, NE, E, E, D (but the entrance is blocked), EXAMINE BOULDER (seems hopeless, but for Dick there is another way - well), W, D, D (Anne is not too thin to squeeze through a gap), TIE ROPE TO LADDER, DROP ROPE (it will make a path down), D, W (through broken grille, you remember it), N, SW, SW, EXAMINE MATTING (a key is hidden here), TAKE KEY, UNLOCK DOOR, OPEN DOOR, N (again with George and Julian, but now free), S, SE, SE, NE, NE, E, U, U (oh, blocked), WAIT (until Julian prepares a plan for escape), D, W, NW, NW, SW, SW, WAIT (until Timmy start to growling), NE (if Timmy points to SE, else go SE - the dungeons are circular which is a fortune), WAIT (until Timmy stops growling), SW (or NW), CLOSE DOOR, LOCK DOOR (bandits are now captured), SE, SE, NE, NE, E, U, U (free now), W, D, U, W, SW, ENTER BOAT, BECOME GEORGE, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, LEAVE BOAT, BECOME JULIAN (you must not be George in the future, else you will not hear talking between George and Quentin). Now search arround for Uncle Quentin (his location is random). George will say to Quentin about the gold, but he will not believe in it. GIVE GOLD BAR TO QUENTIN (it will be a proof, so he will call a policeman), WAIT (until Police Constable enters). Then, using a map, go to the eastern end of Kirrin Bay. ENTER BOAT, BECOME GEORGE, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, ROW BOAT, LEAVE BOAT, NE, E, E, BECOME DICK (he has a torch, so it is good that he leads), D, D, W, NW, NW, SW, SW, UNLOCK DOOR (the end).

Hints:

Use CAPS+1 to repeat last command

Type VERBS to see list of available verbs

Type LOOK to see full description of visited rooms

Words may be abbreviated to four letters, and constructions like "GO" and "SAY TO" may be ommited, so, instead of "SAY TO ANNE GO NORTH", you may use "ANNE N", instead of "SAY TO DICK TAKE BOOK" you may use "DICK TAKE BOOK" etc.

