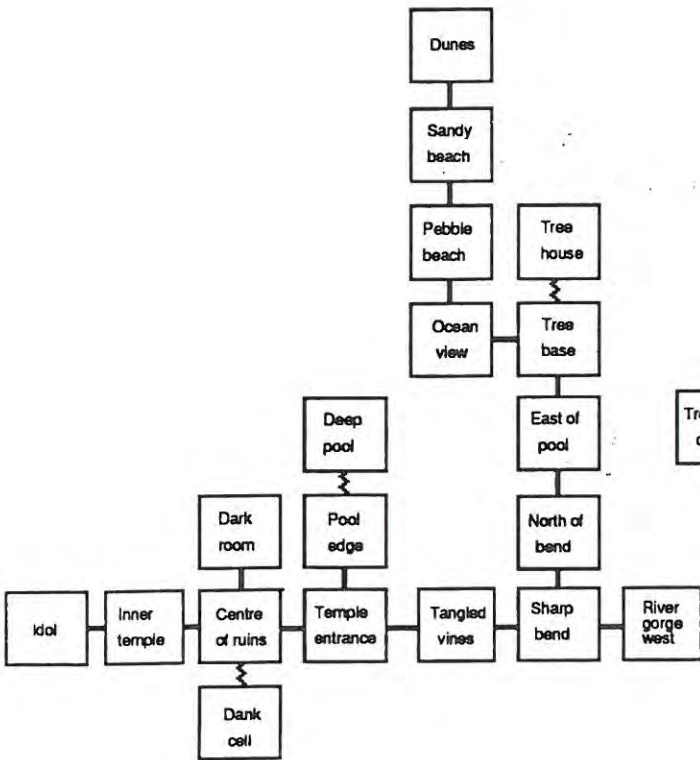
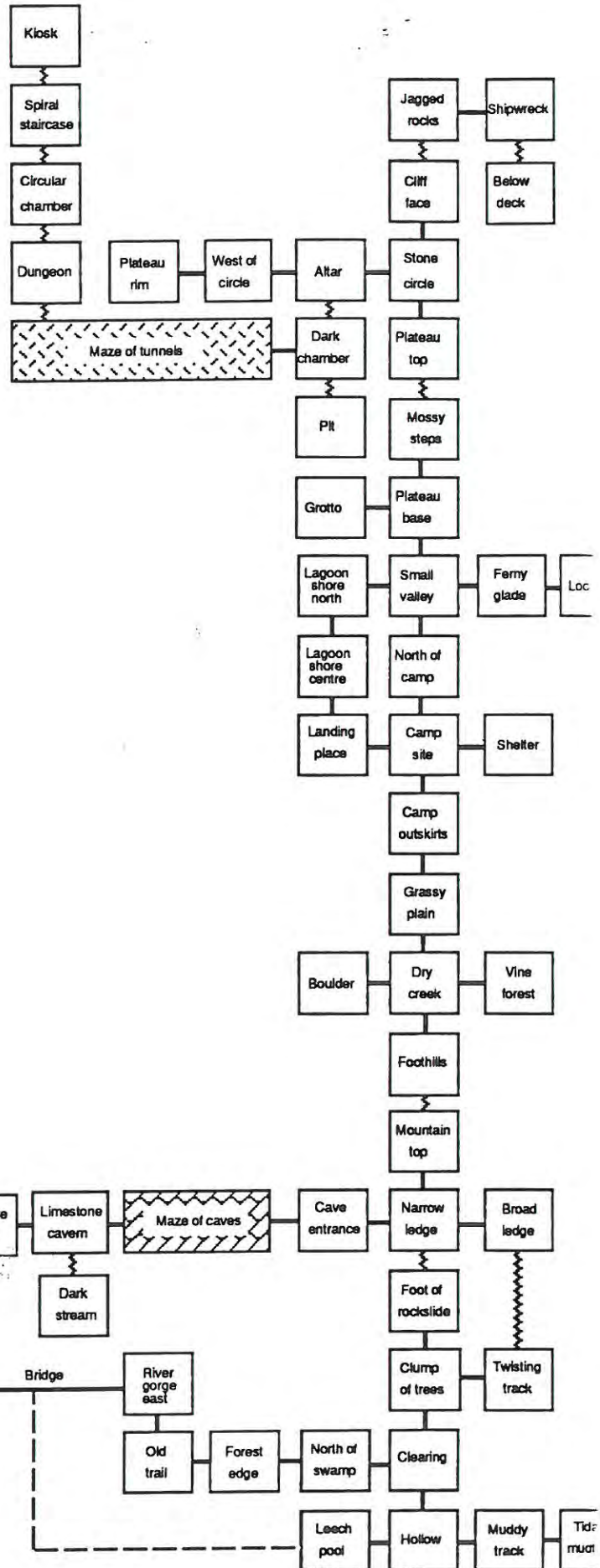


Complete room plan

⌘ Denotes vertical movement
 | Denotes horizontal movement

Directions available

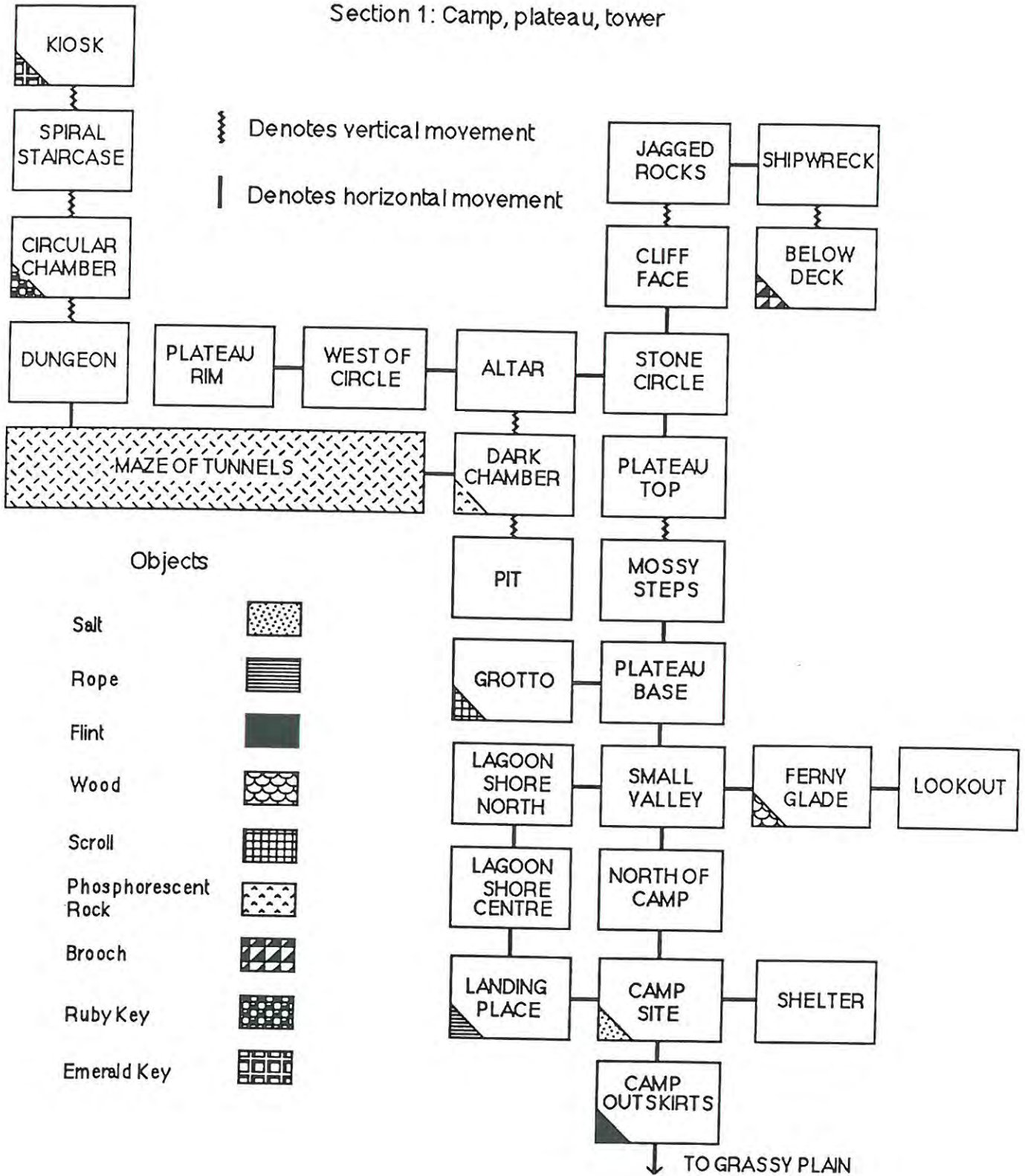
NORTH
 SOUTH
 EAST
 WEST
 UP
 DOWN



PIECES OF EIGHT

Room plan

Section 1: Camp, plateau, tower



PIECES OF EIGHT

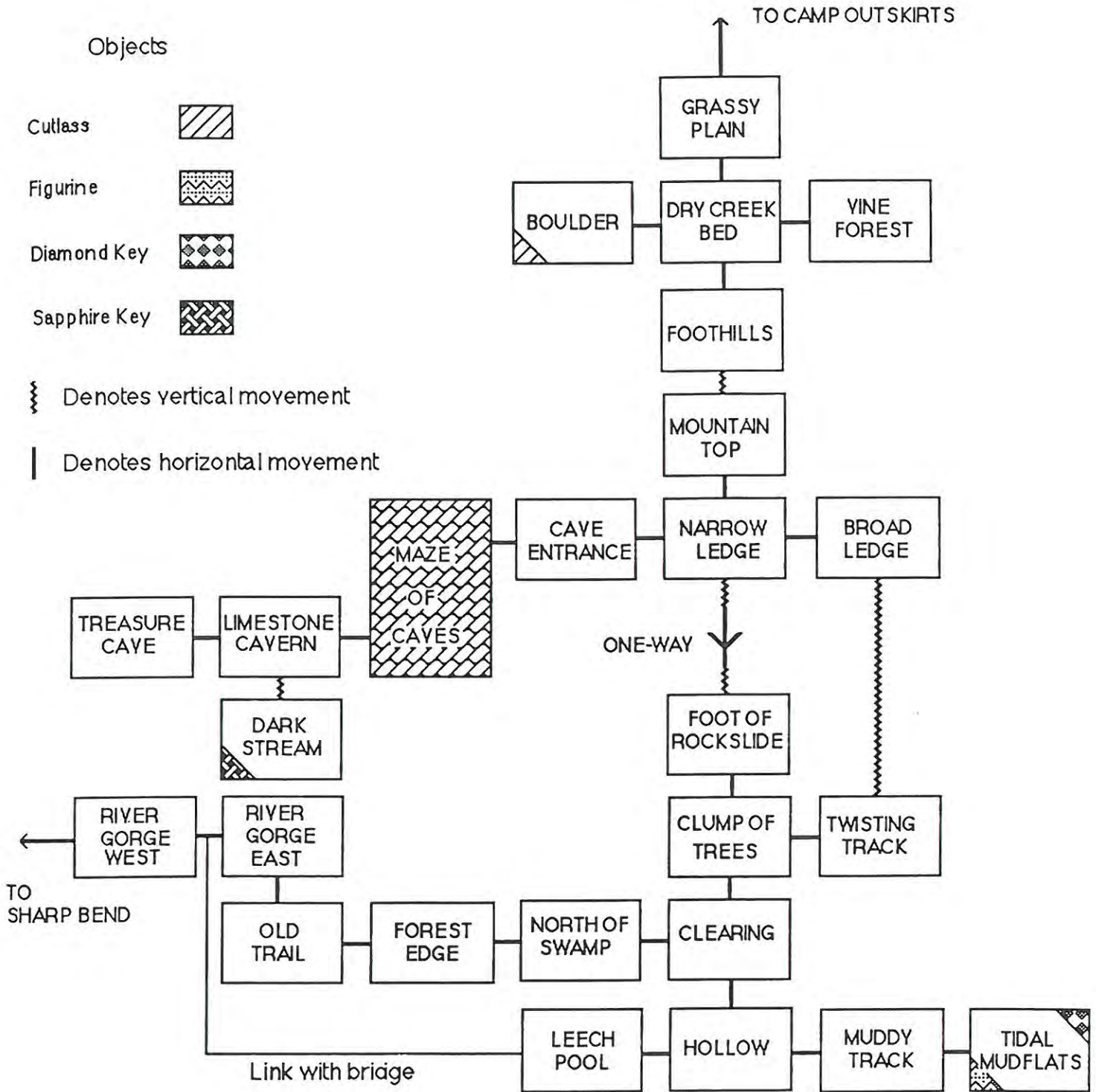
Room plan

Section 2: Mountains, caves, swamp, bridge

Objects

- Cutlass 
- Figurine 
- Diamond Key 
- Sapphire Key 

⋈ Denotes vertical movement
 | Denotes horizontal movement












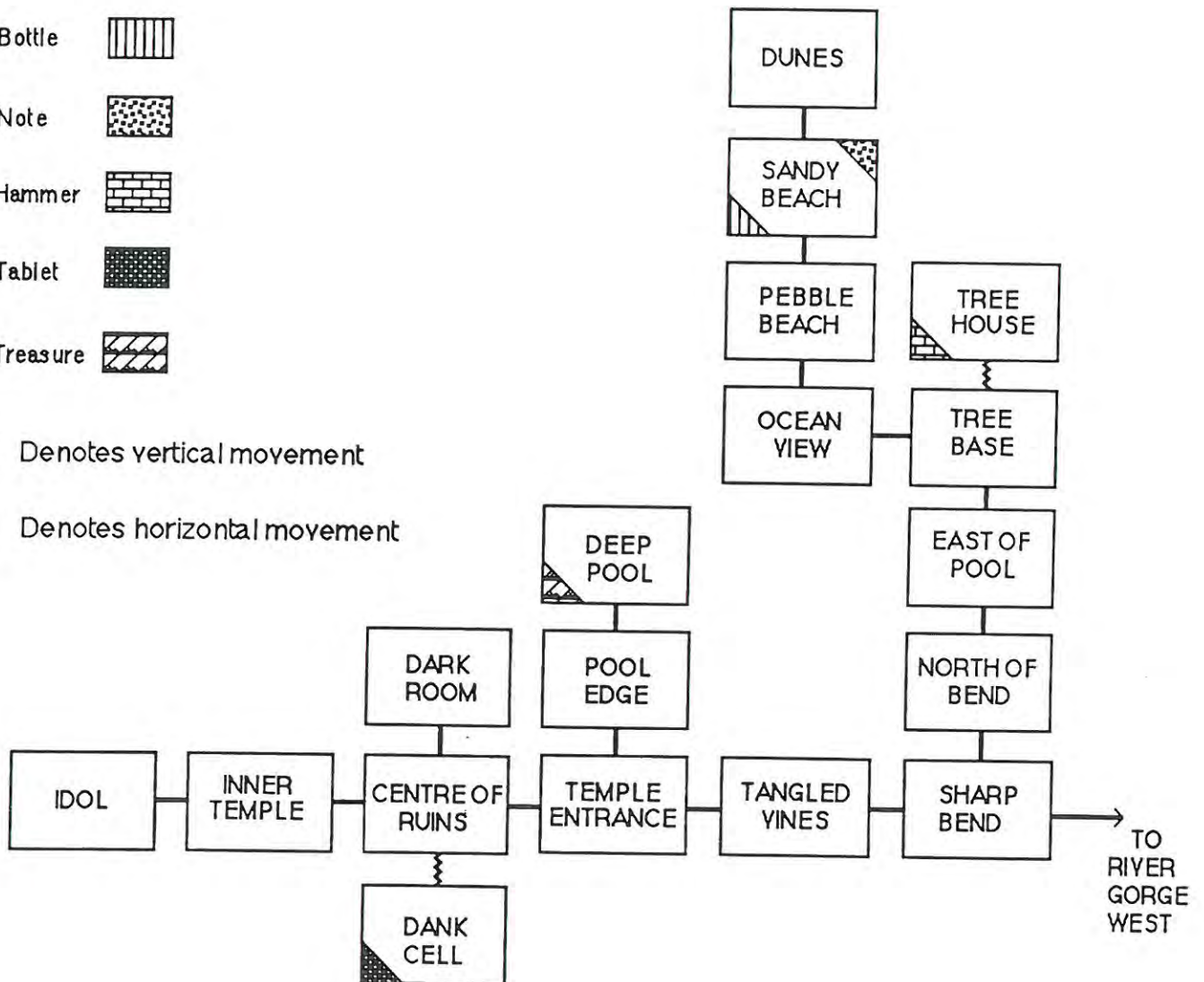
Room plan

Section 3: Forest, beach, temple, pool

Objects

- Bottle 
- Note 
- Hammer 
- Tablet 
- Treasure 

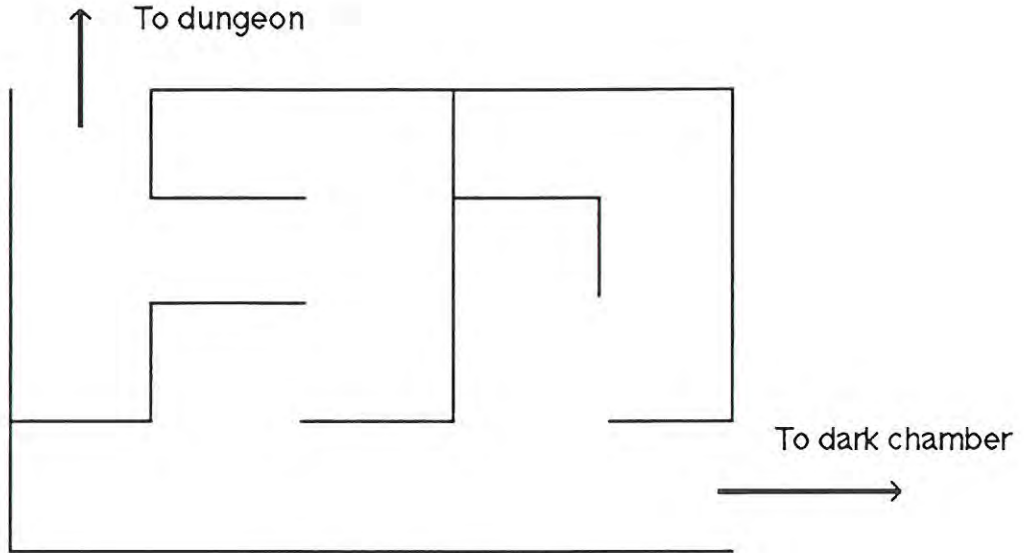
-  Denotes vertical movement
-  Denotes horizontal movement



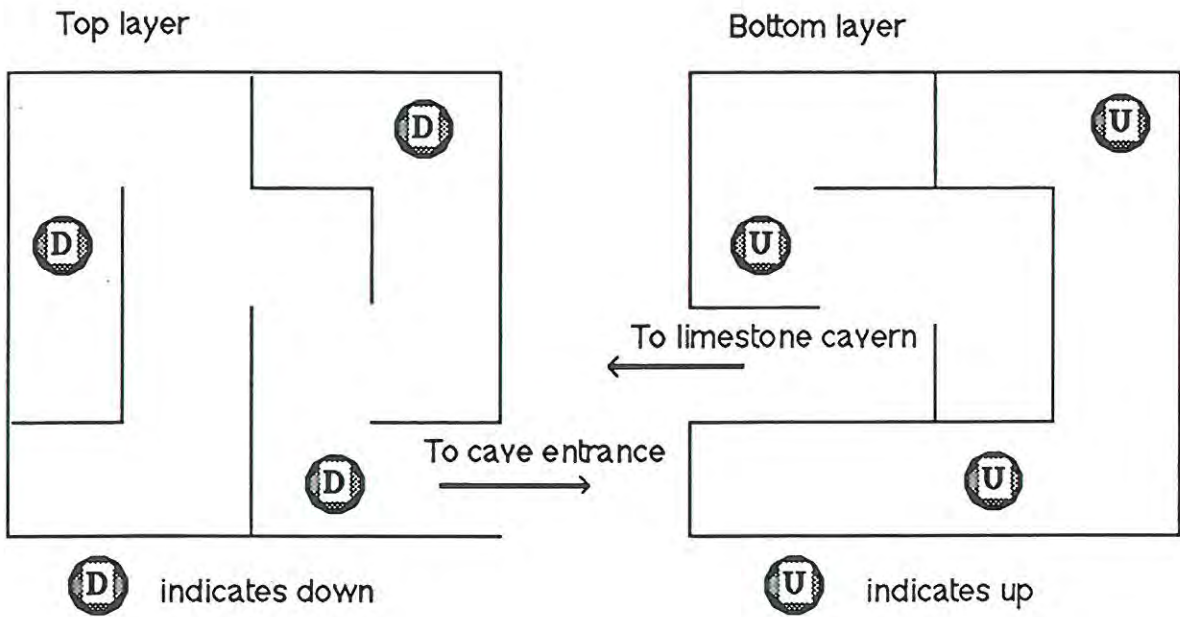
PIECES OF EIGHT

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.



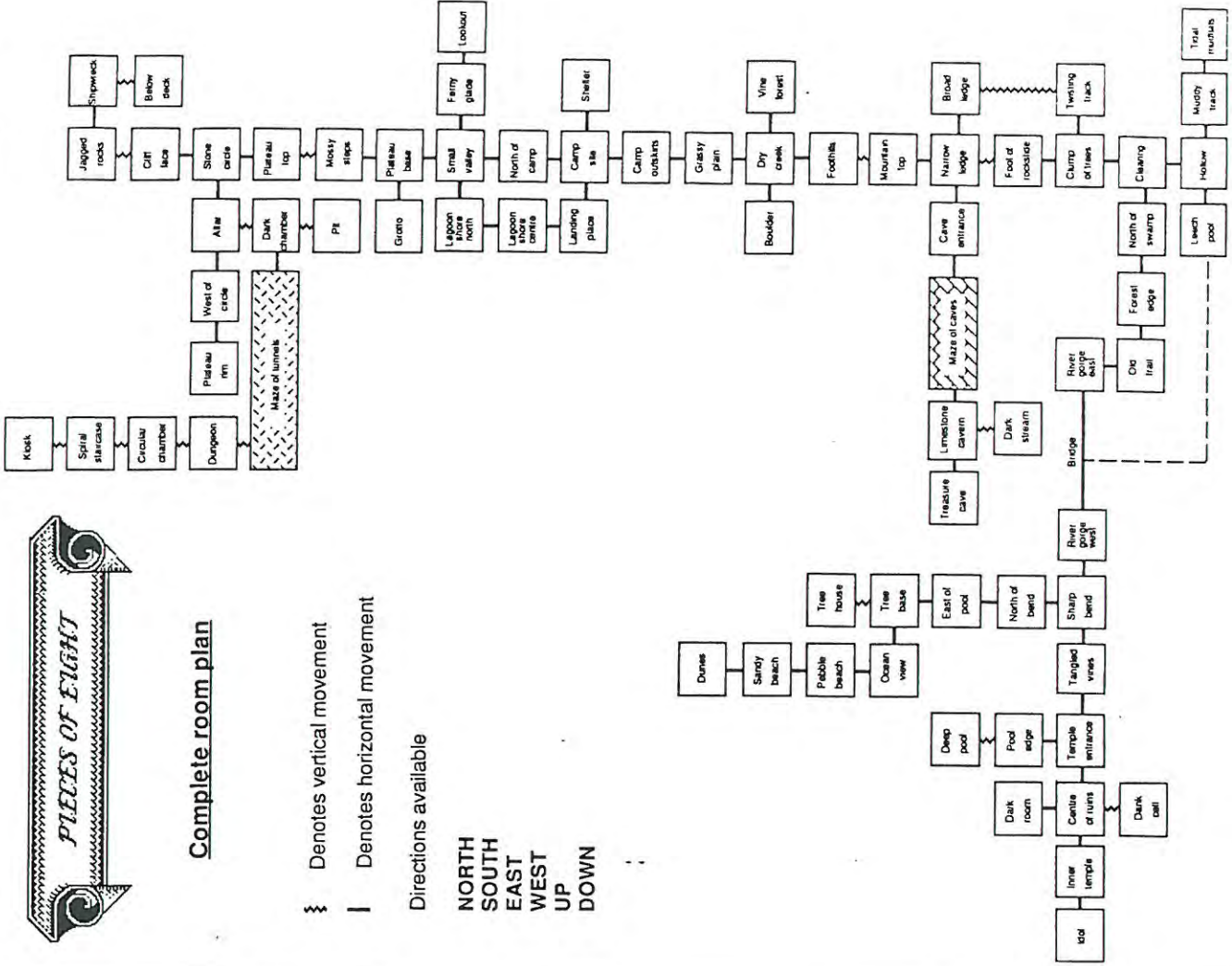
Complete room plan

⋈ Denotes vertical movement

| Denotes horizontal movement

Directions available

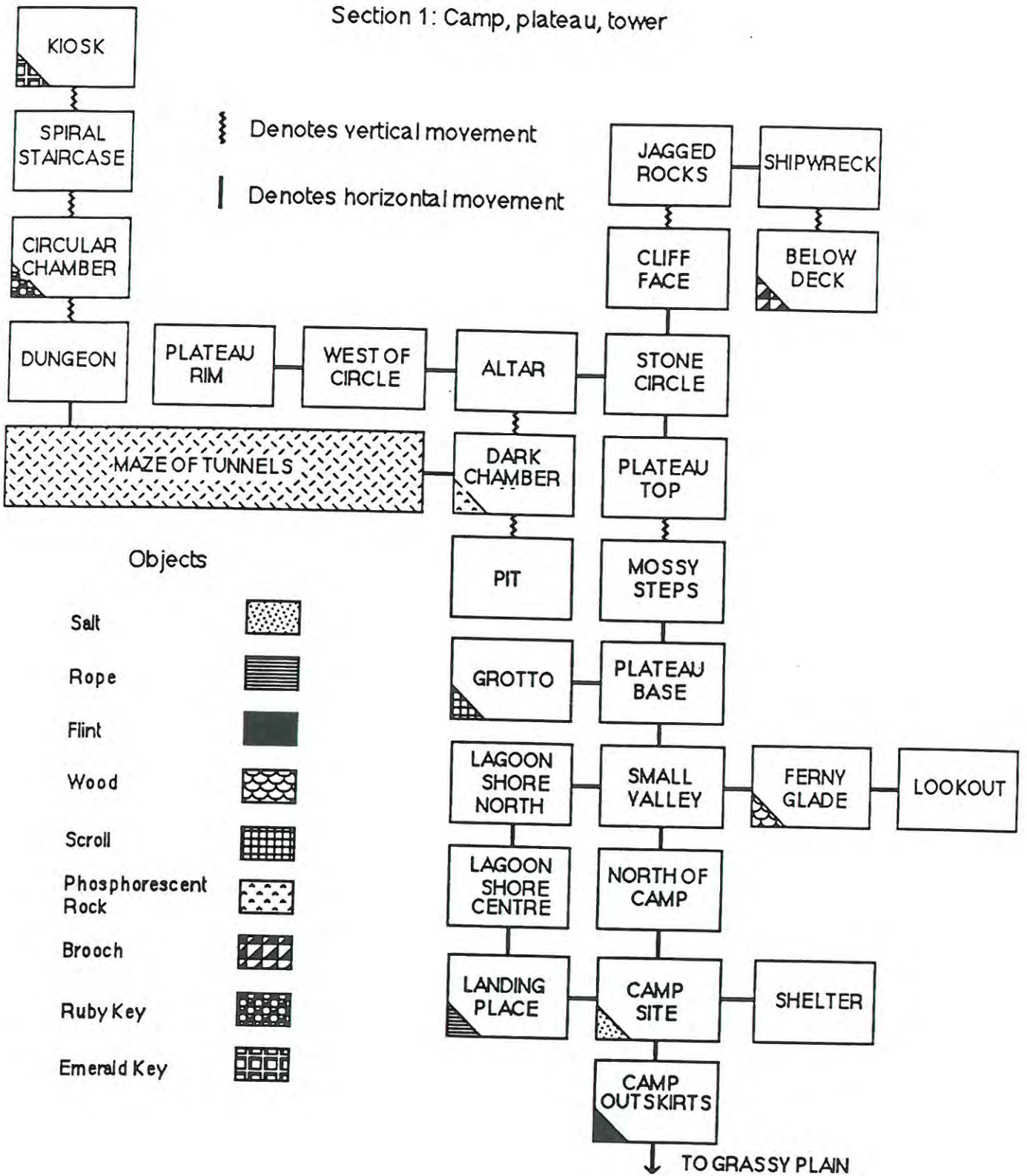
NORTH
SOUTH
EAST
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UP
DOWN



PIECES OF EIGHT

Room plan

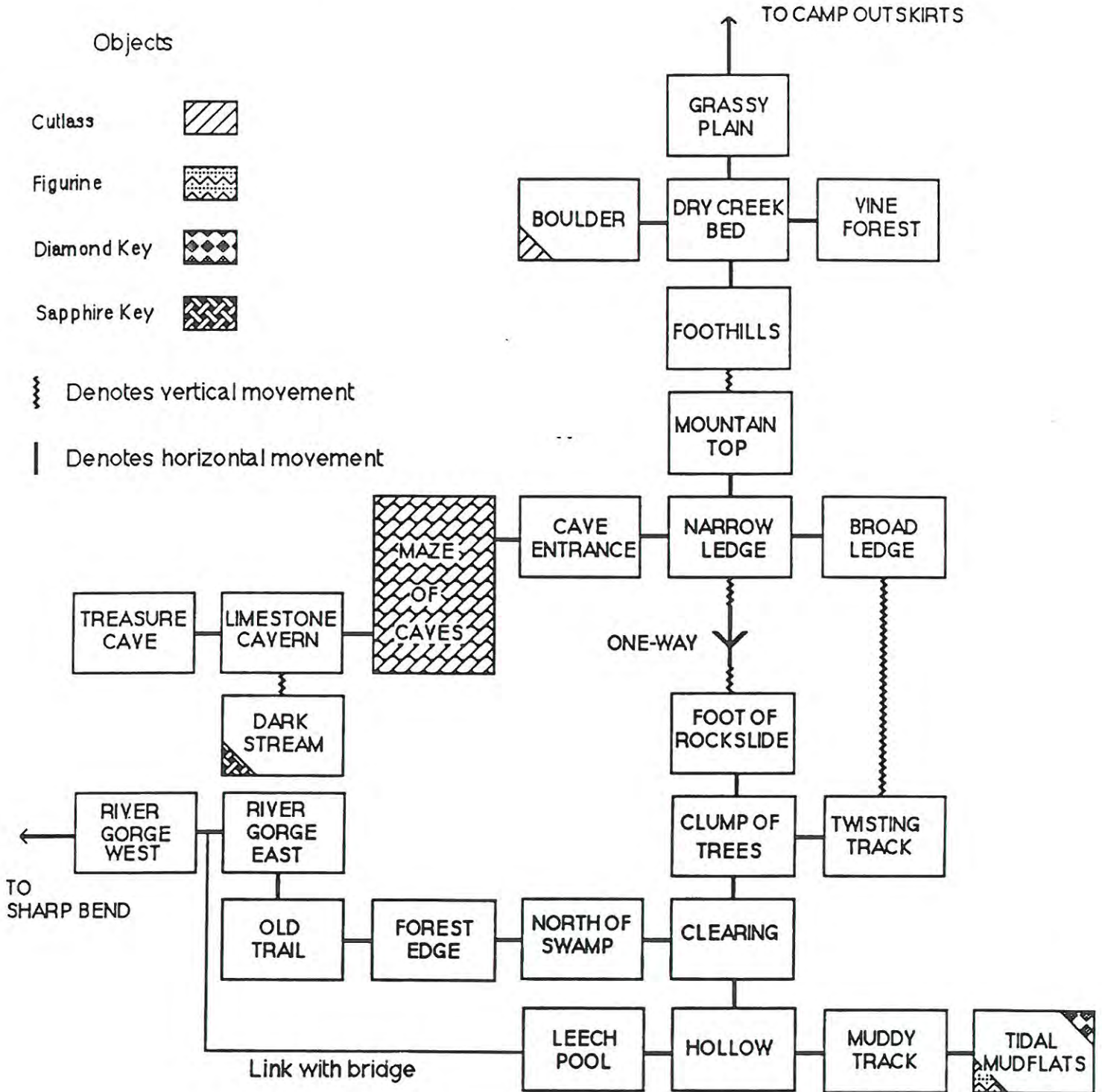
Section 1: Camp, plateau, tower



PIECES OF EIGHT

Room plan

Section 2: Mountains, caves, swamp, bridge








Room plan

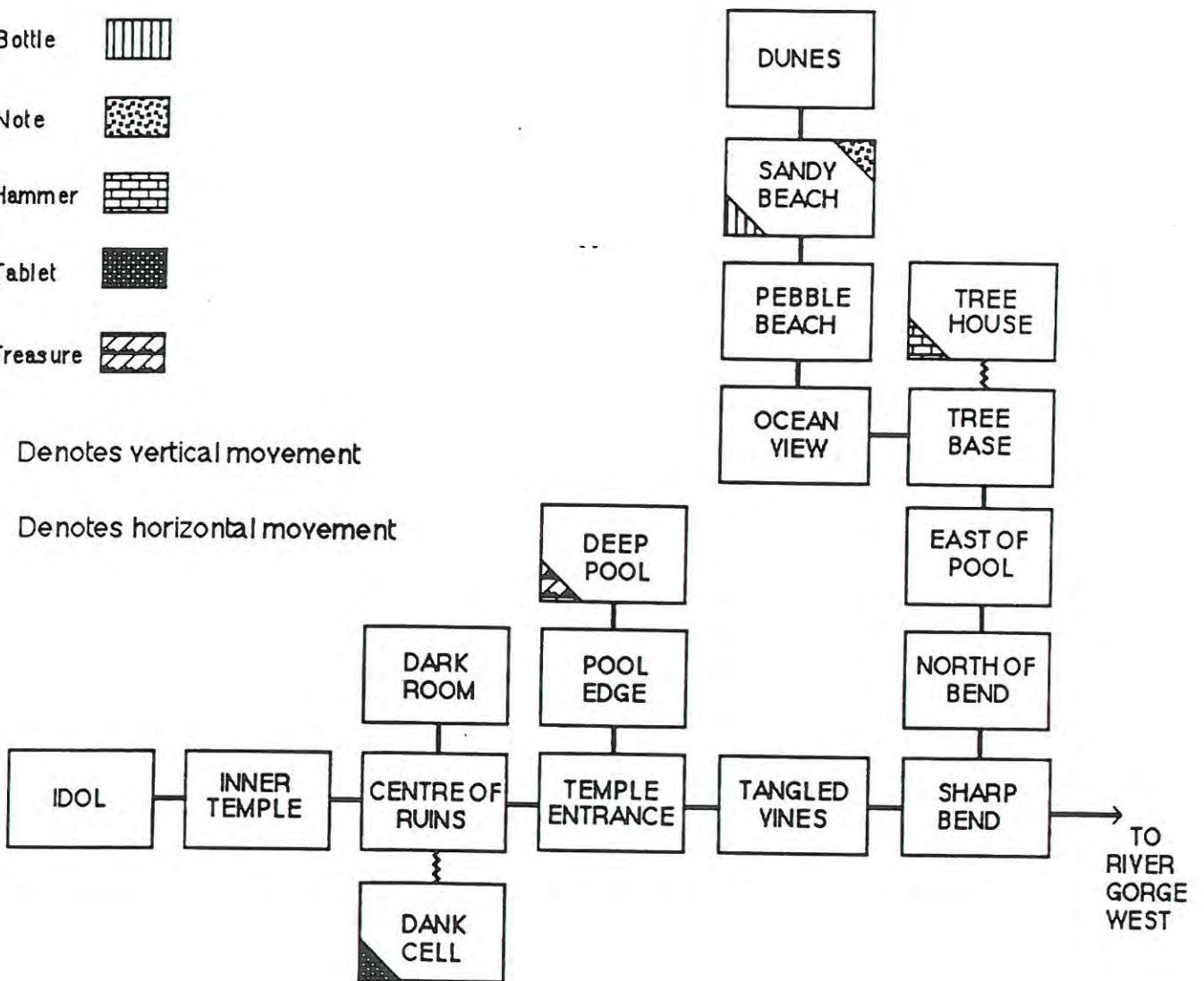
Section 3: Forest, beach, temple, pool

Objects

- Bottle 
- Note 
- Hammer 
- Tablet 
- Treasure 

⌋ Denotes vertical movement

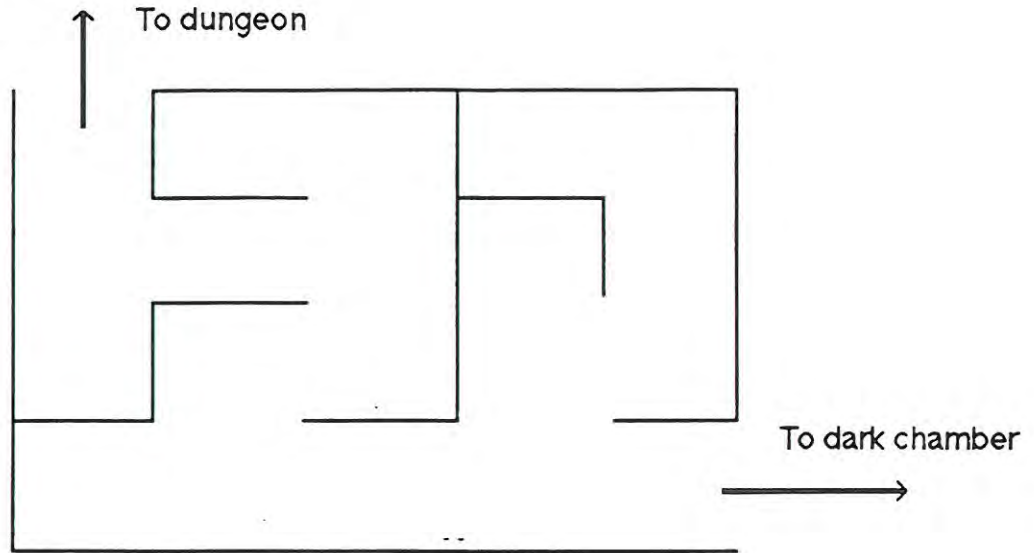
| Denotes horizontal movement



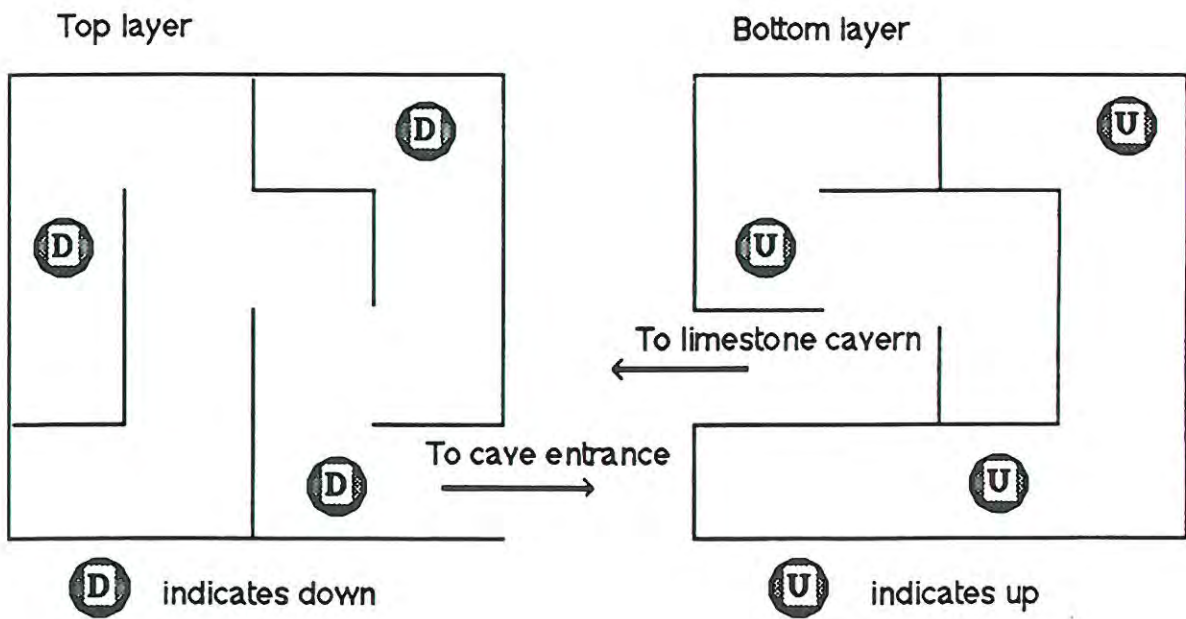
PIECES OF EIGHT

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 salt 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).