

Pirate's Peril Clues

This cluesheet has been compiled to give you hints in the game without spoiling your enjoyment. Look up the object or location you wish to find or know more about. The numbers in brackets after each one are of the form (location, details). Have fun!

Objects

- 1) axe (176,422)
- 2) band of pirates (233,424)
- 3) band of skeletons (348,458)
- 4) bathroom rug (130,444)
- 5) bed (jail) (197,524)
- 6) bed (ogre's) (212,510)
- 7) bellrope (178,454)
- 8) bent nail (344,520)
- 9) billboard (254,494)
- 10) boat (332,474)
- 11) bolt (crossbow) (334,522)
- 12) bone whistle (167,446)
- 13) box (wooden) (131,532)
- 14) broken glasses (201,508)
- 15) bronze coin (358,466)
- 16) canoe (dugout) (352,542)
- 17) Captain Jake (233,480)
- 18) channel (226,478)
- 19) chest (hairy) (354,548)
- 20) chest (treasure) (155,355)
- 21) chisel (370,440)
- 22) coin (bronze) (358,466)
- 23) coin (gold) (340,504)
- 24) comb (198,472)
- 25) construction materials (236,490)
- 26) copy of The Guardian (147,426)
- 27) copy of The Sun (356,498)
- 28) crack in clifftop (163,456)
- 29) crank (165,512)
- 30) crossbow (202,430)
- 31) crossbow bolt (334,522)
- 32) desk (196,452)
- 33) dragons' teeth (366,438)
- 34) dugout canoe (352,542)
- 35) fake map (342,482)
- 36) fin (fish) (184,546)
- 37) fire (374,470)
- 38) fish fin (184,546)
- 39) flag (336,355)
- 40) food (360,554)
- 41) footprints (184,450)
- 42) giant (194,526)
- 43) glasses (255,488)
- 44) glasses (broken) (201,508)
- 45) gold coin (340,504)
- 46) Guardian (copy of) (147,426)
- 47) hammer (370,544)
- 48) hand (232,436)
- 49) hat (pirate's) (336,355)
- 50) hoofprints (211,436)
- 51) Jake (Captain) (233,480)
- 52) lock (197,363)
- 53) log (345,506)
- 54) lookout (181,464)
- 55) machinery (piece of) (225,432)
- 56) man at stall (247,380)
- 57) map (fake) (342,482)
- 58) map (genuine) (141,514)
- 59) materials (236,490)
- 60) mattress (197,524)
- 61) merman (184,468)
- 62) nail (344,520)
- 63) oar (372,442)
- 64) ogre (194,526)
- 65) package (132,330)
- 66) packet of peanuts (200,462)
- 67) packet of pills (133,502)
- 68) paper (piece of) (364,496)
- 69) parrot (182,428)
- 70) peanuts (200,462)
- 71) pebble (346,528)
- 72) pencil (364,484)
- 73) piece of machinery (225,432)
- 74) piece of paper (364,496)
- 75) pills (sleeping) (133,502)
- 76) pirates (band of) (233,424)
- 77) pirate's hat (336,355)
- 78) piton (149,530)
- 79) princess (232,500)
- 80) purse (338,358)
- 81) red stone (536,362)
- 82) roller (279,460)
- 83) rope (233,518)
- 84) rope (bell) (178,454)
- 85) rug (bathroom) (130,444)
- 86) sail (165,476)
- 87) sea princess (232,500)
- 88) ship (own) (332,474)
- 89) ship (someone else's) (190,538)
- 90) shopkeeper (265,434)
- 91) sign (178,540)
- 92) skeletons (348,458)
- 93) skull & crossbones (336,355)
- 94) sleeping pills (133,502)
- 95) slot in wall (183,516)
- 96) spar (235,339)
- 97) spectacles (broken) (201,508)
- 98) steak (201,486)
- 99) stone (red) (536,362)
- 100) Sun (copy of) (356,498)
- 101) teeth (dragons') (366,438)
- 102) tied vine (350,534)
- 103) treasure chest (155,355)
- 104) tree (221,550)
- 105) trough (226,478)
- 106) vampire (154,552)
- 107) vine (368,492)
- 108) vine (tied) (350,534)
- 109) whistle (167,446)
- 110) wooden box (131,532)

Locations

- 120) amidships (235,363)
- 121) animal pit (376,385)
- 122) area (grassy) (406,363)
- 123) area (rocky) (159,363)
- 124) area (sandy) (159,536)
- 125) area (sheltered) (182,407)
- 126) attic (194,381)
- 127) back door (194,363)
- 128) bar (temple) (256,363)
- 129) basin (rock) (408,555)
- 130) bathroom (194,363)
- 131) beach (northern) (378,363)
- 132) beach (southern) (420,555)
- 133) bed (on) (194,510)
- 134) bedroom (ogre's) (194,391)

135) bedroom (spare) (194,363)
 136) bellrope (top) (398,383)
 137) below decks (235,377)
 138) below waterfall (382,363)
 139) bend in mine tunnel (210,379)
 140) bend in path (281,361)
 141) bolt (hanging from) (414,409)
 142) bottom of cliff (132,363)
 143) bottom of deep pool (152,363)
 144) bridge (rope) (152,331)
 145) bridge (sturdy wooden) (211,363)

 146) catacombs (256,514)
 147) cave (cliffside) (384,413)
 148) cave (huge) (152,421)
 149) cave (small empty) (138,363)
 150) cave entrance (east) (211,411)
 151) cave entrance (north) (160,411)
 152) caves (412,555)
 153) cemetery (264,438)
 154) chamber (roughly cut) (207,430)
 155) chamber (small stone) (146,363)
 156) chamber (spherical) (152,401)
 157) chasm (152,363)
 158) clearing (281,369)
 159) cliff (bottom) (132,363)
 160) cliff (top) (132,371)
 161) cliff (very top) (160,536)
 162) cliffs (edge) (211,423)
 163) clifftop path (211,417)
 164) crossbow (sitting on) (410,425)
 165) cubby hole (137,363)

 166) deck (own ship) (234,474)
 167) deep pool (152,375)
 168) door (back) (194,363)
 169) door (front) (194,337)

 170) east riverbank (199,349)
 171) edge of cliffs (211,423)
 172) edge of swamp (199,363)
 173) entrance (cave, east) (211,411)
 174) entrance (cave, north) (160,411)
 175) estuary (131,363)

 176) freshly dug hole (347,363)
 178) front door (194,337)

 180) gallery (mining) (210,379)
 181) gangplank (235,333)
 182) gap in rocks (132,407)
 183) gate (temple) (256,516)
 184) grassy area (132,363)
 185) graveyard (186,338)

 186) Hafid (386,555)
 187) hallway (194,363)
 188) hanging from vine (368,397)
 189) harbour (Hafid) (186,363)
 190) harbour (natural) (408,555)
 191) hold (stinking) (235,363)
 192) hole (cubby) (137,363)
 193) hole (freshly dug) (347,363)
 194) house (ogre's) (418,555)
 195) huge cave (152,421)
 196) hut (158,335)

 197) jail (386,301)
 198) jewelry stall (206,419)
 199) jungle (388,555)
 200) junkroom (194,363)

 201) kitchen (194,363)

 202) landing (194,357)
 203) lavatory (194,363)
 204) long low room (207,387)

 205) main street (186,363)

 206) marketplace (186,389)
 207) maze (catacombs) (256,514)
 208) maze (mines) (390,379)
 209) mining gallery (210,379)
 210) mines (390,379)
 211) mountain (416,555)

 212) ogre's bedroom (194,391)
 213) outcrop (rocky) (190,415)

 214) path (bend in) (281,361)
 215) path (clifftop) (211,417)
 216) pit (376,385)
 217) pool (deep) (152,375)
 218) pool (standing in) (152,399)
 219) prison (386,301)
 220) prow (235,363)

 221) riverbank (east) (199,349)
 222) riverbank (west) (199,550)
 223) rock basin (408,555)
 224) rocky area (142,363)
 225) rocky outcrop (190,415)
 226) room (long low) (207,387)
 227) room (small) (210,351)
 228) rope bridge (152,331)
 229) roughly cut chamber (207,403)

 230) sandy area (142,536)
 231) sandy beach (420,555)
 232) sea (swimming in) (392,435)
 233) sheltered area (182,407)
 234) ship (own) (332,474)
 235) ship (someone else's) (190,538)
 236) shipbuilders' yard (186,490)
 237) shrine (256,363)
 238) sill (window) (126,381)
 239) sloping passage (174,341)
 240) small empty cave (276,363)
 241) small room (210,351)
 242) small stone chamber (206,363)
 243) Southampton (394,365)
 244) spar (235,339)
 245) spare bedroom (194,363)
 246) spherical chamber (152,401)
 247) stall (206,389)
 248) steps (worn stone) (202,363)
 249) stinking hold (137,363)
 250) street (main) (186,363)
 251) sturdy bridge (211,363)
 252) Sundew mine (390,379)
 253) swamp (396,359)
 254) swamp (edge of) (199,363)

 255) table (136,393)
 256) temple (404,555)
 257) temple bar (256,363)
 258) temple courtyard (256,363)
 259) temple gate (256,516)
 260) tiller (234,437)
 261) toilet (194,363)
 262) top of bellrope (398,383)
 263) top of cliff (132,371)
 264) town (Hafid) (386,555)
 265) trading post (164,434)
 266) trap (animal pit) (376,385)
 267) tree (huge) (281,343)
 268) tunnel (bend in mine) (210,379)
 269) tunnel (underwater) (239,399)

 270) underwater tunnel (239,399)

 271) very top of cliffs (160,536)
 272) vine (hanging from) (368,397)

 273) wall (harbour) (186,363)
 274) wall (temple) (256,363)
 275) waterfall (top) (402,363)
 276) waterfall (below) (382,363)

- 277) well-kept path (186,363)
- 278) west riverbank (199,550)
- 279) window sill (126,381)
- 280) wooden bridge (211,363)
- 281) woods (400,555)

- 282) yard (shipbuilders') (186,490)

Miscellaneous

- 300) Scenario (395)
- 301) Starting off (485)
- 302) Seeing in the dark (463)
- 303) Carrying more (519)
- 304) Scoring (427)
- 305) The object of the game (535)
- 306) The password (507)
- 307) Breathing underwater & swimming (453)
- 308) Inhabitants of the island (405)
- 309) A joke (479)
- 310) General map of the island (487)
- 311) Finishing off (527)

Answers

- 330) It contains several objects, see (353) if you still don't understand.
- 331) Don't go on it. This could result in a severe case of death, but you can get to both sides depending on which route you use.
- 332) You have to build it. See (457).
- 333) You want to get across this. Take a good look at (54). See (465)
- 334) Hidden in the ogre's house. See (439).
- 335) The desk is interesting.
- 336) It originally belongs to (17) but he has to lose it first. See (467).
- 337) Don't do as the sign suggests. See (454).
- 338) Steal the purse from (56).
- 339) You need to tie something to it, something that might help the ship to move. See (441).
- 340) Likes to pretend that it's fish and chips. See (353).
- 341) To go any further north, see (307).
- 342) You have to draw it yourself. See (443).
- 343) You need to get to the top of it, but you can't climb that far up. I suggest flight. Notice that the ogre's house is nearby. See (445).
- 344) The toothpick provided by the jailers. See (477).
- 345) It's part of the tree, but you have to separate it first. See (448).
- 346) Tunnelling is one way of escaping from prisons. See (367).
- 347) The animal pit has a very soft floor (see (367).
- 348) You have to grow them yourself, you've always been fond of gardening. See (449).
- 349) You can enter the river from here, but you need a vessel. See (469).
- 350) (107) becomes it when you tie it to things. See (451) and (471).
- 351) This is where you end up when you've taken a wrong turn in (208). Just go down to get out of the maze.
- 352) You have to make it yourself from materials provided. See (455).
- 353) Unwrap the package to find (23) & (27). Note that (27) leads into next location you visit.
- 354) On Howard's front (well not really, but he likes to pretend that he's butch).
- 355) Useless in the game, but it scores.
- 356) Wrapping something up. See (353).
- 357) A very low window sill here and something you can't carry. See (459).
- 358) The purse holds a bronze coin.
- 359) There is something hidden here, and you're going to have to get your hands dirty to find it. See (473).
- 360) Regular sustenance is provided in the prison. See (475).
- 361) If you go north from here, you end up in a rope trap, something which you're going to have to do sooner or later. See (489) to escape from it.
- 362) You're not meant to be able to get blood out of one, but you can. See (481) for how.
- 363) Just scenery.
- 364) Inside (32). See (495).
- 365) No scenery at all.
- 366) Appear in (265) when you do someone a favour. See (497).
- 367) Dig.
- 368) Easily found. Just wander around the woods for a while. See (489)

- if you get hung up (har har).
- 369) Investigate the hut.
- 370) Inside (110), but you'll need to use violence to open it. See (499).
- 371) Ever fancied yourself as a diver? See (392).
- 372) Examine (9) for clues. See (473) if you haven't got one.
- 373) There is a handy branch hanging over it, and no strings attached. See (451).
- 374) You have to start it. See (447).
- 375) It would be a good idea to kill the fish before going in. Make them tired. See (461).
- 376) East of (158). See (373) to get into it without getting stuck.
- 377) (165) could do with investigating.
- 378) Follow (222) as far north as it goes.
- 379) If you can't get out, take a good look at the NAME of the mine. If you still don't understand, see (501).
- 380) Rather involved in an argument and his purse is loose. You are a bit of a rascal. See (338) for even more details.
- 381) The window looks out onto the woods, in particular the large tree. Also notice that the landing window is directly below. See (445).
- 382) You have to row upriver in (34). See (469) if you keep floating backwards.
- 383) Notice that you are right next to a window. See (503).
- 384) Very awkward to get to. You have to climb down from (163). See (471).
- 385) Notice the soft earth. See (367).
- 386) If you can't find this you should be watching Playschool.
- 387) It's a good idea to distract (106) before you go down. See (481).
- 388) North of (281).
- 389) Investigate the theft possibilities. See (338).
- 390) West of (281) but underground.
- 391) Where the ogre sleeps when he's in, but take a good look at (6).
- 392) Jump off (160), but first read the description to make sure you can see the sea. Also see (307).
- 393) It's a long way to the hard stone floor and there are a smashing pair of glasses here. See (505).
- 394) You don't want to know. It's a dump.
- 395) As a really famous pirate who does lots of dirty deeds, but is loved by the common people and hated by the authorities (this isn't true actually. You are really a complete swine), you have finally been caught and shut up in a very small jail for a very short time before they hang you. You must escape and get away. Simple really.
- 396) NW corner of the island.
- 397) You're trapped aren't you. Ha ha. Have you got anything sharp to cut the vine with? See (489).
- 398) You have to climb there from (178).
- 399) Don't take (75) in with you, as they'll dissolve. See (483).
- 400) In the middle of the island.
- 401) Avoid (217) unless you enjoy intense physical pain. See (461).
- 402) Underneath (280) and above (276) but you can't actually be here.
- 403) (106) needs to be removed. See (481).
- 404) In the NE corner of the island but you have to pay an admission fee. See (509).
- 405) An ogre who is dead nasty and eats you, a vampire who rips your throat out and some rival pirates who need dropping into a swamp.
- 406) North of the eastern end of (132).
- 407) Get rid of (69) before you enter here. See (467) if you have trouble with (76).
- 408) On the extreme western side of the island. You have to find your way through (208).
- 409) Get the map and go down.
- 410) You have to climb up to it from (279), but see (459) to get it there.
- 411) A different way into the caves.
- 412) Go east from (160) or south from (211).
- 413) Climb the vine to get back up.
- 414) At the top of (267). See (459) to get there.
- 415) The machinery is interesting.
- 416) East of (281), north of (152).
- 417) There's a cave beneath you. See (471).
- 418) NW from (132). See (505) to get in without being eaten.
- 419) The comb would be a good purchase if you could afford it. See (513).
- 420) Where you get shipwrecked.
- 421) You have to take the long way round to get to the other side of the chasm. Use (150) or (151).
- 422) Smashing! Use it for two wood-cutting activities. See (448) and (499).
- 423) Follow the cliffs north to get to the temple.
- 424) They are your enemies, and they won't let you go until you've told them where the hidden treasure is. See (467).

- 425) You should now be ready to fire it. See (445) for full details.
- 426) A real newspaper. Makes good reading material for the intelligent person. See (465).
- 427) To score full points, at the end of the game you have to be carrying the flag, the piton, the whistle and the treasure chest and be wearing the pirate's hat and the fish fin. See (429).
- 428) Won't let you pass until you feed it. See (515).
- 429) You also have to have been in possession of the comb, found the shopkeeper's teeth, raised the skeletons, built the boat, given the comb to the princess and escaped from the jail. See (431) to continue.
- 430) Use it in combination with (31) as a mode of transport to the top of (267) (see (445)), but you have to get it from (202) to (279) first. See (459).
- 431) You must have pushed the glasses off the table, found the crossbow bolt, got rid of the parrot, lifted the crossbow up to the windowsill and fired yourself across to the tree. See (433) to continue.
- 432) This opens the harbour gate so you can sail away from the island, but you need the key first. See (517).
- 433) You also have to have escaped from the rope trap, drawn the fake map, given it to the pirates, found the axe and killed the fish.
- 434) The shopkeeper's mandibles are incomplete. See (497) to make him happy.
- 435) Go and sea (har har) the (87) and don't take the pills with you.
- 436) A joke. OK, you can stop laughing now.
- 437) Quite a handy place from which to steer the ship.
- 438) If you've ever seen or read Jason and the Argonauts, you'll know what to do. If not, see (449).
- 439) Move the rug to reveal the bolt.
- 440) A wood-carving tool. Use it to make something from a wooden object. See (455).
- 441) Tie the sail to the spar.
- 442) For rowing (16). See (469) for fools' instructions.
- 443) Draw the fake map with the pencil and paper, you also need to be next to the desk so that you can lean on it.
- 444) A bit bumpy. See (439).
- 445) Load the bolt into the crossbow when it is on the windowsill, climb up it, hold the bolt and fire the crossbow to get to the top of the huge tree.
- 446) A summoner, can only be used in certain places. See (523).
- 447) Strike the nail and the pebble together. Sparks will fall onto the mattress and set it on fire.
- 448) Chop the tree down with the axe.
- 449) Plant or throw the teeth in the graveyard and then WAIT. The skeletons will appear and follow you around.
- 450) Nothing special, they're just to show how big (64) is.
- 451) Tie the vine to the branch above the pit, you will then be able to get back up to the top.
- 452) A useful source of stationery. See (495).
- 453) Wear the fin, you can breathe underwater as well as being able to swim in it.
- 454) Ropes are made for climbing.
- 455) To build the canoe you must have the log and the chisel. Just say make canoe.
- 456) Left by a mountaineer on a climbing expedition. See (471).
- 457) Just start making the boat when the skeletons are with you. They will take over and build it for you.
- 458) A good workforce. Rumour has it that they used to be dockers. See (457) and (523).
- 459) Push the crossbow out of the window. Then see (511). That'll teach you to read the location descriptions properly.
- 460) Examine it and then find a rope to throw over it. See (511).
- 461) Throw the pills into the deep pool. This will poison the fish. If you have trouble with the pills dissolving see (483).
- 462) Out of date. Good enough only for feeding to a pet. See (515).
- 463) You don't need to because there isn't anywhere dark. This is the adventure of perpetual lightness.
- 464) Stops you boarding the ship, but wants a good read. See (465).
- 465) Give the Guardian to the lookout who will go away.
- 466) Not enough to buy (24) with, but stallkeepers are notoriously amenable to negotiation. See (513).
- 467) Give the fake map to the pirates, they will go away and get killed in the swamp, leaving the flag and the hat.
- 468) He has a story to tell. Listen to him. See (525) to help him.
- 469) Go east from the western riverbank carrying the canoe and the oar, you can then go north.
- 470) What would you do if you had a fierce fire in a small room, in danger of death, and with a jailer just outside the door. See (493).
- 471) Hammer the piton into the crack with the hammer and then tie the vine to it. You can pull the piton out later.
- 472) Has two uses. First use it to help (90), see (497), and then use it to distract (87), see (525).
- 473) Dig in the last location in the swamp to find the oar.
- 474) I can only advise that you set sail.
- 475) Wait. The jailer will deliver some food.
- 476) Quite useful for propelling ships, especially sailing ships. See (441).
- 477) Eat the food to find the nail which the jailer kindly put in it to choke you.
- 478) Water is poured down it to clean the floors of the rooms below. See (481).
- 479) This is the famous recurring clue. See (479).
- 480) A complete and utter nasty person and your greatest rival, though he is far stupider, uglier and smellier than you are. The leader of (2).
- 481) Squeeze the stone, when by the channel, blood will come out of the stone and keep the vampire occupied. Then see (491) to kill it.
- 482) Could be very deceiving if you didn't know that it was fake. See (467).
- 483) Take the pills into the caves through the western entrance on top of the cliffs. Throw them across the pool, pick them up on the other side and then throw them again, this time across the chasm. You can now pick them up by coming in through the northern entrance.
- 484) A sharp pointy thing with a strip of graphite running through the middle. No, but seriously though folks, see (443) for details.
- 485) Dig, get the pebble, wait, get the food and eat it, get the nail, strike it and the pebble together and shout for the guard who will leave the door open because he's not very clever.
- 486) Think of a homonym. See (491).
- 487) The island is divided into 9 main areas and is in the shape of a 3x3 matrix. From right to left the top row goes - swamp, jungle and temple. The middle row goes mines and ship, woods and then the mountain and the bottom row goes ogre's house, beach and caves.
- 488) These help (64) to see you more easily. If you break them then he won't be able to and consequently won't bite your head off. See (505).
- 489) Cut the vine around your foot with the nail.
- 490) You're in a shipbuilders' yard, there are some building materials there. It's quite easy really, but see (457) if you need some help.
- 491) Give the steak to the vampire who will have a heart attack and die.
- 492) Rather useful really, especially for climbing but you always have to tie it to something first. See (451) and (471).
- 493) Shout for the guard who will come in and put the fire out. Fortunately he will also leave the door open.
- 494) This is a big clue. And you really dig this sign. See (473) for where.
- 495) Open the desk to find the pencil and paper.
- 496) You've always fancied yourself as an artist. See (443).
- 497) Use the comb or find the teeth and the shopkeeper will be very happy. He will then open one of his sacks for you revealing the dragons' teeth.
- 498) There aren't really many details in The Sun, are there? But it might be a good read for (54), then again it probably won't. But you'll never know unless you try it will you?
- 499) Smash the wooden box with the axe to reveal the hammer. The chisel will fly into the next location because that's the kind of tool it is.
- 500) Her hair is in a real mess. See (525).
- 501) The name of the mine is SUNDEW which when split up into single directions gives you the directions you have to take to get through the mines. Start from the first location into the mines, ie north from the bend in the tunnel or the first mining gallery you come to.
- 502) They have a strong effect, not only on humans, but on various aquatic forms of life. Also note that they are soluble in water so you can't have them in (218), (232) and (270). See (461) for specifics.
- 503) Jump. You will land on the table.
- 504) Quite valuable but unfortunately you can't keep it. You can use it for an entrance fee. See (509).
- 505) Push the glasses off the table and then knock on the door.
- 506) It floats on water and the wood isn't too hard for working. See (455).
- 507) The password is 'La la la, I'm a Humphrey Heffalump.' Actually that's a complete lie because there isn't a password, so it serves you right for cheating.
- 508) They're not much use any more are they?
- 509) Insert the gold coin into the slot. The gate will open.
- 510) This is where the ogre sleeps, or tries to. He's an insomniac. You find (94) here.
- 511) Make sure you have done (459) first, then throw the rope over the roller, it will hook the crossbow down by the front door. Pull the rope

- and the crossbow will come up to the top floor.
- 512) Notice the shape of the end and the shape of the hole in (73). See (517) if you still don't get it.
 - 513) Haggle or bargain. The price will come down and you can then give the purse to the stallkeeper and take the comb away.
 - 514) The map shows the directions for getting through the catacombs. Start from the first location east of (237). Note that they also work in reverse.
 - 515) Feed the peanuts to the parrot. It will fly off feeling ill (by the way, if you notice the date on the packet, you could send a birthday card to me).
 - 516) You have to pay to get into the temple. See (509).
 - 517) Insert the crank into the machinery and turn it. This will open the harbour gates and you won't sink when you sail out.
 - 518) Useful for hauling heavy objects in conjunction with (82). Notice the hook on the end. See (511).
 - 519) Buy Stranded!, you can carry eight objects in that (and nine sometimes!).
 - 520) Its shape has absolutely nothing to do with the adventure but it is made of iron. See (447) and (489).
 - 521) Stop cheating. If you were reading this cluesheet properly then you wouldn't have found this clue.
 - 522) It's fairly obvious what you do with this, especially if you've found (30). But see (445) for exact details.
 - 523) At the very end of the game, blow the whistle when you are standing by the tiller. The skeletons will appear and get ready to sail the boat. Again.
 - 524) Straw mattresses are combustible. See (447) for how to get it going.
 - 525) Go and give the comb to the sea princess and then kiss her. This isn't really necessary but you get points for it.
 - 526) Very big, very ugly, very fond of humans (for dinner) but very myopic. He won't eat you if he can't find (43). See (505).
 - 527) See (517), (441), (523). You also have to be standing by the tiller. Just set sail.
 - 528) It's flint and is extremely good for starting fires. See (447).
 - 530) Mountaineers use them for tying ropes around, but they have to be secured first. See (471) for more details.
 - 532) A very strong toolbox. It's also locked and there isn't a key in the known universe (or at least in this adventure) that'll open it. You have to use brute force. See (499) if you hurt your hands.
 - 534) You can climb up and down it. Quite useful really.
 - 535) Escape from the island with a new ship, a full crew and lots of points and treasure.
 - 536) Jump from (161) into the very soft sand. You find something.
 - 538) Your means of escape, but you need several things first. See (527) if you can't work out what.
 - 540) (64)'s nameplate. Don't do what it suggests.
 - 542) Good for going up the river but see (469) if you keep ending up in (175).
 - 544) A mountaineer's tool. See (471) for exact details.
 - 546) Seeing as you forgot your armbands, this is quite useful. See (453).
 - 548) This is what you get if you eat your crusts. Be careful girls.
 - 550) Ever fancied being a lumberjack? See (448) for more details.
 - 552) A nasty piece of work. Distract it first. See (481) if you can't work it out. Kill it in an almost traditional manner but take a good look at it first. See (491) for the solution.
 - 554) Well, if you can't work this out you really are stupid. Anybody who is, see (477).
 - 555) One of the major areas of the game. See (310).

This cluesheet was compiled by Howard Roberts and Tony Heap of Heyley Software, and is copyright Heyley Software.

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