

Jewels of Sancara Island

You parachute out of a plane just before it explodes. (you will see this if you chose to have graphics). Your quest is to find your way to Sancara Island, collect the five jewels and be rescued.

This game is very well written and fairly straight-forward to solve due to quite good help within the game. There are only a couple of things that might trip you up which I explain in the hints section. Use ? as a command to get a list of acceptable commands – always handy so you don't keep trying a multitude of synonyms. Note that commands need to be entered in full, with the exception of directions (N, S, E, W, U, D), I (Inventory) and ?. And as mentioned, use HELP for clues if you get stuck.

Hints

Use the Help command – it's very good.

The boat has a hole in the hold that needs to be fixed – this isn't explained or seen anywhere. The only way you know is if you ask for HELP.

There are five jewels to collect – make sure you are holding them when attempting to be rescued

The map includes objects that are needed to solve the game. There are other objects, but if you don't need them I haven't included them on the map.

Possible directions are listed on screen EXCEPT up and down. You also need to use GO [PLACE] a few times, eg at the start SWIM three times then GO PLANK. LEAVE BOAT will get you back on shore.

You can't avoid being captured by the natives

Examine the guard, then kiss her

You need a pole to get over the sandbank.

Use the axe to chop a tree then a log

Wine bottles have corks that can plug holes

You'll need the plank and a hammer to fix the hole in the boat

You'll need a torch to enter the mine (surprisingly you don't need matches)

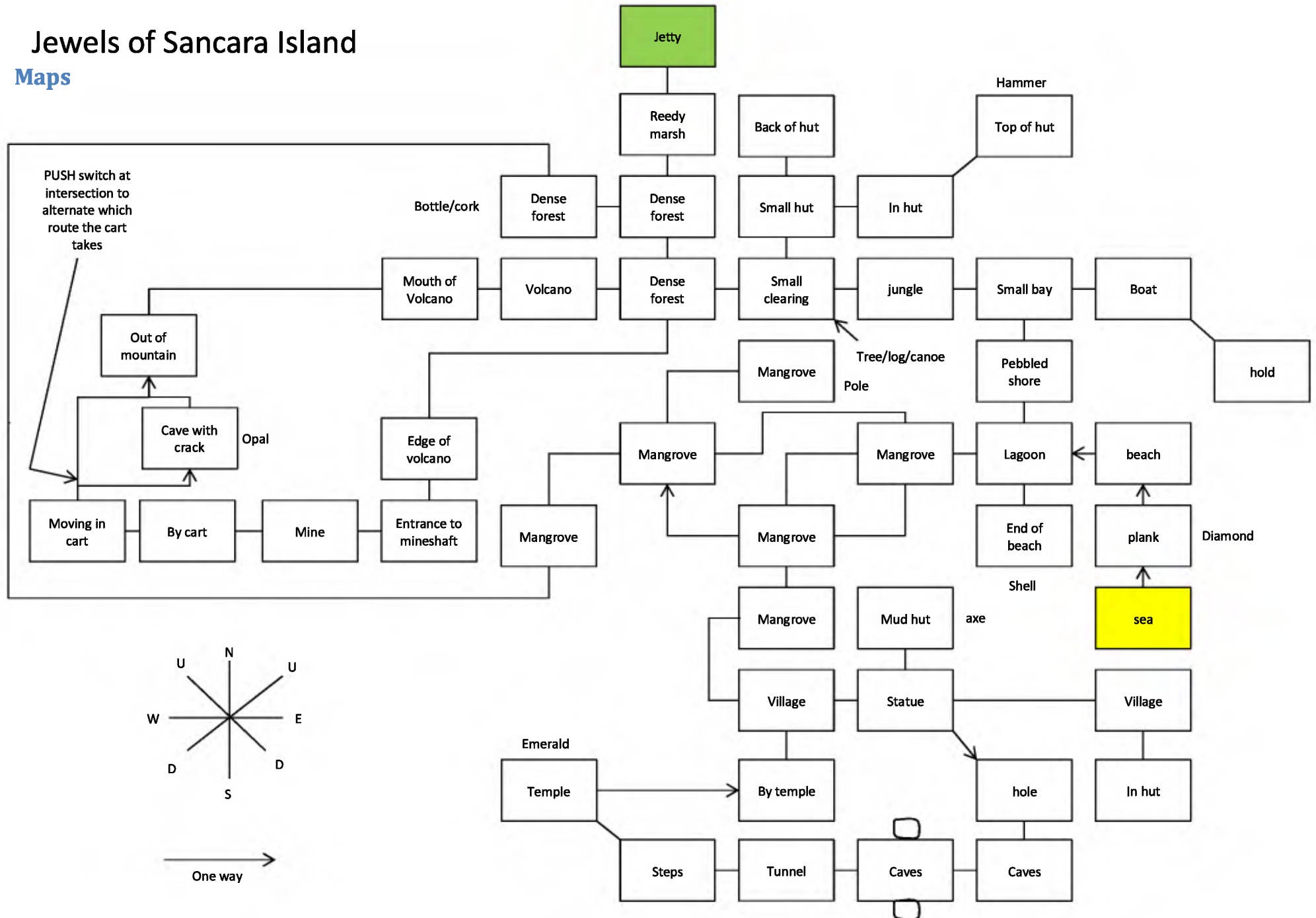
You'll need a ladder to get through the hole in the roof of the hut to find an item you need.

For fun – drop the parrot in the volcano

To win:

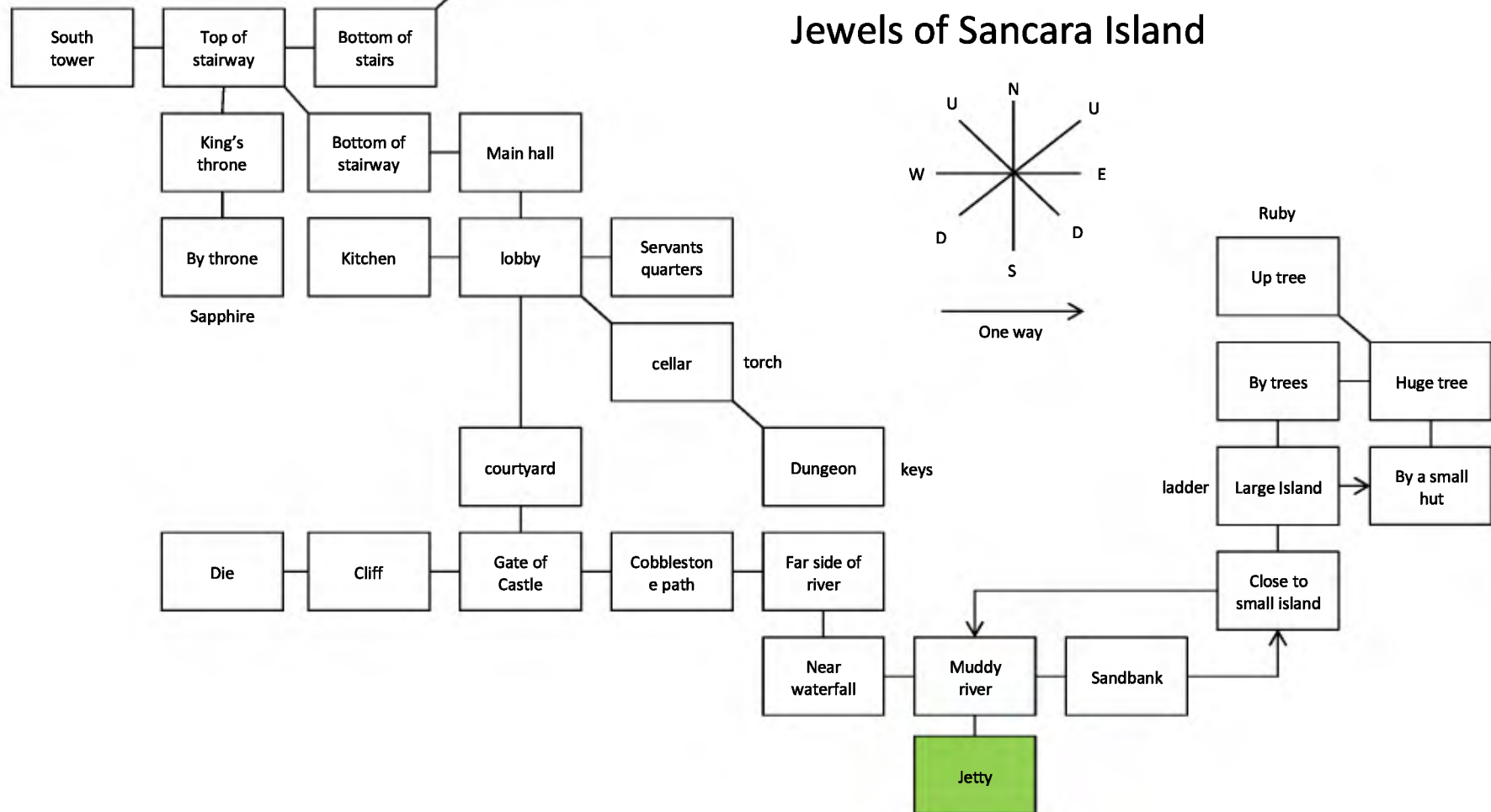
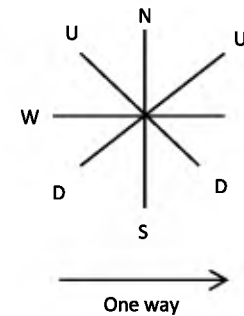
1. Find your way to the island
2. Find 5 jewels
3. Board and repair the boat with all 5 jewels on board (you set sail as soon as the boat is repaired)
4. Hold (i.e. get) all 5 jewels then fire the flare gun (you are rescued by a helicopter so you need to be holding the jewels)

Maps





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Walkthrough

Commands within [and] are optional and/or explanatory in that they don't need to be performed but will explain why the subsequent action was taken.

Swim, swim, swim, get diamond, go plank, go plank, stand, s, get shell, n, n, n, examine shell, blow shell, get plank, [i], go boat, drop plank, drop diamond, drop flare, leave boat, s, s, w, n, n, get pole, w, e, s, s, w, examine natives [doesn't really matter what you do here, you will always be captured. You could just press enter. Same again after you are bound and gagged, you will always be untied after one turn], [examine guard], kiss guard, n, w, n, get axe, s, d, s, w, w, w, u, get emerald, e, n, w, n, n, e, n, n, go boat, drop emerald, leave boat, w, w, chop tree, chop log, drop axe, get canoe, [examine canoe], w, n, w, examine bottle, get cork, fix canoe, e, n, n, n, e, e, n, n, get ladder, e, u, examine nest, get ruby, d, w, s, s, w, s, drop pole, drop ladder, n, w, n, w, w, n, n, d, get torch, d, get keys, u, u, n, w, u, unlock door, drop keys, open door, s, s, get sapphire, n, n, d, e, s, s, s, e, e, s, e, s, drop canoe, get ladder, s, s, s, e, e, e, go boat, drop ruby, drop sapphire, leave boat, w, w, n, e, drop ladder, u, examine chest, get hammer, d, w, s, w, s, s, w, w, go cart, [doesn't matter what you do here, so just press enter twice], push switch, examine crack, get opal, n, n, e, e, e, e, e, drop torch, go boat, get plank, d, fix boat, drop hammer, u, get diamond, get ruby, get sapphire, get emerald, get flare, fire flare – win [you will see and hear your helicopter rescue if you selected sound and graphics]