

HELP SHEETTHE OCEAN DANCERMOVEMENTS

North, South, East, West, Northeast, Northwest, Southeast, Southwest, Up and Down.
Abbreviations may be used (e.g.: North - N)

SPECIAL VERBS

Examine, Help, Look, Quit, Inventory (I), Load, Save, Redescribe (R).

ACTIONS

Use, Drop, Get, Drink, Follow, Go, Kill, Push, Lock, Unlock, Put, Tie, Open, Shoot, Take, Eat,
Throw, Untie, Wear, Remove, Read, Board, Row, Shake, Enter, Pull, Close, Climb, Crawl,
Shelter, Pour, Sleep, Lie, Attack, Light, Look, Raise, Dive, Sit, Abandon, Ask, Kick, Dip,
Batten, Fasten, Turns, Score.

OTHER COMMANDS

In, Onto, Around, Round, Out, Ashore, Why, Through, Into.

These are a selection of many words that can be used plus many others.

The names of the missing sons are: Del, Verocchio, Loyola, Vasandia, Calvin, Pascal and
Andreas.

<u>LOCATION</u>	<u>PROBLEM</u>	<u>HINT</u>
1	Getting started	Look under the bed then blow the dust.
4	On the ship	Examine the ship.
15	The Griffin	You need the sword and the healing cream. (The sword is to be found when you are safely out of the quick-sand, Loc.14)
13	Quick-sand	Tie the rope and then pull it.
16/17	The Pit	The pit isn't as wide as you may think.
18	The Mead	Drink it. It will increase your score.
23	Hunger	The exact moves are needed. From the beach go North, get the bow and arrow, go back South then West and there is your food. You will need the sword and the tinder box to skin it and light the wood.

21	Object in sea	Examine it, here you need the axe, throw it.
25	Spiders	Ask for help, then question the help!
29	Dragon	Careful here You need the spear inside the cave, throw it.
29/33	Getting out of the Valley	Have a sleep in the cave, then ask for help. You're a dragon - with wings!
34	The Unicorn	Ask him he will help.
38	The Storm	The hatches are open! (Ask for help)
42	In the stream	If you have the raft, climb on it.
44	The Pool	Examine the pool, draw your own conclusions but Be careful!
44	Sea-weed	Go to the track and examine it, then go East, examine the door. Enter the house, look for the scroll, it's upstairs.
56	Before the dark	If you haven't got the lantern or the tinder box go back and get them or you will be stuck.
83	'One road leads to 'Nam' sign	When you find the table, examine the objects. (The food is unhealthy here)
84	Ship aground	Here you need the raft to progress any further.
90	The storm	Don't just stand there getting wet! What's the obvious thing to do?
91	The Cave	Here you must, obviously, crawl.

Please note, If you want to sail against the wind (i.e., back from where you have been) you must 'ROW', a sailing ship cannot sail against the wind. You may ask for your score at any time during the game by the word 'score' also the turns you have taken by 'turns'.