

SOLUTION - PART 2, AGATHA'S FOLLY

MARDOONED!

There are very few locations, and the main aim is to restore the mosaic within the stone circle to enable you to leave. Swimming is out (try if you like), and you must also find ways of restoring your health. The objects in Part 2 are nearly all visible, apart from items that are within other things and one hidden object. You just have to work out where they are and what you need! For example, the pebble beach is covered in pebbles - if you examine the pebbles you will receive a description of them, and not just the bland 'You see nothing of interest etc..'. If you try to get pebbles, hey presto! you pick some up. Objects that come within this criteria are: the pebbles, leaves, fruit, berries, nuts, the crystal (not the shards). Visible objects (ie 'You can also see...') are the shell, the shards, the phial, the scarf, the branch, the feather. Objects within the 'postbox' are two parchments and some paper. Two other objects are 'created' by performing certain actions, and the hidden object is another parchment.

Codes again come into effect, the code used in Part One is used on the symbols next to the 'postbox' and on the blue parchment. The red parchment has small 'drawings' upon it: a heart, an arrow, a copse, three eyes, an arrow pushing an eye, a cave. The phial is unuseable as an object but provides a clue as to how the 'runes' on the white parchment are written (once you have worked out how to reveal the runes on the parchment).

You do not necessarily need to perform every action to win the game, and thus not every action is given a score. However, you may finish the game without a full score, and this will possibly be because you haven't worked out how to reveal the secret runes on the white parchment: they might help, but then again, they might not!

Details below of how to solve certain problems:

THE SHARDS can be safely picked up by wrapping the scarf around your hand to protect yourself.

THE BLUE PARCHMENT can be retrieved from 'Ted' by throwing pebbles - he likes playing 'fetch'.

THE INFECTED HAND. Read the blue parchment, then get leaves from the location where the dead branch is, then rub hand/wound with leaves.

THE PLAGUE. Kaz and his family survived because the water on the island has special healing properties: therefore drink water at any location where the river or pool is visible.

HOW TO DISCOVER KAZ'S HOME. The red parchment is the clue here. Examine the creepers in the copse, cut creepers with the shards to reveal a statue. Push blue eye, followed by red eye to open the door (the colours of the parchments are a slight clue): the yellow eye closes the door.

TO FIND AND READ WHITE PARCHMENT examine the seats in the huge cavern. When you eat the fruit and the white parchment is present, some juice makes a few dark marks on it. So rub white parchment with fruit to reveal the secret writing.

TED is a pain and a help: if you are outside the cavern when the door is open, and Ted appears, he will enter. Once inside, he will occasionally disappear into one of the crannies: to find out where he goes, examine crannies.

TO GO EAST FROM HUGE CAVERN. Having found the low passage in the crannies, you will need to CRAWL EAST to enter it, dropping any unnecessary items before doing so.

TO CROSS FISSURE. This is obviously the main puzzle within the game, and is not very easy. You will need to MAKE BRIDGE WITH BRANCH but YOU cannot cross it: however, our little furry friend can...

To enable you to cross the fissure, you must make a bridge with something much, much bigger: a stalactite. Shout twice in the wondrous cavern for it to appear.

TO GET STALACTITE from the wondrous cavern to the fissure requires a great deal of thought. To move it at all, tie vine to it, then PULL VINE. Go west to the passage: pull vine. Before you go any further, examine the floor of the passage. Crack some nuts here and you will get an idea of what you might need to do. Get some more nuts, drop them in the passage, crawl west, pull vine and out pops the stalactite.

IF THE STALACTITE is stuck in the passage, don't worry: just throw/roll nuts into the passage/ through entrance and pull vine to get it through.

TO MAKE THE STALACTITE cross the fissure, pull vine until the stalactite is at the location, keep the vine tied to the stalactite, wait until Ted appears (you may have to go back to the cavern entrance to entice him in etc.) then tie vine to Ted and throw pebble across the fissure. Provided the branch is in place, our little friend will scurry across the branch, loop the vine around one of those rock pillars that you can see and then return, dropping the vine. Get the vine, pull it and you have completed the most devious puzzle that I could think of.

CAN'T FIND THE CRYSTAL CAVE? Two of the passages north of the fissure are just there to confuse. However, if you compare their descriptions with the third you will notice two main differences: the colour of the veins in the rock and the fact that only one has a crevice. It is the crevice that holds the clue to the location of the crystal cave. Examine crevice to reveal a beam of light: this beam acts as a trigger (like the light beams used to open shop doors etc.), and all you need to is break the beam (due to parser problems, it is assumed that you break the beam with your hand: alternative inputs are put hand in crevice, put (one of the small objects) in crevice.). The wall shimmers, so just go east.

THE MOSAIC. To repair it, you must a) put the crystal in mosaic b) write FAYLE. To do the latter, you will need the feather to write with plus some dark juice: the juice is obtained by putting some berries inside the shell (get berries from copse - they are growing on the bushes), crush berries to get juice then go to the mosaic and just WRITE FAYLE.

When both the crystal is in place and FAYLE is written, the game ends: you will need to do no more.