

The Ellisnore Diamond - Objects and their uses.

Miner's cap - wear it - stick a lit candle on it - essential when you go down the well.

Hammer - needed to break up the large stones in the quarry.

Pickaxe - needed along with spade to clear the fall in the sea cave.

Bag - filled with silver coins - found in top alcove down in the vault after the smugglers have taken the casks away.

Boots - wear them to climb hill up to ruined castle - examine the shafts in the quarry to find them.

Bible - in your aunt's room after you have read the paper found in the locket and also have shown the paper to the parson.

Key - unlocks your front door - search or examine the grass in the churchyard.

Candle - tidy up your room!

Knife - buy one in the chandler's shop - must have bag with at least one coin in - use it to loosen the mortar around marked brick in the well.

Tinder Box - see knife - strike box to make spark. If carrying candle the candle will light.

Mail coach - takes you between ferry and village - each journey costs 1 silver coin - WAIT for the coach to arrive.

Paper - found when you open the locket - it contains several verses of different psalms - the verse numbers do not tally with the actual verse numbers in the bible - count off each number in each verse to give you the location of the diamond.

Crowbar - needed to remove the brick in well once the mortar has been loosened with knife - found when you examine or search the casks in the vault.

Ferry - operates the short journey between the mainland and the island - each trip costs 1 silver coin.

Toggle - found in the bucket in the well - insert it in the lever.

Coach driver - drinking ale in the inn - examine or talk to him - buy ale and you are automatically taken to the ferry so be careful when you do this.

Locket - drops out of beard when you pick it up. Open it to find the paper.

Beard - found when you come down from your hiding place in the vault - wear it to gain access to the inn.

Vault - underneath the church - access is via hole left when slab falls into the tunnel - once you hear that the voices are getting closer then you must HIDE. The slab is replaced shortly after you leave the vault.

Slab - in churchyard - sit on it - then visit the church and go to the altar and pray - this action dislodges the slab.

Satchel - in the school under a desk - examine or search desk - will carry most items - must wear it to descend the ladder in the well.

The Ellisnore Diamond - a step by step solution.

I - EXAM CLOTHING - UP - WEST - ENTER - LOOK/FEEL UNDER DESK or just EXAM or SEARCH DESK - GET SATCHEL - EXAM IT - WEAR IT - LOOK IN SATCHEL - EXIT - NORTH - NORTH - EXAM SLAB - LOOK - SIT - LOOK - UP - NORTH - WEST - NE - WEST - SEARCH or EXAM GRASS - GET KEY - NE - WEST - WEST - DOWN - DOWN - DOWN - WEST - EXAM SHAFT - EXAM LEDGE - FEEL or SEARCH LEDGE - GET BOOTS - WEAR BOOTS - EAST - NORTH - NORTH - MOVE STONES - BREAK STONES - WEST - SOUTH - SOUTH - UP - UP - UP.

EAST - EAST - SW - SOUTH - SE - SOUTH - UNLOCK DOOR - ENTER - DROP KEY - UP - EAST - ENTER - EXAM ROOM - TIDY ROOM - GET CANDLE - OUT - WEST - WEST - ENTER - EXAM or SEARCH ROOM - OUT - EAST - DOWN - OUT - EAST - ENTER - NORTH - NORTH - PRAY/KNEEL - SOUTH - OUT - NW - DOWN - SE - EXAM KEG - GET CROWBAR - EXAM VAULT - EXAM COFFIN - HIDE (when voices get close) - WAIT - DOWN - GET BEARD - WEAR BEARD - GET LOCKET - EXAM LOCKET - OPEN LOCKET - READ PAPER (there are several Psalms written on the piece of paper, all numbered along with the verse numbers) - UP - UP - UP - UP - GET BAG - EXAM BAG - GET COIN - DOWN - DOWN - DOWN - DOWN - NW - UP - SE - EAST - SW - EXAM PARSON - TALK TO PARSON - SHOW PAPER TO PARSON (He tells you that the numbers of the verses do not correspond with the actual numbers in the bible, he urges you to check the verses on your aunt's bible) - EAST - PUT ALL IN SATCHEL - GET BAG - ENTER - TALK TO MAN - BUY KNIFE - BUY BOX - PUT ALL IN SATCHEL - OUT.

WEST - REMOVE SATCHEL - DROP ALL - UP - SEARCH or EXAM RUINS - GET HAMMER - DOWN - NE - ENTER (must be wearing beard) - NORTH - SEARCH or EXAM STRAW/STABLE - GET SPADE - SOUTH - OUT - WEST - WEST - NORTH - NORTH - WEST - NE - NORTH - WEST - WEST - DOWN - DOWN - DOWN - NORTH - BREAK STONES - AGAIN - AGAIN - CLEAR FALL or just DIG - DROP HAMMER - GET PICKAXE - NORTH - DIG (must carry spade and pickaxe) - DROP ALL - GET CAP - EXAM IT - WEAR IT - DOWN - SOUTH - SOUTH.

EAST - SOUTH - EAST - GET SATCHEL - WEAR SATCHEL - NW - ENTER - UP - WEST - ENTER - SEARCH or EXAM ROOM - GET BIBLE - READ IT - CHECK VERSES - GET PAPER - CHECK VERSES (Now you know that the verse numbers are false checking the number in each psalm and you should have the message (WELL FOURSORE FEET DEEP NORTH SIDE) - GET PERMIT - EXAM IT - PUT ALL IN SATCHEL - OUT - EAST - DOWN - OUT - EAST - EAST - GET BAG - ENTER - TALK TO DRIVER - BUY ALE - EMBARK - WEST - WEST - READ NOTICE - GET PERMIT - INSERT PERMIT - NORTH - NORTH - ENTER.

EXAM WELL - READ NOTICE - EXAM LEVER - DOWN - DROP ALL - DOWN - JUMP - GET TOGGLE - PUT TOGGLE IN SATCHEL - JUMP - UP - INSERT TOGGLE - UNLOCK LEVER - RELEASE LEVER - PULL LEVER - AGAIN (bucket now at 80ft level in well) - LOCK LEVER - GET BOX - GET CANDLE - LIGHT CANDLE - STICK CANDLE ON CAP - DROP ALL - DOWN UNTIL YOU SEE THE BUCKET THEN STEP or JUMP IN BUCKET - EXAM WELL - REMOVE BRICK - LOOSEN MORTAR - GET KNIFE - LOOSEN MORTAR - AGAIN - REMOVE BRICK - GET CROWBAR - REMOVE BRICK - EXAM WELL - EXAM HOLE - FEEL HOLE - EXAM DIAMOND - PUT ALL IN SATCHEL - JUMP - UP UNTIL YOU REACH THE TOP - GET BAG - OUT - SOUTH - SOUTH - EAST - EAST - EMBARK - WAIT - AGAIN - AGAIN - AGAIN - AGAIN - ENTER - SW - ENTER - GAME OVER 255 POINTS IN 327 TURNS.

N.B. Attempting to do anything on the ladder other than up, down or getting into the bucket will result in your death. Failure to lock the lever at the well will result in your death when you jump to the bucket. Make sure that you have all that you need before you buy the driver a tankard of ale because if you have to come back remember each trip on the ferry costs 1 coin as does each journey on the coach.