

Kidnapped - Objects - how to find - how to use.

Piece of paper - examine west recess in cottage - put into the chest in place of the document.

Boat - you find it in the reeds after you have spoken to the girl in the inn - you must be wearing heather and have shown the silver button to the travelling clergyman.

Crofter - show him the silver button before you die of exposure.

Fish - catch at the north end of the west bank of the river - see fishing line. Drop it at location of wild cat.

Bible - given to you by the minister as you walk to the ferry - see birth certificate and travelling preacher.

Needle - look in the haystack for it - bend it to make a hook - see fishing line.

Spade - examine inside the barn - examine the grass at the south end of the river bank on the east side to see some worm casts and then dig.

Large Key - unlocks barn door - lift the mattress in the cottage.

Small coin - look under the barn and then feel under the barn - the coin is a three-penny bit - see ferry.

Travelling preacher - say hello to find out that he has lost his bible - see silver button and bible.

Hay - give hay to farmer to feed his cattle.

Piece of cotton - examine the mattress - thread needle with cotton - see fishing line.

Wild cat - stops you from passing - see fish above.

Ferry - you need at least one penny to ride - see small coin.

Small chest - at the top of the tower steps - take to your uncle's room when you return and examine room to find the small key - unlock the chest and get the document - put the piece of paper into the chest and lock it - replace the small key - put the document into your pocket - go down and give chest to uncle.

Silver button - given to you for helping Alan Breck in the fight with the Captain and his crew - make sure that you put it into your pocket before the ship goes down or you will lose it - show the button to the crofter and also to the travelling clergyman.

Birth certificate - found when you shake the bible that the minister gives you - show it to the solicitor when he asks you for proof of who you say you are - another item to keep safe in your pocket.

Piece of heather - get it from the bush that you hide in - wear it when you talk to the girl in the inn.

Fishing line - made with cotton and bent needle - put worm on hook so that you can catch a fish.

Rusty key - given to you by your uncle - it unlocks the door to the Tower. Give it back to your uncle for an extra 1%.

Brass key - given to you by Captain Hoseason when you listen to his conversation with his crew.



Kidnapped - Step by step solution for the Spectrum.

OPEN DOOR - IN - EXAMINE RECESS - EXAMINE EAST RECESS - ( You see a mattress ) - EXAMINE MATTRESS - ( You see a piece of cotton ) - LIFT MATTRESS - ( You find and pick up a large key ) - EXAMINE WEST RECESS - ( You find a piece of paper ) - EXAMINE PAPER - GET ALL - PUT PAPER INTO POCKET - OUT - WEST - CLOSE DOOR - WEST.

EXAMINE BARN - LOOK UNDER BARN - FEEL UNDER BARN - ( You find a small coin ) - EXAMINE HAYSTACK - LOOK FOR NEEDLE IN HAYSTACK - EXAMINE NEEDLE - BEND IT - ( You have made a hook ) - THREAD HOOK - ( You have made a fishing line ) - GET HAY - UNLOCK DOOR - IN - EXAMINE BARN - ( You spot a small spade ) - GET SPADE - DROP KEY - OUT - EAST - EAST.

EXAMINE MINISTER - SAY HELLO - EXAMINE BIBLE - OPEN BIBLE - SHAKE BIBLE - GET ALL - EXAMINE CERTIFICATE - PUT CERTIFICATE INTO POCKET - PUT BIBLE INTO POCKET - READ NOTICE - CALL MAN - SOUTH - SOUTH - EXAMINE GRASS - ( You see worm casts ) - DIG - ( You bring up a worm ) - DROP SPADE - GET WORM - PUT IT ON HOOK - ( You now have a baited fishing line ) - NORTH - NORTH.

IN - NORTH - NORTH - CATCH FISH - GET FISH - DROP LINE - SOUTH - SOUTH - EAST - EXAMINE FARMER - EXAMINE CATTLE - SAY HELLO - GIVE HAY - ( The farmer feeds his cattle and drives them off ) - NE - EAST - NORTH - NE - EXAMINE CAT - DROP FISH - ( The cat gets the fish and disappears ) - NE - EXAMINE SIGNPOST - WAIT - ( The Edinburgh coach passes ) - WAIT - ( The coach is held up and robbed ) - WAIT - ( Now all clear ).

NORTH - NORTH - NORTH - NORTH - KNOCK DOOR - KNOCK DOOR - KNOCK DOOR - KICK DOOR - ( Your uncle appears and if you are carrying the letter he lets you into the house ) - EXAMINE UNCLE - SAY HELLO - ( He reads the letter and asks you to fetch a small chest from the top of the Tower which can only be reached from outside the house ) - UNLOCK DOOR - IN - UP - ( It's dark so you WAIT and then go UP ) - repeat this until you reach the top ) - GET CHEST - EXAMINE CHEST - ( Repeat procedure for going up when going down ) - OUT - LOCK DOOR.

SOUTH - WEST - IN - ( Your uncle bolts the door and returns to the kitchen ) - UP - WEST - EXAMINE ROOM - ( You find a small key in a secret hiding place ) - UNLOCK CHEST - EXAMINE CHEST - ( It contains a document ) - GET DOCUMENT - EXAMINE IT - PUT IT INTO POCKET - GET PAPER - PUT PAPER INTO CHEST - LOCK CHEST - REPLACE KEY - EAST - DOWN - NORTH - GIVE KEY - GIVE CHEST - ( Your uncle takes the chest upstairs and returns - if there is not a piece of paper in the chest and the small key replaced then the game ends ). Your uncle now tells you that he is taking you to see Mr. Rankeillor, the solicitor tomorrow and that you should get a good nights sleep ).



SOUTH - UP - EAST - SLEEP - WEST - DOWN - NORTH - ( Your uncle tells you that he has to see a certain Captain Hoseason before meeting up with the solicitor and he leaves you in an inn on the waterfront ) - OUT - ( You are knock unconscious and taken aboard the Covenant ) - OUT - DOWN - WEST - ( The ship runs down a small boat and the sole survivor is put in the Round-house ) - WEST - WEST - IN - EXAMINE STRANGER - ( He's got plenty of Jacobite gold on him ) - SAY HELLO - ( He's Alan Breck and he promises to help you ).

OUT - ( The captain and the crew are whispering among themselves ) - LISTEN - ( They are plotting to kill Alan and take all the gold - the Captain gives you a key and tells you to fetch some weapons from the lockers in the Round-house ) - IN - TELL ALAN ABOUT PLOT - ( Alan asks if you will stand by him and you agree - in a short while the Captain and crew enter the fight begins - as the Captain and his men were getting the worst of matters he calls a truce and offers to put us down at the next safe shore ) - ( Alan gives a silver button from his tunic and tells you that it will help to show it to his friends ) - ( The ship stikes a rock and founders - you are thrown into the sea and swim ashore.

UP - ( You are in a bad way ) - NORTH - NORTH - EAST - EAST - EAST - EAST - EAST - SW - IN - GET BUTTON - SHOW BUTTON - ( You recieve rest and food ) - SOUTH - ( There is a travelling clergyman here ) - EXAMINE CLERGYMAN - SAY HELLO - ( He has lost his bible ) - GET BIBLE - GIVE BIBLE - SHOW BUTTON - ( The clergyman tells you to visit an inn on the north side of the Queensferry bridge - wear a sprig of heather when you talk to the girl ) - EAST - SE - E.

( You are confronted by the 'RED FOX' and a band of red coats ) - ( He asks if you know Alan Breck but before you can anmswer he is shot and is killed ) - EAST - SOUTH - HIDE - ( You are in the centre of a large heather bush ) - WAIT - ( The soldiers move off ) - GET HEATHER - WEAR HEATHER - EAST - SOUTH - SOUTH - ( To the Queensferry Bridge ) - WAIT - ( An old lady crosses over the bridge and is challanged by a soldier so it is not safe for you to cross ) - WEST - WEST - WEST - WEST - IN.

EXAMINE GIRL - SAY HELLO - ( She promises to hide a boat in the reeds ) - OUT - EAST - EAST - EAST - EAST - EAST - EAST - EAST - EXAMINE REEDS - ( You see a boat ) - IN - ROW WEST - ROW WEST - ROW WEST - ROW WEST - ROW WEST - ROW SOUTH - OUT - WEST - WEST - SOUTH - KNOCK DOOR - ( You are invited in and the solicitor asks you your name ) - SAY DAVID - ( He asks for proof ) - GET CERTIFICATE - SHOW CERTIFICATE - ( He seems satisfied ) - GET DOCUMENT - SHOW DOCUMENT - Game over!!