

Return to Mysterious Island

The Walkthrough

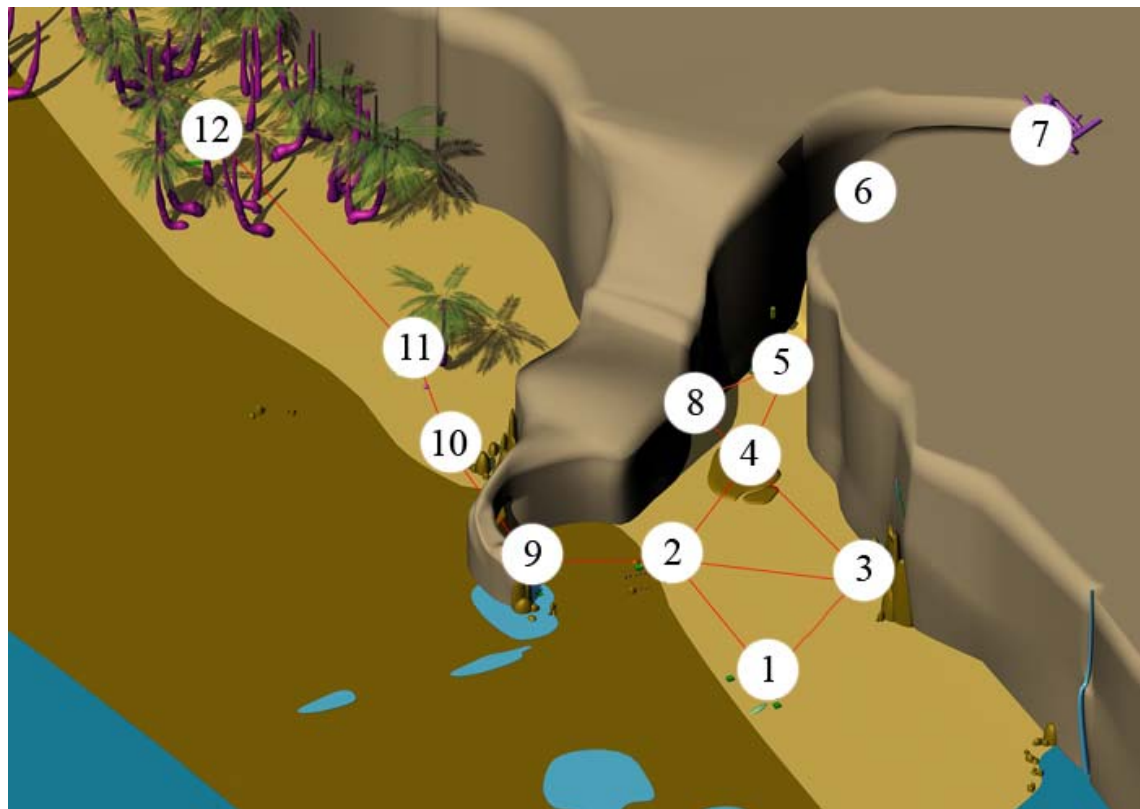
Return to Mysterious Island is an adventure game inspired by the famous novel by Jules Verne. The game's rich background often allows you to solve a problem in several different ways. Therefore, there is no one specific way to finish the game. Keep this point in mind when looking at this solution. Also note that you do not have to complete every problem in order to finish the game, as the game contains shortcuts. However, the more problems you solve, the more bonus points you will win, which will enable you to unlock extra images!

Act 1: Operation survival

Deserted or inhabited island?

You are Mina, a single-handed sailor. After being swept off the boat's deck by a wave, you wind up on an unknown beach.

Right-click to open your inventory and then press the "Phone" button. You notice that your mobile phone's batteries are dead. There is no way to send out an SOS... and apart from the phone and your clothes, you do not have anything else.



Shore

From the point where you were washed up (1), go to (3). A man's silhouette is briefly outlined in an opening carved into the side of the cliff. You call him, but he does not reappear. Was it just a dream? Whatever the case, you will have to cope on your own...

On the wall to your right, you will see two nests. Take an egg from the lower nest - this is the only one that you can reach at the moment.



We would advise you not to eat the egg raw - it is inedible. We will see later how to cook it.

Blocked path

Go to (7), towards the plateau that overlooks the beach. Fallen tree trunks block your way.

You will only be able to clear the way after getting something to eat, which will help get your strength back. You will therefore need to carry on looking for objects.

Go left and take the forked branch.



Pick the fungus growing on the trunk, just above the branch: it is amadou, an excellent type of fuel.

Fire

Go back down to the beach. In a crevice (8), you will discover a spot where people used to make fires. Near the spot, collect the sharp flint and the large sandstone just to the right.



Go to (2), where you will come across the old boat wreck. Break an upright section of the boat with the sandstone. Pick up the pieces: some dry wreck wood and a piece of rusty metal.

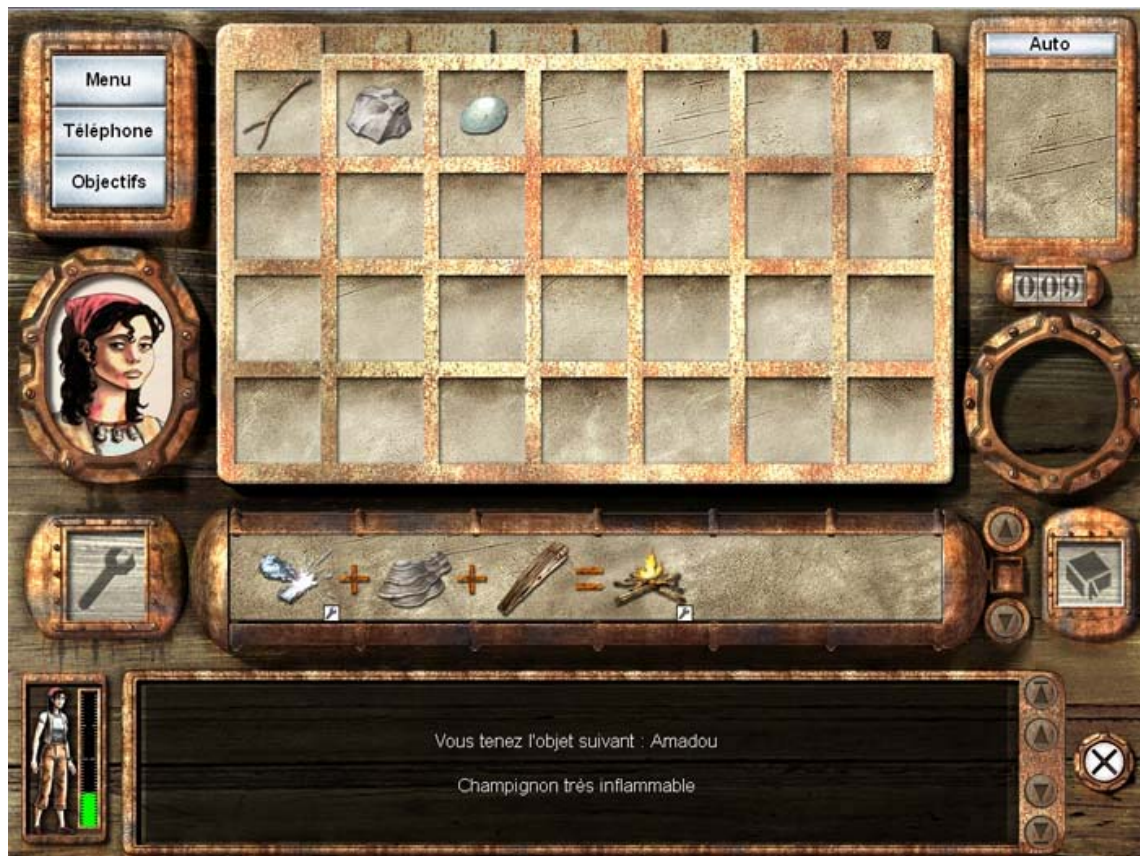


You now have everything you need to make a fire.

Right-click to open your inventory and combine the following items:

Rusty metal + Flint = Lighter.

Lighter + Amadou + Wreck wood = Ready-made fire.

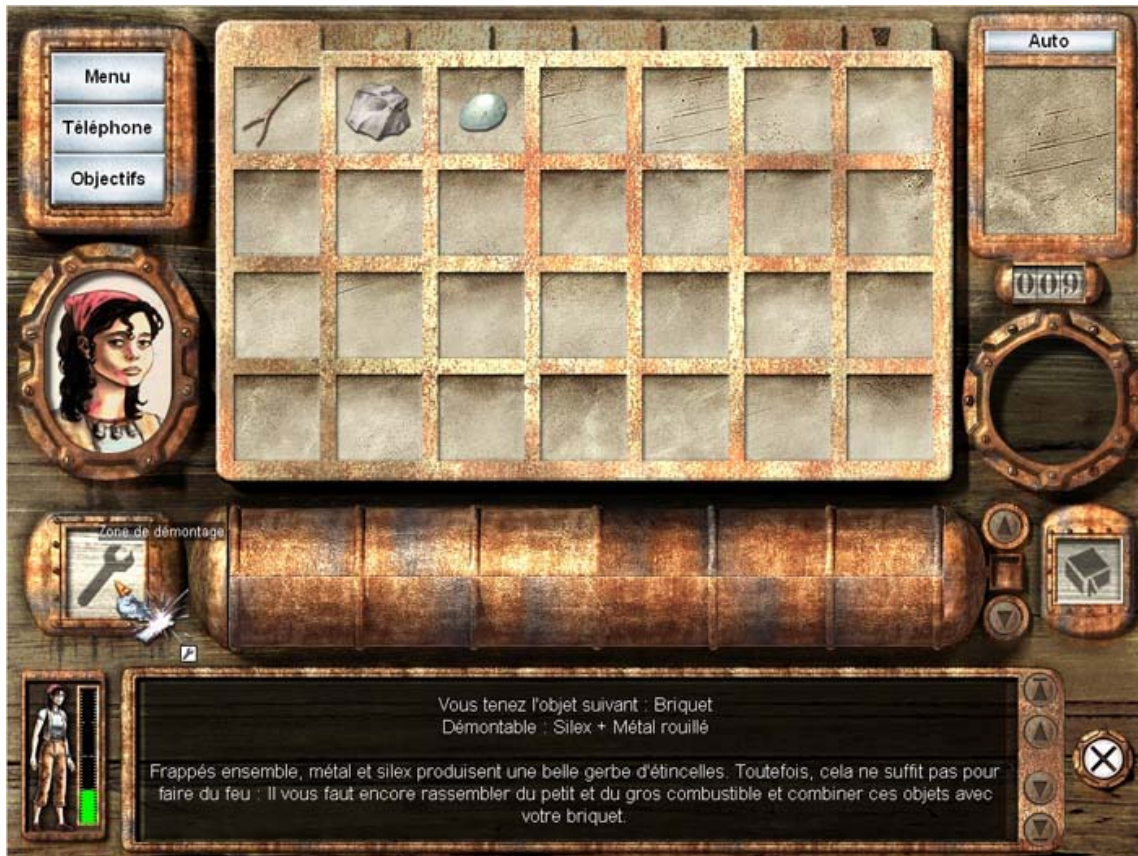


Return to (8) and place your "Ready-made fire" on the appropriate spot. The flames rise up - a great moment in the life of a castaway!

Now take the egg from the inventory and place it on the fire. When the egg is cooked, you can eat it and add a few points to your life bar.

Knife

After the fire, the knife is the castaway's most precious item. To make one, dismantle the lighter in your inventory and retrieve the piece of rusty metal.



Then combine the rusty metal and the sandstone: the stone sharpens the metal to fashion a makeshift knife.

Go to (5) and use your fine knife to cut some acacia thorns on your right.
 On the left, you will come across another thorny bush, but it is too high up for you to reach it.
 Go back to the inventory and combine the following items:
 Knife + Forked branch = Knife with handle.
 With this object, cut the curved thorns from the bush that you previously could not reach.



Now bend over and pick up the red worms writhing on the floor.

Fishing

Return to (7). Dismantle your knife with the handle to obtain the knife and the forked branch. Use the knife to cut a short vine.



Now you have what you need to make a fishing rod:

Vine + Forked branch + Curved thorns + Worm = Fishing rod.

At (9), use your fishing rod to catch the fish swimming in the saltwater pool near the rocky arch. Then take your knife to dislodge the four oysters from the rock. Their position is shown in red in the screenshot:



There is a fifth oyster that is extremely well hidden, but even if you do find it, do not take it yet, otherwise you will miss out on a good surprise later!

Hidden treasures

Look at the stretch of beach beyond the rocky arch: turtles come ashore to lay their eggs in the sand.

Go to (10) and dig at your feet. As well as collecting two eggs, you will also find a hidden treasure chest! There is no way to open it at the moment. You will be back...



Now turn round with your back to the sea and collect the lichen growing on the rock in front of you. It will help to make a second fire.

Go to (11), dig in the sand and collect the extra two turtle eggs.

Seafood and coconuts

At (12) in the coconut grove, bend over the two crabs eating the porcupine carcass.



Wait until the crabs turn their back on you and then catch one. You will not have much trouble in capturing the other one.
 Then pick up the porcupine carcass, the palm leaf on the left (a good combustible) and two coconuts that have fallen to the ground.
 When you go past (11), pick up a third coconut that falls to the ground just in front of you.

Rustic feast

When you return to (8) in front of your fire, get out the fish, crabs and oysters from the inventory and place them on the fire, so that you can eat them afterwards.

Broken knife?

You are better off cooking the oysters rather than prizing them open with your knife, as you might break your precious tool. However, if misfortune strikes, do not worry: at (5) next to a rock, you will find a metal plaque, which can be used in exactly the same way as the piece of rusty metal. It can therefore be used to make another knife and a lighter.

As for the coconuts, the right way to open them, whether or not they are green, is as follows.

Combine the following items in your inventory:

Coconut + Knife = Stripped coconut.

If the coconut is not green, you will also end up with some coconut fibers, which can be used to make a rope.

In all cases, you will have a stripped coconut. Use your knife again to open and eat the coconut:

Stripped coconut + Knife = points for your life bar.

Eat all the edible products in your inventory until your life bar is full to the top. The character's voiceover invites you to explore inland by going up to the plateau. Before you do so, return to (3). There is an egg that you could not take during your earlier visit.

Rusty nail and silver coins

At (3), dismantle your fishing rod to obtain the forked branch and use it on the highest nest.



An egg falls out and breaks on the ground, but you end up with a feather that will come in handy later on.

If you manage to catch the feather in midair, you will get 20 bonus points!

If you stoop, you will notice a rusty nail. Take it. Use it to open the chest at (10). You will find silver coins and a broken telescope.

Combine the following items:

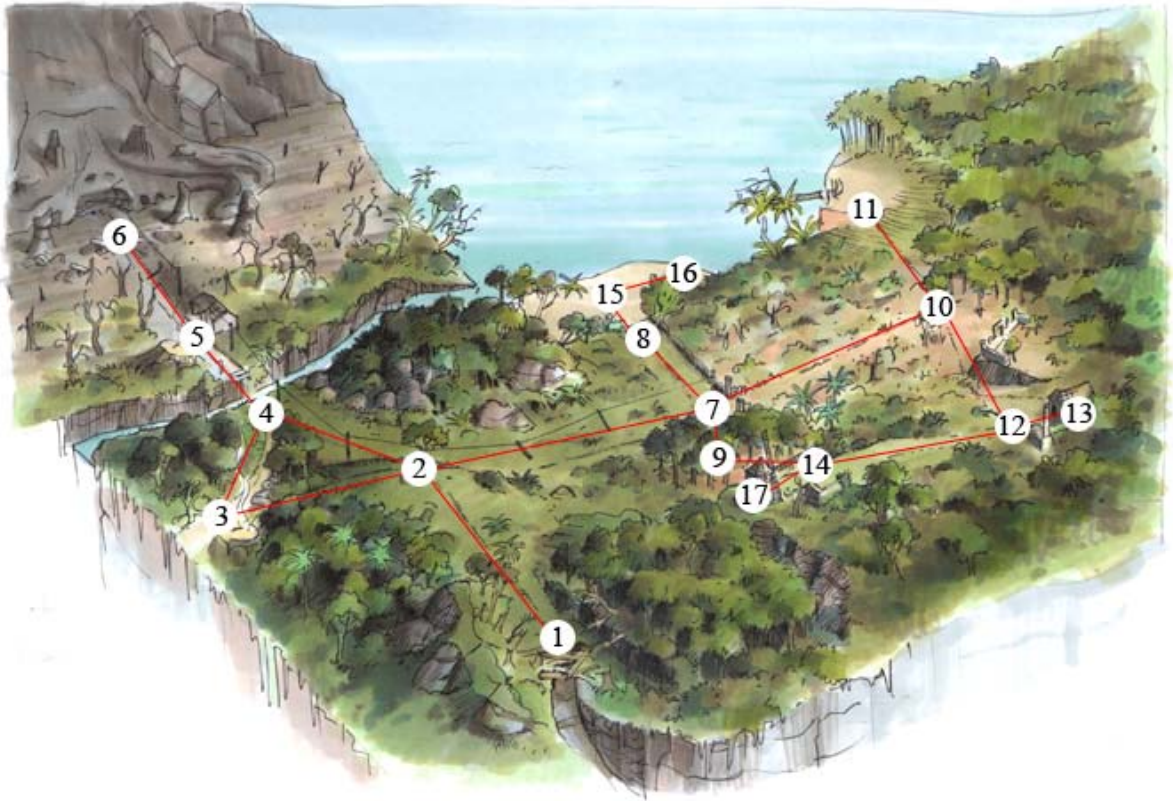
Knife + damaged telescope = Lens.

The lens can be used instead of the lighter in the combinations for making fire.

Now go to (7) and move the logs that were blocking the way. The path to the plateau is now free!

Act 2: Finding some company

I see smoke...



Plateau

You arrive on the plateau at (1).
Take the uprooted young palm tree lying at your feet.
Then go to the hillock (2). Use the knife on the flowering plant:



The fibers from this plant, an hibiscus, will help to make a rope as strong and elastic as tendons. It will come in handy later on to make a bow.

If you look towards (4), you will notice some telegraph poles that look a bit out of place in this wilderness. Turn towards (3). You will see smoke. Could it be a house?

Slingshot

Go to (3). Unfortunately, you notice that the smoke is coming from a hot source. It is obvious that you are not the first person to set foot on the island, but there is nothing to prove that it is still inhabited!

Turn round with your back to the source. A snake is preventing you from getting to the plants in front of you. Use the forked branch from your inventory to block the animal. Then make a cut in the rubber tree with your knife and collect the rubber running down the trunk. Then cut the medicinal plant to the right of the snake.



Free the snake by removing the forked branch. Combine this object with the rubber:

Forked branch + Rubber = Slingshot.

Now you have a "non-lethal weapon" that will soon come in handy!

Go to (4). A sheer drop is stopping you from going any further. Come back later when you are better equipped. In the meantime, go right and pick a narcotic plant, which is so powerful that it has killed a poor rat that risked eating it.



Fight against the monkeys

At (7), you can hear the faraway cries of a poor animal that is being beaten.

Run to (10). A scarecrow makes you jump. After recovering, turn right and head towards the ruins of an old house. Monkeys lying in ambush start pelting you with stones!



You want to drive the monkeys away, but without causing them serious harm. The slingshot is therefore the only weapon that you can use, as it shoots rubber pellets.

Take the slingshot from your inventory and fire as quickly as possible at any monkey that comes in sight. If you get their resistance bar down to 0, they will run away.

Then carry along the path to (12).

Alternative to the fight

If you do not like shooting, here is another way to make the monkeys run off:

Go to (11) and take some clay. Then go to (9) and pick up the brick mould lying next to the remains of some stairs.

Combine the following items:

Brick mould + Clay = Unfired bricks.

Go to (Shore - 8). Fire the bricks over the flames. Return to (Plateau - 9) and use the bricks to repair the stairs. Go up the steps to reach (14). From there, go to (12): the monkeys hiding in the ruins run off as soon as they see that they have been surprised from behind.

Jep

From (12), go inside the ruins of a workshop (13). You discover a poor little monkey that you call "Jep".



Jep has had a severe beating from the other monkeys. Guided by your heart of gold, you decide to treat him and get him something to eat. Everything needed to do so can be found on the plateau. Back to hunting for objects then!

Plants and fruit

Go back to (10). Take the clothes from the scarecrow. Bend over and pick up two oranges. Turn right and use the knife to cut the wheat growing wild and some straw.



Turn right again and pick up two lemons.

Go to (11) and take some (more) clay next to the wild animal tracks. Take your knife and cut from left to right:

- One click on a stump: wicker shoots and willow bark
- Thin bamboo shoots
- Large pieces of bamboo
- A medium piece of bamboo
- On a small shrub: elderberry pith

At (9), pick up the three pine kernels.

At (14), pick some grapes growing on the wall of a fallen-down shed:



Go to (16) and wash the dirty cloths taken from the scarecrow.



One of the clean cloths can be used to bandage Jep's head. But you will need more than a dressing to get him back to full health. You must concoct a remedy for him. The headache plant or willow bark will be ideal, but they need to be infused in boiling water. There is no way to boil water without containers that can hold water and withstand fire: you will therefore need to try your hand at making some pottery!

Kiln and pottery

At (13) in the fallen-down workshop, take the clay from (11) and place it on the potter's wheel to your right. Start up the wheel. Take the unfired pottery. Now you need to fire them.

At (12), facing the kiln, take some firewood from your right and combine the following items: Lighter + Lichen + Firewood = Ready-made fire.

Light the fire in the same way as you did on the beach.

Unfortunately, the temperature is not hot enough... To overcome this problem, you will need to repair the kiln with some bricks (for a reminder of how to make bricks, refer to the section entitled "Alternative to the fight").

You must also repair the bellows used to fan the flames. To repair the bellows, you will need some sealskin. Fortunately, a dead seal has been washed up on the shore at (1) - as can be seen by the presence of seabirds circling in the sky beyond the cliff.

Return to (Shore - 1). Take the seal and combine the following items:

Seal + Knife = Sealskin + Tendons + Grease + Grease.

While you are on the shore, return to the coconut grove at (12). Look up and aim at a coconut with the slingshot. It falls to the ground. Pick it up.

At this stage of the game, the "Coconut + Knife" combination is of no use to you, as you are no longer hungry. However, it produces an open coconut that can be offered as a present to Jep or another monkey.

Go back to the plateau at (12). Repair the bellows with the sealskin. Use the bellows. Put your unfired pottery in the kiln. The heat from the kiln fires the pottery. You have just made an important technological breakthrough!

Putting the pots to good use

Return to the edge of the lake at (16).

Select your pots in the inventory and click on the water.

You will end up with a pot full of water.

Combine the following items:

Headache plant + Water = Remedy to heat up.

Get some more water and combine the following items:

Willow bark + Water = Remedy to heat up.

Go and get some more water - it might come in handy!

When you go back to (12), heat up the two remedies on the fire.

Treating Jep

Return to (13). You now have everything in your inventory to take care of Jep.

First of all, use a clean cloth to bandage his nasty head wound.

Then give him the two remedies.

At this stage of the game, Jep's life bar is sufficiently full for him to eat. To get his life bar full, simply give him something to eat. He will eat any type of fruit, except lemons.

There are several different ways to nurse Jep back to health. Here is the full list of objects in the game that can be used to fill up his life bar:

Clean cloth

Remedy / remedies

Water

Mattress (= Coconut fibers + Straw)

Open coconut

Orange

Pine kernel

Grapes

Jep can only eat when his life bar is at least half full.

Jep's health bar will disappear when it is full. Your little monkey has been healed.

It is time to get settled for the night.

During your sleep, a man appears. It is the ghost of the famous Captain Nemo. He asks you to give him a proper burial, so that he can at last rest in peace.

Finding Nemo's body is now your new objective. Thanks to Jep, you will be able to explore the whole island by visiting the places that were previously out of reach.

Cake

Before you set off and explore the island, take time out to make a cake, which will come in handy later on.

At (13), take the egg from the nest on the beam above the entrance to the ruined workshop. Now you need some flour! Go to (17) in front of the mill with the broken sail.

First of all, face the wall of the fallen-down shed. Take a piece of strong cloth covering a chest.

As you take the cloth, the chest overturns, spilling out some copper coins. Take them.

Now use the strong cloth to repair the mill. You cannot make the necessary repairs, as an annoying monkey keeps moving the sail.

Test the monkey by offering it a fruit (except a lemon). It is wary of you and does not come and get it.

Now is the moment for Jep's help.

Open your inventory. Click on the box with Jep and combine him with the fruit that you wish to offer:

Jep + fruit = Jep offering a present.



Select "Jep offering a present", close the inventory and click on the troublesome monkey. This time, he accepts the present from Jep.



Presents

Here is a list of all the objects that Jep is likely to offer as a present:

Jep offering a present = Jep + Open coconut OR Pine kernel OR Grapes OR Orange OR Cake OR Alcohol.

The last two objects are mentioned merely as a matter of interest, as they are not yet available at this stage of the game.

Now the annoying monkey will trouble you no more. Repair the mill's sail with the cloth and then go inside. Look up. You notice the gears are rusty. Send Jep along to grease them - after combining your monkey with a lump of seal fat.

Now that the mill is working, put the wheat grains collected from (10) onto the millstone and retrieve the flour from the tray.

When you leave the mill, you tread on a pickaxe, causing the handle to hit you in the face.

Pick up the tool to stop that from happening again.

Now go to (8) and make a cut in the maple tree with your knife. Since you have some pots, you can collect the sugary syrup running from the tree.

Go and get some water from (16). You now have all the ingredients to make a cake:

Flour + Water + Egg + Maple syrup + fruit = Ready-to-bake cake.

Go and cook the cake on the fire at (12).

Note that you can use sugar instead of the maple syrup and that any fruit can be used for the cake.

Rope ladders

Let's get back to business. You will need some long ropes to continue exploring the island. Go to (9), combine Jep with the knife and send him to cut the long vines. You make two rope ladders.



Beyond the ravine

Go to (5). Combine Jep with one of the two rope ladders. Send him to the other side of the ravine by clicking on the poles or the telegraph wire.



Cross the ravine via the makeshift bridge that Jep set up using the rope ladder.
 An ill-tempered monkey on the other side of the ravine is stopping you from going any further.
 To get rid of it, give it your cake: it eats it and falls asleep.

Neutralizing the monkey

To make the monkey fall asleep, you can always give it some alcohol (we will see later how to produce alcohol...).

You can also scare it off by throwing a large piece of bamboo into the hot spring on your left. The bamboo explodes with a din and the explosion makes the monkey run off.

Last method: pick up the broken cage behind you. Repair it by combining it with the wicker found at (11). Go to (3). Immobilize the snake with the forked branch and then close it in the repaired cage. Go back to (5) and use your "Snake in a cage" on the monkey. The monkey quickly runs off.

Take the flowers of sulfur next to the hot source and the sack of coal to the right of where the monkey was positioned.

Go to (6). You are right up close to the volcano. Larva from the volcano has scorched this part of the island. On your left, collect the potash that has been formed by the burnt vegetation:



On your right, take the iron sulfate that has formed in the hollow of a rock after undergoing complex chemical reactions.

Cliff

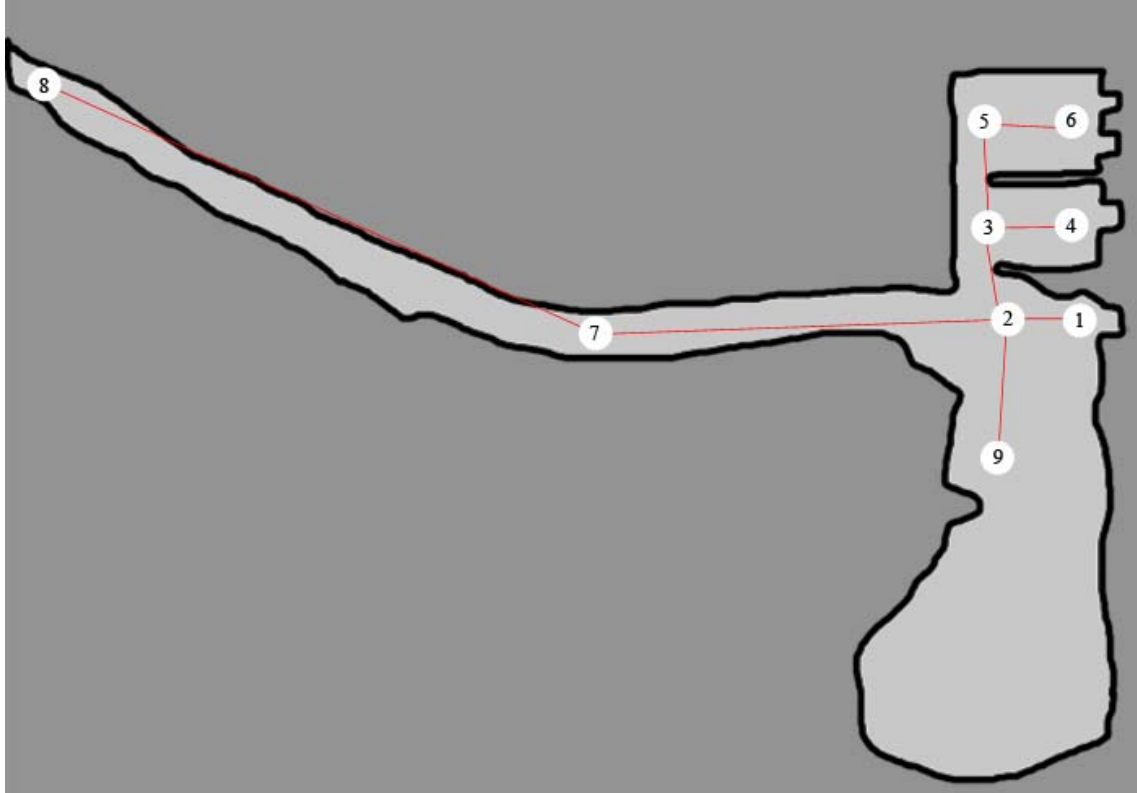
Since Nemo's body is not on the other side of the ravine, you only have one possibility... Return to the shore at (3). That is where you saw the man that suddenly disappeared. Actually, could the man have been Nemo's ghost? He might have been trying to draw your attention to the cavern entrance behind the vegetation. Just to make sure, give Jep the second rope ladder and get him to climb up.



Jep fastens the rope ladder to the entrance of the cave. Now it is your turn to climb up...

Act 3: Exploring Granite House

Funeral



Granite House

You arrive at (1). On your right, you see a skeleton - the remains of Captain Nemo. Above the opening that overlooks the beach, there is an inscription carved into the stone that reveals the name of the cavern: Granite House. Explore the place and look at the maps and diagrams on the walls. You notice that the cavern was used as a shelter by castaways a long time ago. Go to (3) and take the nails, planks and hammer from the shelf. Combine these objects to make a coffin. Use the coffin for Captain Nemo's remains. There is a pulley nearby. Click on the rope that runs through the pulley to attach it to the coffin. Then click on the coffin to lower it to the beach.

Note that you can only do so if you have access to the beach. If the rope ladder is no longer at the entrance to Granite House, you can fasten it to (1) by clicking on the root in front of the entrance.

Once Nemo has been buried, his ghost briefly appears at (Shore - 9) and calls you. Go to the place where you saw the ghost. His voice tells you where you can find an oyster. Take it and open it: it contains a large pearl that the captain is offering you as a present.



If you had already taken the pearl oyster, Nemo does not appear, because he has nothing to offer you. Pity...

Batteries and phone batteries

Go back up to Granite House. Go to (4). The place is in a mess thanks to the frequent visits by the curious monkeys. Turn right and click on the briefcase wedged under a stone block. It opens. On the right, you can zoom into a note written by Nemo before he died, and to the left, a chemists notepad used by one of the castaways that lived in the cavern.



Let's first take a look at the note on the left. In particular, it provides two different methods for making a battery. Could it be the solution for recharging your phone's batteries?

You can make a Becquerel battery or a Volta battery. The second one is by far the easiest to make. In principle, all the components are already in your inventory:

Lemon found at (Plateau - 10) + Bamboo (Plateau - 11) + Copper coins (Shore - 10) + Silver coins (Plateau - 17) + Clean cloth (Plateau - 10, then washed) = Volta battery.

There are several ways to wash the cloths:

- Dirty cloth + Water (in a pot) = Clean cloth
- Dirty cloth + Soap = Clean cloth
- Go to (Plateau - 16), then use the dirty cloth on the water

You might be lacking one of the components if you used all the lemon to make a cake and then some alcohol. In this case, go to the section entitled "Still" to make a Becquerel battery.

When you have made your battery, you recharge your phone's batteries.

Leave Granite House and move away from the foot of the cliff, so that you can try and make an outgoing call. Unfortunately, although your phone can receive, it cannot send. You can at least take advantage of its inbuilt encyclopedia, which gives additional information on the numerous objects in your inventory.

Go back to (4) and look at the note left by Nemo. It reveals that the island is protected by a shield invented by the captain. That is why you cannot make any outgoing calls. Your aim

now is to deactivate the shield, so that you can send an SOS using your phone. To do so, you must find your way on board Nemo's vessel, the Nautilus. The captain does not tell you where it is, but advises you to "repair his diving suit" in order to reach it.

Torn paper

At this stage of the game, the note that you are looking at is not as clear as the summary that we have just given. All you have is the version that was torn by the monkeys. But when you discover the Nautilus, go back to (4) and you will notice that Nemo's ghost has kindly filled in the missing bits. Obviously, he will only do this if you buried his body...

Light

Most of the pieces to Nemo's diving suit can be found inside the dark areas of Granite House. Therefore, you need a light source.

Open the chest at (3) and take the wicks from inside.

Combine the following items:

Wick + Seal fat = Oil lamp.

Go to (2) and place the lamp in the position shown by the old wax drippings.



This lights up vast parts of Granite House: the passage (7), (8), the room (9) and the well (10).

Candle

Perfectionists will not make do with a crude oil lamp... They will make a candle, like the hero in the Jules Verne novel... But you will have to figure it out yourselves!

First of all, go through the passage that leads to (8). Then break the brick wall using the pickaxe that you found at (Plateau - 17). Now you have an emergency exit that gives directly onto the plateau at (16). It might come in useful. As one common European proverb goes, "the mouse that knows but one hole is soon caught by the cat..."

Still

We are going to take a quick break from our main quest (repairing Nemo's diving suit) to make a still.

This object is not essential to finish the game, but it can create some interesting things, which would be a shame not to use...

Go to (7) and take the charcoal from the bottom shelf. Go to (6) and collect the amadou in front of the chimney.



Combine the following items:

Lighter + Amadou + Charcoal = Ready-made fire.

Light a fire in the chimney.

Then take the different parts of a still made by the previous occupants: first, the cooling tank, shown by the number 1 in the screenshot above, then the coil just behind the tank, and then turn left to pick up the boiler.

Combine the following items:

Tank + Coil + Boiler = Still.

Place the still on the iron plate above the chimney. If necessary, fan the flames by blowing on them. The still will work when the flames are high and the metal plate red.

The simplest use for the still is to distil alcohol: place any fruit in the boiler and retrieve the alcohol from the bowl to your right.

Becquerel battery

It is difficult to make this battery, but highly rewarding! Furthermore, it is the only way to finish the game if you have used all your lemon.

First of all, you need some sulfuric acid. The still can be used to make some from the iron sulfate, but the easiest way is to look for the "small amount of sulfuric acid" in the phial in the closet in (9).

Then go down the well (10) and collect some saltpeter from behind the rungs of the ladder.

In the inventory, combine the following items:

Saltpeter + Sulfuric acid = mixture of Sulfuric acid and Saltpeter.

The mixture stays inert until you put it in the still's boiler. It then produces nitric acid.

Go to (4) and collect the zinc rods and a glass tube from an old broken battery lying on the table that was once used to power the castaways' telegraph system.

Then combine the following items:

Rods and tubes + Nitric acid + Potash found at (Plateau - 6) + Clay taken from (Plateau - 11)
= Becquerel battery.

Unexpected interlude

At any time, a cousin of the monkey at (Plateau - 5) might play a dirty trick on you: while you are away from Granite House, he sneaks inside and unfastens the ladder that leads to the beach.

Go via (Plateau - 16) to get inside Granite House from the top. The monkey stops you from going any further along the passage at (7). Neutralize it by giving it a cake, alcohol or by scaring it off with a Snake in a cage (for further details, refer to the paragraph entitled "Beyond the ravine").

Well

Let's get back to the main quest: repairing Nemo's diving suit.

The captain got from his vessel to Granite House underwater. He emerged in the cavern via the well (10). You need his diving suit in order to go back the way that he came.

First of all, go to (1) and take the captain's diving suit. While you are at it, take the scrap of partition lying beneath the right boot and a mysterious key more to the left.



Go to (7) and pick up the "Lantern - not working" - it has obviously been moved by a prowling monkey. Recharge the lantern by combining it with a battery (note that you will not lose the battery if you do so).

Go down the well (10) where Nemo left the heavy parts of his diving equipment: helmet and air tank. Combine the following items:

Helmet + Air tank + Diving suit + Lantern = full Diving suit.

Once you have the diving suit, click towards the water. A sea monster attacks you. This creature is similar to the one that attacked Captain Nemo ages ago and caused his death. You could get rid of the monster by shooting it, but we would recommend a non-violent approach:

Combine the knife and the porcupine picked up at (Shore - 12) to remove its quills.

Then stuff the carcass with the narcotic plant:

Porcupine without quills + Narcotic plant = Laced bait.

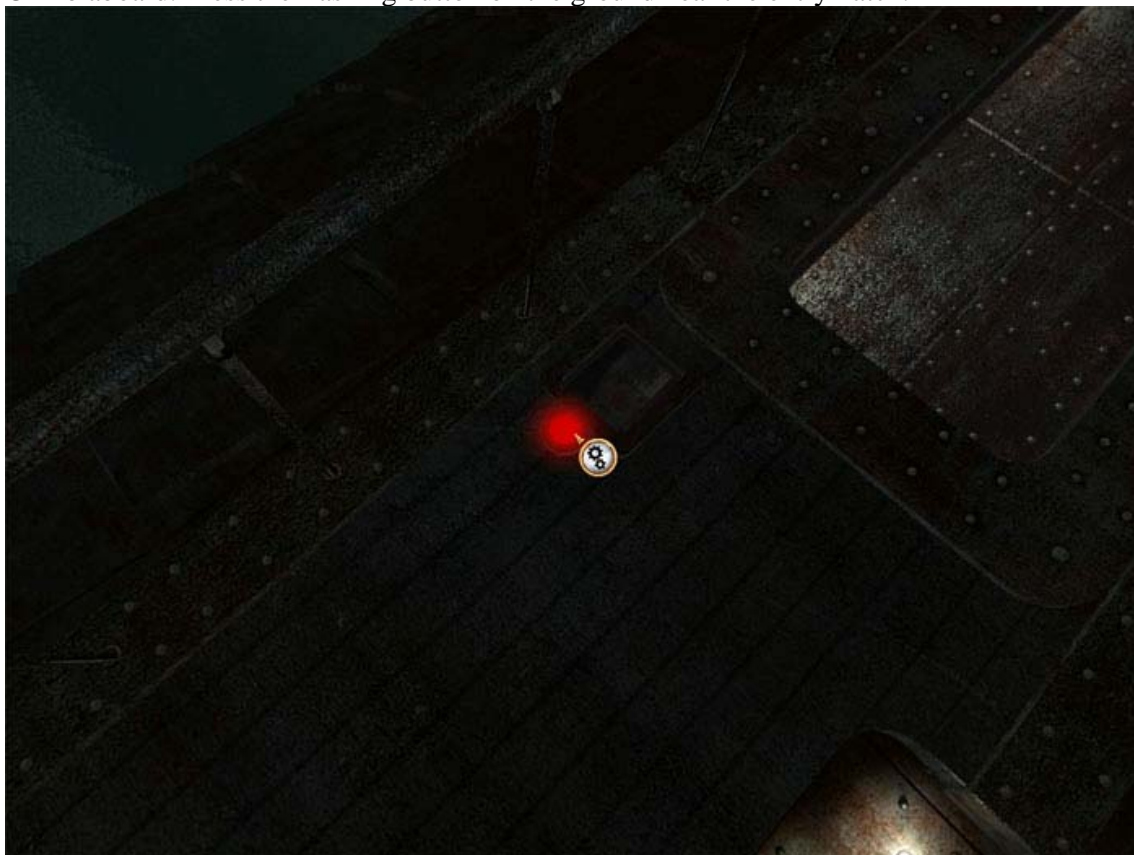
Simply throw the laced bait into the water to neutralize the monster.

Act 4: The machines awaken

Discovering the Nautilus

From the well (10), dive into the water. After swimming through the underwater galleries, you surface alongside the Nautilus.

Climb aboard. Press the flashing button on the ground near the entry hatch.



A flap with a lock comes out of the Nautilus's deck. In principle, the lock opens with the mysterious key found near Nemo in (Granite House - 1). Unfortunately, the key is deactivated and you do not yet have the necessary items to repair it. Since you fail to unlock the hatch, the alarm is triggered. Aggressive guardian robots start pouring out onto the deck. You escape them by diving back into the water and returning to Granite House.

Fortunately for you, the robots cannot follow you underwater. However, there are other passages through which they can reach various parts of the island. While one of them remains on the submarine's deck to deny you entry, six others fan out around the island and lie in ambush. The two exits from Granite House are in their line of fire - you are surrounded!

Destroying the robots

You must get inside the Nautilus.

To do so, you must first reactivate the mysterious key by replacing its deactivated crystals with active ones. There is only one way to get hold of some new crystals: destroying the robots and searching their bodies. Each robot is equipped with a key similar to Nemo's one, and you generally get one crystal for every robot destroyed.

You will then need to destroy the robot standing guard on the submarine's deck. Note that this particular robot has nothing of worth.

Four out of six

To finish the game, you need four crystals. Therefore, all you need to do is destroy four out of the six robots spread out around the island (not counting the robot guarding the Nautilus). To give you every chance of completing the game, we will explain how to destroy them all.

Powder and pyroxylin

To overcome the robots, you will need at least one charge of powder (preferably two).

If you are stuck inside Granite House, proceed as follows to get some.

Take the saltpeter behind the ladder at (10), the charcoal on the bottom shelf at (5) and the sulfur on the shelves in the closet at (9), and then combine the following items:

Saltpeter + Sulfur + Charcoal = Powder.

If you are able to get to the plateau, take the hardened powder near the cannon at (Granite House - 4) and use the mill at (Plateau - 17) to grind it down.

Guncotton

Just like the hero in Jules Verne's novel, you can use pyroxylin or guncotton instead of the powder. There are lots of clues for discovering the formula...

Patrolling robot

If you look through the window in (Granite House - 4), you will see a robot patrolling the beach.

The cannon left by the cave's first occupants will be of use to you. Open the breech. Insert one charge of powder or pyroxylin, and then a cannonball taken from the pile on the right.

Close the breech and click on the cannon's match. Watch out - whenever you miss, the robot spots you and returns fire!

If you miss the robot, open the breech and add some shot or nails from the shelf at (3) to the cannonball. That will make it easier to hit the robot.

Once you have destroyed the robot, go down to the beach and salvage the spare parts. At (Shore - 2), take a damaged key similar to Nemo's one. At (1), you will find a thruster: an anti-gravity device emitting a green light used by the robots to hover. Take it - you will need it inside the submarine.

Bow or gun?

You cannot move the cannon. You will therefore need a portable weapon to continue hunting down the robots. Bow or gun - the choice is yours!

To make a bow:

Strip the branches off the young palm tree found at (Plateau - 1):

Young palm tree + Knife = Incomplete bow.

Add a string, such as the seal's tendons:

Incomplete bow + Tendons = Bow.

For the arrows, combine the following items:

Porcupine quills + Feathers found in the nest at (Shore - 3) + Wicker found at (Plateau - 11) = Arrows.

Then combine the bow and arrows to produce a functional bow:

Bow + Arrows = Bow and arrows.

You can also use the hibiscus fibers found at (Plateau - 2) for the bowstring.

As for the arrows, the straight acacia thorns (Beach - 12) can be used instead of the porcupine quills, and the thin bamboo shoots taken at (Plateau - 11) can replace the wicker.

To destroy the robot with the bow and arrows, you must score a direct hit on its weak spot: the thruster, which gives off a green light. If precision shooting is not your thing, get hold of a gun, which will destroy the robot no matter where you hit it.

Pick up the gun lying on the floor at (Granite House - 7), take the shot from the shelf at (2) and a charge of powder, and then combine the following items:

Gun + Powder + Shot = Gun + ammunition.

Your weapon is ready for action!

You can always use the nails found on the same shelf instead of the shot, and pyroxylin instead of the powder.

Robot behind the arch



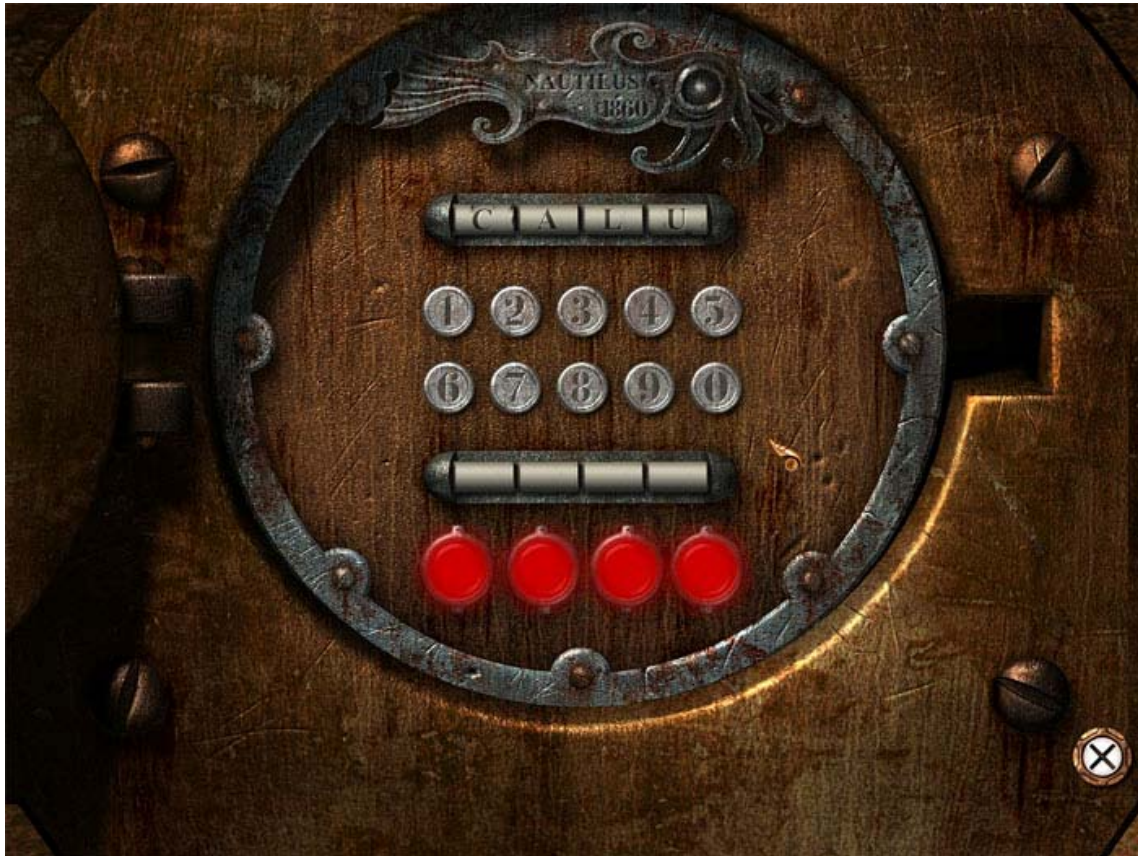
Go to (Shore - 2), get out the bow or gun from your inventory and boldly move towards (Beach - 9). Take aim and fire.
When the robot is destroyed, take the damaged key and the thruster from (Beach - 10).

Broken robot

At (Beach - 5), you will find a robot lying on its side, unable to fire. Click on the panel with the flashing red lights.



A panel opens, revealing a code lock.



The upper section contains four letters - C A L U in our example.

To open the lock, you must type in (via the keyboard) the numbers matching the position of the letters in the word "NAUTILUS". Any letters not appearing in the word are equal to 0.

In the example above, you must type in the following numbers:

0 for the letter C, which does not appear in "NAUTILUS"

2 for the letter A, which is the second letter in the word

6 for the letter L, which is the sixth letter

3 or 5 for the letter U, which appears twice in "NAUTILUS"

The solution therefore is: 0, 2, 6, 3 OR 0, 2, 6, 5.

With the lock now open, the robot falls into spare parts. Take the thruster and the damaged key.

The gorge trap

Go towards the plateau. You notice that the robots have activated an electric trap between (Shore - 6) and (7).

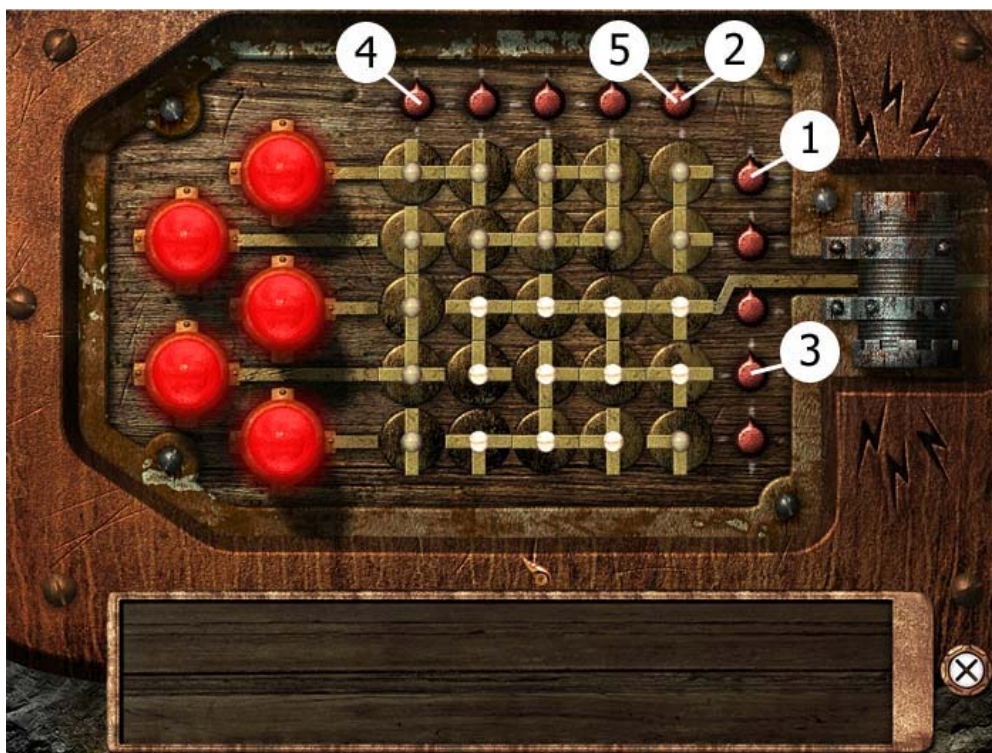
On your left, a box closed by screws is fixed high up on the gorge wall. This is the power supply for the trap. Give Jep the screwdriver taken from the shelf at (Granite House - 3) and send him to open the box.



Under your guidance, Jep can operate the buttons inside the box. The trap will be deactivated if you manage to get the five red diodes on the box to change to green at the same time.

If you are stuck, here is a clue: first take care of the circular contacts forming the top line of the circuit. Position them so that as many connections as possible are pointing downwards. Then do the following lines.

If you are still stuck, leave the puzzle and then go back, so that the circuit's position is reset. Look at the screenshot below. To solve the puzzle, simply click on the buttons marked by a number in the order indicated. Note that one of the buttons must be pressed twice (on the second go and then on the fifth).



Lightning arrester and dynamite

Rather than deactivating the trap, you can make a lightning arrester and use it to deflect the discharges from the electric cannons. Combine the following items:

Metal fork found at (Plateau - 17) + Chain taken from (Granite House - 5) = Lightning arrester.

Armed with your lightning arrester, you can safely go from (Shore - 6) to (7), and vice-versa.

If you are just as much of an ace at chemistry as Jules Verne's hero, you will know how to make nitroglycerine and then dynamite, which can be used to blow up the trap... It is down to you to find out how!

Robot beneath the telegraph wire

Go up to the plateau. Quickly go to the hillock (2), so that you do not get shot by the robot just below the telegraph wire.



You can overcome this robot by going past (3) and then shooting from (4) with the gun or bow. However, there is a more elegant solution. Note that the robot regularly touches the telegraph wire. Also note that the weather has turned thundery with lightning streaking the sky. Combine the following items:

Wire taken from the shelf at (Granite House - 3) + one of the Shirts taken from the chest at the same place + Thin bamboo shoots or Wicker found at (Plateau - 11) = Kite.

Go to (Plateau - 7), give the kite to Jep and get him to tie it to the telegraph pole:



A bolt of lightning hits the kite. The current flows through the telegraph wire and fries the robot.

If you have unfortunately cut up all your shirts with the knife, you will not be able to make a kite. If you wish to destroy the robot beneath the telegraph wire, you will need to use the bow or gun! That will teach you to be more careful with your items!

Once you have taken the robot down, pick up the damaged key and thruster at (Plateau - 4).

Robot by the lake

At (Plateau - 8), you can destroy the robot barring the upper access to Granite House. Then pick up the thruster and damaged key at (15).

Note that you can destroy the robot by the lake from (Plateau - 16), by exiting Granite House from the upper passage. This option allows you to leave your retreat without destroying the robot patrolling the beach.

Robot by the clearing

A robot is standing guard in the clearing at (Plateau - 9).

Get round it by going past the workshop ruins and the kiln. Now you will be behind it at (14). Whatever you do, do not make any noise or it will spot you!

Just above the robot, the lightning has struck a tree. It has broken a heavy branch that is hanging to the trunk by some tangled vines. Cut them with a well-aimed bullet or arrow, and the branch will come away and squash the robot.



Then pick up the thruster and damaged key from the robot's body at (9).

The robot in the clearing can also be destroyed by scoring a direct hit with the gun or throwing a stick of dynamite.

Repairing the mysterious key

When you have collected at least four damaged keys from the robots that you have destroyed, you will be able to repair Nemo's mysterious key.

First of all, remove the old inactive crystals. To do so, dismantle the mysterious key with the screwdriver found on the shelf at (Granite House - 3):

Mysterious key + Screwdriver = Empty key.

Then dismantle each damaged key to salvage a crystal each time:

Damaged key + Screwdriver = Crystal.

Then combine the empty key with four crystals:

Empty key + Crystal + Crystal + Crystal + Crystal = Repaired key.

Robot on the deck

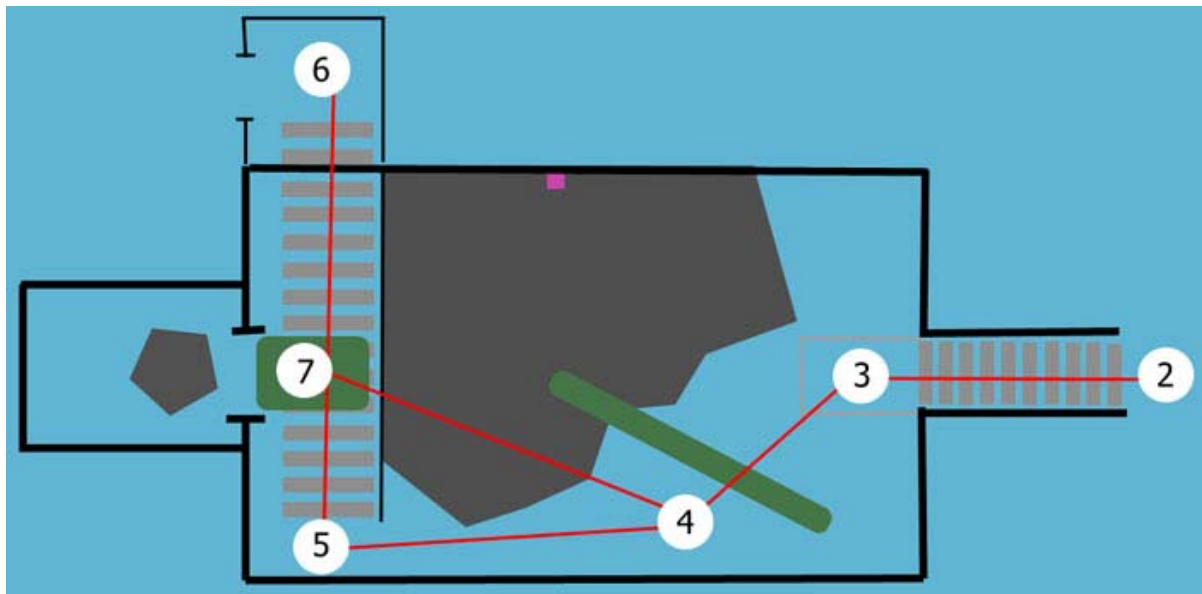
Equipped with your repaired key and at least two thrusters, go and take on the robot standing guard on the submarine's deck.

Return to (Granite House - 10) and dive towards the Nautilus. Hang onto the submarine's ladder. When the robot goes past you, jump aboard and shoot it with a bullet or arrow before it turns round.

If you are very quick, you might be able to slip inside the submarine without destroying the robot guarding the deck... but it is not easy!

Act 5: The Nautilus

Entry hatch



Nautilus

You are on the deck at (2), in front of the entry hatch. Use your repaired key on the box at the end of the shaft on your left.

The box opens, revealing a code lock.



A random number is displayed at the top: 4016 in our example. As shown in the note left by Nemo, you must type this number added to the Nautilus's date of manufacture (1860). In our example, the code to be entered is 5876:

Code at the top of the screen		Code to be entered
4	+ 1	5
0	+ 8	8
1	+ 6	7
6	+ 0	6

When you have solved this puzzle, the Nautilus's entry hatch opens. Go down the stairs to (3).

Stair gate

A gate is firmly shut, blocking the way. On the other side, you can see a lever.



This lever is difficult to reach, even for a monkey. To help Jep, combine him with one of the thrusters taken from the robots. Your monkey can then float towards the lever and pull it. The gate opens.

Bridge

At (5), you notice a bridge blocking the stairway leading down to (6). Take back the thruster that you gave to Jep and use it on the bridge. It lifts up a bit. Try again, but this time with a second thruster. That's it - the way is clear.



Door to Nemo's room

Pass underneath the bridge and go to (6). The door is closed by a code lock.



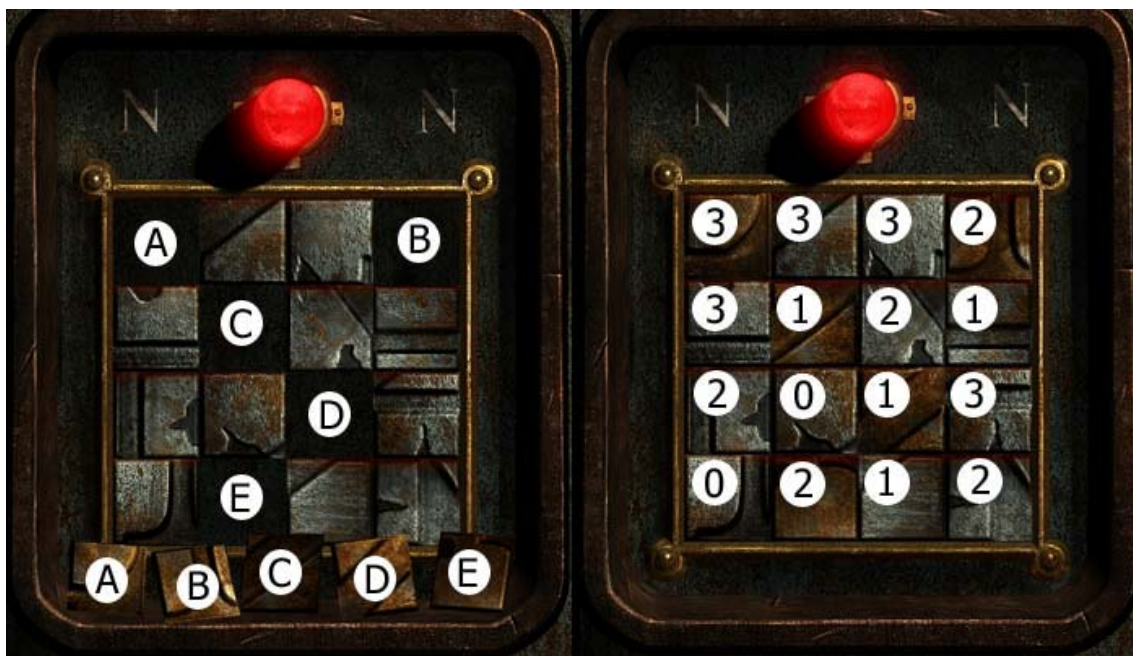
You must enter a code made up alternately of numbers and letters. The numbers to be entered are 1, 8, 6 and 0, and the letters must come from the word "Nautilus". In practice:

- Press the "1" button.
- The keypad changes: the number on each button is replaced by a letter. Out of all these letters, choose one belonging to the word "Nautilus" (there will always be at least one). Press the corresponding button.
- On the keypad, the numbers are shown again. Now click on "8" (second letter in the date "1860").
- And so on...

Upper door

If you are more gifted at solving graphic puzzles than deciphering codes, enter Nemo's room by avoiding the door at (6). Go to (4) and use the girder at your feet: it will enable you to reach the bridge and get to (7), in front of a door closed by the following mechanism:

NEW SCREENSHOT



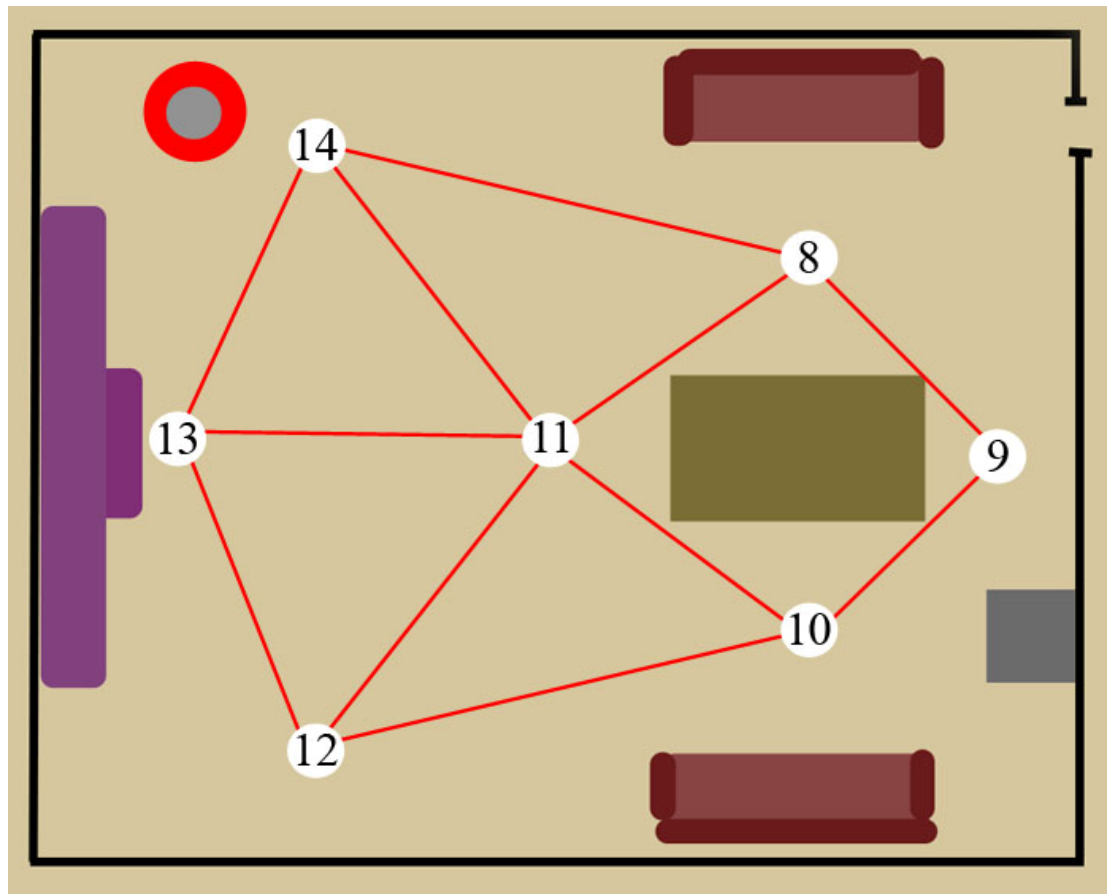
You need to reproduce the letter "N" engraved in the metal.

Five pieces A, B, C, D and E have come away from the device. Start by putting them back in place according to the indications in the left screenshot. Then click on each piece the number of times indicated in the right screenshot.

Caution: this solution will only work if the pieces have not already been moved. If you have moved them, exit the puzzle and then return to it, so that it resets.

Once the door is open, jump boldly through the hole in the floor and land in Nemo's room.

Nemo's private room



Nautilus's room

In the room, you will see a robot whose detection circuits have been damaged. He is kind enough not to shoot you, because he supposes that you must be Captain Nemo, returning after a 150-year walk. However, he harbors a few doubts about your identity. Consequently, he refuses to obey your orders until you have passed a confirmation test.

Agree to the test.

The robot asks you a series of questions. You must answer each question by pointing to an object in the room. Refer to the paragraph entitled "Riddle solutions" for the answers.

If you prefer not to answer the riddles, go to the paragraph entitled "Organ" and discover a quick way of finishing the game by avoiding this stage.

Riddle solutions

Riddles asked at random by the robot	Answer	Object position	Comments
Captain, show me A strange creature it is It's always full of water But a horrible taste it gives.	Sponge - polyp	8, Display case	It is the sponge. It is always full of water and tastes so bad that no predator dares eat it.
With five teeth for grazing Along the sea floor	Sea urchin - echinoderm	8, Display case	It is the sea urchin, because it has five teeth,

Its thousand spiky feet Will leave you feeling sore.			eats algae and walks along the sea floor using its movable spines as little feet.
Gracing the oceans Its beauty undenied A curse it is to mariners Claiming so many lives But to shipwrecked sailors A blessing it can be In millions they form islands The perfect sanctuary.	Coral - polyp	8, Display case	It is the coral. This animal lives in massive colonies, forming reefs, which have claimed several boats, as well as islands providing valuable shelter for shipwreck survivors.
All its twinkling sisters Shine above the crests All the eyes on its arms Guide it through the depths Cut the arms and back they grow Its food they hold so tight Its stomach comes and grabs it And pops back out of sight.	Starfish - echinoderm	8, Display case	It is the starfish, the sister of the stars "shining above the crests". Its arms have light sensors that tell it where the surface is. If you cut its arms off, they grow back. Finally, the starfish turns its stomach inside out, which then comes out of its body to smother its prey.
Underneath the ocean Racing across the sand Jumping and galloping Like its big brother on land There flows around its graceful neck A mane so soft and pure All its needs are four good hooves To jump the stable door.	Seahorse - fish	8, Display case	It is the seahorse, a pretty little fish whose head looks like a horse.
On a wine-red case It lies supreme Its dark color The finest I've seen Of all the pearls It is the queen.	Giant black pearl	9, Display case Caution: the giant black pearl must first be placed in its case. See further on, "Finding the pearl".	It is the giant black pearl lying on a case as red as wine.
Ivory daggers In close-knit rows How many victims God only knows Show me, Captain These pearls, this bane The cause of such misery The cause of such pain.	Shark teeth	9, Display case	It is shark teeth, which are arranged in its mouth in parallel rows.
Its silvery surface	Mercury	9, Wall	It is the barometer, whose

Which weighs the invisible Has frequently saved you From winds so terrible.	barometer		mercury surface, which shines like silver, weighs the invisible air. It therefore measures atmospheric pressure, whose variations warn of impending storms and bad weather.
This miraculous device A precious ally Follows the sun With its single eye Helping lost sailors Home and dry.	Sextant	9, Wall	It is the sextant. This instrument gives the latitude by measuring the height of the sun above the horizon. It contains a lens, which the riddle refers to as a "single eye".
Time and distance When measured together Will reveal our position Whatever the weather.	Chronometer	9, Wall	It is the chronometer. Armed with this handy instrument, you can calculate the time difference to give the longitude of your current location. You can therefore use the chronometer to measure distances based on a simple time measurement.
When the contents turn misty And starts forming stars It strikes fear Into the weak of heart Better take cover Or feel nature's wrath.	Storm glass	9, Wall	It is the storm glass. When there is a storm approaching, the liquid inside becomes cloudy and crystals, poetically called "stars", form inside the tube. That is generally a good indication that mother nature is about to unleash all her fury, so take cover!
This shell from the sea Though not the prettiest Stayed in your collection Because it's the rarest It's not like the others Why don't you show us?	Janthine - mollusk. It is the third shell from the right in the display case.	10, Display case	This shell is a natural oddity: it has got a left spiral, whereas it is an almost universal rule that shells have a right spiral.
Your most treasured belonging, all told, Is worth more than its weight in gold.	Painting of Nemo's family.	10, Chest, inside door Caution: this chest is initially closed. See further on, "Opening the	This painting is priceless, as it captures a treasured moment of happiness.

		chest ".	
The respected master Of the greatest conqueror Penned this treatise Before his demise You alone have read the pages Of a completed work Thought lost for ages.	Aristotle's "The Poetic". 9 th century Arabic translation. It contains 32 chapters covering tragedy and comedy.	10, Chest	The book referred to in the riddle is Aristotle's "The Poetic", or more precisely the full translation including the chapters that were thought lost since the Middle Ages. Aristotle is called the "master of the greatest conqueror", because he was Alexander the Great's private tutor.
What correspondence From so far away Can shed some light On the captain's fate? The Astrolabe and Boussole Ships of such pride Ran onto coral The captain's last ride!	18 th century metal chest, marked with a fleur-de-lis. Contains letters from the naval department to Captain La Pérouse.	10, Chest	The riddle refers to correspondence addressed to La Pérouse. The vessels belonging to the great navigator were called the Astrolabe and Boussole. The captain went down with the ships after hitting a reef.
Floating in its shell Like you in your vessel Navigating the ocean blue In a world so peaceful Captain Nemo It must be your double!	Painting of the Argonaut.	12, Wall	This mollusk is called an "argonaut" in modern terminology, but the ancients called it "Nautilus". Its shell is like a vessel that carries it, but it does not stick to the shell. It is free to leave, but it never does.
Rising from the water With her large eyes This pretty damsel Has 4 wings to fly.	Dragonfly painting	12, Wall	The damselfly is one of the names given to the dragonfly. The larva of this insect lives in water; you could therefore say that it rises from the water.
Of all the creatures Adorning the walls The one that is fastest Has a nose like a sword.	Swordfish painting	12, Wall	It is the swordfish, capable of swimming at 50 miles per hour.
A lifesaving animal For sailors in strife On more than one occasion It has saved someone's life!	Dolphin painting	12, Wall	It is the dolphin. Several legends tell of this magnificent animal helping shipwreck survivors through dangerous seas to reach the shore.

Where are all my believers? The sun is so far away Tell me what is this ship? At the bottom of Vigo bay! The invading Spanish stole me Far from my sacred land But they were ultimately punished Revenged by fate's hand.	Aztec scepter	12, Wall	It is the Aztec scepter. It is a sacred object, because it comes from a world where both religion and power are combined. It was stolen by the Spanish, and then taken aboard a galleon, which subsequently sank in Vigo bay.
Found again After five hundred years An exotic object Lying in a vessel's store Far beneath the waves On the Pacific floor.	Chinese porcelain, Yuan dynasty	12, in front of wall	It is the Yuan-style vase. It cannot be anything other than a Chinese object, because the Westerners were not known to navigate in the Pacific at that time.
Cedar, Laurel Ulmus, Beech Take these trees And cut the root The words must go Take aim and shoot Then join their trunks To make a weapon There by the bulkhead It's ready for action Of all those I see It's the newest, I believe.	Club	14, Wall There is another interesting method for determining the dates of the weapons: give Jep a lump of clay and get him to take an imprint of the bronze plaques beneath the weapons.	This weapon is the solution to the riddle. The first two lines of the verse give the names of trees. I take their "roots", meaning their first letters, and join them together to make a "club". The club is the most recent weapon of all those adorning the walls in this cabin. It actually comes from Australia, a continent where the Aborigines managed to live using stone and wood right up until the last century.

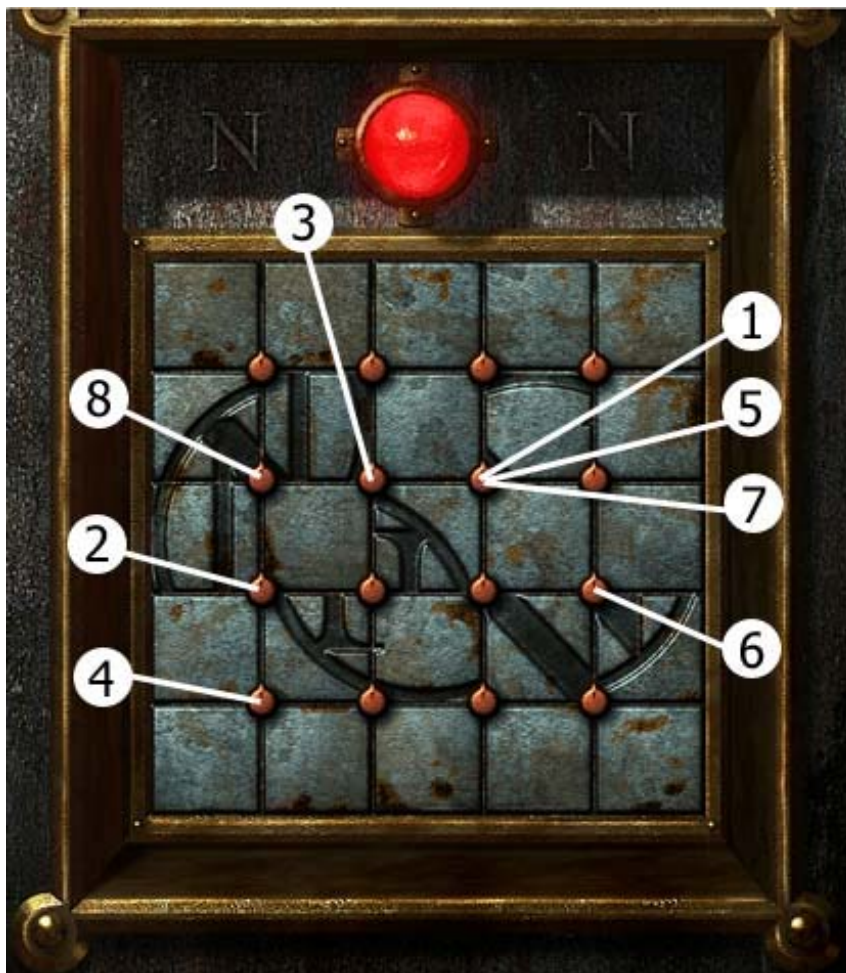
Opening the chest

At (10), you will find Nemo's chest. It contains the objects needed to answer some of the riddles, as well as the lever for opening the organ and the side portholes.

The chest is closed by a code lock. To open it, you must move the mobile pieces to reproduce the initial "N" of Nemo.

To begin with, a good method is to put all the smooth pieces in the center and the engraved pieces on the outside. You can then easily move the engraved pieces to form the "N".

If you are stuck, exit the puzzle and then start again so that the pieces are reset, and follow our solution step by step:



As in the solution to the "Gorge trap" (see earlier), the circled numbers indicate the order in which you must press the buttons.

Once the chest is open, you will notice that in addition to precious manuscripts, it contains two levers:

- The left one opens the side portholes, providing an underwater view
- The right one turns the organ on at (13)

Finding the pearl

One of the riddles concerns the "Giant black pearl", which you need to show the robot lying in its case. The case is initially empty: debris from the ceiling has made the pearl roll underneath the armchair at (8). Pick it up.



If Nemo's ghost gave you the pearl as a present, you do not need to worry about finding it: your inventory contains a "Giant black pearl" similar in every way to the one underneath the armchair.

Now go and tidy up the display case (9) by removing all the debris, and then place the Giant black pearl on the red case in the middle.



Once the pearl is in place, click on it to show the robot.

Organ

Here is a quick way of convincing the robot that you are Nemo, without needing to solve the riddles.

First of all, get the organ working by operating the right lever in the chest (see earlier, "Opening the chest").

On the stand, you will find the score of an incomplete tune composed by Nemo.

Just before his death, Nemo scribbled down the end of this tune on a "Musical score", which he left beneath the boot of his diving suit in (Granite House - 1) and which you should have already taken.

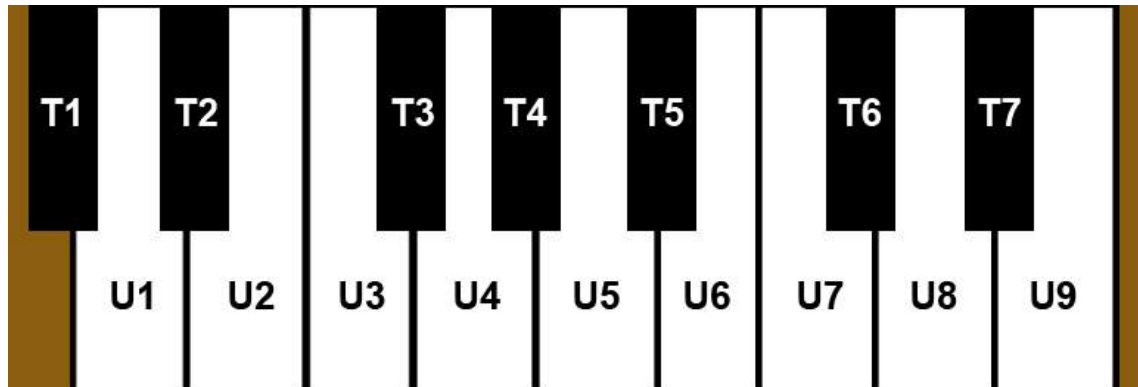
Place this score on the stand. It is displayed after the one already there.

If you read music, play the end of the tune on the organ.

To help you, remember that Nemo likes to compose using only the black keys (as we are told by Jules Verne in *Twenty Thousand Leagues Under the Sea*).

You can also play it by ear - you heard it whenever Nemo appeared.

If you cannot do it, refer to the diagram below and press on each of the following keys in sequence: T5, T7, T3, T5, T1, T2.



Victory

Whether you have solved the riddles or played Nemo's tune, you have convinced the robot that you are the captain. You order it to shut down the shield cutting off the mysterious island from the rest of the world. It obeys. You call your mom and tell her your position. Help will soon be on its way. It has been a pleasure accompanying you on this adventure. See you soon for another journey - but on the moon next time!

THE END