

MUTINY! (Part Two)

Examine impression (of you in the sand, yielding a pendant), wear pendant (to prevent its theft), examine rocks (where the ship impacted) and wreckage (mangled, but hopefully salvageable), east (a crewman, McCleary, can be seen further east), examine McCleary (he bears a patch on his right eye, limiting his field of vision, and carries a shotgun), west, north, east (some submerged clothing and a cross), dig (with your hands, uncovering the corpse of Wray who must have drowned?), examine body (clearly he has been stabbed, and the dagger protrudes from his chest), pull dagger (his arms are folded, preventing you from gaining a good enough grip), unfold arms (not while you are bound), take monocle, examine it (a powerful lens), examine sun (hasn't reached its zenith), wait (until eventually the sun is at its most intense), focus sunlight on bonds (you are successful in burning the bonds), unfold arms, pull dagger, examine dagger (it suggests to you that it is a treasure, but lacks a ruby in a row and it is blunt), west, south, east, sharpen dagger on rocks, take rock, west, south, west, examine seaweed (just washed in), search seaweed (you find a sponge clogged up in the midst of the seaweed), examine sponge (a naturally occurring organism, saturated with a viscous liquid), examine liquid (it is an oily lubricant), up, west (Anderson, another mutinous crewman, runs at you with an iron bar), stab Anderson (mortally wounding him, and he falls into the sea and is washed away), examine fence (runs the entire way along the cliff-edge, but here there is a loose stake), pull stake (slightly lifting it), again (a bit more), again (success! Was it loose at all?), east, north, search ruins (you notice its walls, much debris, and a totally functional winch/drawbridge system), examine wall (it is covered in moss), scrape moss (with the now sharpened dagger, to observe an inscription), read inscription (details the process of hypnosis which you feel may be quite useful), search debris (you discover a tiny ruby amongst it, fortunately), examine ruby (it is insignificant in size, but not so in value), examine winch (almost complete, but one piece of wood is rotting and crumbling), place stake in mechanism and squeeze sponge (squirting oil; as a result, the drawbridge is now functional again), south, west, west, west, up, east, examine hovel (you admire its simplicity, but inevitably bemoan the occupants' poverty. A window around the side of the house is visible to the northeast), ne, look in window (you can see Cooper, an armed crewman, holding an innocent peasant hostage), sw, knock (the only reason you have of doing so now clear, you receive a reply, "go away!"), again (Cooper emerges and recognises you - "Cap'n!"). If you were to attack him, you would be shot in the scuffle. Thus you must escape to where you can set a trap for him before he is able to take you out), west, down, east, east, east,

north, raise drawbridge (Cooper stands outside, banging on the door. In two moves, he would clamber around the side, so you must cut him to the quick), lower drawbridge (it collapses on him and he writhes in pain), south, examine Cooper (you find and take his revolver), examine revolver, look in carriage (there are only 4 bullets remaining), west, west, west, up, east (the door lies ajar), in, examine peasant (he is terrified of the consequences of colluding with you), talk to peasant (you explain to him that you have seen off Cooper. He is eternally grateful and offers you ham, ale or clothes in return), say peasant clothes (you now have a set of comfortable everyday wear. As you leave, you see the peasant throwing something out of his window and you cannot re-enter since he is about to go into the village), ne, examine shrubs (you discover a snuffbox which the peasant has discarded, evidently that of Cooper), sw, east, look into pool (you have a rather bushy beard, but no way to remove it), east (you scramble over the wall into the ruins), take stake (out of the mechanism as you need it later), south, down, wash blood off dagger (saves you from being arrested), east, north, east, east, drop dagger and revolver, throw ruby onto promenade, west, west, south, east, examine clothes (you have a hooded cape as part of your attire), raise hood (so you are not recognised by McCleary), south (rolling up trouser-legs), drop stake, east (you are at the far end of the beach, so you are not recognised), east, south (into water again, and by now the stake should have floated into this location; if not, WAIT), take stake, north (McCleary would have stolen the stake or the pendant otherwise), up, examine steps (someone has fallen, leaving a clear hand print - it is Sneer's, as he only has three fingers), up, take ruby, place stake in ground (you don't have the strength), east, east, open trapdoor, down, feel around (in the darkness, allowing you to locate a hammer which you take), up, west, west, place stake in ground (the hammer allows you to do so), lower hood (otherwise you'd look stupid), north, north, north (the village green, so the first thing you should do is chat to several locals, particularly regarding the shipwreck), west, examine mayor, talk to him (a memorial is to be held for the "gallant sailors" - you are not accepted as the Captain), east, east, east, south, examine Sutherland, talk to him (he tells of the crewmen, some of whom he, a student surgeon, treated), ask Sutherland for shave (he will accept security if you pay later on), give ruby (he shaves you - the pendant is needed for later on), north, se, east, talk to policeman (he feels the crew are amiable and the "Captain", Sneer, is heroic!), west, nw, east (the undertakers, a bell and a coffin being the only items), open coffin, examine it (you see Fleming's corpse within), west, west, west, north (somewhere along here is Baker), west, west, sw (a young woman is bathing here), talk to woman (she is willing to get out to talk to you), close eyes (she says everything is fine), open eyes (the two of you sit on the bank and chat - during the conversation she alludes to a

"poor little boy" on the brink of death in a cottage in the village), ne, east, east, crawl under bushes (to a shallow part of the river), west (you're now under the bridge and see all the comings and goings), wait (till Müller arrives to talk to Baker), listen (Baker remarks on hypnosis and their discussion is most informative), east, crawl through bushes, remove pendant, wait (for Baker), hypnotise Baker, talk to him (he tells you about Sneer, Follows et al), search Baker (you find some money), south, east, east, south, pay Sutherland (thus you regain the ruby), north, west, south (two crewmen, Walsh and Somerville, are inebriated here), buy meal (you are hungry - you must not speak or you will be recognised), north, east, north, talk to curator (he is more than interested in the dagger had you had it), south, west, north, purchase rope, south, west, south, south, tie rope to stake, climb down, take dagger and revolver, replace ruby, climb up, down, down, examine seawall, scrape barnacles, read message, up, up, north, north, east, east, north, give dagger (the curator rewards you with an item of your choice - an alchemistic touchstone, an ebony key or a druidic spittoon), take key, south, west, west, south, south, untie rope (for use elsewhere), east, in (onto the fishing-boat on which is Lawrence, another crewman), take whiskey bottle (he jumps to his feet to pursue you), out, east, hide behind crate (Lawrence enters and, seeing the open trapdoor, he rushes downwards), bolt trapdoor (so he cannot get at you), west, in, sail to island (using the rope for mooring purposes), out (onto the shore), west (a crewman's corpse, that of Hegarty, lies here), examine body and search it (a most interesting scrap of paper!), read paper (you are shocked), east, south (there is no way down to the ravine), south, examine ravine (you see a route down from the ridge to the ravine), north, west (you pick your way down), examine ravine and slab (relates to an inscription BRAVE SLAIN; also, the slab has a keyhole), insert key, press top left (of slab and a monolith emerges), examine monolith (at the top there is a notch), look through notch (it is perfectly lined up with a cave which you'd otherwise not have seen), east, north, north, in, sail to wreckage, out (Adair lies dead on the rocks), west, search wreckage (Spencer and Tate, two crewmen, lie dead in there and you find your logbook), read logbook, east, in, sail to harbour, out, west, down, down, west, west, west, west, up, west, west, tie rope, east, east, down, east, east, east, east, up, up, north, north, east, east, se, east and give logbook (the policeman realises his error and rushes off to the Inn, arresting Walsh and Somerville. He later brings back Baker, but when he sees Müller he is murdered. You are now at the village green. A mob is being forced), south, west, knock, again, again (the lady rushes off to summon her husband), break down door, in, up, west (Simon lies in bed, looking well enough), talk to Simon ("Father!"), look in wardrobe, take boots, wear boots, wait (the lady and the barman arrive, seeing you both together - they are relieved. Cunningham is aroused), east (he throws a ladder down), kick ladder

(he falls down the stairs too), down, out (McCleary, too, has arrived), shoot McCleary, east, north, north, west (Müller stands here with two shotguns, at the other end of the bridge), shout (he shoots the revolver from your grasp. He pursues you), east, south, south, south, down, down, west, west, west, west, up, west, west (you are above the cave), down (by the cave, above which is an overhang, and Müller clammers down the rope - Müller is now below the overhang), throw rock (the overhang collapses on Müller, killing him, the fact that the boots are sustaining your grip being paramount), up, east, east, down, east, east, east, east, up, up, north, north, north, west, north, north, north (the mob has begun lynching Follows), talk to Follows (he tells you that you will never find Sneer), wait (he is hanged), north, examine dwelling (traces of gunpowder, part of the cargo. You hear the inn being razed to the ground), south, south, south (a messenger tells you that Sneer wants to speak to you), south, east, south (Sneer threatens that he will blow up the Village Hall), give snuffbox (he is distracted) and attack Sneer (Sneer explains that if it had not been for your interference, they would have succeeded in stealing the "Inferno" and its cargo. It was Sir John Shottford who employed Sneer and his minions. Sneer realised that Shottford duped them by telling you to be cautious. He tells you not to stop him, and takes the barrel of gunpowder with him, out to sea on the fishing-boat and blows himself up.

Some days later, you confront Sir John Shottford. He has been making love to your wife, Louisa, for years and his scheme involved paying off Sneer after his uncle had told him that you were hiring the otherwise reputable men. They were to steal the cargo, consisting mainly of trinkets and the ship, in the process killing you, and wait at the village for him. He would never arrive. You place the revolver against his head and blow his brains out.

THE END.