

# NANCY DREW

The Creature of Kapu Cave



dare to play™

Her Interactive, Inc.

Copyright Her Interactive, Inc., 2006

No part of this booklet may be reproduced, transmitted, or adapted in any form without the written consent of Her Interactive Inc.

Copyright (c) 2006 Her Interactive, Inc. HER INTERACTIVE, the HER INTERACTIVE logo and DARE TO PLAY are trademarks of Her Interactive, Inc. NANCY DREW and HARDY BOYS are trademarks of Simon & Schuster, Inc. and are used under license. Copyright in the NANCY DREW and HARDY BOYS books and characters are owned by Simon & Schuster, Inc. All rights reserved. Licensed by permission of Simon & Schuster, Inc. Other brands or product names are trademarks of their respective holders.

Design by: Sonja Morris

Cover Design by: Mark Tolleshaug

All rights reserved. All trademarks and logos are properties of their respective owners.

Made in the USA

**Her Interactive, Inc.**

**1150 - 114th Ave. S.E., Suite 200**

**Bellevue, WA 98004**

**[www.HerInteractive.com](http://www.HerInteractive.com)**

# CONTENTS

<b>ALOHA!</b> .....	3	Let's Be Frank .....	17
Hey! Don't Flip the Page Yet! .....	3	Surfer Girl? .....	17
<b>KE ALOHA NŌ!</b> .....	4	<b>Pua Mapu</b> .....	18
Check In .....	4	Immersed in Botany .....	18
<b>Big Island Mike's Immersion Excursion</b> ..	4	A Cracked Perspective .....	19
<b>Big Island Mike</b> .....	5	No Charity for You, Drew! .....	19
Strung Along .....	5	Fine Frass Details .....	19
Frank and Joe Hardy .....	5	Frass Formulas .....	20
She Seeks Seashells by the .....	6	It Adds Up! .....	20
Your Key to Adventure .....	6	Craven's Nappy Time .....	21
A Sad Camper? .....	7	Men in Yellow Suits on Your Back .....	21
Sort Through the Mess .....	7	Turn Down That Noise! .....	21
<b>Dr. Kim's Base Camp</b> .....	8	Clean Out Your Locker .....	22
Quigley Kim's Greatest Hits .....	8	A Craven Coincidence? .....	22
Energy Crisis .....	9	It's a Pineapple! .....	23
A Lock on Melody .....	9	Into the Greenhouse Gas .....	23
Secured Contents .....	10	Wakey Wakey Dr. Flakey! .....	23
Out of the Ditch .....	10	Down the Tubes .....	24
Two Ways to Enter .....	10	Kim's Sampler .....	24
The Malachi Craven Fan Club .....	11	Fame and Fortune on Hold .....	25
<b>Malachi Craven</b> .....	11	Pawn Shop Hitter? .....	25
Peas in a Pod .....	11	A Call and a Family Fight .....	26
<b>Hilihili Research Facility</b> .....	12	Hawaiian Ice .....	26
Do the Math .....	13	A Sour Kiss .....	26
Radio Contact .....	13	Pulling Teeth .....	27
Yo Joe! .....	13	Tongue Twisted .....	27
The Hardy Boy and the Sea .....	13	Shell Game .....	28
Catch of the Day? .....	14	Tell the Tale .....	28
Down and Out? .....	14	Fishing for Clues .....	29
Back to You, Nance .....	15	Going Under .....	29
Three Finger Rock .....	15	Go With the Flow .....	29
<b>Dr. Quigley Kim</b> .....	15	The Other Side of the Story .....	30
Dr. Kim's Clipboard .....	16	Make Your Move .....	30
Happy Trails? .....	16	<b>Sassy Detective Awards!</b> .....	31
Frass Collector .....	16	<b>Hey! What About That</b>	
Kapu Cave .....	17	<b>Wiki Tiki Arcade Game?</b> .....	32

# ALOHA!

What's that whispering sound among the shadowy leaves? The only thing creepier than carnivorous caterpillars might be the legend of a man running amok in the jungle. That's why you, as Nancy Drew, agreed to work with entomologist Dr. Quigley Kim in Hawaii—but the doctor is out and her camp is in shambles! Did Quigley bug out or is there something bigger than bad mojo running amok in the underbrush? To find out, you'll need to team up with the Hardy Boys® and uncover the secrets of this island paradise—and the foreboding statues and traps in Kapu cave.

## Hey! Don't Flip the Page Yet!

Because Nancy Drew mystery fans enjoy their official strategy guides almost as much as they like playing the game, we wrote this guide while the game designers at Her Interactive made Nancy Drew: The Creature of Kapu Cave! That's pretty cool and timely for you. That means that we had to finish writing this strategy guide before the game was done! This detailed guide still contains all the steps and solutions to solving Nancy Drew: The Creature of Kapu Cave on Senior Detective level, but there *might* be a few differences between what you read and see in the pictures and what you encounter in the game! Just like previous Nancy Drew strategy guides, all the directions in this book remain written in a way that keeps some important surprises at the end of the game a secret. You must complete the game to identify and apprehend the culprit or culprits—because we tell you how to solve the game puzzles, not whodunit! This guide assumes that you know the basic game functions, including how to move, interact with characters and use the features covered in the tutorial. If you're playing Junior Detective mode, some steps in this guide will not be necessary, but the practical tips below make game play easier for players of all abilities:

- Exclamation points (!) on the icons at the bottom of the screen tell you that there are new items in your inventory or additions to your journal. Sometimes these additions are small, but this is the first place you should click whenever you're stumped.
- Sometimes certain people in the game won't do much until you ask all of your questions! If you're stuck or the game doesn't move along to a special event that this guide says should happen, go back and check to see if you left some questions unasked and unanswered.
- If you need a small clue instead of a complete solution to a puzzle, try calling Ned on your cellular phone before looking in this strategy guide—figuring it out on your own is often more rewarding than flipping pages for quick answers.
- This might sound simple, but even the best senior detectives forget: After completing a difficult task, click on the menu option near the bottom of the screen and save your progress. This minimizes the frustration of losing your best game accomplishments.
- If stringing shells and catching fish for Big Island Bucks keeps you from getting further along in the case, put in a hardcore fishing and beachcombing session and remember to spend a little for the rare shells and beads at the Big Island Bucks display. A little concentrated hard work can pay off and give you more than enough Big Island Bucks to play all the way through the game.

# KE ALOHA NO!

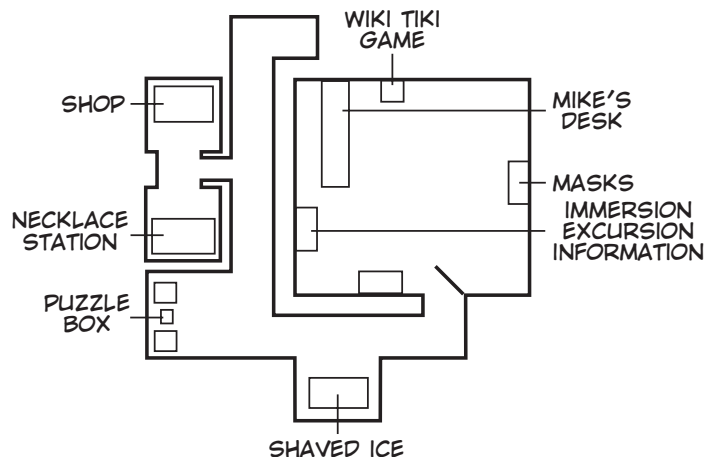
You're on your way to Hawaii! Before you leave, click on the Case File at Nancy's desk. It contains some background information you should know about working as a field assistant for an entomologist. You're not getting paid for your effort, but at least there's a free plane ticket to a tropical paradise!

## Check In

Dr. Quigley Kim doesn't have time to spare for airport arrivals, so you'll take a bus to a small town on the southern coast of the Big Island. Someone named Big Island Mike has keys to a 4x4 rig for you, but he won't give you the keys without a little Immersion Excursion.



## BIG MIKE'S IMMERSION EXCURSION



## Big Island Mike

Is Big Island Mike Mapu the real deal or is he a fake snake? He's the owner of the beachside Immersion Excursions resort, but you have to wonder if his business and his Big Island Bucks scheme give him enough money to support his family. That might be why Richard Aikens, the CEO of Aikens Biotech Research, hired the Hardy Boys to snoop around the place. Big Island Mike seems nice, but it's tough to get him away from his desk—it's almost as if he suspects that he's under investigation, especially after Joe is knocked over the head at the very moment that the Hardy Boys seem to be finding a clue or two. One thing to keep in mind during your dealings with Mr. Mapu—just because he might be struggling to make a living off tourists with this Immersion Excursion and Big Island Bucks scheme doesn't make him a crook. You need hard evidence to create a case against him.



## Strung Along

Big Island Mike doesn't just promote his Immersion Excursions—he almost shanghai's mainlanders into his tourist trap. You must make an Aloha Necklace to get your rig keys, but there are not enough shells in the box that he gave you. Perhaps there are more shells at the beach.



## Frank and Joe Hardy

Ned Nickerson calls your cellular phone to check in just as you step out onto the dock above the warm beach. Good ol' Ned. If only he could work through his petty jealousy issues and not worry about you and other guys—especially young detective guys. Frank and Joe will give you the scoop on some of the important details regarding their undercover work, although Joe seems a little more preoccupied with the legend surrounding Kane 'Okala than a semi-pro surfer girl. Silly Ned. Joe and Frank are totally into their investigation. What does he have to worry about?





## She Seeks Seashells by the...

Once you're done talking to the Hardy Boys, stroll along the beach and run your magnifying lens cursor across the shoreline. Click on the places where the lens turns red and you'll find tidal pools and damp areas where seashells sometimes wash up. You can click repeatedly on the same spots to find more shells, but some beach-combers like to walk up off the beach and return to check back later. You need to find two more brown shells and two more white shells—plus one of those big speckled shells as the centerpiece. Don't forget to snoop around under the dock!



## Your Key to Adventure

Once you have your shells, walk back up to the Immersion Center and string together your Aloha Necklace just like the picture in the necklace book. Remember to attach the big shell in the middle. If you did it right, Big Island Mike will give you the 4x4 key and he'll pass along extra shells to the Hardy Boys.



## A Sad Camper?

On your way up to Camp Quigley the bridge washes out. At least the rain stopped and the skies brightened by the time you get to your destination on your GPS map. Too bad there's nothing you can do to avoid the big ditch at camp. Listen to your phone message from Joe and he'll confirm that you're stranded at the camp until the bridge is repaired. At least you won't be alone when you find Dr. Kim—if you find her. Something larger than a rainstorm apparently ransacked her campsite. No one appears to be around, unless somebody is in the tent. Maybe that's where you should look first.

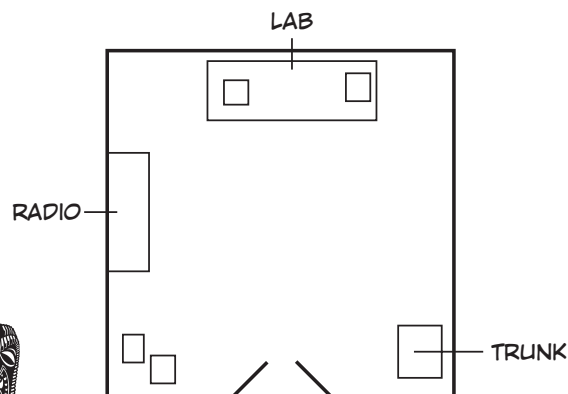


## Sort Through the Mess

There's nobody inside the tent, but the campsite chaos design theme seems to be everywhere. Where did Dr. Kim go? Examine the radio on the table and you'll see a green binder with a yellow sticky note next to the radio microphone. Pick up the sticky note and you'll see scrawled handwriting telling you to call "QK" at frequency 18.305. Click the power button. The radio won't work. You'll need to find a way to restore power to the radio before you can broadcast. Maybe that broken solar panel board beneath the tree is the solution to this temporary energy crisis. Head back outside the tent and check it out.



## DR. KIM'S BASE CAMP



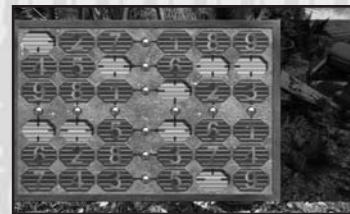
## Quigley Kim's Greatest Hits

Return to the spot where you first saw Quigley's camp when you "parked" your rig in the ditch. Use your magnifying lens cursor along the left edge of the screen (near the tent) and you should find a portable tape recorder. Rewind the tape and listen to ALL of Dr. Kim's oral records (even the stuff about the feral bees). Pay close attention to the combination sounds that she presses on her trunk lock—that's the recording that she made on March 28th. If you miss the combination sounds, you can rewind to the specific date without listening to her other ramblings. Figuring out that combination will be your key to putting your 4x4 back on the road.



## Energy Crisis

There's a big flat metal panel leaning against a tree in camp. Pick it up and you'll see a solar panel with some photovoltaic cells missing. If you can fix the panel and hook it to the winch cable, you might have enough power to turn on that radio on the table inside the tent.



## A Lock on Melody

Enter the tent again and turn around and face the entrance. You'll see a green trunk in the left corner. The trunk has a six-button lock that plays a note depending on which button you click. The recording on Dr. Kim's oral record for March 28 sounds like "BLEE BLAH BLIH BLUH BLUH BLAH BLAH BLUE." Play around with the buttons and you'll probably be on key. If you're stuck, look at the diagram on the right and note our numbered buttons. If you press 6, 4, 5, 1, 1, 4, 4, 3 in that order, you'll be playing a tune that has nothing to do with the blues.





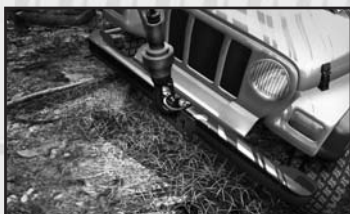
## Secured Contents

Inside Dr. Kim's trunk you'll find a journal containing her personal and unflattering notes on someone named Malachi Craven. There's a phone number on a slip of paper in the back. Look in the rest of the trunk and you'll find a big metal hook and a security pass card for the Hilihili Research Facility. Why would Dr. Kim have one of these? Is she working on a project with Malachi Craven? Maybe after you pull your 4x4 out of the ditch you can find out. Take the hook and the pass and return to the winch cable dangling from the tree in the middle of Camp Quigley.



## Out of the Ditch

Stroll in front of your 4x4 and take the metal hook from your inventory. Use the hook on the round metal attachment dangling from the winch wire. After the hook is attached, put your cursor on the hook and pull it over to the bar on the front of your 4x4. Now press the red button on the winch (don't ask how the winch has power but the radio doesn't work—it must have internal batteries or something) and you'll pull your rig out of the ditch. You're free at last! Now you can drive over to the Hilihili Research Facility and ask if anyone has seen Dr. Kim around.



## Two Ways to Enter

You can either press the call button at Hilihili Research Facility or swipe Dr. Kim's pass card (if it is hers—maybe she stole it) through the card reader. No matter how you go about making your entrance at Hilihili you'll be treated like a criminal, so enjoy the interrogation!

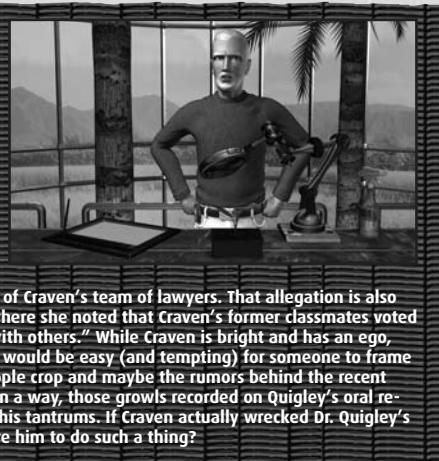


## The Malachi Craven Fan Club

Whether you used the pass or pressed the button, Dr. Malachi Craven subjects you to a rude interrogation. If you treat him with flattery he won't press charges. As a solar power expert, Dr. Craven has plenty of photovoltaic cells, but first you must help him with a small task.

### Malachi Craven

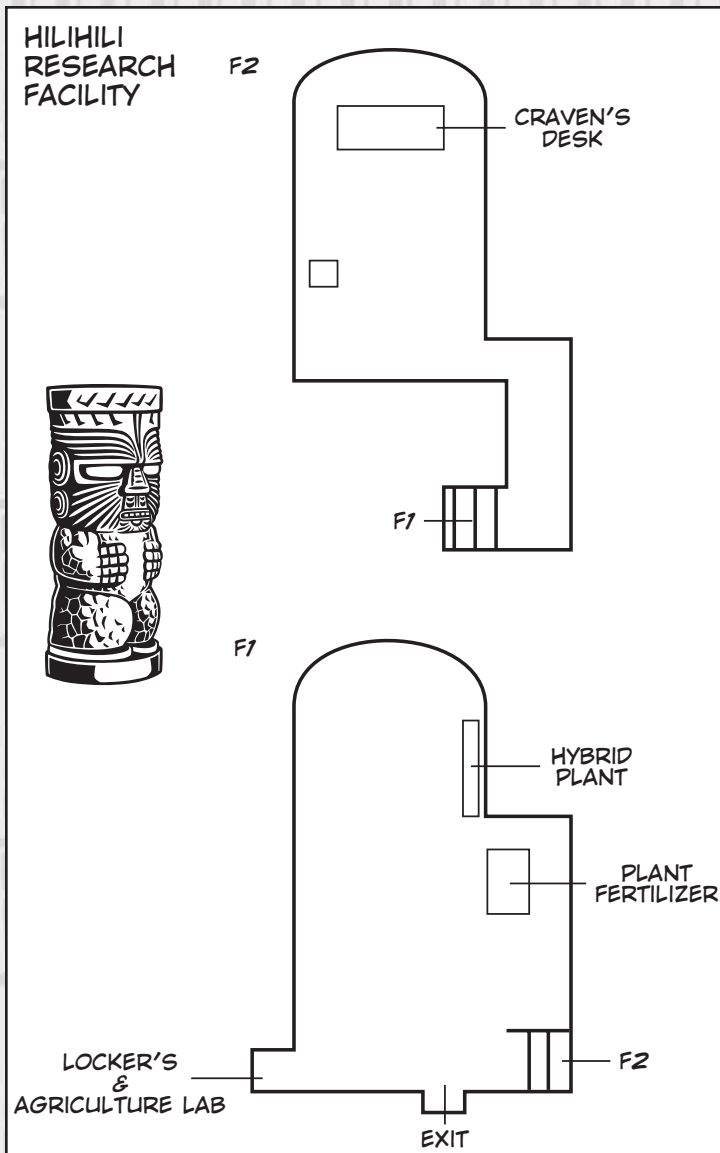
Despite his concern about Kane 'Okala, Mike Mapu seems convinced that the trouble with the local pineapple crop is related to Malachi Craven's Hilihili Research Facility. Craven supposedly runs his secret laboratory with an iron fist, so maybe there is some truth to Mapu's suggestion that the newspapers won't write about the Hilihili Research Facility because of Craven's team of lawyers. That allegation is also backed up by Dr. Kim's private log where she noted that Craven's former classmates voted him "Least likely to ever play well with others." While Craven is bright and has an ego, he's such a dislikable suspect that it would be easy (and tempting) for someone to frame him for the troubles with the pineapple crop and maybe the rumors behind the recent sightings of the Kane 'Okala beast. In a way, those growls recorded on Quigley's oral records sound a lot like Craven during his tantrums. If Craven actually wrecked Dr. Quigley's camp, what circumstances could drive him to do such a thing?



## Peas in a Pod

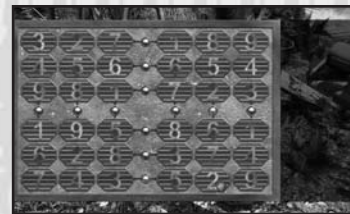
Dr. Craven might be a famous horticulturalist, but he has allergies to certain plants, including a few in his Hilihili Research Facility. Ask him about the photovoltaic cells. Pick up the tray from his desk and walk down the ramp to the rounded window next to the green chemical vats (it's the space that's directly below Dr. Craven's desk). Look at the note card next to the plant and select the dark brown seeds with a shiny white splotch. Click on the pods to pick and then click on the pods again to pop them open. Remember—you only need the brown seeds, not the seeds with stripes! When you're done, return the tray to Craven.





## Do the Math

Return to Camp Quigley and pull up the solar panel. The numbers on the photovoltaic go in specific spots on the grid and each 3x3 quarter panel must contain one digit between 1 and 9—no duplicates. The rows and columns should add up to 30. If you're stuck, examine the green lights or peek at the photo on the right.



## Radio Contact

Once the solar panel is hooked to the cable, turn on the winch and hoist it up the tree. You have power for the radio! Go inside the tent, turn on the radio switch and enter frequency 18.305 by using the vertical and horizontal switches.

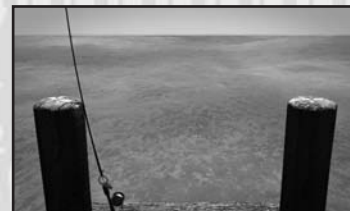
## Yo Joe!

Pick up the microphone and call Dr. Kim. There's quite a bit of static. She gives you coordinates where you can find her, but you can't make out much about a place called "Green Trigger Rock." You don't have a map but maybe your phone has better reception. Give Joe Hardy a call.



## The Hardy Boy and the Sea

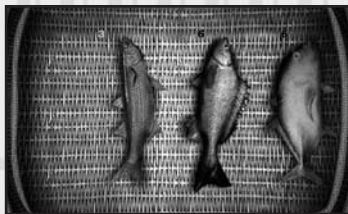
Switch to Joe during your phone conversation and then go see Mike Mapu. Mike can't recall anything named "Green Trigger Rock" and he knows the island fairly well. Maybe he has a map or something in his office. Why ask for a map now when you can snoop later? Take the shell box that he gives you and ask him if he ever gets out of the office. He'll leave his desk if you catch six Ulua fish. Ask him about the fish and he'll give you special bait. Either Big Mike is really into selling Ulua or he has a clue about how badly you want to poke around his office.





## Catch of the Day?

As you head for the beach you'll feel an earthquake. It's really just a minor shaking. Head for the beach and start catching fish. Try aiming for spots on water as you cast, and don't forget to click on your reel whenever the bobber sinks below the surface. If you need a break, search the beach for shells and sell necklaces to Pua.



## Down and Out?

Once you have six Ulua in your creel, take your catch to Big Mike. You'll need to step out of the office before he can leave (maybe Mike has something that he doesn't want you to see). Once you hear the car drive off, enter the office and look behind the desk. There's a note about a delivery from JK on the calendar. Take the key from the top of the calendar and use it on the closet door behind the desk. Open the drawers in the closet and call Nancy about the coordinates at Three Finger Rock. Now turn around. Hey! A mask from the wall! Where did that come from?



## Back to You, Nance.

Listen to Joe's recording left on your cellular phone at Camp Quigley. The coordinates that he rattles off are automatically recorded in your case journal, but you still need to input the data into the GPS unit at your 4x4 rig (North 19 degrees, 24 hours, 42 minutes by West 155 degrees, 09 hours, 01 minute). Once you have the data entered correctly, you'll see the destination listed in your GPS. Click on the Three Finger Rock icon and you're good to go!



## Three Finger Rock

Check out that rock. Why didn't they name it "Three-Toed Boulder?" Follow the path around it and keep going until you see a backpack leaning up against a tree. Look up and you'll spot Dr. Quigley Kim. Now you can sort out all those instructions that you missed over the radio.



## Dr. Quigley Kim

Figuring out Dr. Quigley Kim can be as tough as keeping her on topic. While Quigley might be studying island insects, her trunk contents seem to suggest that her research methods are unconventional. What was she doing with a level 3 Security Pass for the Hilihili Research Facility? Dr. Craven thinks that she stole it, but he'll retract his accusation if you ask him about it later. Although Dr. Craven says that he may have heard about Quigley, he doesn't think that he's met her. That sounds sort of strange considering that Quigley keeps a detailed (and unflattering) biography of Dr. Craven in her personal journal. Then there's that phone number on a piece of paper tucked away in the back of Quigley's notes. It's a pretty safe bet that Quigley is conducting her own special research—and you can bet your last *norsobeta ordorata* that this extra credit assignment has nothing to do with bugs.





## Dr. Kim's Clipboard

During your short radio conversation Quigley asked you to bring her clipboard. She won't come down from the tree until you return with it. Go back to camp and look for the clipboard wedged between the crates inside the tent. It's just to the right of the tent entrance.



## Happy Trails?

Drive from Camp Quigley over to Three-Toed, er... Three Finger Rock and follow the long trail back to Quigley. As long as you have the clipboard she'll drop down from her roost. Too bad someone tore off the top page of her hard-earned research. Now you can tell her about the wrecked camp and she'll tell you that you must locate the trail of frass trap flags to reassemble the information missing from her clipboard.

## Frass Collector

Collecting frass trap data seems complicated unless you sort through the notes beneath the clipboard's Environmental Analysis Table. You don't have to worry about analyzing samples on the last page yet, but you probably do need help identifying certain plants. Walk down the trail and collect samples from the purple, yellow, blue and red traps. On the second page of the clipboard you'll see coordinates for Kapu Cave and the green and orange frass traps. Enter the coordinates (N 19 20' 30" W 155 05' 33") in your GPS and take a drive over to this local hot spot.



## Kapu Cave

Collect samples from the green trap next to your parking space and the orange trap just outside the cave entrance. Why would caterpillars want to build webbing around a stone cave where there is no vegetation? You can explore the cave, but you won't be able to move anything on the statues. (*Yet!*) Perhaps you'll learn more after you sort out the vegetation data on Quigley's Environmental Analysis Table. Speaking of vegetation, maybe the Hardy Boys have a resource that can help you identify the plants around each trap so you can enter the data on the clipboard.



## Let's Be Frank

Call Frank on your cellular phone and tell him about the plants. You'll also learn the bad news about Joe's run-in with Mapu's office decor. If you entered the cave, you can also ask Frank about statues—but that's a task Frank won't be able to solve until later in the game.

## Surfer Girl?

Tourist places often charge plenty for basic stuff. For example, there's this information kiosk next to Big Island Mike's desk that features local facts about plants and lore, but you need to pay Big Island Bucks to use it. Cough up the dough or see Pua about selling fish and necklaces.



## Pua Mapu

What's the deal with surfer girl Pua Mapu? When Joe asked her what she did for fun, Pua shrugged off the question, explaining that there really wasn't much time for anything other than surfing, eating and sleeping. Granted, this up-and-coming surfer has a sweet working gig if she's always teaching mainlanders how to stand on a

waxed stick, but does teaching really take up all of her day? Miss Mapu is a tricky suspect because there's no key evidence linking her to the trouble inland, but she draws a line in the beach sand when Frank suggests that her father Mike might be involved with a local crook. Why does Pua make you promise that you'll talk to her before calling the police? Is she hiding some secret that she'll only reveal if forced to plead her father's case? Could there be something more to this family connection than meets the amateur private eye?



## Immersed in Botany

Slip a single Big Island Buck coin into the slot at the kiosk next to Mike Mapu's desk and look up the information under Hawaiian Plants. Click on the turtle icons below the plant pictures and descriptions until you scroll through the details. The tricky part here is that there are more plant descriptions than there are plants next to the frass traps, so pay close attention to the names of certain plants and their leaf shape. At least the banana plant is an easy one, right? When you're ready, call Nancy back and give her the scoop on your botany research.



ENVIRONMENTAL ANALYSIS TABLE				
TRAP COLOR	VEGETATION CODE	FRASS WEIGHT	NUMBER OF SEEDS	DETRITUS PREDOMINANCE
RED	10			
BLUE	08			
PURPLE	04			
GREEN	11			
ORANGE	11			
YELLOW	06			

VEGETATION CODE KEY  
 10 Naupaka 08 Naupaka 04 Naupaka 11 Naupaka 11 Naupaka 06 Naupaka

## A Cracked Perspective

The good news: All that stuff that Frank told you about plants is now in your case journal. The bad news? Even if you filled out the first column of the clipboard correctly (see the bottom photo on page 18) you can't count any frass because the microscope lens at Camp Quigley is cracked!



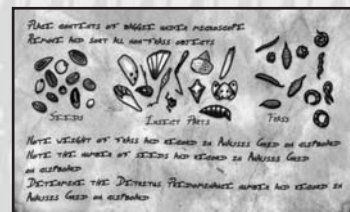
## No Charity for You, Drew!

You made quite an impression on Dr. Craven because he told the security guard at the Hilihili Research Facility to let you in whenever you dropped in. Hopefully he'll be just as helpful when you ask him about a replacement microscope lens. Craven will let you have it if you fertilize the plants downstairs. You must make all plants flower and there are several solutions. If the chemical containers were numbered 1 through 7 from left to right, our winning combo would be: 1, 2, 2, 1, 3. Work like a bee and then grab your lens from Dr. Craven and head back to camp.



## Fine Frass Details

Put the replacement lens inside the microscope and you'll find a built-in scale. That's important because you need to separate the caterpillar frass from the insect parts and seeds and weigh the contents in each bag. If you're not sure what frass looks like, check out Quigley's notes on the clipboard. Use each colored bag on the microscope and separate the insect parts and seeds. Write down the frass weight, seed count, insect weight and figure out the detritus predominance (see page three in the clipboard) in each color row. Don't remove any frass particles or the numbers won't add up!





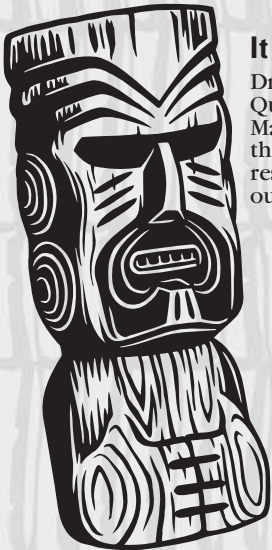
### Frass Formulas

Page three of your clipboard tells you exactly what you need to do once you fill out all of the information on the Analysis Grid: Put the clipboard in the Formula Analysis Machine. If it doesn't kick out the total 119,456, check out the correct data in the chart below:



### The Correct Answers

Trap Color	Vegetation Code	Frass Weight	Number of Seeds	Detritus Predominance
Red	10	99	12	405
Blue	08	108	8	505
Purple	04	119	9	105
Green	11	44	3	505
Orange	11	37	5	305
Yellow	06	150	9	105



### It Adds Up!

Drive back over to Three Finger Rock and show Quigley your results. It's a scientific breakthrough! Maybe. Quigley needs a specific leaf sample from the Hilihili Research Facility to compare with the rest of her frass data—and that will take some serious snooping around.

### Craven's Nappy Time

If Craven has said all he needs to do is sleep off the effects of his antihistamine. Look around his lab office and check out the paper in his coat pocket. It's the torn page with the original research data from Kim's clipboard! What is he doing with that?

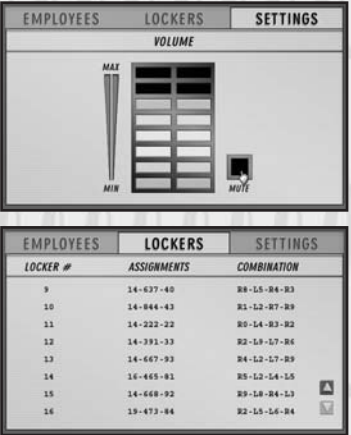


### Men in Yellow Suits on Your Back

Sneak down to the locker area and you'll find a door leading to the agricultural lab, but some guy in a yellow suit yells at you every time you try to go in there. You need a suit to blend in with the rest of the employees. Maybe the PDA on Craven's desk has the info you need—and maybe that Fiderman guy who was fired didn't have time to clean out his locker.

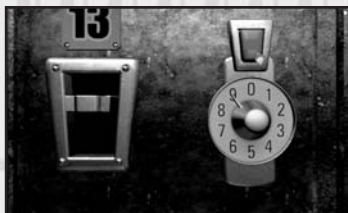
### Turn Down That Noise!

Craven's PDA probably contains a wealth of secret facility information, but those loud beeping buttons will rouse him from his slumber. This part can be a tricky, so try to avoid pressing any extra buttons: Quickly click on "SETTINGS" at the top of the PDA screen and check the Mute box. Now look under "EMPLOYEES" and find Fiderman's employee number (14-667-93). Look under "LOCKERS" for employee number "LOCKERS" for employee number 14-667-93 and you'll find out that Fiderman's locker was 13 and the combination was R4-L2-L7-R9. Maybe there's a suit inside so you can blend in with everyone else!



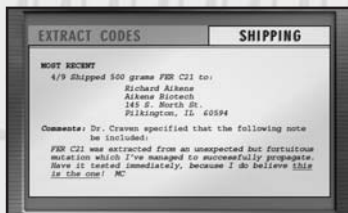
## Clean Out Your Locker

Some secret facilities have weird combination locks: Turn the dial clockwise (right) to the 4, then press the green button. Now turn the dial counterclockwise (left) to the 2 and press the green button. Turn the dial left to the 7 and press the green button again. Now turn it right to the 9 and press the green button. If you make a mistake, the orange button in the center of the dial resets the combination so you can try again.



## A Craven Coincidence?

It's hardly a flattering fit, but at least Fiderman's suit makes you look like any other secret facility employee! Make your way to the back of the agriculture lab and you'll find the door to a control room. Step inside and you'll see a computer. Enter Fiderman's employee number to log into the computer (14-667-93) and snoop around. Apparently Craven shipped something to a guy named Richard Aikens. The same guy who hired the Hardy Boys to work undercover? Check the extract codes and you'll find that Aiken's FER C21 item was extracted from a plant coded HH 3333.



EXTRACT CODES		SHIPPING
Date Recorded	Extract Name	Bed #
4/6	Fer C 21	HH 3333
4/4	Fer C 19	HD 9344
4/4	Fer C 11	HB 5500
3/28	Fer B 90	HD 8833
3/19	Fer B 96	HH 2944
3/18	Fer B 93	HF 3390
3/7	Fer B 88	HH 2106
3/6	Fer B 83	HH 7988
4/4	Fer B 41	HH 3333

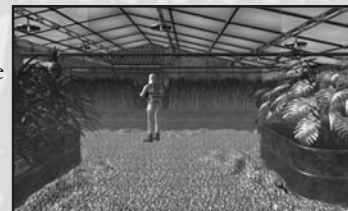
## It's a Pineapple!

Everyone is looking for Fiderman and you're wearing his suit. As you exit the control room and enter the agricultural lab you'll see a plant bed directly to the left with the code HH 3333. Click on the plant to take a sample. Take the sample and put it in your inventory or you won't be able to leave the lab.



## Into the Greenhouse Gas

You need to fade away into the green greenhouse gases without the staff detecting you. After picking a pineapple leaf, turn right and walk to the wall. Turn left and follow Waverly until you can turn left again (away from the exit). Go through the center of the lab until you reach the wall, turn right, then right again and walk to the wall. Now follow Waverly until you can take the door on the left.



## Wakey Wakey Dr. Flakey!

Once you're outside the greenhouse you'll automatically ditch Fiderman's Suit. If you want to confront Craven about the slip of paper in his lab coat, walk up to his office. The bigger the ego, the harder they fall, right? Get out and head back to camp.





## Down the Tubes

Return to Camp Quigley and enter the tent. If you look on the last page on the clipboard, you'll find a bunch of handwritten instructions on how to analyze samples. That's what you need to do with the clipping that you snipped from the pineapple plant at the Hilihili Research Facility. Use the clipping in a tube and then pour in the BQ 19 solution. Now compare the sample with the frass in the red pouch. Whaa? Hey, the colors in the tubes don't match! What does it mean? You need an expert opinion. It's time to go back and talk to Quigley at Three Finger Rock.



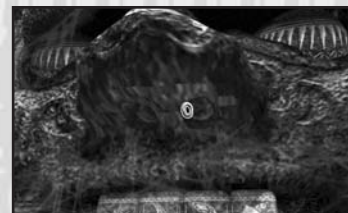
## Kim's Sampler

Return to Quigley's arboreal hang-out and shout out the news. She'll tell you about the other samples that are inside her backpack. Maybe you'll find a match there. Take the samples from the top of the backpack resting against the tree and return to Camp Quigley. Enter the tent and start mixing the six samples from Quigley's pack with the BQ 19 solution. What pretty colors! You're looking for just the right shade of blue to match the caterpillar frass. You won't have a match until you mix the fritillated flag beetle larva. Go back and give Quigley the update.



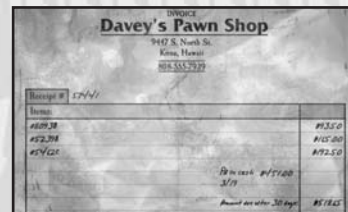
## Fame and Fortune on Hold

Back at Three Finger Rock Quigley puts her plans for fame and fortune on hold. Apparently the caterpillars have been eating nothing but fritillated flag beetles—and that's not scientifically possible, right? Why are the beetles multiplying faster than the norsobeta moths? Dr. Kim says that you're on your own for solving that mystery—but as a parting gift, she'll give you a strange stone ring that she found at Kapu Cave. Return to the cave and try fitting it in the nose of one of the statues. It unlocks the rows of engraved teeth! Call Frank and ask if he knows anything about the symbols on the teeth—and if he guessed that Aikens and Craven are working together!



## Pawn Shop Hitter?

You're Frank again. Stroll into Big Mike's office and pick up the receipt on the floor. Maybe Joe missed it or maybe it was dropped by the guy who hit Joe. Call the pawnbroker on the receipt, then dial Johnny Kuto and leave a message. Take a walk and wait for JK's return call.



## A Call and a Family Fight

Walk toward the beach and Johnny Kuto will call you back. Play along and see how long you can keep him on the phone. It sounds like Johnny might know Big Mike. Speaking of Mike, there's a family argument going on near the surf shack. Talk to Pua and share your thoughts.



## Hawaiian Ice

Pua mentioned that her dad had a chart. It's locked up in a trunk next to the Immersion Center. The combination is the name of Mike's favorite shaved ice treat, but she can't remember it. Check your Big Island Bucks funds because you'll need to pay before mixing up a treat.



## A Sour Kiss

Enter Mapu's office and ask Mike about his favorite shaved ice flavor. He wants you to guess. This is another money-making scheme, but if you serve up lime, coconut and mango you'll save yourself time and Big Island Bucks. Give the treat to Mike and he'll tell you that the flavor is called Honi'awa'—Hawaiian for "sour kiss." Return to the trunk between the chairs outside and spell out H-O-N-I'-A-W-A on the lock. Inside you'll find the chart. Note the different sea creatures that surround the large statue design and call Nancy.



## Pulling Teeth

Your call switches everything over to Nancy's perspective in the Kapu Cave. After you used the nose ring you could spin the tiki teeth, but no matter how you turned the stones nothing would happen. Now that Frank knows what a sour kiss is and he has the map, you're ready to twist some teeth. Each tooth must show a different etching of a sea creature, but figuring out the right order can take time. If you're stuck or just need a suggestion, check out the photos on the right. After you step through the teeth, the stone mouth closes behind you. There's no going back now.



## Tongue Twisted

You're hot on the trail of a mystery—literally. You're teetering above lava on crumbling stone passageways! Look around and you'll see that your magnifying glass turns red over an open tiki mouth. If you can't find it right away, look around the cavern. You can make some small jumps from rock to rock. Pull on the statue's tongue and you'll see a ledge appear. Jump to it and keep exploring.





## Shell Game

As you wander up the cavern passage you'll encounter certain sounds—water, wind, fire and a falling rock. What's the point? You'll feel the point of a poison dart unless you remember the sound order and enter the sequence on the engraved stones of the turtle statue ahead of you.



## Tell the Tale

After you cross the bridge you'll find a chamber with a series of blocks covered in etchings of an island and some turtles. There's also a rather ominous round boulder teetering over the top of the puzzle. Remove the six small numbered cubes and place them in the order of the pictures. You can tell which pictures go first by examining the height of the palm tree on the left of each etching—just remember that the volcano erupts and wipes out the tree as the baby turtles hatch! After you place the numbered cubes with the right pictures, you must quickly click to the right (in the direction that the eyes on the statue turn) before the boulder rolls down on you. It's time to be Frank one last time!



## Fishing for Clues

Depending on how many fish you caught and how many beads you strung, you might not have the 30 Big Island Bucks to rent the snorkel gear from Pua. If you don't have the cash, buy some Zippy bait and go fishing off the end of the dock. Pua will pay you for your catch of the day.



## Going Under

Once you rent the snorkel equipment from Pua, you can swim into the ocean from the section of beach between the tide pool and the leaning palm tree. To swim, face the ocean and the snorkel bag in your inventory should automatically equip as you click on the water. You can dive by clicking on the down arrow, but you'll need to come back up and surface before the blue oxygen gauge at the top of the screen runs out. Make your way through the reef and you'll see an underground entrance where an eel used to prowl. Perhaps the new mysterious totem chased the eel away.



## Go With the Flow

Once you're inside the cave it's time to make breathtaking decisions or run out of air. Choose the totem statues in same order as the chart in Frank's inventory: Shark, Turtle, Octopus, Porcupine Fish, Crab, Urchin and Manta Ray. You must quickly click on the statues.



## The Other Side of the Story

If you made the right choices you'll surface in an underground chamber. Walk forward and you should see a familiar boulder roll into view. Use the broken bridge as a ladder and work your way through the winding caverns until you see the turtle story puzzle that Nancy solved earlier.



## Make Your Move

Look above the turtle story puzzle and you'll see that you can climb up where the large rolling boulder once stood. Follow the path and press the switch on the wall. Explore the room and you'll see a crate covered in beetles. The insects are feeding on a strange substance or chemical leaking from the tanks. Who hauled these tanks down here? The person standing next to the tanks! After some discussion, there's an earthquake and the broken ground leaves you floating on rocks in a pool of lava. You need to reach the other side and get to the open door, but the person in front of you is trying to reach the opposite side to press a switch that controls the door so you'll be trapped inside the chamber! You can escape from this hot spot if you keep more stones on your side of the room. All pieces shift one space in the same direction that you or the other person moves, horizontally or diagonally. You may find that going backward makes it easier to go forward--if you jump backwards, more floating stones will appear on your side of the chamber, and this keeps your suspect from reaching the panel to trap you. If you jump on a row of rocks that are diagonally in the same line as your suspect, you can sometimes force your captor to float further away from the exit. You'll also find that many of the pieces floating along the edges stay in place longer than the pieces in the middle of the chamber, so try to stick to these sideline rocks as you jump one move at a time toward the exit. Watch your opponent and you'll find that it's easy to anticipate moves in advance--and that can help you spring your own trap as you escape from this hot spot.

MAHALO!

## Sassy Detective Awards!

Hey there Sassy Detective! What award did you score when you solved the case? One of the toughest Sassy certificates requires buying all the tourist trinkets and winning lots of Wiki Tiki arcade game prizes. Other awards often depend on how much time you spend doing a certain task in the game. See how many different endings you can find!

<b>Big Island Billionaire</b>	You made a small fortune in Big Island Bucks.
<b>Trinket Tycoon</b>	You collected tons of charming but useless trinkets.
<b>Bug-Eyed</b>	You did your bug chores faster than the average entomologist!
<b>Wikiwiki</b>	You completed the game in an amazing time!
<b>Shell Shocked</b>	You collected at least one of every shell in the game.
<b>Avid Angler</b>	You fished for your Big Island Bucks instead of stringing up a bunch of necklaces.
<b>South Sea Stringer</b>	You strung up more island necklaces than the average tourist.
<b>Super Snooper</b>	You found at least two hidden items in the game!
<b>Kapu Kahuna</b>	You solved the Kapu Cave puzzles without any Second Chances!
<b>Brain Freeze</b>	You served up Big Mike's favorite flavor in record time!
<b>Green Thumb</b>	You made pod picking and flower fertilizing look easy!
<b>Trash Talk</b>	You forced a confession out of Dr. Craven and he admitted that he trashed Camp Quigley!
<b>Hardy Helper</b>	You helped Joe and Frank with their case by finding out the truth about Richard Aikens.
<b>Pele Melee</b>	You won the game without doing any of the award stuff mentioned above!



## Hey! What About That Wiki Tiki Arcade Game?

Did you spend a Big Island Buck to test your luck on the Wiki Tiki Game in the Immersion Excursions Center? You don't have to play to finish the game, but it's the only place where you can win the shark's tooth—a prized item on the most valuable island necklaces. You might be able to earn other prizes and find a new Sassy Detective award at the end of the game, but that depends on how much Wiki you Tiki. To play, pay your money and use your mouse to click between the two power-up buttons on the left side of the game. If you have a trackball device or other computer items besides a mouse at home, Wiki Tiki will require extra practice. After the gauge reaches the top, choose your character—the game randomly pairs your opponent in a match that works a lot like the classic Rock, Paper, Scissors game.

