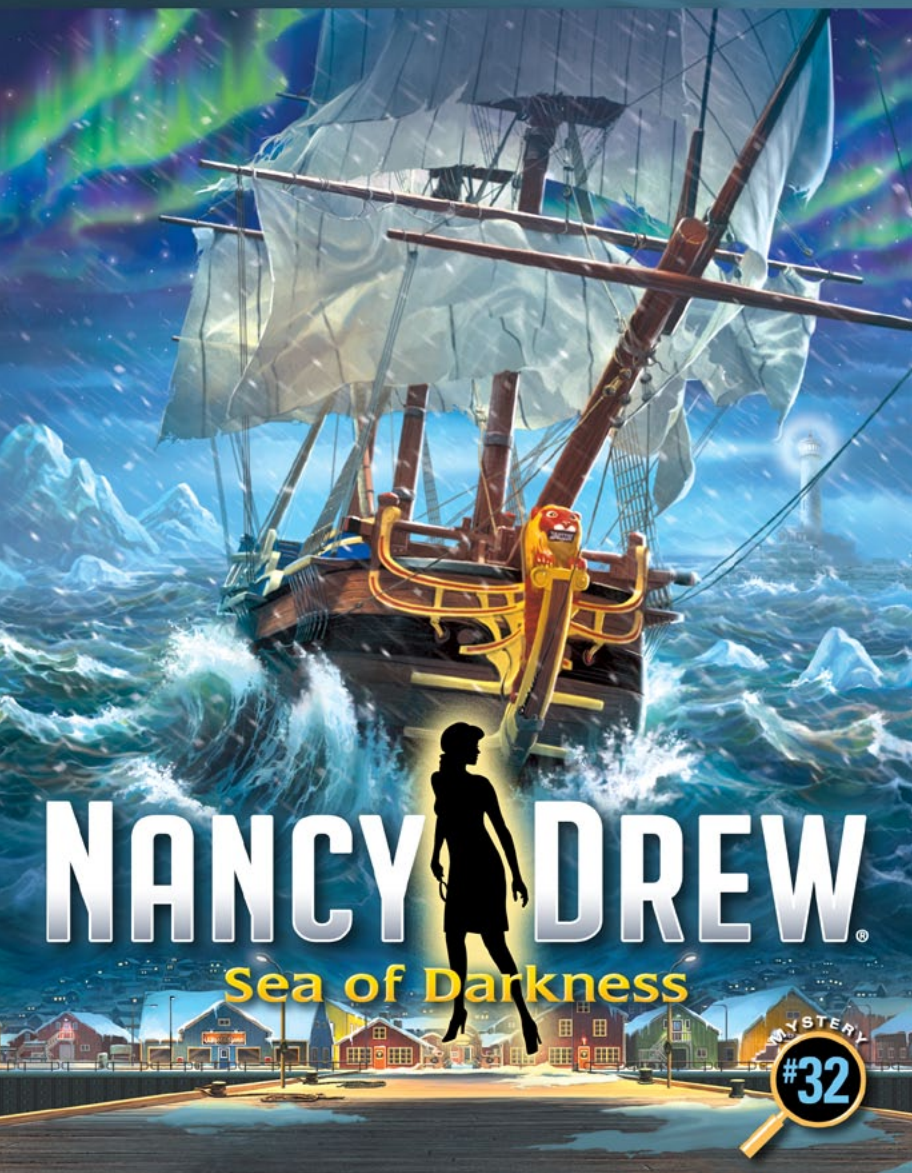


OFFICIAL  
Strategy Guide



NANCY DREW®

Sea of Darkness

MYSTERY  
#32

A black silhouette of a woman in a trench coat and hat, standing with one leg forward, positioned between the words 'NANCY' and 'DREW'.

# NANCY DREW®

## Sea of Darkness

# dare to play™

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# Your Case File

The celebrated ship “Heerlijkheid,” is usually the centerpiece of an Icelandic town’s local festival. Now that its captain has disappeared, the renovated vessel has become an eerie distraction. Did Captain Magnus sail away with a legendary treasure, or was he carried off into the night? Take the helm as detective Nancy Drew and set a course for the Sea of Darkness!

## This Guide is Your Trusty Sidekick!

Refer to this guide to help keep you on track. Its purpose is to take you step-by-step through the game, reveal puzzle solutions, and steer you away from wrong turns.

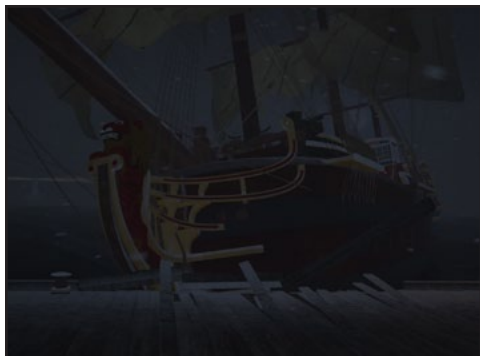
Many pages will give a brief summary of where you are at in the game, followed by a short list of mini-tasks for you to accomplish at that point.

## Gameplay Tips and Tricks:

- Be sure to take notes often. Click on the "Notes" tab on the right side of the screen or open up your phone and click "My Diary" to read Nancy's latest thoughts. Scroll down the entries to review important clues that you, as Nancy Drew, have already come across.
- Keep checking with your phone contacts throughout the game. They will be able to help you with tasks and solving the mystery.
- Some items will be completely removed from your inventory once you use them. For example, the pamphlet on dinghies will disappear once you've fixed the dinghy's motor.
- Be thorough. Return to each environment, re-explore areas, re-read books and notes, and check back with characters when you are unsure of what to do next.

# Arrival in Skipbrot, Iceland

Dagny Silva's letter explains that her business partner, Magnus Kiljansson, was supposed to sail the Heerlijkheid into port to commemorate the festival's start date. Oddly, the ship crashed into port with no one on board. Magnus is nowhere to be found and Dagny wants you to hunt him down, along with finding the historical treasure.



Upon your arrival to Skipbrot, you immediately meet your main contact, Dagny.

## Meet Dagny Silva

As the manager of the ship's restoration and a renowned treasure hunter, Dagny is furious with her business partner Magnus for disappearing. She suspects he went looking for the gold, found it, and took off, leaving her behind to clean up the mess. Dagny hires you to track Magnus down and bring him to justice. But could Dagny know something she's not letting on?



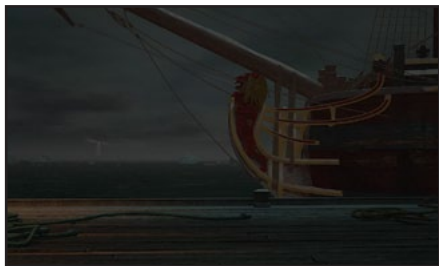
## The 18th Century Ship



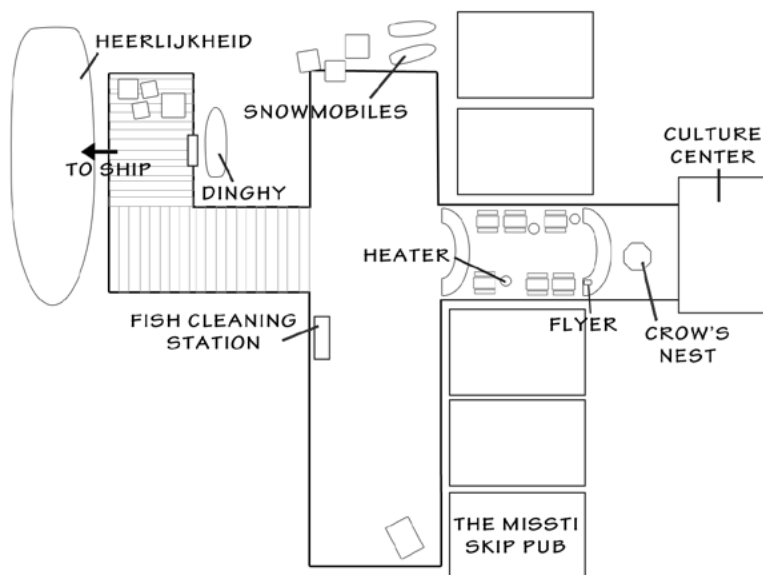
Dagny tells you about the 18th century ship and how there is a rumor that a treasure worth millions is on board. She suspects that Magnus found the treasure and took off with it. Your job is to track down the treasure and find Magnus.

Dagny gives you permission to look at the ship, but Elisabet has taken away the gangplank, preventing anyone from getting on board. Talk to Soren about this later. He is the festival organizer and can make sure Elisabet lets you aboard. Ask what the town thinks about Magnus's disappearance, and Dagny replies that the people think he was lost at sea.

Ask Dagny more about Magnus and how she met him. She will share that he's been looking for the treasure for years because he desperately wants to buy his own ship.

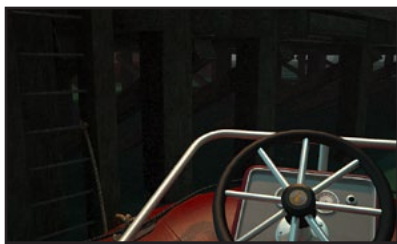
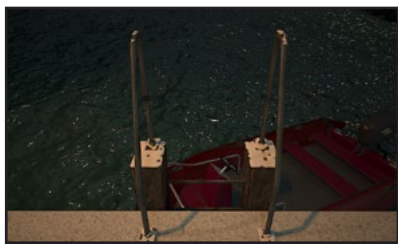


## Map of the Port



## Explore the Port

Step back from Dagny and the heater and walk down the dock towards the ship. Sure enough, the gangway is missing. Turn around and climb down the ladder to see the dinghy. Try the wheel. The motor is busted and will need fixed.



Walk back to land and turn left before the arch. There are a pair of snowmobiles parked nearby. The keys are missing, which you will need to locate.

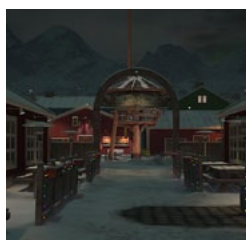


Turn around and walk down the path past the dock. Step up to the fish cleaning station. Take the fish hook, as it will come in handy later. Pick up the newspaper to read about Skipbrot citizen Gunnar Tonninsson's past with the town festival.





Back away from the fish cleaning station, turn around and return to the path near Dagny. Make your way through the arches and read the flyer on the right post about snowmobiles. Elisabet is the one to contact about renting a snowmobile.

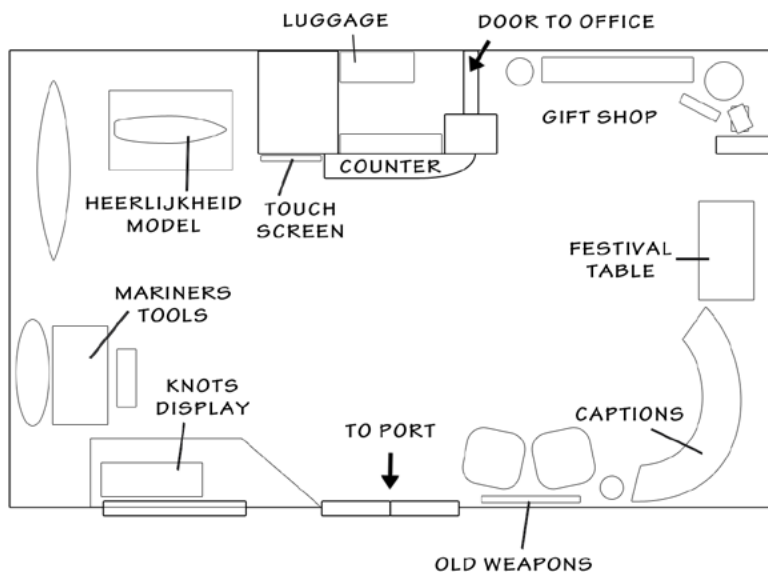


Take a closer look at the Heerlijkheid's original crow's nest. Read the plaque and keep in mind that some parts of the ship were removed during restoration.

Continue down the path to the Skipbrot Culture Center. Enter through the double doors and look around.

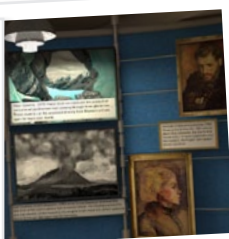


## Map of the Culture Center



## Explore the Culture Center

- Try the sail and mast matching game
- Press the three buttons on the miniature ship model
- Read about the mariner's tools in the glass display
- Notice the table with knot samples
- Take a closer look at the ancient weapons on the wall
- Read the picture display captions
- See the bulletin board for the festival
- Peruse the items for sale in the gift shop



# Meet Soren Bergursson

Although Soren grew up ten miles from Skipbrot, he is considered an outsider and isn't treated very well by his fellow residents. His vast education and knowledge of all things Icelandic aid in his running of the Culture Center and drive his fascination with local artifacts. He claims to be tired of hearing everyone talk about the treasure, but perhaps he's secretly plotting to find the treasure himself?



Tell Soren about the missing gangway, and he promises to ask Elisabet to put it back. Ask about Magnus, and Soren will tell you he has no idea what happened to him. Soren is worried about the others' opinions, since he is already disliked and would immediately be suspected of hurting Magnus.

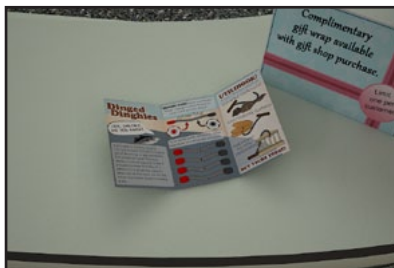
Inquire about the Culture Center. Soren tells you that this is where he researches artifacts and the town's past. Ask about his job and he will tell you that he went to Harvard to learn about Viking history. Have him tell you about his research and he shares that he has an interest in Viking ceremonial weapons.



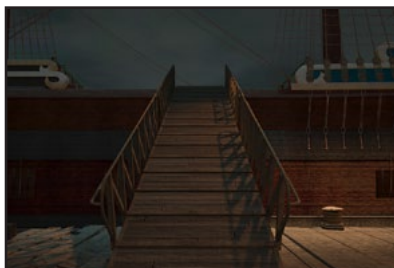


## "Dinged Dinghies"

Ask if he has anything to help with your investigation. Soren gives you a pamphlet titled "Dinged Dinghies" which explains how to arrange the spark plugs on a dinghy motor.



Exit the Culture Center. Make your way back through port to the ship. The gangway is now up for you to cross onto the ship. A woman calls out to you as you step on board.



## Meet Elísabet Grimursdóttir

A born and bred local, Elísabet helps Soren run the Ancestors' Festival and controls access to the Heerlijkheid. Could her recent breakup with Magnus have inspired her to take revenge?





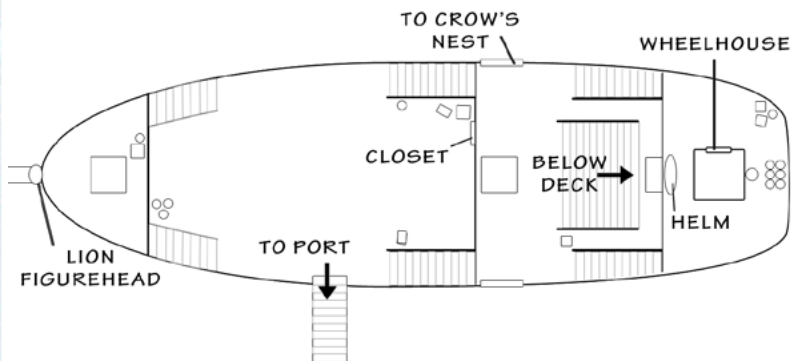


Elisabet isn't happy with strangers being on board. She also doesn't want anything to do with you or Dagny, since you are both hunting for the treasure. Ask her if she was close to Magnus, and what her thoughts are on where he went. She hopes he drowned, but says that he may have run off with the treasure.

Ask her for a snowmobile key and she hands you one to borrow. Back up and explore the ship's deck.

## Map of the Ship Deck

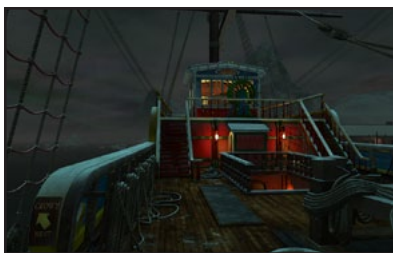
On board the Heerlijkheid



## Explore the Heerlijkheid

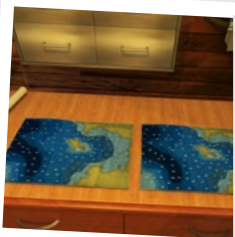
Try to open the door by Elisabet. She stops you from opening it.

Take the stairs behind her. Notice the sign that points to the crow's nest. Climb the rigging to the top and check out the view. Take the sketches pinned to the mast under the carved number '86' and climb back down to the deck.



Continue up the next set of stairs and enter the wheelhouse.

## Explore the Wheelhouse



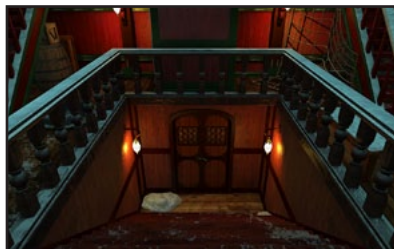
- Notice the charts on the table to the left
- Step up to the radio - the key is missing for it to work
- Pick up and read the Captain's Log by the wheel – note that Dagny and Magnus are the only ones to have radio keys

## The Original Helm



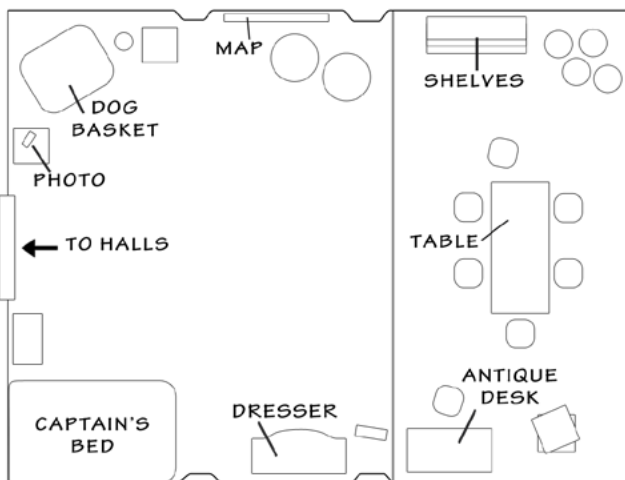
Leave the wheelhouse and step up to the green wheel by the railing. This is the original helm, and there are decorative pieces missing.

Step down the stairs and turn around to go below deck through the double wooden doors.



Walk to the end of the hall and open the door to the captain's quarters.

## Map of the Quarters



## Explore the Quarters

Straight ahead is a table. Take the locator and written directions for dog toys. Step up to the antique desk beside the table. It's locked.



## Antique Desk Squares

Figure out the rules for each row and fill the empty squares.

Each row contains four red and three yellow squares. The total value of numbers within a row equals nine. Click on an empty square, then select the correct number and color from the buttons to the right of the board.



Pick up the lighthouse key and read the newspaper article about the treasure. It appears as though Dagny wants to keep a low profile on the treasure hunt.

Read the journal. The entries indicate that this belongs to Magnus, and you gather that he has had some tough times. His job keeps him out at sea, away from Elisabet. His father died, and his hunt for the treasure has made him uneasy. He also feels like he is being followed and this caused many sleepless nights. A paper with a code is folded in between the pages.

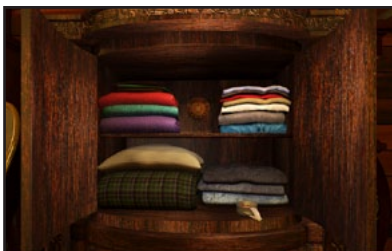
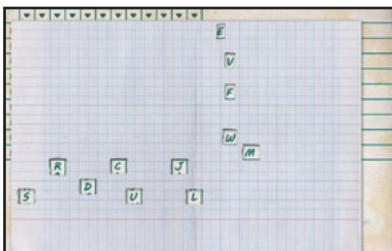
## Codebreak

Find all of the words shown in the lower right corner of the paper. One word is found scrambled within each row and column. Left-click to select a letter within a row, right-click to select a letter within a column. Each letter can be used only once, and all letters in the grid must be used.

R	E	K	W	K	T	C	M	E	S	L	H	HELM
U	O	M	H	T	E	N	B	G	R	S	A	TRANSOM
S	F	A	V	G	T	D	N	I	R	A	A	DAVIT
A	T	R	E	K	N	W	C	A	S	J	Y	JACKSTAY
P	U	F	F	G	S	E	O	B	A	B	L	GAFF
R	L	E	A	H	K	L	E	U	A	L	A	KEELHAUL
E	L	L	R	E	R	E	B	Y	G	I	W	BILGE
S	I	E	W	D	T	P	U	O	R	I	B	BOWSPRIT
A	F	K	S	E	U	M	S	O	P	J	Y	OAKUM
P	L	R	H	K	S	C	B	G	S	J	Y	
U	R	A	A	E	T	C	O	Y	P	I	A	BILGE
R	F	K	W	D	E	R	S	B	A	B	W	BOSUN
S	E	F	S	E	R	N	U	E	R	L		BOWSPRIT
E												CLEW
												DAVIT
												GAFF

Take note of the letters from Magnus's code (EVFWMSRDCUJL), then continue to search the cabin.

Turn to the dresser by the bed and open the cupboard. Pick up the cup of pushpins and then examine the keyless lock on the back of the cupboard. You do not have all the required numbers yet, so step back and turn to the shelves to the left of the table.



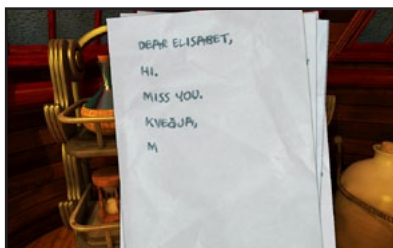


## Pyramid Lock

Near the hourglasses is a trinket box. Pick it up and solve the puzzle lock. To unlock the box, get all the wooden sections pressed down. Press the triangles in the following order:



Read the letters between Magnus and Elisabet. Elisabet mentions how Soren is making things difficult for the festival. From Magnus you learn that he has been writing limericks for a book he is working on, he misses his dog, Tumi, and that he has an interest in the langspil at The Missti Skip pub.



## Map and Pins

Turn to the left of the shelves and step up to the old map on the wall. Place the pins on the map using the letters revealed in Magnus's code: E, V, F, W, M, S, R, D, C, U, J, L.



The pins connect together to form the number 14. According to the journal, this is one of the soundings numbers Magnus was looking for.

Turn to the left and step closer to the basket in the corner. Take a look at the picture on the side table of Magnus and his dog. Underneath the photo is one of Magnus with Elisabet, looking happy together.



## The Bilge

Exit the quarters and turn right, then head down the stairs to the hold of the ship.

Notice the bilge under the large grate. Near the back of the room is a flashlight, which won't turn on. It needs some batteries to work.



## Figurehead

Walk back up to the deck of the ship and make your way to the bow (front) of the ship. Take a look at the lion figurehead. It appears to have a unique panel on the back. Turn around and return to Elisabet.



## Magnus and Elisabet

Ask Elisabet if there is anything she hasn't told you about Magnus. With a little persistence, you learn that Magnus is a little obsessive, and that he desperately wants a boat of his own to leave town. Elisabet gives you a piece of paper with Magnus's notes about the treasure.

Try gaining more answers about what is behind the door. Elisabet tells you to go away instead.

## Snowmobiles

Leave the ship and walk across the dock back to land. Turn left on the path and locate the snowmobiles again.



Use the key that Elisabet gave you to start the engine. The engine sputters, but won't turn on. It is out of gas. Turn around and walk to the far end of the path, past the fish cleaning station. Enter The Missti Skip pub.



## Explore The Missti Skip

On the table between the chairs is a book about music. Pick it up and then turn around and take the stairs down to the pub.



## Meet Gunnar Tonnisson

A grumpy old sailor who yearns for the "olden days," Gunnar is not shy about voicing his concerns regarding the way the festival is being managed. He doesn't care about treasure hunting, and claims the town's traditions and history are what really matter. Could Gunnar be harboring a hidden agenda to disrupt the festival?





## Questioning Gunnar

Ask Gunnar about Magnus and he tells you that he never liked him.

Find out if he attended the festival this year. He did, and found it embarrassing for the town. Everyone is out looking for the treasure and Soren is to blame for the festival being unsuccessful.



## A Sailor's Tale

Tell Gunnar you heard about his problems with past festivals. He isn't happy with the priorities put into the festivals. Ask if he is a sailor and he replies that he once was, but no longer likes the sea and won't return to it. Inquire about his fingers and he spins you a colorful story about how he lost them... in a wood shop accident.

Ask him about Dagny. He likes that 'little minke' and confirms she was present at the ship crash. Inquire after the treasure.



Turn around and look to your left at the bar counter. There is an Icelandic vocabulary game you can play. Play some rounds to earn kronur.



## Icelandic Vocabulary

Review the list of words and press "Start Round" when you're ready to begin. Pick up the Icelandic word on the left and place it next to its English translation.

Place all four words, then press Submit to see how you did. You must complete four rounds to obtain the kronur you earned for each correct match. There are seven possible lists of Icelandic vocabulary:

Vocabulary List: Numbers & Colors				Start Round
one	inn	sixteen	sextán	
two	tvö	seventeen	sættján	
three	þrír	eighteen	átján	
four	fjórir	nineteen	nítján	
five	fimm	twenty	tuttugu	
six	sex	black	svartr	
seven	sjö	blue	blár	
eight	átta	brown	brúnn	
nine	níu	green	grænn	
ten	tiú	gray	grár	
eleven	ellefu	orange	appelsínugulur	
twelve	tólf	purple	fjóbublár	
thirteen	þrettán	red	rauður	
fourteen	fjórten	white	hvítur	
fifteen	fimmtán	yellow	gulur	

Vocabulary List: Objects & Places				Start Round
airport	flugvöllur	hospital	sjúkrahús	
bank	banki	hotel	hótel	
bathroom	baðherbergi	jacket	jakkí	
bed	rúm	library	bókasafn	
bedroom	svfnherbergi	mobile phone	farsími	
book	bók	restaurant	veitingahús	
boot	stígvél	rucksack	bakpoki	
camera	myndavél	school	skóli	
car	bíll	shirt	skýrta	
castle	kastali	shoe	skór	
chair	stóli	skirt	skjurt	
clock	klukka	suitcase	ferðataska	
computer	tölva	supermarket	stórmarkaður	
desk	skrifborð	table	borð	
hat	hattur	watch	úr	

Vocabulary List: People				Start Round
aunt	frænka	musician	tónlistamaður	
boy	drengur	nurse	hjúkrunarfræðingur	
brother	bróðir	parents	foreldrar	
child	barn	photographer	ljósmyndari	
daughter	dóttir	policeman	lögreglumaður	
father	faðir	sailor	sjómáður	
friend	vinur	sister	systrir	
girl	stúlka	soldier	hermaður	
grandfather	afi	son	sonur	
grandmother	amma	teacher	kennari	
husband	eigimaður	uncle	frændi	
judge	stómari	veterinarian	dýralæknir	
magician	galdramaður	wife	egj kona	
mother	móðir	woman	kona	
		writer	rithöfundur	

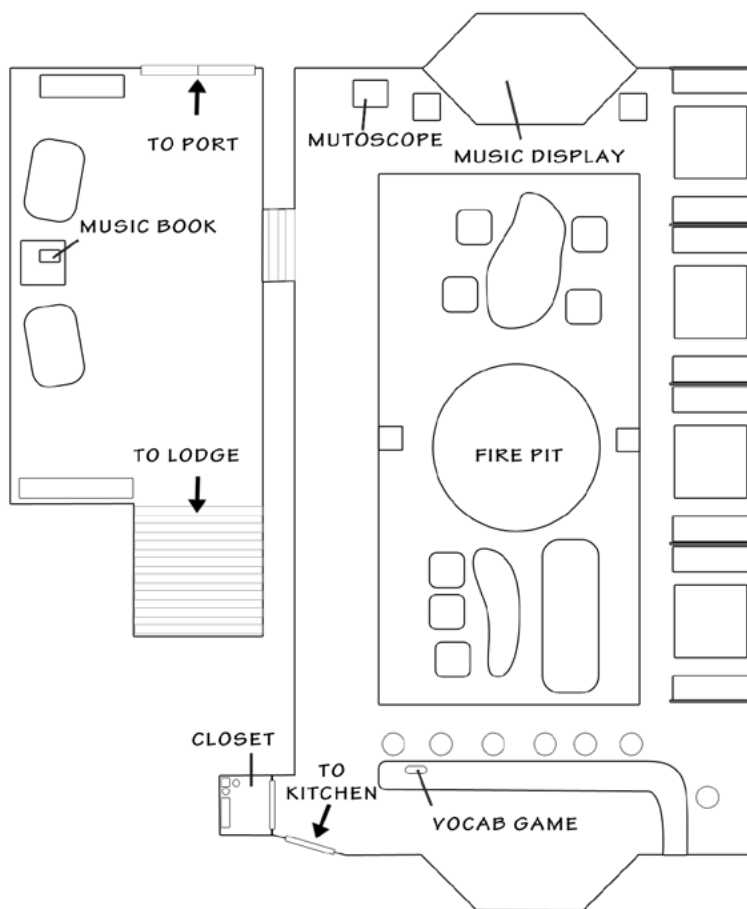
Vocabulary List: Geography				Start Round
beach	strönd	lightning	elding	
earthquake	jarðskjálfti	mountain	fjall	
farm	baer	northern lights	norðurljós	
field	akur	ocean	haf	
fjord	fjörður	pasture	hagi	
flower	blóm	plant	planta	
forest	skógur	river	fljót	
geyser	goshver	road	vegur	
glacier	jökull	sand	sandur	
grass	gras	sea	sjór	
hill	háð	sky	himinn	
ice	ís	snow	snjór	
island	eyja	sun	sól	
lake	stöðuvatn	tree	tré	
land	land	volcano	eldfjall	

Vocabulary List: Food				Start Round
apple	æpli	nut	hneti	
banana	banani	onion	laukur	
bean	baun	orange	appelsína	
bread	brauð	peach	ferskja	
butter	smjör	pear	pers	
cake	kaka	pineapple	anasan	
carrot	gulrót	potato	kartafli	
cheese	ostur	salad	salat	
chocolate	súkkulaði	salt	salt	
egg	egg	sandwich	samlaka	
fruit	ávöxtur	soup	súpa	
garlic	hvítlaukur	strawberry	jarðarber	
lemon	sítróna	tea	te	
meat	kjöt	tomato	tómatur	
milk	mjólk	water	vatn	

Vocabulary List: Body				Start Round
arm	handleggur	head	höfuð	
back	bak	heart	hjarta	
bone	bein	knee	hné	
brain	helli	leg	fótleggur	
cheek	kinn	mouth	munnur	
chin	haka	nail	nögl	
ear	eyra	neck	háls	
elbow	elbogi	nose	nef	
eye	auga	skin	húð	
face	andlit	skull	hauskupa	
finger	finger	stomach	magi	
foot	fótur	thumb	pumallfinger	
forehead	enni	toe	tá	
hair	hár	tongue	tunga	
hand	hönd	tooth	tönn	

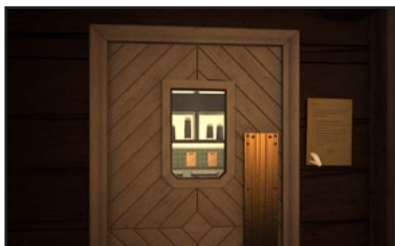
Vocabulary List: Animals				Start Round
bear	björn	horse	hestur	
bird	fugl	lion	ljón	
cat	köttur	monkey	api	
chicken	kjúklingur	mouse	mús	
cow	kyr	pig	svín	
dog	hundur	polar bear	isbjörn	
donkey	asni	puffin	lundur	
duck	önd	rabbit	kanína	
elephant	filli	rat	rotta	
fish	fiskur	reindeer	hreindýr	
fox	refur	shark	hákarl	
goat	geit	sheep	hákari	
hamster	hamstur	snake	snakur	
hedghog	broddgöltur	spider	könguló	
hen	hæna	whale	hvalur	

## Map of The Missti Skip



## Explore the Pub

Across from the bar are two doors. Step up to the one on the left and read the note by the door. Elisabet left instructions for Gunnar when she is away. Turn to the other door for “Employees Only” and enter the closet. Pick up the fish decorative piece on the vacuum and the take the gas can.



You overhear Elisabet in the pub ask Gunnar to serve customers tonight because she is going to be on the ship. She doesn't explain why, making Gunnar suspicious. Elisabet leaves angry.

Leave the bar and walk back to the other end of the pub. Step up to the green mutoscope and insert money into the machine to learn about Skipbrot's history. Adjust the knob to the other chapters and watch the slideshows. Earn more kronur at the Icelandic vocabulary game to afford these.



## The Langspil

To the right of the mutoscope is a small stage with instruments. Step up and examine each instrument. There is a guide to their names on the left wall. Identify the langspil that Magnus had written about and look closer at it. Flip open the cover to find a decorative design.

Find and press each part of the design that differs between the two halves. Lit circles on the left indicate how many differences remain.



A hidden compartment opens in the langspil! Collect the carved star from inside.





## A Call From Ned

Leave the pub and make your way back to the Culture Center. Before you reach the arches, your phone rings. Your boyfriend, Ned Nickerson, is calling you. Apparently today was your anniversary and you missed the dinner reservation. You can choose to apologize, get offended, or tell him the case is more important.



Hang up and continue to the Culture Center. Over in the gift shop, purchase some batteries for your flashlight and the “Iceland at a Glance” guidebook. If you don’t have enough money, return to the pub and play additional rounds of the Icelandic vocabulary game.





## Knots Display

Take a closer look at the knots display and Soren will ask you to match the images to the knot they create. Place the images from left to right showing each step for how to tie the knots.



Tucked under the knot display to the right is a festival card. On the back is a word: Gunpowder. Someone must have left this note for themselves.

## Sail Names

Magnus had written about ship sails in his Captain's Log book, found in the wheelhouse on the ship. Match the sails to their name.

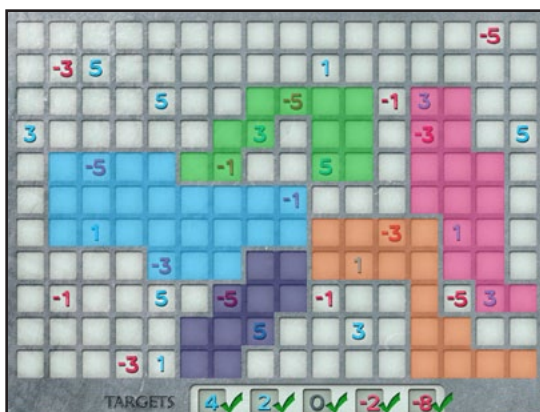


Learn the sailor's words for the ship and sailing terms, and then leave the Culture Center. Walk over to Dagny and talk to her. She asks you to fix the heater so she can continue to watch over her ship. The heater panel is just above her head.

## Heater Wiring

Place each piece on the board so that covered numbers add together to give each piece a total value. You need to use all five pieces to hit the target values shown below the board.

### Amateur Sleuth:



### Master Sleuth:



## Dagny's Tips

Dagny is grateful for the heat. She asks if you have been up to Magnus's cabin yet. Elisabet has a cabin key in her bag and you need to distract her to get to it. Ask Dagny for a radio key and she lets you have hers.



Ask for her opinion on Gunnar. She wouldn't be surprised if he tried to sabotage the festival this time like he has in years past.

Question Dagny about the ship project. She has been working on it for two years, with Magnus supervising the rebuild.

## Earning Your Stay



Return to the pub. When you arrive, Gunnar calls out to you. He commands you to fill food orders in the kitchen. Enter the kitchen through the swinging door and read the instructions on how to fill order requests.

## Filling Orders

Following the directions provided in the Help button, fill the compartments with the order requests shown. The faster you complete orders, the more tips you earn.

The orders are randomly requested, and it's up to you to fill them in the proper sequence. Here is a sample order request:



Below is how that order would be properly filled. Each order contains five requests, seen in the upper left. Requests are filled one each per row and colored column. The white frames below show a column request and fulfillment, the black frames a row request and fulfillment. You will know the order is complete when all five requests are dimmed.



## Purchasing Souvenirs

After earning additional money, return to the Culture Center and, if you don't yet own it, purchase the guidebook on Iceland. You can also purchase souvenirs for yourself or a gift for Ned. If you buy a gift, have it wrapped at the gift wrap station on the counter.



## Radio Calls

Make your way back to the Heerlijkheid's wheelhouse. Place the key into the radio and turn it on. Alex Trang replies to you. Introduce yourself and she explains that she works with Magnus.



She knows Magnus is missing and suspects the people who took him might come after her, too. Insist that she tell you what happened. Alex shares that when Magnus was piloting the ship, he heard a noise. He went to go check it out and had left the radio on. Alex overheard shouting, fighting and then silence.



## Favor For Alex

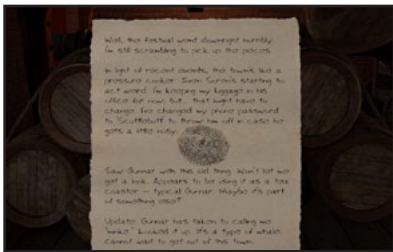
Tell Alex that you need a way to distract someone on the ship. She offers to help in exchange for a favor. The lighthouse's light is broken and needs to be repaired. She gives you her cell number and tells you to call her when you arrive at the light so she can tell you what to do next.

## Cannon Clues

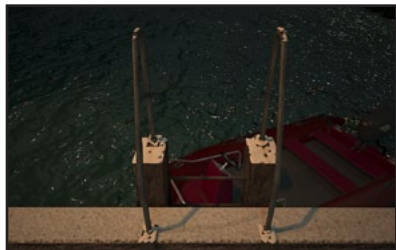
Hang up the radio. Walk down to the ship's hold. Approach the barrels and open the one on the bottom, second from the left. Inside is a sheet of paper with notes written by Dagny.



She is keeping her luggage with Soren, and she has changed her phone password to "Scuttlebutt." Gunnar happens to have an old disk of sorts, but Dagny can't get a closer look at it because he is using it as a tea coaster. Keep these notes.



## The Dinghy

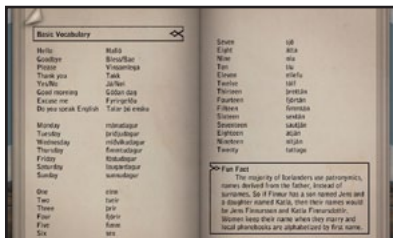


Exit the ship. Climb down the ladder to the dinghy tied to the dock. Turn around to face the motor. Refer to your pamphlet from Soren on how to fix the motor.

## Fixing the Dinghy

Read the "Dinged Dinghies" pamphlet Soren gave you. The proper voltage values from top down are 16, 9, 19, 13.

Open up your Iceland guidebook and find the numbers vocabulary in the back. Use it to translate the Icelandic numbers on the spark plugs and cables. Each cable shows the total value of the two spark plugs it connects.



Place the spark plugs in the slots first. Red-capped spark plugs must go on the left side and black-capped spark plugs on the right side. Place the connecting cables on top of the spark plugs.

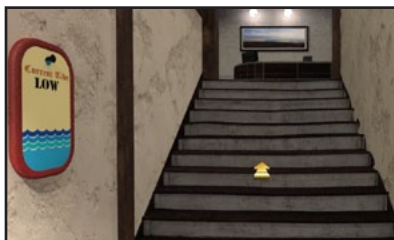


The engine will start once you have the cables in the correct order with the connected spark plugs equaling that cable's value:



## Lighthouse at Low Tide

Take the dingy to the lighthouse. The dock is too high to reach at low tide. Return to Skipbrot and head back to The Missti Skip pub. Inside the building, climb the steps to the lodging and rest until the tide is high again.



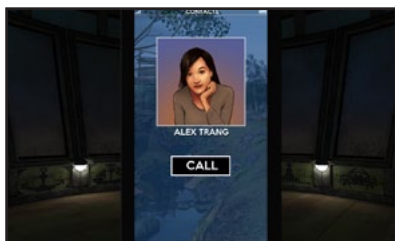
## Visiting the Lighthouse

Exit The Missti Skip and return to the dinghy. Take the dinghy back to the lighthouse. Follow the pathway and use your lighthouse key to unlock the door. Climb the stairs and the ladder to reach the top of the lighthouse and take a look around. The lighthouse is decorated with mosaic panels and the light is right in front of you.



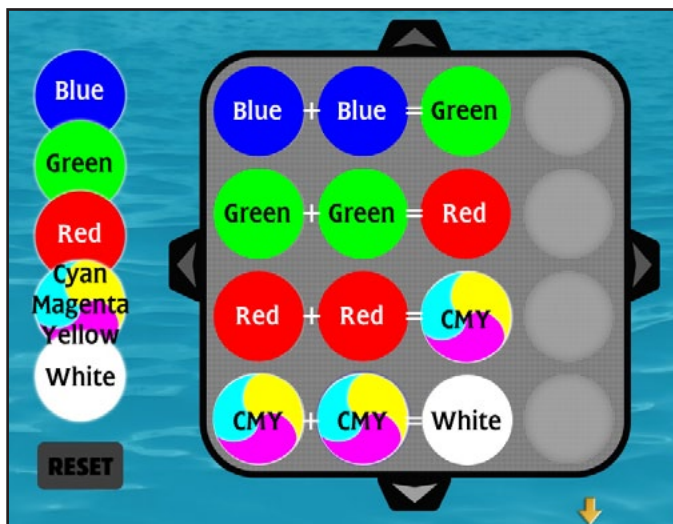
## Powering the Lighthouse

Give Alex a phone call. She needs you to power on all the white lights in order to turn the main light back on.



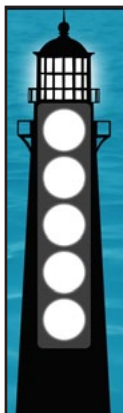
## Lighthouse Program

Mix the color channels to create white light. Using the arrows on the grid, or your arrow keys on your keyboard, move the circles left, right, up or down to combine two like-colored circles into a new color.

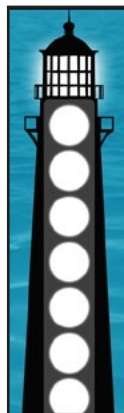


Fill the lighthouse image up to the top with white light. In Amateur Sleuth, you need to fill 5 lights, while Master Sleuth must fill 7.

**Amateur Sleuth:**



**Master Sleuth:**





## Lighthouse Trap

The light turns on and starts to rotate. Call Alex and she will tell you about an alarm in Magnus's captain's chair in the wheelhouse. Turn around to the hatch. Suddenly the remote access alarm sounds, the hatch shuts closed and the windows open up in the lighthouse.



## Pyramid Hatch

Turn to the panel next to the hatch and place the numbers in the pyramid to unlock the hatch. Each piece must be the sum of the two pieces directly below it.

**Amateur Sleuth:**



## Master Sleuth:



The hatch opens up, allowing you to climb down the ladder. Leave the lighthouse and take the dinghy back to port.

## Distracting Elisabet

Board the ship and enter the wheelhouse. Examine the chair's armrest. Press the round button and a panel opens up to reveal an alarm button. Press it to trigger the alarm. Open the door to exit the wheelhouse. You hear running footsteps. Quickly walk down to where Elisabet was sitting and snoop through her bag.



## Snooping Elisabet's Bag

Open Elisabet's bag. Take the cabin key and read the letter from Magnus to Elisabet. He hid her anniversary gift in a special shelving unit containing his old silfurberg crystal collection. Back up from the bag and try the closet door again. Locked! Elisabet must have locked it.



Leave the ship and walk back to the snowmobiles.

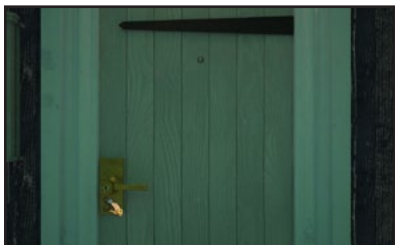
## Snowmobile Ride

Use your gas canister to fill the fuel tank. Take the snowmobile out on the snowy road and turn left at the fork. You arrive at Magnus's cabin just as Ned calls you. He's acting funny, and Burt is giving him a hard time about whatever it is Ned is trying to tell you. The phone clicks off.

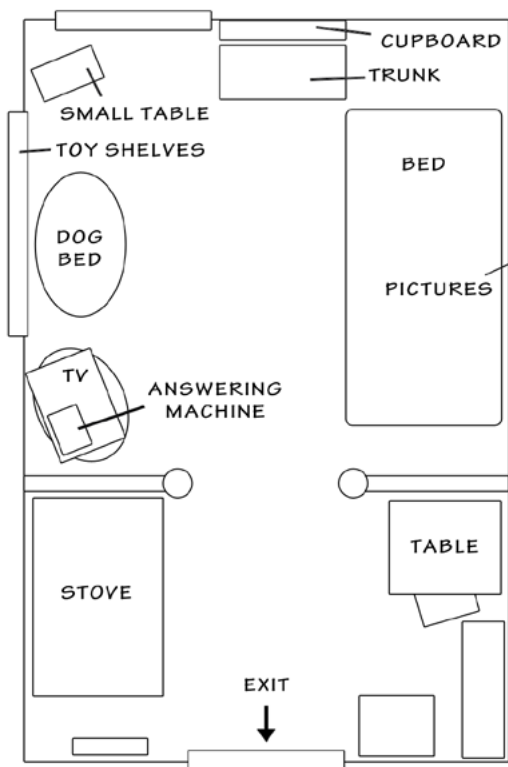


## Entering the Cabin

Unlock the front door of the cabin and enter.



## Map of Magnus's Cabin



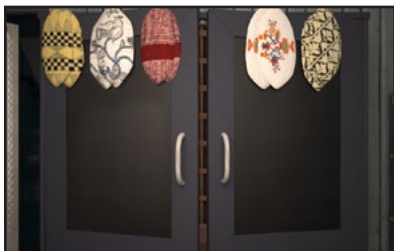
## Explore the Cabin

On the small table to the right, pick up the castle and board decorative pieces. Read the letter from the publisher concerning the limericks Magnus is writing. Back up and open up the stove. Pick up the bow and bed decorative pieces.



Step forward into the sleeping area and look closer at the photos above the bed. The three large photos appear to be ice caves.

On the bed is the horse and whale decorative pieces. Take them. Turn to your left and notice the decorative wooden footlocker, which is locked. Open the cupboard with the socks hung on it.





### Crystals Arrangement

Magnus’s letter you found in Elisabet’s bag mentioned this lock. Each row and column must contain four yellow and four blue crystals, with no more than two of the same color adjacent in a line. Press a crystal to change its color. Crystals with four connecting lines within a box are fixed in place and cannot be changed.

**Amateur Sleuth:**



**Master Sleuth:**



## Magnus's Footlocker

The footlocker below unlocks. Pick up the small box inside and look under the lid to find the music box. Return the box and inspect the top of the drawing table. A part of a sketch is taped to the surface. Unfortunately you do not have all the sketches necessary to complete the picture.



## Magnus's Things

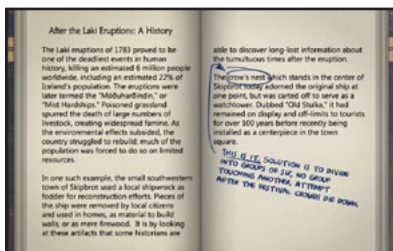
Step back from the footlocker and turn to your left. On the folding table is another decorative piece – this one has a picture of a ball on it. Take it, then read the papers on the table. In Dagny's letter to Magnus she mentions her spare luggage key was taken by his dog, Tumi.



Examine the dog bed. Where could Tumi be if he isn't here? Lift the bed and find the luggage key underneath. Take it and step back to peruse the contents on top of the TV.



Pick up the stool decorative piece and read the history book. Inside the book is an inscription written by Magnus. Something about the crow's nest solution is to "divide into groups of six, and no group touching another." Keep the book.



There are seven messages on his answering machine -- listen to each one. Dagny found something of interest and stashed it in her bag. Elisabet is clearly upset with Magnus and threatens him for what he did to her.

To the right of the TV, slide open the folding divider to see shelves. Magnus had left a note to himself for placing the dog toys in these shelves.



## Dog Toys

Stock the shelves with the pony, puffin, and dog toys according to the toy clue notes found in the captain's quarters.

### Amateur Sleuth Clues:

EACH ROW, COLUMN AND DIAGONAL CONTAINS EXACTLY TWO OF EACH TOY.

FOR ROWS:

- 1 - BOTH PUFFINS ARE TO THE RIGHT OF BOTH DOGS
- 2 - NO ADJACENT TOYS OF THE SAME KIND
- 3 - NO PONIES IN THE LEFT HALF OF CUPBOARD
- 4 - THE FIRST TWO TOYS IN THE ROW ARE A DOG AND THEN A PONY
- 5 - THE DOGS ARE LAST TWO TOYS IN THE ROW
- 6 - PONY AND PUFFIN ALTERNATE IN THE LAST FOUR SPOTS

IN COLUMNS:

- A - THE PUFFINS ARE ADJACENT
- B - DOGS ARE AT THE TOP AND BOTTOM OF THE COLUMN
- C - THE MIDDLE TWO SPOTS ARE DOGS
- D - BOTH DOGS ARE SOMEWHERE ABOVE BOTH PONIES
- E - BOTH DOGS ARE SOMEWHERE BETWEEN THE PONIES
- F - MIRRORRED PATTERN ACROSS THE CENTER

### Master Sleuth Clues:

EACH ROW, COLUMN AND DIAGONAL CONTAINS EXACTLY TWO OF EACH TOY.

FOR ROWS:

- 1 - BOTH PUFFINS ARE TO THE RIGHT OF BOTH DOGS
- 2 - NO ADJACENT TOYS OF THE SAME KIND
- 3 - NO PONIES IN THE LEFT HALF OF CUPBOARD
- 4 - BOTH DOGS ARE SOMEWHERE TO THE LEFT OF BOTH PUFFINS
- 5 - THE PUFFINS ARE BETWEEN THE PONIES
- 6 - THE DOGS ARE ADJACENT

IN COLUMNS:

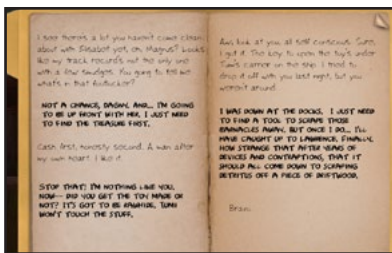
- A - THE PUFFINS ARE ADJACENT
- B - DOGS ON OUTSIDE EDGES
- C - THE DOGS SIT BETWEEN THE PUFFINS
- D - BOTH DOGS ARE SOMEWHERE ABOVE BOTH PONIES
- E - BOTH DOGS ARE SOMEWHERE BETWEEN THE PONIES
- F - MIRRORRED PATTERN ACROSS THE CENTER





## Magnus's Letters

The drawer below slides open. Pick up the folder and read the exchanges between Magnus and Dagny. You learn that there is something of interest in the footlocker. Magnus had a special rawhide toy made that Tumi would be sure not to touch -- the key to it is under Tumi's carrier on the ship. Magnus also meant to scrape some barnacles off at the docks.



He writes that someone is definitely on his tail, and it is making him nervous. Dagny, however, is threatening him to focus and stick to their project. Keep this folder. Turn towards the door and reach for the decorative piece with a flower on it. Exit the cabin and take the snowmobile back to the crossroads.



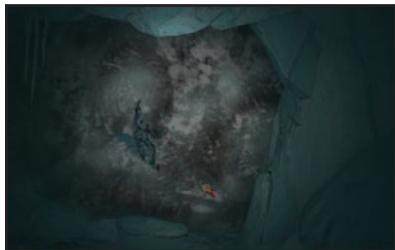
## Exploring the Ice Caves

Follow the road straight ahead to Rikur Caverns. Using your flashlight, enter the caves and look around. A few turns around a corner leads you to a spot where a glove was left on the ground. Take a closer look at it and remember to keep an eye out for its missing partner.





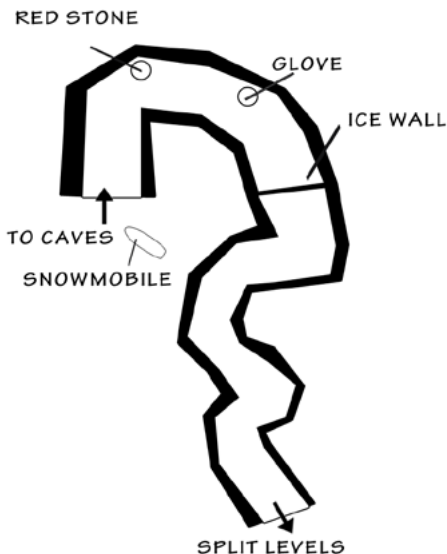
## Ice Chipping



At the end of the tunnel is an ice wall. Magnus had taken some photos of this spot. Use your hook to chip at the ice.

## Map of the Ice Caves

### Main Level



Navigate your way around the tunnels and find a bag of additional sketches. Once you are finished looking around, exit the caves and take the snowmobile back to port.

## Crow's Nest

As soon as you arrive, Gunnar jumps in front of you with a knife. He backs off when he realizes it is just you, and he returns to gutting his fish.

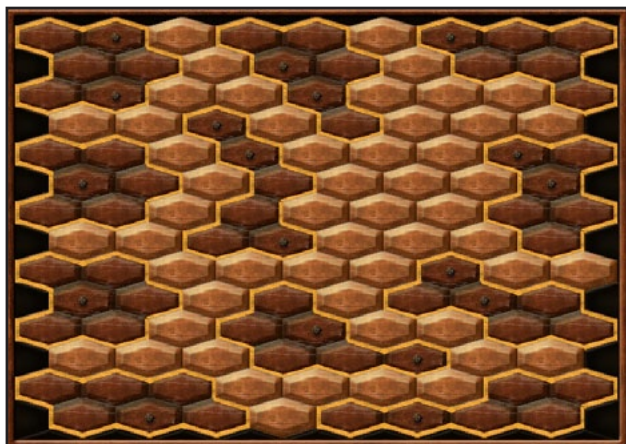


Take the path towards the Culture Center and climb up the original crow's nest. The book on Iceland's history had Magnus's note to check this out. Brush off the snow to find a small wood tiled panel.



## Crow's Nest Panel

Light all the hexagons on the right side of the board by forming eleven groups of six, with no group touching another.



## Crow's Nest Gear

As the rail flips open a compartment, Soren walks past you with an ice pack held to his face. Pick up the wooden gear in the compartment and climb down the crow's nest. Walk into the Culture Center.



## Soren's Injury

Approach the desk and ask Soren about his face. Apparently Gunnar threw a bottle at him. It would be best to get both sides of this story. Talk to Soren about the origin of the treasure.



## Gunnar's Side

Exit the Culture Center and make your way back to the pub. Step up to Gunnar and ask him why he hit Soren. He insists he did nothing of the sort and that no fight took place.



## Switching the Tide

Take the stairs up a level and notice the sign that states the tide is currently high. In Magnus's letter to Dagny he mentioned scraping barnacles off at the dock. The barnacles can only be seen at low tide. Head upstairs for a rest while the tide changes.

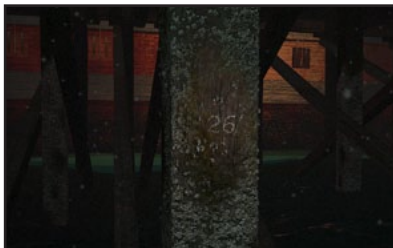
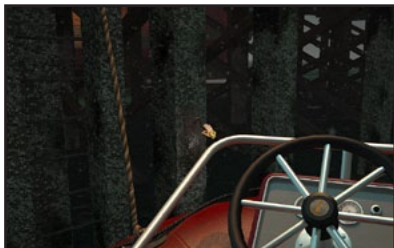


Walk back to the dock. Step closer to the ship and you watch as a man – Gunnar – is taking a dinghy out, despite his earlier statement that he would never go out to sea again.



## Scraping Barnacles

Climb the ladder down to the dinghy. Use your fish hook to scrap barnacles off the piling. Look closer and note the marking "26."





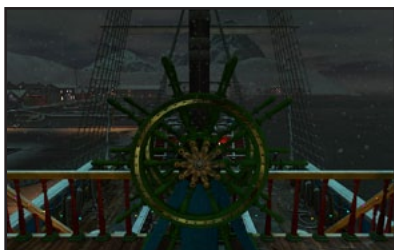
## Crow's Nest Number

Climb back up the ladder and step aboard the ship. Take the stairs behind Elisabet and climb up to the crow's nest again. The number 86 is what the four chart numbers add up to according to Magnus's journal.



## Original Helm

Climb down to the deck and head over to the helm. All decorative pieces are now in the wheel. Pair the tokens on the inside of the wheel with the ones on the outside to create a compound word. For example: Rain + Bow = Rainbow.



Sea + Horse  
Gun + Whale  
Four + Castle  
Spring + Board

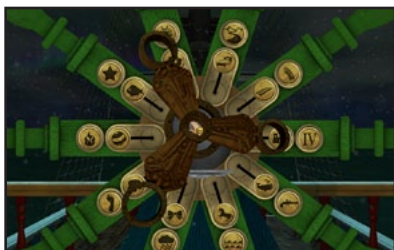
River + Bed  
Sun + Flower  
Star + Fish  
Fire + Ball

Foot + Stool  
Rain + Bow



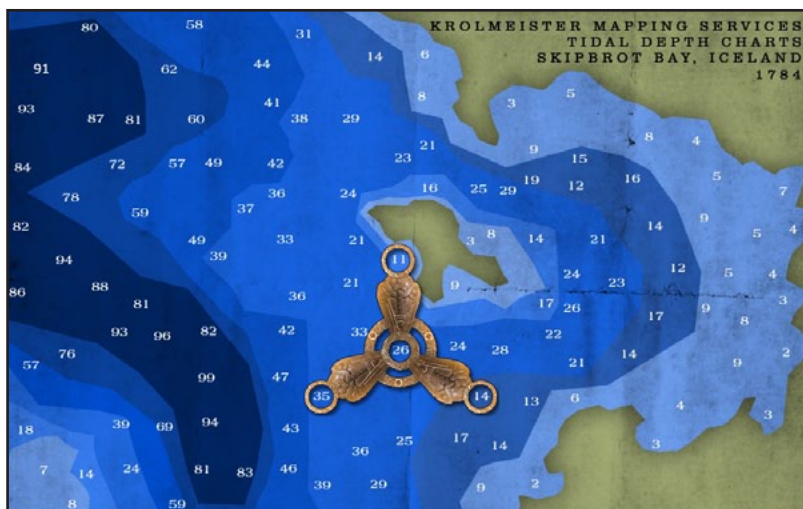
## Missing Locator

The wheel spins and a compartment opens up. Take the broken piece and combine both pieces for an intact locator. Re-enter the wheelhouse.



## Soundings Chart

Look at the tidal depth chart dated 1784 on the left side of the table. You know two of the numbers are 14 and 26, and that the sum of all four numbers totals 86. Using that information, move the locator around the chart until the correct four numbers are visible within the circular holes of the locator.



The numbers adding up to 86 appear in each circle of the locator: 11, 14, 26, 35. These are the numbers that need to be entered into the keyless lock found in the cupboard in the captain's quarters. Exit the wheelhouse.

## Hostile Messages

Leave the ship and return to Dagny. Tell her about finding her hostile messages to Magnus.



## Questioning Soren

Walk back to the Culture Center and step inside to talk to Soren. Inquire about his relationship with Elisabet. It's rather poor at this time, since she won't allow Dagny to access the restoration team's work, but she is kind. He gossips that Elisabet and Magnus's split was pretty tumultuous.

Ask if he has always lived in Skipbrot, and he answers that he has for 12 years, with a break while he went to a university. He gets upset when he is reminded how much of an outsider he is, based on his being born only ten miles away. He's tried making friends and getting accepted into town, but no one is very friendly.



Tell Soren your suspicion of his bad relationship with Gunnar. He tells you that Gunnar is a rough character. This could be because of Gunnar's boat crash in his past.

Question Soren about attending the festival. He claims to have been present, manning the audio controls in the crow's nest, Old Stulka. Ask his thoughts on the treasure rumor and he replies that he is happy someone is actually hunting for it, so that when it is found, people will stop talking about it all the time.



He sold the exploration rights to Dagny in exchange for funding the ship rebuild. Ask Soren if people were upset that he sold these rights. They were rabid, especially Gunnar.



You need to distract Soren in order to snoop his space. Tell him that you saw someone take a sweater from the gift shop. He runs out to look for the alleged thief. Open the counter door around the gift shop area.

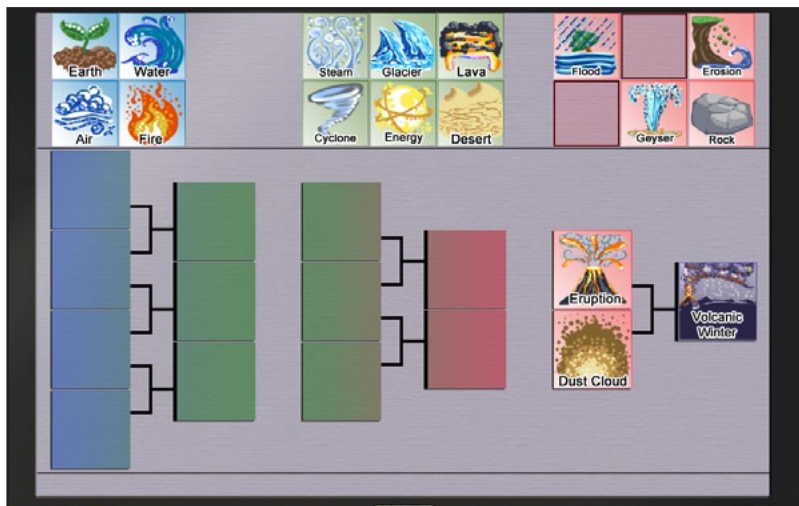
## Snooping the Desk

Look at the luggage to your right and use the luggage key to unlock the big case. Take the sketch pieces and notice the book. Turn to the counter space and open the drawer. Right away you recognize the matching glove from the caves. Soren had apparently been there earlier.



## Volcanic Winter

Read the sticky note that says "Create volcanic winter." Close the drawer and touch the tablet on the left of the counter.



That sticky note is the clue to unlocking Soren's tablet. Pair up elements within a group to create new elements for the next group, until you have the elements required to create a volcanic winter.

Group 1:

Air + Fire = Energy

Air + Earth = Desert

Earth + Fire = Lava

Group 2:

Energy + Lava = Eruption

Energy + Desert = Dust Cloud

Group 3:

Eruption + Dust Cloud = Volcanic Winter



## Soren's Tablet

The tablet unlocks. Read each entry and learn that Soren demoted Elisabet from some of the work for the festival. He is upset that she spends so much time with Magnus and the ship. He writes an interesting note about the ship: "Five gears crank the wall of empty wood; behold the curls in the proud lion's mane, facing upwards towards the sky."



## Scene of Struggle

Leave the Culture Center and head back to port. Near the arches, you see the heater has fallen over and Dagny is missing! Take a closer look at the scene and examine the ground. Large footprints surround red-colored snow, and Dagny's phone has been left behind. Pick it up and enter the password "**Scuttlebutt**" from her notes. Read her messages.



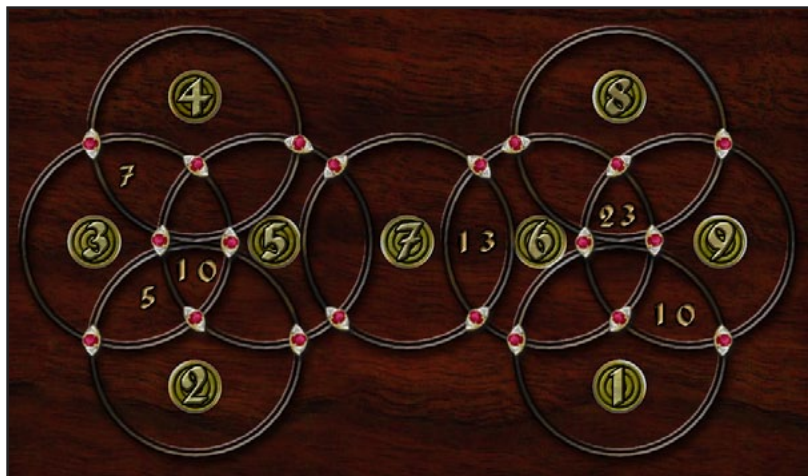
In the texts between her and Magnus, Magnus writes that he hid a piece of a sketch in the captain's bed frame on the ship, and the overlapping sections of the Venn diagrams are the key. There are five groups of sketch pieces that you need to find: Dagny had one, and Magnus had one, but they hadn't found any of the others yet.



## Venn Diagram

Place the number buttons inside the circles so that they add up to the total shown within overlapping sections.

For example, number 23 on the top right is the sum of three overlapping rings. As it is a high number, you'll need to use three of your highest number buttons to total 23. Since  $9+8+7=24$  is too high, use  $9+8+6$  instead.



A hidden drawer slides open to reveal another group of sketches inside. Take it.

Turn around and take a closer look at the dog basket in the corner. Lift the cushion to find a tiny key. Keep it.



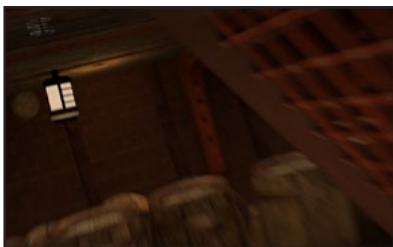
## Cannon Evidence

Exit the quarters and return to the hold. Before you climb down to the bottom level, take a closer look at the cannon near the steps. Inside the mouth of the cannon is rope, tape and cloth ties. These are supplies for kidnapping a full-grown man.



## Open Bilge

Down below, you notice that the bilge is open. Step closer to inspect it. Suddenly someone runs up from behind you and pushes you in, closing the grate. You are locked in the bilge and the water is rising!

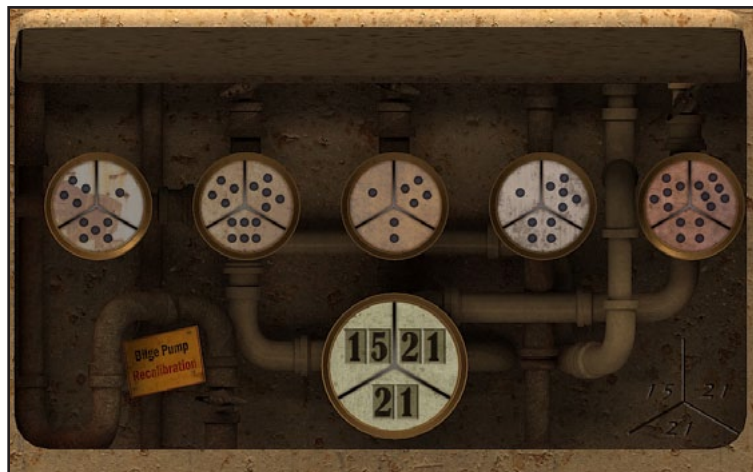




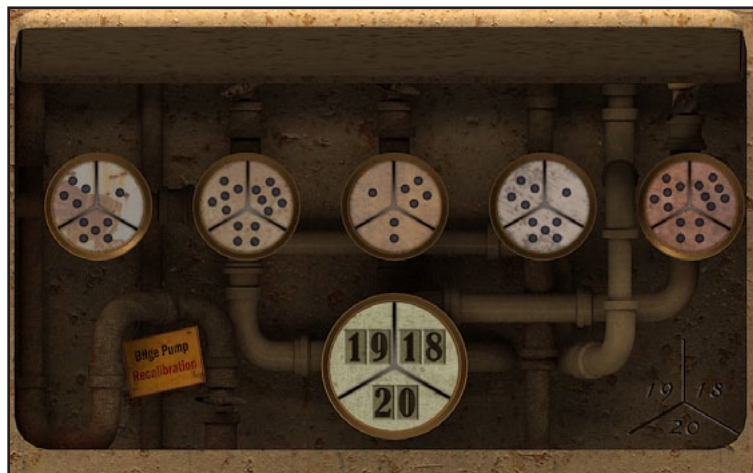
## Bilge Dials

Rotate each of the dials so that the sum for each section equals the numbers etched into the lower right corner of the pump.

### Amateur Sleuth:



### Master Sleuth:



## Elisabet to the Rescue

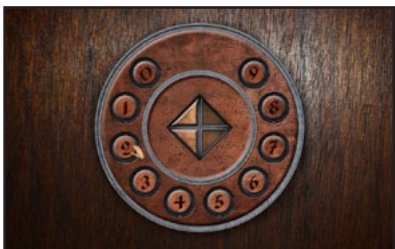
The water stops rising, but you are still trapped. Calling out for help brings Elisabet to the rescue.

Back on deck, Elisabet says she heard a motor off board, but came to find you instead. She found something that the person left behind: a metal crank. She gives it to you.



## Cupboard Dial

Return to the captain's quarters and open the cupboard by the bed. Approach the keyless lock embedded in the back wall and enter the soundings chart numbers from smallest to largest: 11, 14, 26, 35. Immediately you hear loud, mechanical noises from somewhere in the ship.



## The Hold's Secret

Head down to the hold. The wall Dagny took a picture of opened to reveal a secret room, concealed in the ship's lining

Step inside the small room and look closer at the end of the wall.

## Circle Buttons

Magnus's notes included a sketch of this circle panel and says that "numbers appear to show the number of touching sections which have been filled." The numbers on the board show how many adjoining sections must be pressed, and the number lights up when done correctly. Press a total of ten sections on the panel and get all the numbers lit.

**Amateur Sleuth:**



**Master Sleuth:**



## Gear Panel

The panel slides up to reveal a machine of sorts. It requires gears to work, and some of the pieces are missing. Place the wooden gear, carved star, and metal crank in the machine. You still need to find two more parts.



Leave the secret room. Exit the hold and return to the main deck.

## The Family Song

Upon stepping onto the deck, you hear Elisabet singing. Go and talk to her about the song. She is upset with you overhearing her singing, but shares that it is an old family song.



## The Other Glove



Walk back to the Culture Center and talk to Soren. Ask him about his glove being in the volcanic caves. He admits to losing it when he was trying to carry wood down from the hills. He claims he found an interesting carving.



## Financial Trouble

Inquire about the town's financial trouble. Soren discloses that the town has indeed had trouble attracting tourism. Soren sold the ship rights to earn money and bring them out of debt.

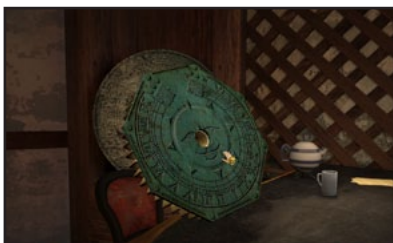


## Kicked Out!

Leave the Culture Center and take the path back to the Missti Skip pub. As you near the entrance, you catch Gunnar getting thrown out of the pub. Elisabet sounds upset and yells at Gunnar to stay out of her sight.



Enter the pub and approach Gunnar's place at the bar. Take the drink coaster he was using – a decorative metal disk.



## Elisabet's Letters

There are letters near the teapot. Pick them up and read the correspondence between Elisabet and her friend, Asa. Elisabet dearly wishes to pack her things and travel, but something still keeps her in Skipbrot. She also wants to keep her festival demotion secret from everyone else.



## The Argument

Exit the pub and return to the ship. Talk to Elisabet about Gunnar. She says that he told her Magnus would never return, that Magnus didn't want to see her anymore because she was "too settled." This upset her, and she threw him out of her pub.



Make your way down to the secret room in the hold and place the metal disk in the machine.



## Gunnar Outside

Return to the pub. Inside, you see Gunnar standing just outside of the Missti Skip, in the lobby. Ask him about what happened with Elisabet. He replies that she kicked him out of the pub for good. Gunnar wants his box of personal things, but since he was thrown out, he'd like you to fetch it for him.



## Gunnar's Things

Head downstairs and approach the area Gunnar had been seated. Behind the large round decorative shield is his box. Pick it up and open it. Inside is a picture of his daughter, a birthday card, and a newspaper article about Gunnar's wife and daughter drowning.

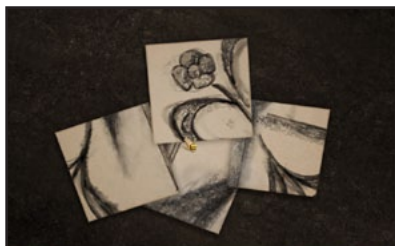


## Gunnar's Apology

Return the box to Gunnar. He doesn't mind that you looked inside. He is ashamed of his behavior with Elisabet, and will make it right. He instructs you to come see him once the tides change and he will give you everything he has.



Step upstairs to sleep through the changing of the tides, then head downstairs and go talk to Gunnar in the pub. He gives you another group of sketches.



## Ned's Phone Call

Leave the pub and take the snowmobile to Magnus's cabin. At the crossroads, your phone rings. It's Ned. He apologizes for his earlier behavior. In light of their anniversary, he's been thinking about all your close calls while on the case. Even though he worries like crazy, he's not going to let that fear hold him back. He can't imagine life without you, and he loves you.

You have the option to reply in kind or with hesitation. Finish the conversation and hang up. Continue on to Magnus's cabin.



## Sketches Arrangement

Step inside the cabin and open the footlocker. Place the sketch pieces on the drawing table and arrange them to create the full image. Remember, you can only put a piece down if it overlaps another piece already on the table.





The sketch of the star looks familiar to you – it was one of the mosaics in the lighthouse. Leave the cabin. As you open the door, you see Elisabet sneak off with a sled, filled with a suspicious man-shaped load.



## Finding Dagny

Return to port and take the dinghy to the lighthouse. Follow the path and climb up to the top of the lighthouse. As you open the hatch and step inside, you hear footsteps approach. Dagny appears at the top of the ladder and sheepishly greets you. She admits that she faked the footprints by the heater and wants to explain herself, but back in town.



Back at port, Dagny confesses that she needed time to crack the case without anyone catching on to her. Pressure her for more information and she states that the ship itself is a treasure map. Since before the restoration, parts of the ship have been torn apart and scattered. Dagny has been putting the pieces back together, but there is still something missing.

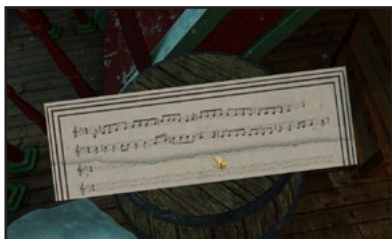
Dagny is looking for a key, something to decode the map. She hasn't done much to clear her name over Magnus's disappearance. She does, however, give you a lion's head token.

## The Deck Door

Head back to the ship - it's time to see what Elisabet is hiding. Walk over to the closet door by Elisabet and open it. Tumi, Magnus's dog, jumps out and excitedly runs around the deck. Elisabet confesses to hiding Tumi because he wouldn't do well in a shelter. She kidnapped him during the festival, knowing that Magnus would miss Tumi. He would then come looking for Elisabet.

## Elisabet's Song Clue

Elisabet tells you that she realized something else. The song she sang earlier was her family's love song... about the treasure. She gives you the sheet music thinking it may be a key to finding the treasure.



## Dog Toy Compartment



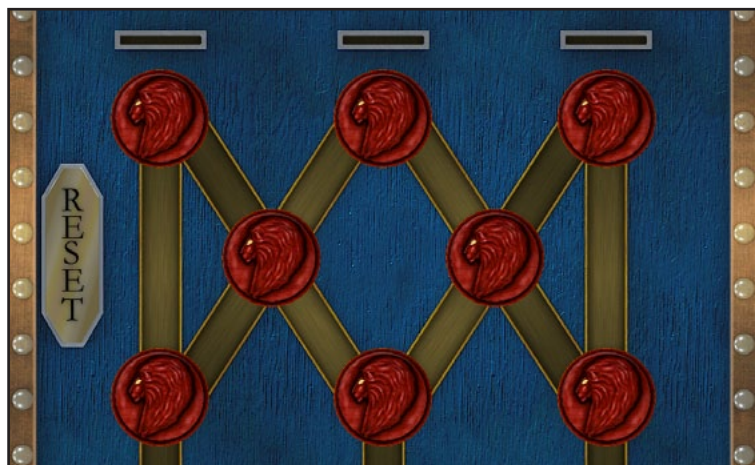
Open the closet door again and pick up the rawhide dog bone. It is actually a locked container. Use your tiny key to open it and take the paper inside. Magnus's chart notes state that you need to find all of Captain Lawrence's journal pages. Included are step-by-step instructions for navigating the volcanic caves.

## Lion's Head

Walk up the the lion head on the ship's bow. Take a closer look at the back of its head. Use your lion token to get all the lion disks right-side up.



Using the lion head token Dagny gave you, drop the token in the three slots to rotate the lion head discs so they are all facing upright. Drop the token in the **left** slot, then **middle, middle, right, middle, middle, middle**.



A panel opens in the lion's mane. Take the wooden wheel hidden inside the compartment. You now have the last piece to the machine in the ship's hold!







## Box Buttons

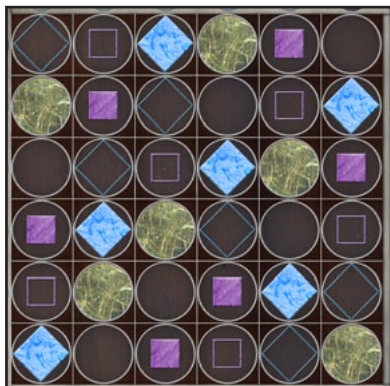
Place one of every button design in each row and column. According to Magnus's notes, you can place different pieces over board designs if the piece's design fully covers the board design under it. This means that a solid diamond can be placed over a solid diamond, or hollow outline, but a hollow outline cannot be placed over a solid diamond.

**Example:**

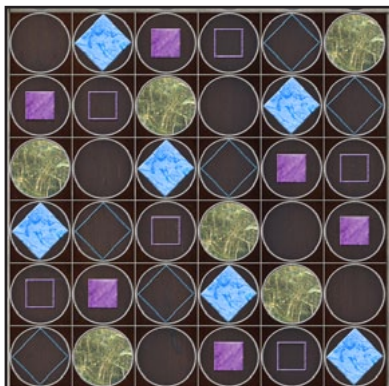


The lights along the edges light up when a row or column contains a complete set of buttons.

**Amateur Sleuth:**

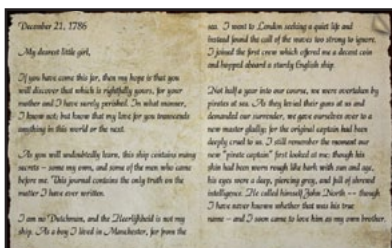


**Master Sleuth:**

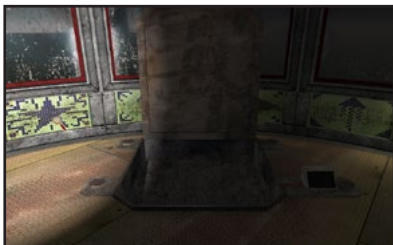


## Lawrence's Journals

The box unlocks to reveal pages of a letter from Captain Lawrence to his daughter. The torn last page contains lyrics to his family's song, the same one you heard Elisabet singing earlier.



## The Star Mosaic

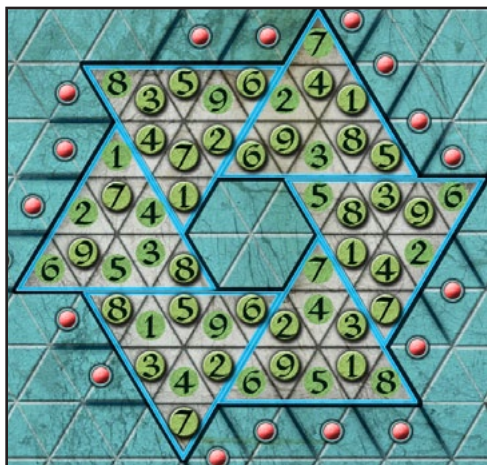


Leave the hold, then take the dinghy back to the lighthouse. Return to the top of the lighthouse and locate the star mosaic from the sketches. It's to the left of the hatch.

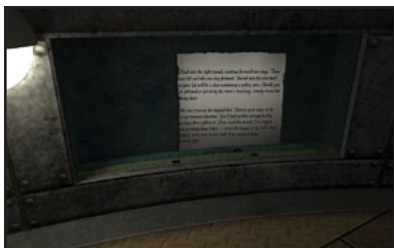
Slide the mosaic panel down to find a grid.

## Triangle Tiles

Place the number buttons onto the grid so that each large triangle section contains the numbers 1-9, and each diagonal and horizontal row has no repeating numbers. Magnus's notes mention that the middle rows continue across the center gap.



Behind the tiles is another page of Lawrence's letter. He gives instructions to locating both a decoy chest and the real treasure.



## The Music Box

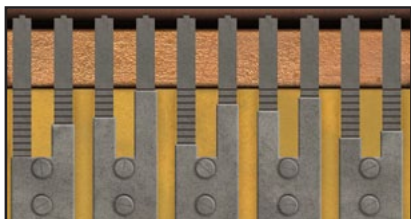
Leave the lighthouse and take the dinghy back to port. Ride the snowmobile out to Magnus's cabin. Inside, open up the music box in the footlocker.



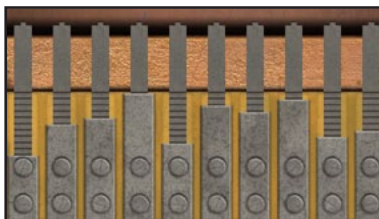
Using the sheet music Elisabet gave you, arrange the teeth of the music box to play the correct notes from her family's song. Your music book can help identify notes on the scale. Pull the lever on the left to start the music. Once all the teeth are correctly placed, let the song play to the end.

Place the teeth as shown:

### Amateur Sleuth:



### Master Sleuth:



## Alert on Deck

The drawer unlocks and slides open. Take the wooden tile and the journal page. Travel back to port and board the ship. Immediately you hear the ship's alarm. Something is going on, and Elisabet is not around. Stay alert and take the stairs down to the hold.



Enter the secret room. Open up the left side of the box.



## Sliding Shapes

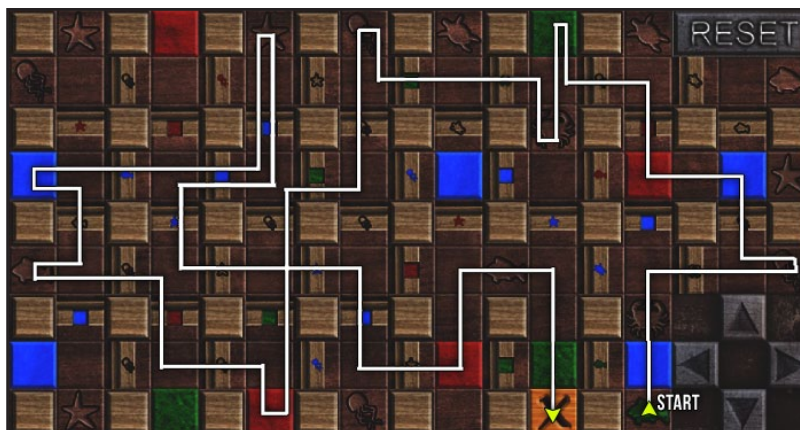
Replace the fish tile onto the board, then using the arrow buttons or your keyboard arrow keys, move your sliding wooden tile over the board to reach the yellow "X" square. Passing over a colored square or shape outline changes your tile to that color or shape. Doors only allow you to pass if you are a specific color or shape, so plan ahead accordingly.

## Amateur Sleuth:



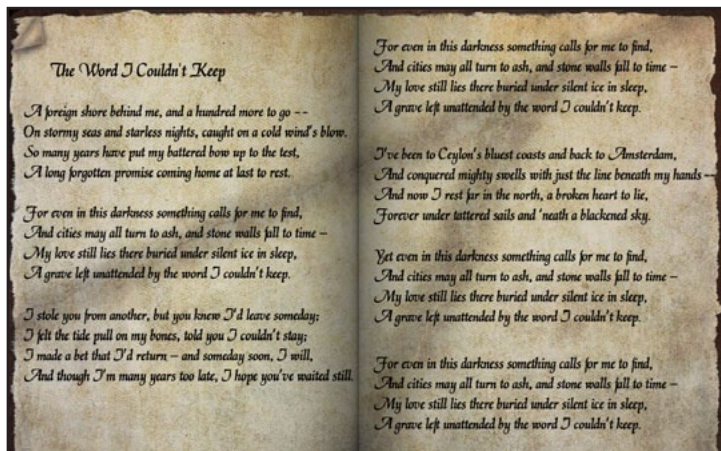


## Master Sleuth:



## Journal Pages

The box lid reveals the last pages of the letter, completing Captain Lawrence's story and providing the full lyrics to his family's song. The last page is the complete set of lyrics to the song.

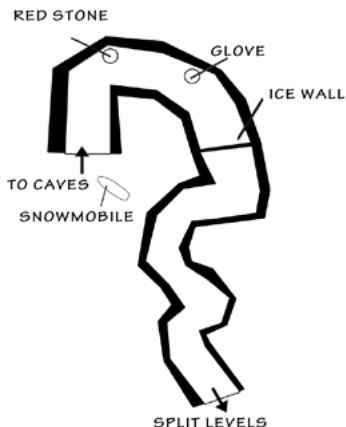


## Ice Cave Maze

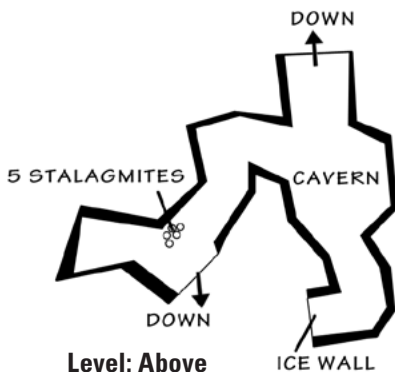
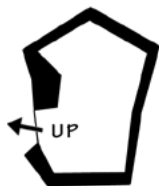
Leave the ship and take a snowmobile to the ice caves. The chart from Magnus gives the steps to take to navigate through the caves.

## Map of the Ice Caves

**Level: Main**



**Level: Lower**



## Magnus's Directions

1. Turn right at the red pumice stones



2. Walk forward to the high ledge with a red stone



3. Climb up and over



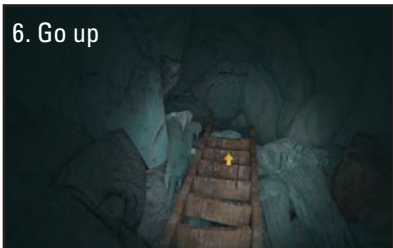
4. Go past yellow pumice stones



5. Continue forward until the tunnel splits levels



6. Go up



7. Turn right at the cluster of 5 stalagmites



8. Continue forward



You will arrive at a large cavern.

The next set of steps can be found in Lawrence's cave map entry:

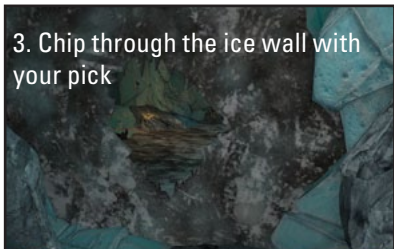
1. Head to the right tunnel



2. Go forward 2 steps to the ice wall

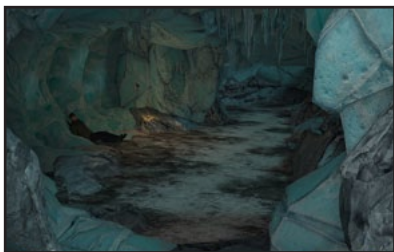


3. Chip through the ice wall with your pick



## Finding Magnus

Magnus is here! He warns you that the culprit is coming back. Magnus was brought here to be forced into giving more information about the treasure. Unfortunately, Magnus doesn't know where to find the treasure.





## Cave Collapse!

Magnus feels guilty for taking part in treating the culprit poorly for so long. After talking to Magnus, call Alex for back up. As soon as you hang up, you hear the sound of ice collapsing, and the ground shakes. The cave collapses and you are separated from Magnus. The culprit steps in view as Magnus runs to get help. You are threatened to find the treasure.



Walk to the left of the cave and locate the ice boulder on the ground to the left. Use your hook to chip away at the ice and expose the decoy chest. The culprit takes the chest and causes a cave-in, leaving you trapped.



## Decoy Treasure

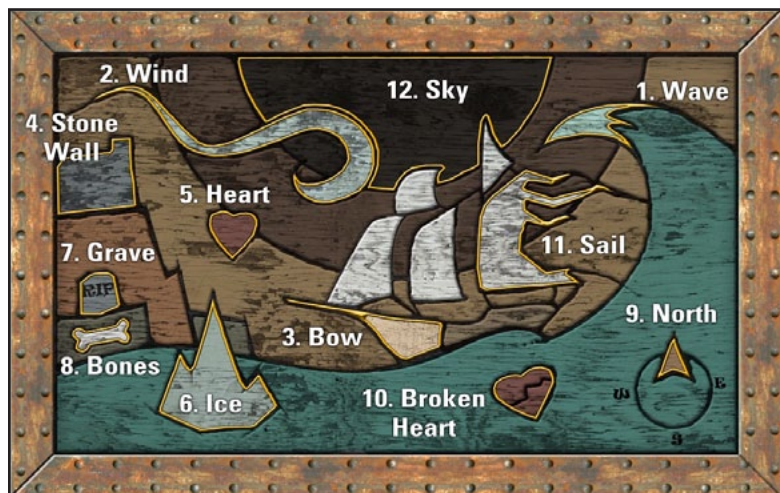
The culprit took off with Lawrence's decoy treasure. Now is the time to look for the real treasure. Turn around and use your hook to pick at the ice wall.



Follow the tunnel to the end. The real treasure chest is here! Take a closer look at the carving on the chest.



## Treasure Combination



Press each image on the treasure chest in the order in which it occurs within the song lyrics: **wave, wind, bow, stone wall, heart, ice, grave, bones, north, broken heart, sail, sky.**

## The Real Treasure

The chest unlocks and is full of treasure! Magnus shouts out to you from somewhere within the caves. He breaks through the ice wall, creating an opening for you. Your phone rings – Alex lets you know that the authorities have caught the culprit exiting the caves.



You can choose to tell what you want the authorities to do with the culprit. After hanging up with Alex, you can follow Magnus back out of the caves.



**Congratulations! You have found Magnus, captured the culprit, and found Captain Lawrence's treasure!**

# Which Trophies Did You Earn?

How many souvenirs did you purchase? Did you find an Easter egg? Check your progress often in the menu's trophy award screen. The trophies below are awarded to you for accomplishing the following challenges.

<b>High Seas Captain</b>	For taking the dinghy out more than 20 times
<b>Keepsake Kitsch</b>	Purchasing every souvenir in the gift shop
<b>Egged</b>	Finding an Easter egg
<b>Linguist</b>	Completing 11 vocabulary games
<b>Lookout</b>	Climbing the crow's nest 11 times
<b>Receptionist</b>	Listening to all the messages on the machine
<b>Relationship Guru</b>	For telling Ned you love him
<b>Short Order Cook</b>	For filling 15 orders of food
<b>Spelunker</b>	Entered all the rooms in the ice cave maze
<b>Spoiler Free</b>	For not using any spoilers
<b>Trivia Tamer</b>	Correctly answering the trivia question at the end of the game
<b>Tidal Master</b>	For changing the tide 14 times
<b>Charmed</b>	Finding all seven phone charms (Bonus Edition only)