

FICO QUEST



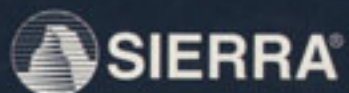
The Search for Cetus

Hintbook



SIERRA





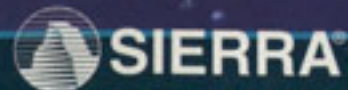
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The Search for Cetus

Hintbook



eco
QUEST



h i n t b o o k

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**Fish
Stories:
In
Which
We
Invent
a
Whale
of a
Tale
by
Gano Haine**

Every summer vacation my family traveled to the ocean. Maybe we were obsessed with salt water because we lived in the Midwest. As kids, the most water we ever saw in one place was in a swimming pool.

During recess we searched for fossils in the flat school field. Our teacher told us the ground where we stood had once been a huge inland sea. Looking across miles of prairie and waving wheat, it was hard to imagine huge, sluggish creatures crawling along an ocean bottom. We stared out the school windows and tried to imagine them as portholes of a giant submarine.

So the ocean really began as a country in our imagination. The threat for kids of the future is that the sea will be only that — an imaginary place to dream about rather than to see and to experience. Already the clean, lonely beaches of my childhood vacations are littered with garbage, some of it washed in with the tide. That is why we decided that Adam would begin his travels there.

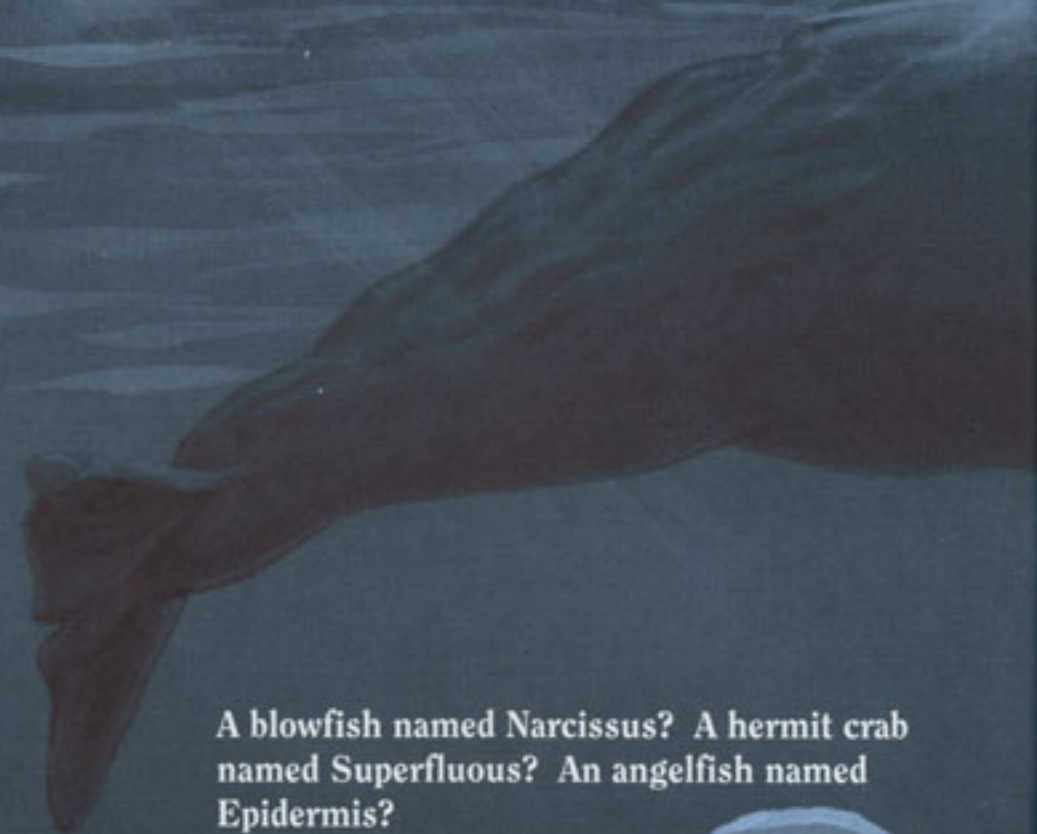
We met and talked with the most amazing people — oceanographers, ecologists, and, to our delight, experts in dolphin behavior. All of them shared one characteristic: they were moved by the wonder of the ocean and its creatures. No matter how much they knew, there was always more to learn. The greater their knowledge, they told us, the deeper the mystery.

Although we invented the characters and world of EcoQuest: The Search for Cetus, it doesn't feel that way. We have more of a sense that we made new friends, that we met Adam and the world of Eluria and, like Adam, were changed forever.

Scenes from the original storyboard



by Jane Jensen



A blowfish named Narcissus? A hermit crab named Superfluous? An angelfish named Epidermis?

Hey! Who's in charge over there, what have you got against Ethel, Harold, or Bubba, and <whew>, thank GOODNESS you didn't name ME!



Well, believe it or not, the characters of EcoQuest almost DIDN'T get to keep their funny names. Some folks questioned whether the names might be too difficult to read for some players. But the names seemed to stick to the characters like glue, the way good names will, and we knew that you would appreciate the references and challenge. We stood firm. In the end, our fish got to keep their Greek names and we got to keep our sense of humor.

As to WHY we chose such ridiculous names? They make better poetry, number one. Number two...well, just read the following poem.

Suspicious Naming



Naming fish is a shot in the dark.
But for EcoQuest - boy, what a lark!
You see, Eluria is like lost Atlantis.
(Both cities sunk into the abyss.)

Since Atlantis was Greek,
the names then, should speak,
of that era of cultural bliss.

Take, for example, Narcissus,
a blowfish with no need for a Mrs.

For who in the sea,
could he love more than HE,
and who better to blow himself kisses?



Superfluous, at first, seems judicial,
but his bluster is all superficial.

Underneath, he's a lamb,
(as crabs go, rather bland).
It takes Adam to make him official.



Erroneous, as a teacher, stands taller,
with no need to quibble or holler.
For if he be right or wrong,
about the 'great human throng',
who's to question this last reptile scholar?

The angelfish, Epi's the limit,
and his Dermis is best with him in it.
Which is why Adam strives,
to keep those poor plants alive,
saving 'E' at the very last minute.

Now Gregarious may be somewhat dense.
'Sea cows' aren't known for their sense.
Still, he really is friendly,
though neither brave nor quite trendy,
at his post at the fish residence.

Hippocrates, well, that's elementary.
He's a Doctor, dear Watson, a gentry.
While his snout's in a bind,
he keeps his cool, stays refined,
and thinks Adam's technique is exemplary.

Still more, there is Cetus, the whale,
Olympia, with spines in her tail.
Cassandra, all knowing,
Demeter, all growing,
and that is the end of our tale.

But what of our friend Ostentatious?
Belligerent, Anonymous, and Crustaceous?
Well, they didn't make the game,
but they're in our hearts all the same,
so 'till next time, may all your fish be so gracious.



Match the Apartment to the Character

Here's a game to test your memory. Below are the pictures of each of the residents at the fish apartments. Following the pictures is a list of the contents of each fish apartment lettered a), b), c), etc. Your job is to match the apartment description with its correct resident. When you've found a correct match, simply place the letter on the numbered line below each character.

Narcissus
(Blowfish)



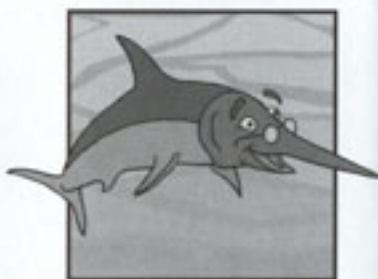
1. _____

Epidermis
(Angel Fish)



2. _____

Hippocrates
(Swordfish)



3. _____

Erroneous
(Sea Turtle)



4. _____

Gregarious
(Manatee)



5. _____

Olympia
(Lionfish)



6. _____

Apartment Contents

- This apartment is full of tools and gadgets.
- In this apartment, you'll find a flag of Great Britain, a Grandfather Clock, and a globe sitting on top of a bookcase.
- This apartment contains some cool posters, a shell collection, and a whole lot of algae-covered plants.
- A medical cabinet and diploma are on one wall, golf clubs and sculpture are also on the floor of this apartment.
- This apartment is cleverly decorated with discarded pieces of human trash and has a window to the outside.
- Finished canvases and paint supplies litter this apartment.

How to Say:

Narcissus	(Nahr SIS us)
Hippocrates	(Hip PAH kru teez)
Olympia	(O LIM pe a)
Epidermis	(Ehp i DER mis)
Gregarious	(Gre GAE ree us)
Erroneous	(Er ROH ne us)
Demeter	(Dih ME ter)
Cassandra	(Kah SAN drah)
Superfluous	(Soo PER flew us)
Eluria	(Ee LU ree a)

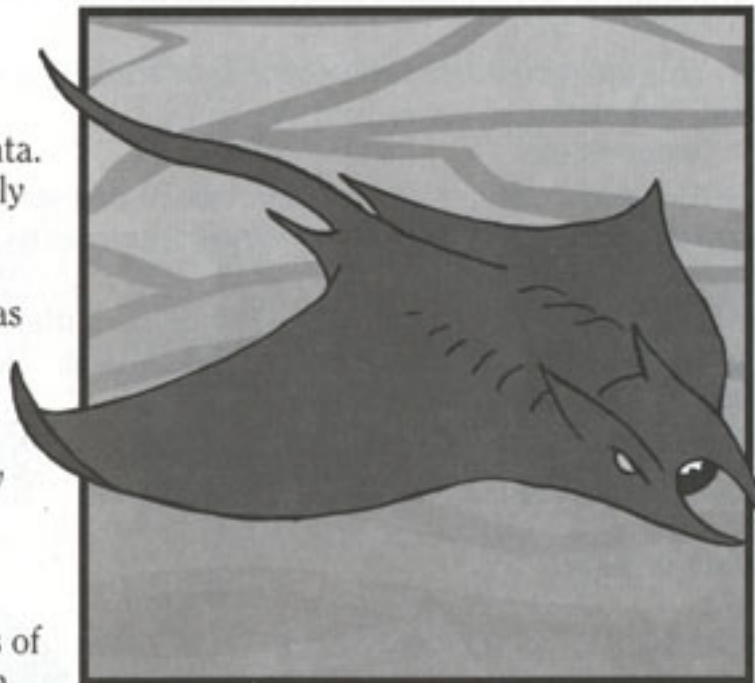


Answers:
a) Gregarious, b) Erroneous, c) Epidermis, d) Hippocrates, e) Olympia, f) Narcissus

Flesh-Eater

"Most Mantas are gentle, but this one's a real bone-grinder!"

Icarus was originally a small, harmless, playful, nine-year-old Manta. His diet was strictly vegetarian. Then Icarus swam into toxic waste and was mutated into the GIANT, BLACK, EVIL MANTA, you come to know in EcoQuest as Flesh-Eater.



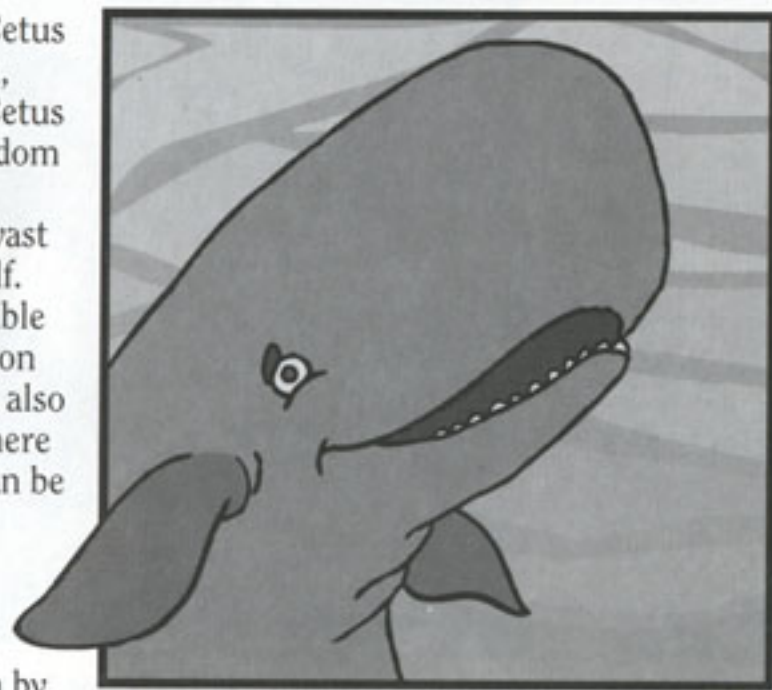
In the early stages of his mutation, with his intelligence intact, Flesh-Eater became greedy and decided to rule Eluria. But as the toxic waste continued to work on his brain, he lost his Poseidon-granted human intelligence and the power of speech. He therefore also lost all conscious powers of reason and kindness, leaving him to act upon only his base instincts, such as fear and hatred.

As a result, Flesh-Eater fears and loathes Cetus the whale, the City of Eluria, and all its inhabitants. He's helplessly driven to destroy and terrorize the city, and most importantly, Cetus the whale! In fact, when you find and save Cetus, a fierce battle will ensue.

Cetus the King

"STAND ASIDE, SEA DEVIL! LEAVE THIS PLACE AND TROUBLE MY PEOPLE NO MORE!!!" — his booming voice shakes the ocean floor itself.

King of Eluria, Cetus is majestic, regal, and imposing. Cetus has ultimate wisdom and dignity. His knowledge is as vast as the ocean itself. His anger is terrible but his compassion and kindness are also well known. A mere flick of his tail can be felt all through Eluria. In fact, Cetus used his massive tail to keep Eluria clean by sweeping away the pollution you'll now find littering the city.



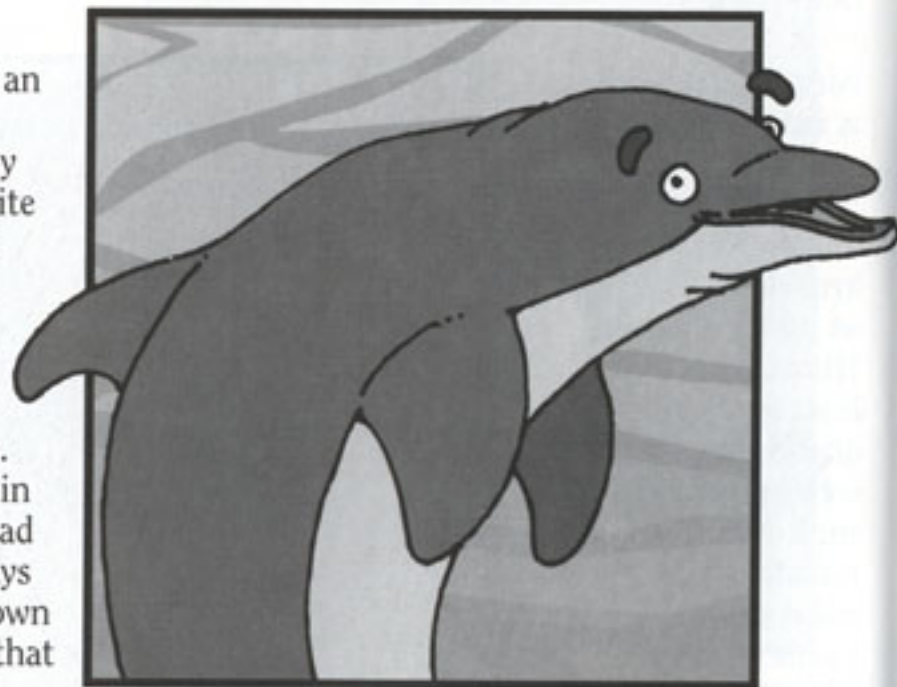
Although he prefers the ways of peace and is slow to anger, he will fight to the death for the safety of his own. Infinitely patient with the youngest of his subjects, he can be sensitive also to the concerns of the oldest among them. The kingdom is lost without him. Only with your help can Cetus save the threatened city and restore order once again.

Delphineus

"And so the lobster said to the crab, 'With fronds like these, who needs anemones?' Get it, get it?" — Delphineus likes to make jokes.

Delphineus is an irrepressible, basically happy creature in spite of all that has befallen him. He is loyal, trustworthy and, above all, humorous. He has a certain fondness for bad puns and always laughs at his own jokes so hard that everyone else finds themselves laughing with him. At the same time, he is capable of great depth of feeling and empathy, particularly with Adam, his human friend.

He has a great sensitivity to the moods of others and knows how to say and do just the right thing when needed. It is no wonder that, despite his youth, the citizens of Eluria appointed him to look for help in the outside world when Cetus, the Great Whale King, turned up missing. You can turn to Delphineus for help throughout the game as he is your loyal sidekick.



Adam

"Phew, Delphineus, your jokes make me sick! Oh, I'm just kidding. You're the best joke teller in the ocean." — Adam has a special talent for relating to animals.

In EcoQuest, you play the part of Adam, assisting him with his quest under the sea.

Adam is a capable, intelligent, and sometimes mischievous twelve-year old. His travels around the globe have given him, in some ways, a different view of life from most kids.

However, like many children, Adam invests a great deal of time in projects. For example, Adam collects and heals all sorts of animals in trouble. He also seems to somehow find a lot of them. He has a certain quality, an inner courage, that gives you the feeling he will have a bright future.



How This Book Works

The whole point of playing EcoQuest is to discover its puzzles and the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.



Think of this book as your complete reference to EcoQuest. The hint answers are arranged to progress from a slight hint to an out-and-out solution to each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.



Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

1) Remember to save your game frequently. This way, you can restore to your previous position without starting the game from the beginning each time you play. Your game manual has more details on saving and restoring games.

2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.

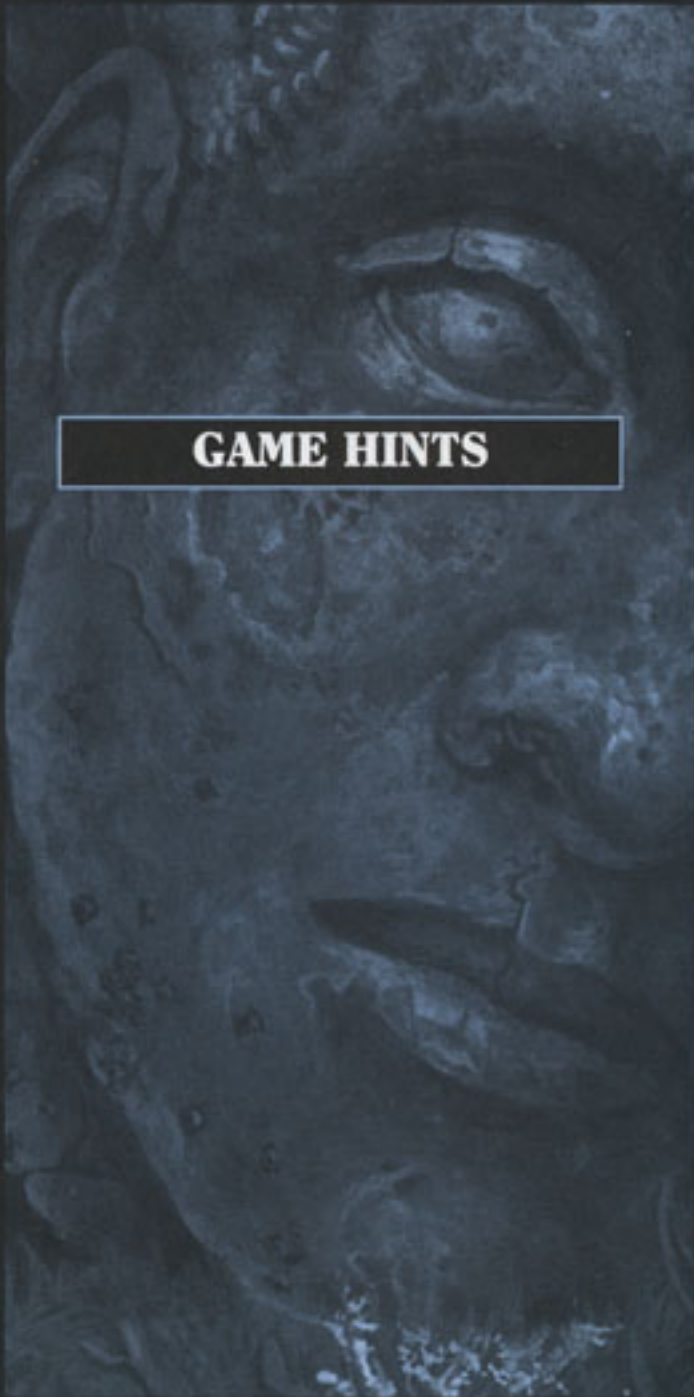
3) Try anything. Anything you try might be the solution to a game situation.

If You Have Finished EcoQuest

The last section of this hintbook entitled *After You Have Completed the Game* contains a points list, an object list, a list of things you may not have tried in the game, and complete maps. If you've played through and want to see how to improve your score or see what you might have missed, take a look.



Thank you for purchasing EcoQuest. We hope you have as much fun playing it as we had creating it.



GAME HINTS

General Questions

Adam moves too fast! Adam moves too slow!

On your Icon Bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

Or, if you're using your computer's keyboard, press a direction key on the numeric keypad or cursor keys. To stop your character, press the same direction key again. To execute a command, press ENTER. To cycle through the available cursors, use the number five key on your numeric keypad.

Some examples are as follows:

To talk to someone, click the Talk cursor on him. (With the keyboard, position the Talk cursor on him using your cursor keys and press ENTER.)

To look at something, click the Eye cursor on it. (With the keyboard, position the Eye cursor on it using your cursor keys and press ENTER.)

To walk somewhere, click the Walk cursor on that screen position. (With the keyboard, select the Walk cursor then press your cursor keys to move that direction.)

To take action on something or someone, click the Hand cursor on the person or thing. (With the keyboard, position the Hand cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

How do I get extra points and a lot of valuable information?

- * There are many hints included in this game. Be sure to use the look and talk cursors on everything. Often when you're stuck, Delphinus the dolphin will give you some helpful suggestions. Or talk to many of the other characters in the game, because they'll also give you helpful clues.

Where do I find my garbage/recycle bag?

- * It's in the Research Center. You'll find it in front of the recycle bin beside the computer in the lab.

I don't understand how to use my garbage/recycle bag. How do I collect something in it?

- * When you see something you'd like to throw away, select the Garbage/recycle bag icon from the Icon Bar. Use the garbage/recycle bag cursor on the item you wish to throw away. If it is something that Adam can throw away, he'll place it into the bag.

How can I earn some extra points using my garbage/recycle bag?

- * Pick up as much garbage as you can find. Therefore, when you find an area where garbage has fallen, remove all of it to get extra points. You can pick up as many as ten extra points per area.

I'm stuck in the Research Lab! Is this all there is to do?

- * Pay special attention to the projects you observe in the Lab. They give you important clues about things you'll do later in the game. Of course, there's a lot more to do in EcoQuest. Have you noticed the door beside the blackboard? Try exiting through there first.

What's the point of this game anyway?

- * Adam must fulfill the prophecy predicted by the Oracle of Eternity and save its inhabitants.

In the place where shadows creep,
Rests the poison of the deep.
What came from man must now return,
Lest the Kingdom die, the oceans burn.
Held hostage is the King of Peace,
None shall be safe till he's released.
Only Love can face The One Most vile,
To save us all - a human child.

Only fragments can I see,
But let me tell them how to free
Armor for a modern Knight,
From the depths, a glowing light,
A net of bones, a wall of bones,
A floating orb, a silver wire,
Will help you in a place most dry.

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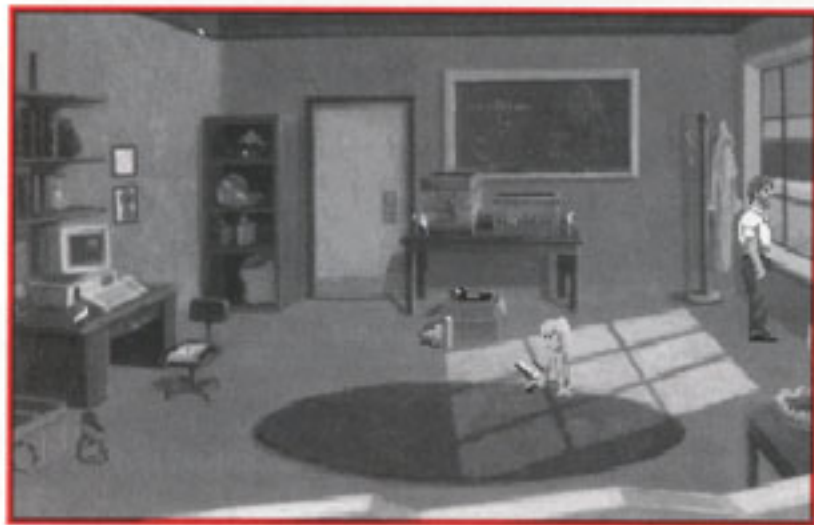
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Armor for a modern Knight,
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A net of bones, a wall of stones,
A floating orb, a silver wire,
Will help you in a place most dire.

Research Center



Research Lab Room

Adam's Dad has asked me to help save an oily bird. What am I supposed to do?

- * Use the eye or hand cursor on the bird to get a close-up view. Beside the bird's box, you'll notice a bottle of mild detergent and a soft, clean rag. Use the hand cursor to pick up these items. Open your inventory screen, select the detergent and click it on the rag. This will put soap on the rag. Select this soapy rag from inventory and use the soapy rag cursor on the bird to clean it.

I have the detergent and a soft, clean rag. Now how do I get the detergent on the rag?

- * First, open the inventory screen from the Item Bar. You should see the bottle of mild detergent and the soft, clean rag. If they aren't in your inventory, then you need to pick them up from beside the bird's box in the center of the room. If you see these items in your inventory, first select the detergent and click it on the rag. This will put soap on the rag. Select the soapy rag from inventory and use the soapy rag cursor on the bird to clean it.

The gerbil sure looks thirsty. Where do I find a water bottle for him?

- * You can find the gerbil's water bottle on the table just to the right of his cage. Use the hand cursor to pick up the bottle. Next, select the water bottle from your inventory and use it on the gerbil's cage.

I see an aquarium full of oily water, but what am I supposed to do with it?

- Remember the flask of experimental fertilizer solution Adam's Dad gave you?
- * Use the experimental fertilizer solution on the aquarium. It will create bacteria to eat the oil. Don't worry, Adam won't use all this solution on the aquarium. So there will be plenty left over to use later in the game.

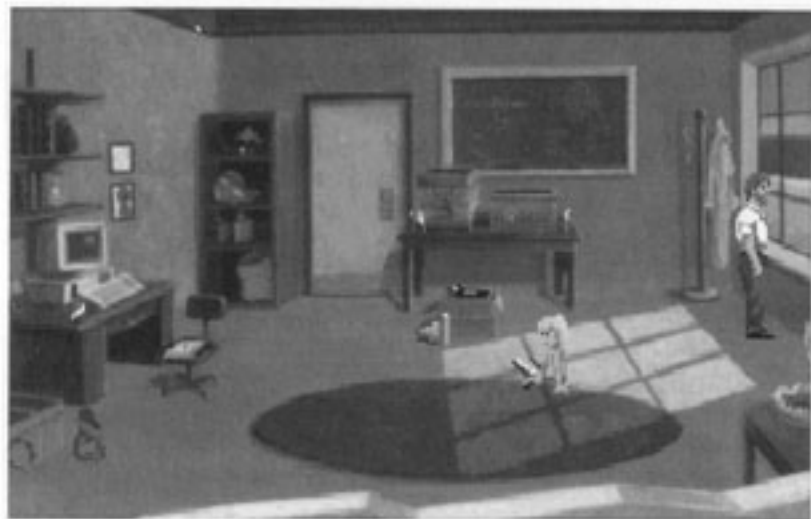
There's an envelope on the chair beside the computer. Should I open it? If so, how?

- Yes, go ahead and open it up by using the hand cursor on the envelope.
- * Use the hand cursor on it to remove the contents. If you use the hand cursor on it a second time, Adam will throw away the empty envelope.

I looked at the computer in the lab and saw Adam's Dad's article. Now how is the illustration on the blackboard connected? I'm not sure I understand.

- Both the article and the illustration give you a BIG CLUE for a major event that will take place later in the game.

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- After looking at the computer, use the eye cursor on the blackboard to look at the illustration. Notice the individual items such as the buoy, the cable, and the transmitter. These items combine to make a satellite buoy.
- * The blackboard illustration and the article describe how to create a satellite buoy. You will have the opportunity to create your own satellite buoy to remove snow load waste barrels from the ocean. Therefore, be sure to look for these items on your journey through the game.

I looked at the computer a second time. Is this a good game?

- * King's Quest 5? It certainly is.

I'm sure I've explored the Research Center thoroughly. How do I know if I have everything I need to continue my journey?

- * You need two items as follows: the experimental fertilizer solution from Adam's Dad, and Adam's garbage/recycle bag. With these two items in your inventory, you'll be ready to continue your journey outside the Research Center.

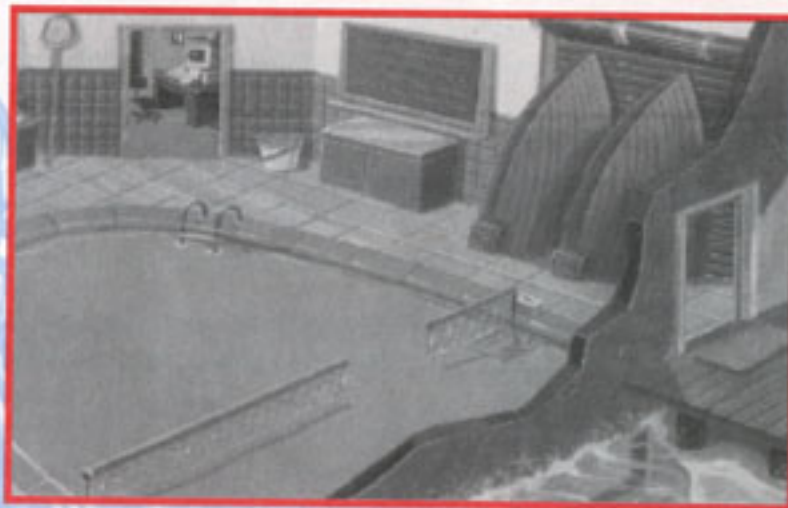
I'm ready to leave the Research Lab, but I can't find a door out. Which way is out of here?

- You can't go out the door Adam's Dad went out. Try looking for another door in the lab.
- * Use the hand cursor on the door just to the left of blackboard. You can find the combination to the door's lock in your game documentation.

I'm unable to open the lock on the door at the Research Center. Where do I get the combination for this darn thing?

- * You can find the combination to the lock in your game documentation.

Oceanic Recovery Tank



I see the dolphin swimming in the tank alone. Is there anything I can do to become friends with him?

- * There are actually several steps you can take to become his friend. When you enter this room, take a look at the blackboard. The blackboard lists these step-by-step instructions on becoming friends with Delphineus.

Okay. What's the first step to becoming friends with the dolphin?

- * Your first step is to talk with him three times.

- After looking at the computer, use the eye cursor on the blackboard to look at the illustration. Notice the individual items such as the buoy, the cable, and the transmitter. These items combine to make a satellite buoy.
- * The blackboard illustration and the article describe how to create a satellite buoy. You will have the opportunity to create your own satellite buoy to remove some toxic waste barrels from the ocean. Therefore, be sure to look for these items on your journey through the game.

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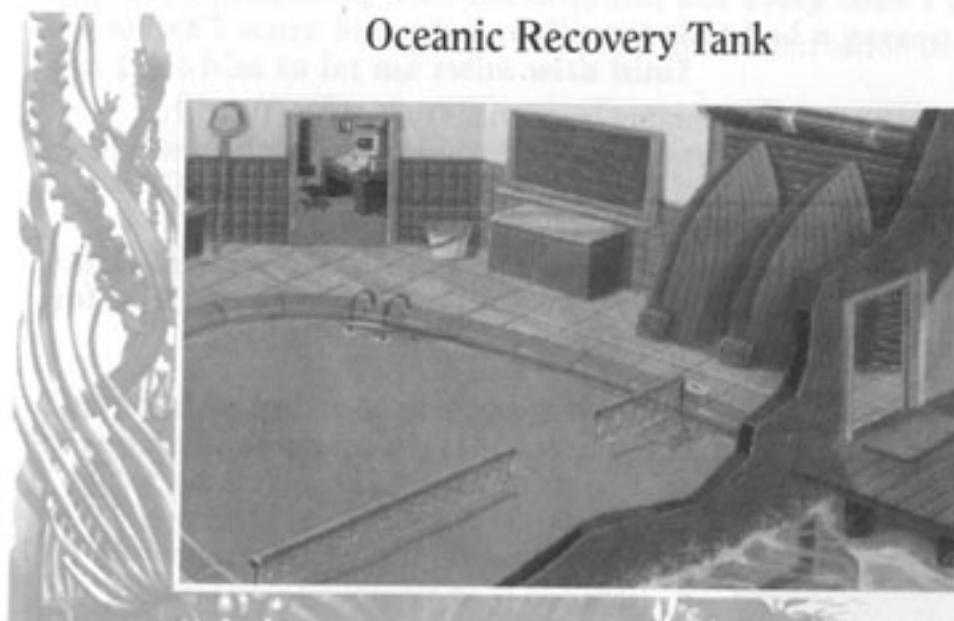
I'm ready to leave the Research Lab, but I can't find a door out. Which way is out of here?

- You can't go out the door Adam's Dad went out. Try looking for another door in the lab.
- * Use the hand cursor on the door just to the left of blackboard. You can find the combination to the door's lock in your game documentation.

I'm unable to open the lock on the door at the Research Center. Where do I get the combination for this darn thing?

- * You can find the combination to the lock in your game documentation.

Oceanic Recovery Tank



I see the dolphin swimming in the tank alone. Is there anything I can do to become friends with him?

- * There are actually several steps you can take to become his friend. When you enter this room, take a look at the blackboard. The blackboard lists these step-by-step instructions on becoming friends with Delphineus.

Okay. What's the first step to becoming friends with the dolphin?

- * Your first step is to talk with him three times.

All right, I've talked to the dolphin. Now he wants to make friends with me. But I've never known any dolphins before. What am I supposed to do next?

- Take a look at the blackboard. The blackboard lists step-by-step instructions on what to do with Delphineus.
- Did you notice him eyeing the bucket of fish?
- * Your second step to becoming his friend is to feed him two fish. There's a bucket full of mackerel beside the door you came through.



Okay. I've fed the dolphin a couple of fish, but now he's full. What else can I do for him?

- Take a look at the blackboard. The blackboard lists step-by-step instructions on how to treat Delphineus.
- Have you tried swimming with him?
- * Go swimming with him. Use the hand cursor on the pool ladder to join him in the tank.

Hey! I tried to feed the dolphin, but he missed my toss. Instead, the fish landed in the water. Am I doing something wrong?

- Try being a little more patient. Watch the dolphin swim around the tank a few times.
- Did you notice how after making one complete circle of the tank, the dolphin stops and sticks his head out of the water?
- * Use the hand cursor on the bucket of fish to pick up a mackerel for

the dolphin. After he makes a complete circle around the pool, he'll stop and stick his head out of the water. When he does this, use the fish cursor on him. This time, the dolphin will catch the fish.

I've tried swimming with the dolphin, but every time I get in the water I scare him. I'm really not that bad a person. How can I get him to let me swim with him?

- Take a look at the blackboard. The blackboard lists step-by-step instructions on what to do with the dolphin.
- * Before you swim with him, first talk to him three times, then feed him two fish. Now try swimming with him.

The dolphin wants to give me a ride on his fin. Honestly, I've never ridden on a dolphin. How do I do this?

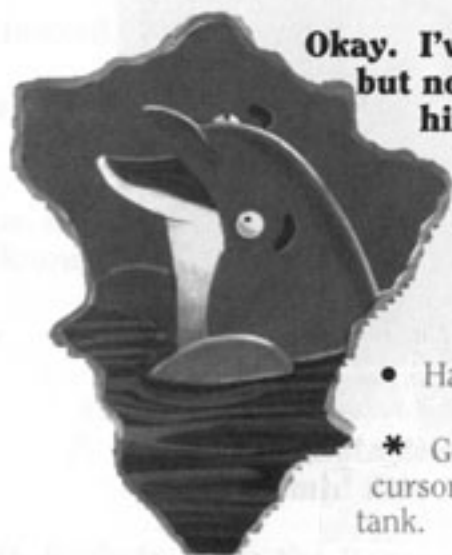
- * Simply use the hand cursor on his fin. Adam will cup his hand around the dolphin's fin, and the dolphin will take him for a ride around the pool.

Hey! That was cool! I went swimming with the dolphin, but now he wants to do something else. What am I supposed to do now?

- Look for a toy he might like to play with.
- Take the frisbee. It's on top of the cabinet just underneath the blackboard.
- * Use the frisbee cursor on the dolphin several times. He'll play catch with you!

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Delphineus has introduced himself to me, but I don't know how to help him any further. Do you have any pointers?

- You want to let him out of the tank.
- * The lever to open the underwater hatch is located just to the right of the net that stretches over the tank. Use the hand cursor on the lever to open it.

Delphineus has returned for me at the Research Lab dock. He says I can come with him, but I have to get ready first. I thought I was ready. What did I miss?

- * You need to get your diving gear. Your diving gear is located in the cabinet just underneath the blackboard. Use the hand cursor to get your gear.

I'm on the dock of the Research Lab with my diving gear. Delphineus is waiting for me to join him in the ocean. Now how do I get in the water?

- * There are two ways to do this. You can select your diving gear from inventory and then use the diving gear cursor on Adam. Or you can simply walk east off the pier. Either way, Adam will put his gear on and jump right in the water!

In The Ocean

I'm wandering around the Rocky Cliffs of the coastline. Can I explore these cliffs further?

- None. Remember you're heading to Echara, which isn't located outside the water.

- * Try swimming around the ocean some more. Something will happen when you leave the Research Center by swimming directly north.

Cruise Ship Dumping Trash



Delphineus and I have left the Research Center Lab for a swim, but Delphineus is too tired to lead the way. Where am I supposed to go?

- * When you leave the Research Center, swim directly north. Eventually you'll encounter a cruise ship dumping garbage into the water.

I'd like to clean up this garbage being dumped from the cruise ship, but Adam's afraid to touch the garbage. Is there anything else I can do?

- How about using Adam's garbage/recycle bag from the Research Center?
- * You can use this bag to clear a path in the trail of garbage. To do this, press the Alt key—see from the front of the garbage and another

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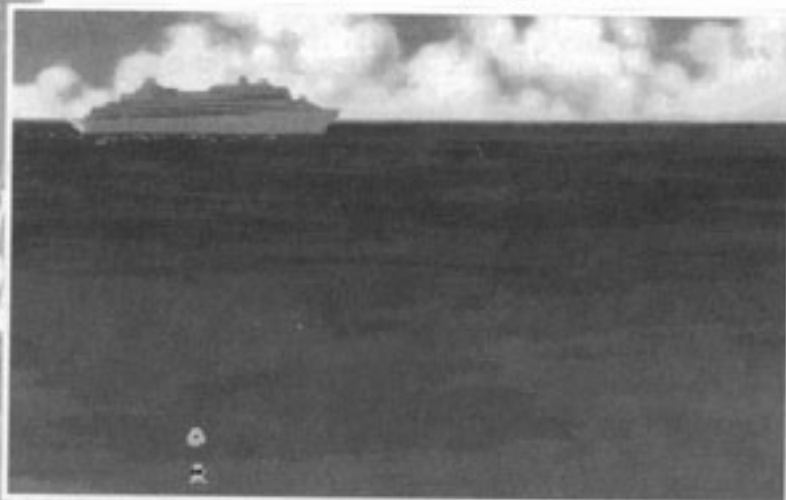
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- * You can use this bag to clear a path in the trail of garbage. To do this, remove two items—one from the front of the garbage and another

directly behind it. Now Adam and Delphineus can swim through.

Wait a minute! Where do I get a garbage/recycle bag to clean up this mess?

- * You need to swim back to the Research Center and get it. You'll find it in front of the recycle bin beside the computer back in the lab.

I've got the garbage/recycle bag to clean up this mess, but how much of the garbage am I supposed to collect?

- * Just enough to carve a little path through the garbage — about two or three pieces should do. Try picking up a piece from the front of the garbage and then another piece directly behind it.

I'm trying to pick up some garbage being dumped from the cruise ship, but the bilge is flowing fast enough to be dangerous. Should I just skip this garbage cleaning scene?

- * Well, you can't. You need to pick up at least some of the garbage. Only the garbage close to the ship is floating at a dangerous speed. Therefore, try collecting the garbage further away from the ship.

I've found a glass jar. Is it good for anything?

- * Why not save it for later? A container like this will certainly come in handy later — that is, if you can remove the lid.

I see a little boy about to let some balloons up into the air. Is there anything I can do to stop him?

- * Unfortunately, there isn't much you can do about these now. Later in the game you'll have a chance to deal with those balloons.

I'd like to know how to get extra points using Adam's garbage/recycle bag!

- * Pick up as much garbage as you can find. Therefore, when you find an area where garbage has fallen, remove all of it to get extra points. You can pick up as many as ten points per area!

I've found a deserted island! How come I can't swim there?

- The island is not part of your adventure. You need to help the citizens of Eluria. They're in an underwater city.
- * By diving with Delphineus by selecting the air tanks from your inventory and using the air tank cursor on Adam.

Seaweed and Kelp Maze



I'm trying to lead Delphineus through a maze of seaweed and kelp. I'm afraid I've gotten lost. Do you have any tips on this?

- Before you enter the seaweed and kelp maze, save your game.
- You need to take three turns to get through the maze successfully.

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- * In the first screen of the maze, swim south through the dark blue opening in the bottom center of your screen. In the second screen of the maze, swim through the bottom right-hand corner of your screen. In the third screen of the maze, swim through the bottom left-hand corner of your screen. You should now see Eluria, the city under the sea.

Eluria Under the Sea



I'm in the Elurian Courtyard and I see an old metal cage. What should I do now?

- * Pick it up. This metal cage will come in handy.

I see a bronze statue of Poseidon in the Elurian Courtyard. Adam seems to think something is missing from the kneeling, bronze servant. Is something missing? If so, what?

- Yes, something is missing. Try looking for something made of bronze.
- Look for something made of bronze in the Temple of Poseidon.

- * There's a bronze conch shell located in the Temple of Poseidon. You can find it on top of a pedestal in the center. Use the bronze conch shell on the statue and watch what happens.

I see a bronze statue of Poseidon in the Elurian Courtyard. His trident would sure come in handy. Do you have any tips on how I might get it?

- You can use the bronze conch shell to get Poseidon's trident.
- * Place the conch shell you picked up from the Temple of Poseidon in the hands of Poseidon's servant on the statue in the courtyard. Poseidon will loosen his grip on the trident and you'll be able to take it.

What's with this HUGE Grecian urn in the Courtyard? How come Adam can't get inside it?

- * Actually, Adam will get in the Grecian urn when the time is right. You need to be patient and explore other parts of Eluria first. For instance, there has been to the Coastal Chambers yet.

I'm in the Temple of Poseidon, and I've solved the sliding tile mural and found a conch shell. Is there anything else to do in here?

- Yes, you can find one of the major characters in the game in here.
- * She lives behind the far right marble wall covered with symbols, figures, and strange letters at the back of the Temple.

I can't find the Oracle that Delphineus is talking about. Where should I look?

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- * Yes, use Poseidon's trident on the three large eyes dominating the center of the marble wall. Now the Oracle will appear. Be sure to talk to her.

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I found a HUGE beautiful shell in the Royal Gardens. It is too big to pick up, but Adam hears a nervous clicking inside it when he touches it. How can I discover what's inside it?

- That's a good question. Why not try clearing up the coral whale statue?
- Do you remember the experimental fertilizer solution Adam's Dad gave you?
- * Use the experimental fertilizer solution on the statue of the whale. Now you'll find out who inhabits the shell. One last thing: try talking to her!

Delphineus has sent me to find the Guardian of the Greens, but I can't find her anywhere. Where is the Guardian of the Greens?

- * You'll find the Guardian of the Greens hiding in the Royal Gardens. Go there and use the experimental fertilizer solution from Adam's Dad on the statue of the whale. When she comes out, be sure to talk to her.

I'm in the Royal Gardens and some lobster just pinched me! How can I pinch her back?

- * Well, you can't pinch her. Why not go talking to her instead? She'll give you something if you do.

Hey! Demeter gave me a healing potion. Where and when can I use this?

- * Just save it for later. Perhaps you'll come across someone in need of healing.

After talking to her, Demeter went back into her shell, then something fell from the statue of the whale. What is that thing?

- * Use the look cursor on it, then pick it up using the hand cursor. It's an oil-covered shell.

I've just entered Eluria and went straight into the Council Chambers. Things look pretty dead in here. How do I pry that gold mask off the painted mural of the Great Senators?

- * You can't pry it off. Actually, you need to visit some other places first. After you've met the Oracle of Eluria, try returning to the Council Chambers.

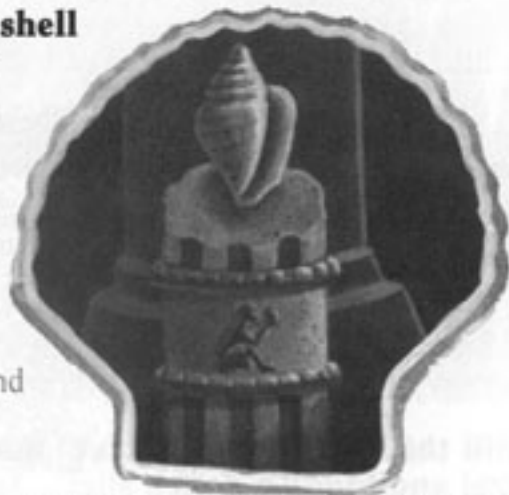
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Delphineus said I should visit the Mayor. Do you have any clues about where I should look?

- * **Look in the Council Chambers.** He's hiding behind the gold chest. To get him to appear before you, solve the challenge of the columns.

I'm in the Temple of Poseidon and have found a mixed-up mosaic tile picture. What should I do now?

- * **The object of this puzzle is to slide the tiles one at a time to form a picture of a man, a fish, a dog, and a heart.** If you get stuck, simply use the hand cursor on the help button just below the picture. This will cause one tile to slide toward its correct position. Clicking the hand cursor on the help button repeatedly will eventually solve the puzzle, but you won't get as many points.



Oracle's Riddles

I can't solve the Oracle's riddles. What are the answers?

Whose march of progress dooms us all,
Lives aloof to Nature's call,
Before he walks, must learn to crawl,
And be a friend to great and small?

- * **Answer: Man.** Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the man in the picture.

What glides like a bird but does not fly,
Lives and plays 'neath an emerald sky,
Feels the hook's pain but cannot cry,
Has no voice to question why?

- * **Answer: Fish.** Therefore, to answer this riddle correctly, use the hand cursor on the drawing of the fish in the picture.

What reaches out to those in need,
Hears the call of those who bleed,
Never blindly takes in greed,
Is a friend in word and deed?

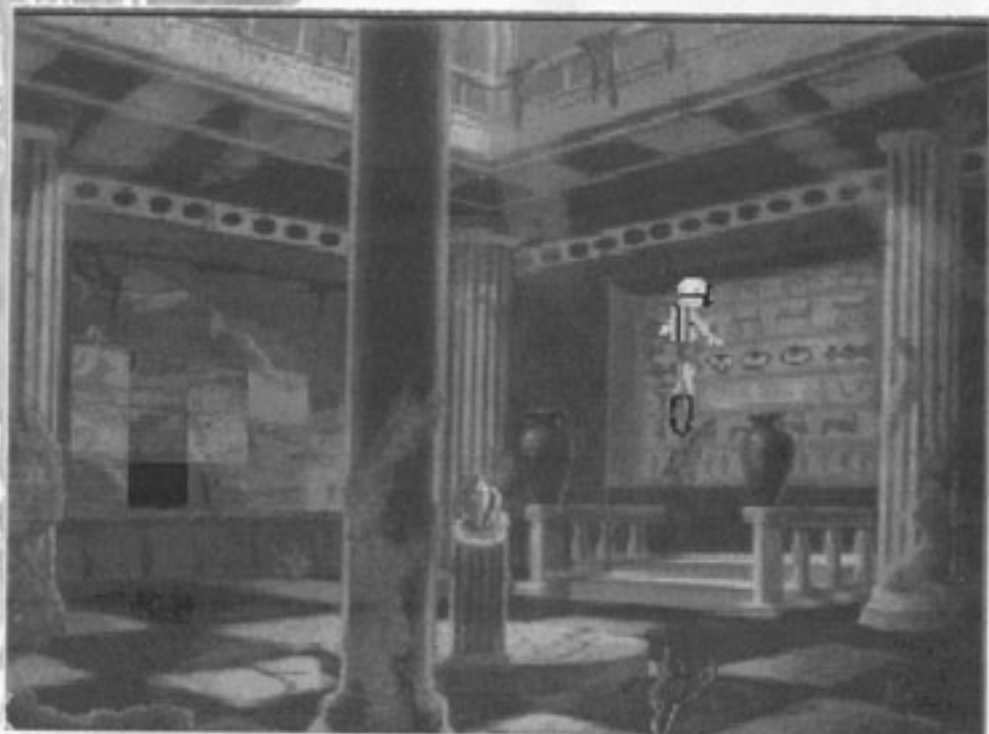
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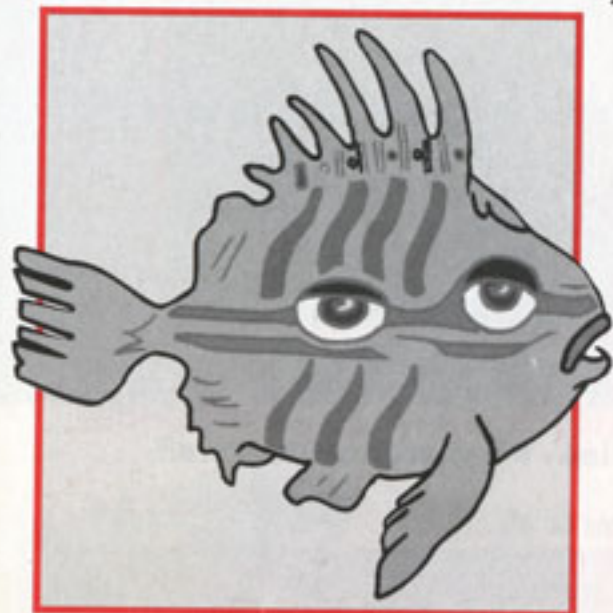
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I'm in the Council Chambers and Superfluous has presented me with the challenge of the columns. Quite frankly, I'm stumped. How do you solve the challenge of the columns?



* Each of the three columns on the left has three sections that spin when you use the hand cursor on them. Your goal is to make these top sections match up with their counterparts on the columns to the right. You'll notice as you spin each section of the columns, all but one section turns a second section of another column. However, one of these sections will turn by itself. Find this section and continue to spin it until you get the message "the column piece locks into place." Continue this same procedure for the other eight sections.

* For example, start with the top section of the front-most column. If you notice another column also turning when you spin this section, skip to the next section of this column. If it spins another column piece, move to the next section, and so on, moving from section to section, then column to column, until you find a section that turns by itself. Once you've found this section, keep turning it until it locks in place. Now repeat this procedure for the rest of the columns.

I've talked to Superfluous in the Council Chambers. He doesn't trust me. How do I win his trust?

- Have you visited the Guardian of the Greens in the Royal Gardens?
- Superfluous' problem is that his shell is too tight.
- * After using the experimental fertilizer solution from Adam's Dad on

the statue of the whale in the Royal Gardens, talk to the Guardian of the Greens. After doing this, you'll find a shell on the garden floor. Give this shell to Superfluous after you clean it with a rag.

Okay. I've found a shell to give to Superfluous. But it's kind of dirty. Where do I find a rag to clean it with?

* You can find a clean rag in front of the fish apartments.

I tried to enter the fish apartments, but Gregarious stopped me because I don't have a pass. Where do I get a pass for the fish apartments?

* You can get a pass from the Major, Superfluous, by giving him the shell you found on the floor of the Royal Gardens after cleaning the whale statue.

Oh no! Narcissus, the blowfish, has gotten caught in a plastic bag! Is there anything I can do to help the poor guy?

* Use the hand cursor on Narcissus to push him into his apartment. Use the hand cursor on him again to remove the plastic bag.

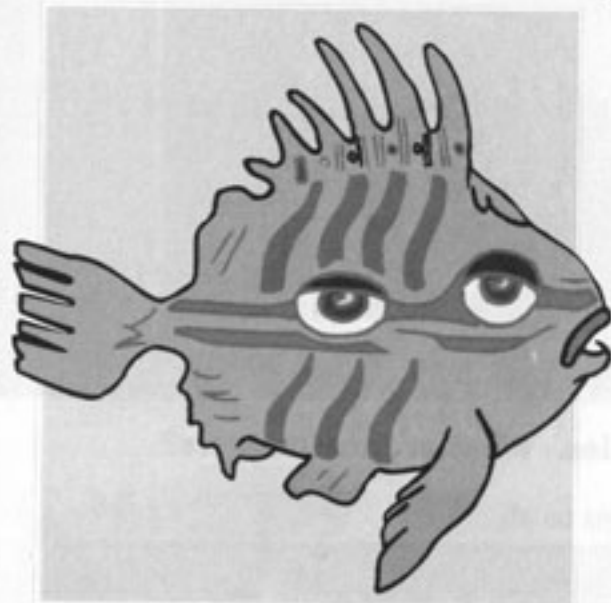
Epidermis, the angel fish, tells me that he's starving. Where can I find some food for him?

- Have you visited Narcissus, the blowfish, yet?
- * Use the algae-eating sea urchins Narcissus gave you on the plants in Epidermis' room. Now Epidermis will have plenty to eat.

Hippocrates, the swordfish, has six-pack rings stuck on his nose! I can't pull them off, either. How can I help him?

- Did you find a way to help Epidermis, the angel fish?

I'm in the Council Chambers and Superfluos has presented me with the challenge of the columns. Quite frankly, I'm stumped. How do you solve the challenge of the columns?



* Each of the three columns on the left has three sections that spin when you use the hand cursor on them. Your goal is to make these nine sections match up with their counterparts on the columns to the right. You'll notice as you spin each section of the columns, all but one section turns a second section of another column. However, one of these sections will turn by itself. Find this section and continue to spin it until you get the message "the column piece locks into place." Continue this same procedure for the other eight sections.

* For example, start with the top section of the front-most column. If you notice another column also turning when you spin this section, skip to the next section of this column. If it spins another column piece, move to the next section, and so on, moving from section to section, then column to column, until you find a section that turns by itself. Once you've found this section, keep turning it until it locks in place. Now repeat this procedure for the rest of the columns.

I've talked to Superfluos in the Council Chambers. He doesn't trust me. How do I win his trust?

- Have you visited the Guardian of the Greens in the Royal Gardens?
- Superfluos' problem is that his shell is too tight.
- * After using the experimental fertilizer solution from Adam's Dad on

the statue of the whale in the Royal Gardens, talk to the Guardian of the Greens. After doing this, you'll find a shell on the garden floor. Give this shell to Superfluos after you clean it with a rag.

Okay. I've found a shell to give to Superfluos. But it's kind of dirty. Where do I find a rag to clean it with?

- * You can find a clean rag in front of the fish apartments.

I tried to enter the fish apartments, but Gregarious stopped me because I don't have a pass. Where do I get a pass for the fish apartments?

- * You can get a pass from the Mayor, Superfluos, by giving him the shell you found on the floor of the Royal Gardens after cleaning the whale statue.

Oh no! Narcissus, the blowfish, has gotten caught in a plastic bag! Is there anything I can do to help the poor guy?

- * Use the hand cursor on Narcissus to push him into his apartment. Use the hand cursor on him again to remove the plastic bag.

Epidermis, the angel fish, tells me that he's starving. Where can I find some food for him?

- Have you visited Narcissus, the blowfish, yet?
- * Use the algae-eating sea urchins Narcissus gave you on the plants in Epidermis' room. Now Epidermis will have plenty to eat.

Hippocrates, the swordfish, has six-pack rings stuck on his nose! I can't pull them off, either. How can I help him?

- Did you find a way to help Epidermis, the angel fish?

- * Use the very sharp shell that Erroneous, the angel fish, gave you to remove the six-pack rings from Hippocrates' snout.

Erroneous, the sea turtle, is choking on something. He's too big for Adam to perform the Heimlich maneuver on him. How can I prevent him from choking to death?

- Have you helped Hippocrates, the swordfish, with his problem?
- * Use the tweezers you received from Hippocrates, the swordfish, on Erroneous' mouth to remove the balloons. You will need to use the tweezers twice to get all of the pieces out.

I asked Gregarious, the manatee, why his face was so blue. He told me his story about the fisherman. I'd sure like to help him, but how?

- Did you notice how the boat propellers on the boats back at the Research Center were covered with metal cages?
- Did Erroneous give you four screws for helping him?
- Did you find a metal cage in the Elysian Courtyard?
- * To help Gregarious, you need to attach the metal cage you found in the courtyard over the propellers of the fisherman's boat. To do this, first attach the four screws you got from Erroneous, the sea turtle, to the metal cage. Talk to the fisherman, then secure the metal cage over his boat's propellers.

I've seen Olympia, the lionfish, unconscious in her apartment. How can I help her?

- Have you visited Gregarious and heard his story about the fisherman?
- To help Olympia, you need the water pump that fell from the fisherman's boat. After helping Gregarious, you'll find the water pump lying on the ocean floor in front of the fish apartments.

- * Use Adam's garbage/recycle bag on the bottle of bleach to throw it away. Then use the water pump in her window to clear the water of the bleach.

The Oracle keeps asking me to show her a "Sign of Trust." I have no "Sign of Trust," at least, that I know of. Where do I find a "Sign of Trust"?

- Have you helped all the other citizens of Elysia?
- Did the citizens of Elysia have their council meeting?
- * Give her the gold mask Superfluous gave you after the council meeting. Now she'll trust you and give you her prophesy.

Exploring the Ocean Reef



I've seen a Colossus Head with a glowing ear. I know I can't throw it away because it won't fit in my garbage/recycle bag. What should I do with it?

- Do you have a jar with its lid removed?

- * Use the very sharp shell that Epidermis, the angel fish, gave you to remove the six-pack rings from Hippocrates' snout.

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- Have you helped all the other citizens of Eluria?
- Did the citizens of Eluria have their council meeting?
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Exploring the Ocean Reef



I've seen a Colossus Head with a glowing ear. I know I can't throw it away because it won't fit in my garbage/recycle bag. What should I do with it?

- Do you have a jar with its lid removed?

- Try using the jar on the glowing ear.
- * There's a flashlight fish in the ear of the Colossus Head. You need to rescue the flashlight fish from the ear, using an empty jar. If you didn't find a jar in the trash dumping from the cruise ship earlier in the game, you'll find one on the reef ledge right in front of the Colossus Head.

I've found a jar with a lid jammed on it so tight that it won't budge. Can you give me a hand or two with this?

- How about eight hands? Did you see the octopus one screen to the left of the sunken submarine vehicle?
- * The octopus is hiding in some rocks there that he's turned into his lair. Set the jar on the sand in front of his lair or use the jar cursor on the octopus and then hide in the large sponges. He'll open the jar for you.

I've found the skeleton of a pirate. Whoa, now, where did the treasure go?



- Who said anything about a treasure?
- Did you notice the key pinned against the rocks by the Conquistador's Pike?
- * Use the hand cursor on the Conquistador's Pike two times. You'll see a gold key fall into the water. Go after that key!

Really, now. What am I supposed to do with this skeleton?

- * You're not supposed to do anything with the skeleton. Instead, grab onto the Conquistador's Pike that has pinned the skeleton to the rocks! On his first attempt, Adam will fall into the water, but the Pike will give a little. Grab onto the Pike a second time. It will come loose and the gold key will dislodge from the bank and fall into the water. Chase after the key.

I tried to pick up a gold key from the ocean floor, when some red rascal of a fish swallowed it. How do I get it back?

- * Boy! The nerve of some fish. Actually you won't be able to get the key back from the red fish. But swim after him anyway! In fact, chase him through the reef. Eventually he will be eaten by a giant sea anemone. Perhaps you can get the key from the anemone.

I chased the red fish that swallowed a gold key, but now he's been eaten by a giant sea anemone. Good! It serves him right. But I still don't know how to get my key back.

- Perhaps you can trick the anemone with one of the items in your inventory.
- Did you notice the fishing lure hanging on one of the steel beams of the underwater oil rig?
- * To get the key back, you need to use the fishing lure that was hanging on one of the steel beams of the underwater oil rig to trick the giant anemone into giving up the key.

I've found an octopus! Is there anything I can do for him?

- No. As a matter of fact, you want the octopus to do a couple of things for you!

- Try using the jar on the glowing ear.
- * There's a flashlight fish in the ear of the Colossus Head. You need to rescue the flashlight fish from the ear, using an empty jar. If you didn't find a jar in the trash dumping from the cruise ship earlier in the game, you'll find one on the reef ledge right in front of the Colossus Head.

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- No. As a matter of fact, you want the octopus to do a couple of things for you!

- * You want the octopus to do two things for you. First, get him to open the jar you picked up from either the cruise ship sailing garbage or from the reef ledge in front of the Colossus Head. To do this, simply lay the jar on the sand in front of his tentacles or use the jet cursor on him and then hide in the large sponges. Second, you want him to let go of the cable in his tent. To get the cable, show him the mirror from the reef ledge in front of the Colossus Head.

I've seen a silver cable, but an octopus won't let me have it. Is this cable worth getting?

- * Absolutely. Remember the illustration on the blackboard back at the Research Center Lab? This cable is a key item for creating a satellite map.

I give up. How do I get the silver cable from the octopus?

- * Did you pick up the mirror from the reef ledge in front of the Colossus Head? Show this mirror to the octopus and you'll scare him away. Now you can get the cable from the unattended jar.

I have a transmitter and I have a cable. Now where's that floating orb the Oracle mentioned?

- The Oracle has a sense of humor. You should try looking in an unusual place.
- Did you see a toilet stuck in the ocean floor beside the sunken submersible vehicle?
- * Use Poseidon's Trident to pry off the toilet tank lid. Remove the float. That's your floating orb!

Ooh! I've found a sunken vehicle beside an oil rig. Can I take it for a drive?

- Unfortunately, this vehicle is beyond repair.
- * Instead, search the vehicle. You'll find a very useful item in one of its compartments.

In the Reef Caves



I've entered a cave and it sure is dark in here. How can I light things up?

- * Did you capture the flashlight fish from the ear of the Colossus Head into a jar? Release that flashlight fish from the jar into the cave. Now things should brighten up a bit.

Okay. I've figured out how to light up the cave. But now is there anything to do in here?

- * At the back of the cave is a secret opening covered with rocks. Use

- * You want the octopus to do two things for you. First, get him to open the jar you picked up from either the cruise ship spilling garbage or from the reef ledge in front of the Colossus Head. To do this, simply lay the jar on the sand in front of his lair or use the jar cursor on him and then hide in the large sponges. Second, you want him to let go of the cable in his lair. To get the cable, show him the mirror from the reef ledge in front of the Colossus Head.

I've seen a silver cable, but an octopus won't let me have it. Is this cable worth getting?

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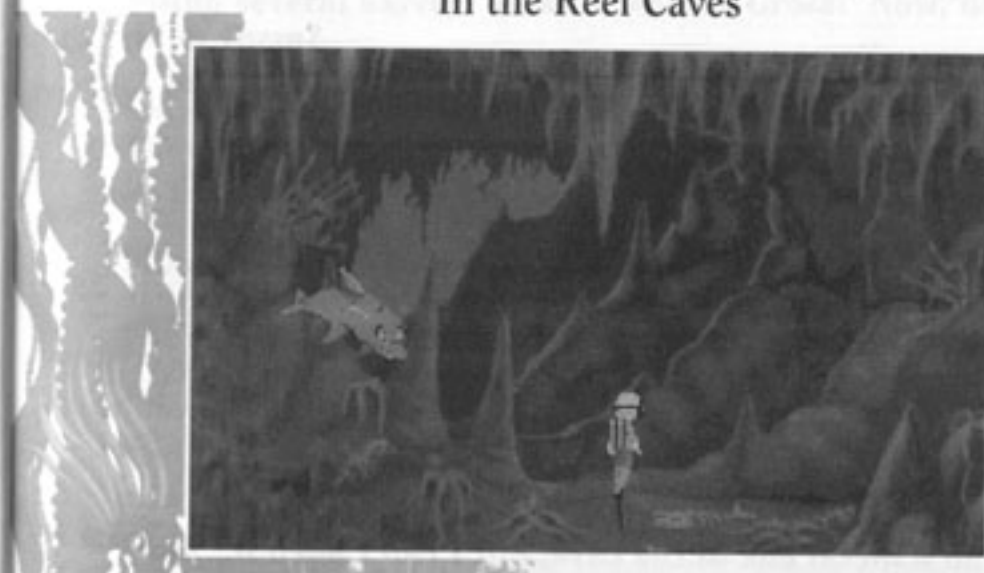
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- * At the back of the cave is a secret opening covered with rocks. Use

The hand cursor to remove these rocks one at a time. Now the opening will be revealed to you.

Wow! I've uncovered a secret opening in the cave. Now how do I fit through this darn hole?

- * You need to remove more rocks. Just use the hand cursor on the opening until you've removed them all.

I'm trying to fit through a secret opening in the cave, but Delphineus keeps telling me it's not safe. Now what?

- Perhaps you need something else before you can enter the other cave.
- * Use the look cursor just below the opening you created by removing the rocks. You should find a metal box. When you open this metal box, you'll find a protective suit. To put the suit on, use the hand cursor on it. If you need to wear it a second time, open the metal box and then use the hand cursor on the suit again. Once you're wearing the suit, you can safely go through the opening.

I've found a metal box in the cave, but I can't open it. Am I supposed to have a key or something?

- Well, yes. Did you find a skeleton of a pirate somewhere in the cave?
- * Just one screen to the right of the Colossus Head is an opening to a small air pocket under the reef. In that air pocket is a pirate skeleton pinned down by a Congustador's Pike. After removing the Pike, a key will fall into the water and land on the ocean floor. This is the key you need.

I've found a metal box in the cave, but my key won't turn the rusted lock. So how am I supposed to open this thing?

- * A little oil would be useful now. Remember the rag you used to clean the conch shell you gave to Superdious? It should be pretty oily. Use this oily rag on the case, then try to turn the lock with your key.

I finally got into the second cave through the secret opening. I've found several barrels of toxic waste! Gross! Now, how do I get rid of them?

- Did you look at the illustration on the blackboard back at the Research Lab?
- You need to make a satellite buoy.
- * To make a satellite buoy, you need three things as follows: the float from the float on the ocean floor beside the oil rig, the cable from the octopus' tail, and the transmitter from the Research Center. Assemble these three items in your inventory and then use them on the barrels.

I tried to leave the first cave, but I've run into a reef shark. Now where do I go?

- You'll have to turn around and find another exit out of the cave.
- * Go back through the opening in the second cave after you've cleaned up the barrels of toxic waste. You can get through the north end of that cave.



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I've found a wrecked harpooning vessel outside the second cave, but nothing much seems to be happening. What am I supposed to be doing?

- Look around this area carefully. You should see a cave in the mountain far in the distance.
- * Use the hand cursor on the cave in the distance and watch what happens!

Saving Cetus



Help! Delphineus and I are trapped in a net. How do we get out?

- * Cut the net with the sharp shell that Endermas, the angry fish, gave you.

I've escaped from the net, but Delphineus has been captured by Flesh-Eater! Where do I go for help?

- Who does Flesh-Eater live with?

- Visit the Oracle. She will give you a clue about where to go next.
- * You need to find Cetus. Start by exploring the sunken harpooning vessel.

I'm alone at the wrecked harpooning vessel. Where can I find Cetus?

- Did you notice that the door to the boat is slightly ajar?
- * Use Poseidon's Trident on the door and you'll be able to open it. Swim through the boat and you'll see the ascending harpoon cable. Follow this cable up and you'll find Cetus.

Okay. I've found Cetus, but how should I help him?

- You need to remove the harpoon from his mouth.
- To do this, you need to figure out a way to get inside his mouth.
- * First talk to Cetus. When he falls unconscious, swim away from him until you see a distant view of Cetus. If you time it just right, you'll be able to swim inside his mouth.

Hey! I tried to swim inside Cetus' mouth, but he keeps shutting his big yap on me. How am I supposed to be able to get in there?

- Did you notice how he also opens his big yap?



I've found a wrecked harpooning vessel outside the second cave, but nothing much seems to be happening. What am I supposed to be doing?

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- * This is a matter of timing. Watch how the mouth opens and closes. If you start swimming towards him just as his mouth closes you should be able to get inside.

Yech! I'm inside this big whale's mouth. Tell me quickly, how do I remove the harpoon, so I can get out of here!

- * You need a hacksaw to cut off the tip of the harpoon. You found the hacksaw either in the sunken submarine vehicle or on the deck in the rear of the wrecked harpooning vessel. After cutting off the tip of the harpoon with the hacksaw, you can swim outside his mouth. Once outside his mouth, use the hand cursor on the harpoon to remove it.

All right ! I've removed the harpoon from Cetus' mouth, but he's still not healed. How do I heal him?

- Remember what Demeter, the Guardian of the Dreams, gave you?
- * Use the Guardian of the Dreams' healing potion on his wound.

Just a little while ago, Cetus told me to free Delphineus. Now he's fighting Flesh-Eater! How do I set Delphineus free?

- * Use the hand cursor on Flesh-Eater's cave to enter it. Once in the cave, you'll find Delphineus trapped inside the net. Cut the net with the sharp shell that Enderius, the angel fish, gave you. Now Delphineus will be free.

Yea! I've freed Delphineus from Flesh-Eater's cave. But now it looks like Cetus is getting the tar beaten out of him by Flesh-Eater. Is there anything I can do to help Cetus?

- Absolutely. Remember the fishhook spine Ortemia gave you? It's time to use it!
- * Click the border spine on Flesh-Eater when he's distracted by Cetus. Timing on this can be tricky. You may need to try it a few times. Once you catch Flesh-Eater off guard, Adam will pierce the manta's eye with the fishhook spine, and Cetus will begin to wig out again. Congratulations! You've won Ectonest!



After You've Completed the Game...

Did you try...

Looking at the computer screen a couple of times in the Research Lab?

When Delphineus requests to leave the Research Lab Tank, using the

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After You've Completed the Game...

Did you try...

Looking at the computer screen a couple of times in the Research Lab?

When Delphineus requests to leave the Research Lab Tank, using the

frisbee on him a couple of times before opening the underwater hatch?

Talking to Delphineus several times in the kelp maze, outside the fish apartments, or at the reef?

Talking to Gregarious outside his apartment before giving him the pass?

Using Adam's garbage/recycle bag on Superfluous before giving him the shell?

Using Adam's garbage/recycle bag on the residents of the fish apartments?

Using the metal cage on Gregarious while swimming beside the boat?

Visiting the Oracle after Delphineus is captured in the net?

Leaving Eluria by swimming south from the courtyard before getting the Oracle's prophesy?

Swimming to the council chambers while visiting the residents of the fish apartments?

Swimming into Flesh-Eater's cave after Delphineus has been captured, but before seeing Cetus?

Talking to the art in Narcissus' apartment?

Looking at or using the hand cursor on the different kinds of fish swimming in the ocean?

Using Adam's garbage/recycle bag on the different kinds of fish swimming in the ocean?

Points List

Action	Point Value
Use rug	1
Use rug	1
Get vomit	1
Use vomit on Cetus	1
Use vomit bag on head	1
Get fertilizer flash	1
Stand on recycling box	1
Hand the mouse on second table	1
Look at hand cursor (first time)	1
Look at hand cursor	1
Use cursor's combinator on head	1
Stand on garbage/recycle bag	1
Use flash on fish apartment	1
Get soda can	1
Use soda can on recycling box	1
Get hot water bottle	1
Use hot water bottle on gerbil cage	1
Look at work on shelf	1 (total)
Talk on rug	2
Oceanic Research Tank	
Look at sea urchin	1
Take equipment from cabinet	10
Talk to dolphin	2 (total)
Get mackerel	2 (total)
Use fish on dolphin	2 (total)
Get in water to give fish water bottle	1
Pick up frisbee	1
Throw frisbee to dolphin	1 (total)
Get fish recipe	1 (total)
Look at close-up view of Nereid's cage	5
Use hand cursor on dolphin for 100 sides	8

frisbee on him a couple of times before opening the underwater hatch?

Talking to Delphineus several times in the kelp maze, outside the fish apartments, or at the reef?

Talking to Gregarious outside his apartment before giving him the pass?

Using Adam's garbage/recycle bag on Superfluous before giving him the shell?

Using Adam's garbage/recycle bag on the residents of the fish apartments?

Using the metal cage on Gregarious while swimming beside the boat?

Visiting the Oracle after Delphineus is captured in the net?

Leaving Eluria by swimming south from the courtyard before getting the Oracle's prophesy?

Swimming to the council chambers while visiting the residents of the fish apartments?

Swimming into Flesh-Eater's cave after Delphineus has been captured, but before seeing Cetus?

Talking to the art in Narcissus' apartment?

Looking at or using the hand cursor on the different kinds of fish swimming in the ocean?

Using Adam's garbage/recycle bag on the different kinds of fish swimming in the ocean?

Points List

Action

Point Value

The Lab

Get rag	2
Get soap	2
Use soap on rag	5
Use soapy rag on bird	5
Get fertilizer flask	2
Hand on envelope	5
Hand on envelope (second time)	5
Look at computer (first time)	5
Look at blackboard	5
Use correct combination on door	5
Hand on garbage/recycle bag	10
Use flask on oily aquarium	5
Get soda can	2
Use soda can on recycling box	5
Get full water bottle	2
Use full water bottle on gerbil cage	5
Look at books on shelf	1 (5 total)
Talk on rug	2

Oceanic Research Tank

Look at blackboard	5
Take equipment from cabinet	10
Talk to dolphin	2 (6 total)
Get mackerel	2 (4 total)
Use fish on dolphin	2 (4 total)
Get in water to play (at right time)	5
Pick up frisbee	2
Throw frisbee to dolphin	1 (5 total)
Catch frisbee	1 (4 total)
Look at close-up view of propeller cage	5
Use hand cursor on dolphin fin (to ride)	5

Points List

Action

Point Value

Walk off pier or get on submarine (1st time)
 Open underwater hatch

5
 10

In the Ocean

Use Adaro's garbage/recycle bag to
 clear a path in garbage
 Get jar
 Put on scuba and dive

3
 2
 10

Kelp Maze

Get through kelp maze

15

Elurian Courtyard

Use conch shell on servant
 Get trident
 Get meat cage
 Clean all litter

10
 5
 5
 10

Temple of Poseidon

Use trident on eyes (first time)
 Take conch shell
 Talk to Oracle (first time)
 Swim through the mazes
 Solve Oracle's riddles
 Give mask to Oracle

10
 2
 2
 15
 5 (15 total)
 10

Council Chambers

Solve challenge of the columns
 Talk to council chambers (first time)
 Talk to mayor (first time)
 Use chest key on shell and give to mayor
 Get mask from mayor and receive scroll

1 (20 total)
 3
 3
 5
 5

Points List

Action

Point Value

Get aborish hands

5

Royal Gardens

Use flask containing experimental
 fertilizer on whale statue
 Talk to Diameter (first time)
 Get Xnoli
 Get healing potion
 Clean all litter

10
 20
 5
 25
 10

Outside the Fish Apartments

Get rag
 Clean all litter (first time)
 Give badge to Gregarious
 Flush Narcissus in window
 Talk to Drygarious
 Get mirror
 Clean all litter (second time)

2
 10
 5
 5
 10
 2
 10

Inside the Fish Apartments

Hand on plastic bag (free Narcissus)
 Get sea mantle
 Use Adaro's garbage/recycle bag on plastic bag
 Talk to Eudorinus
 Use sea trichins on plants
 Get magic shell
 Talk to Hippocrates
 Use magic shell on Hippocrates and get treasure
 Use the plastic sea trichins
 Use sea mantle on rock away
 Open Adaro's mail box package
 Find valuable sea trich shells
 Give sea trichins to Hippocrates (first time)

10
 1
 7
 5
 10
 5
 10
 10
 10
 10

Points List

Action	Point Value
Walk off pier or put on equipment (to leave)	5
Open underwater hatch	10
In the Ocean	
Use Adam's garbage/recycle bag to clear a path in garbage	5
Get jar	2
Put on aqualung and dive	10
Kelp Maze	
Get through kelp maze	15
Elurian Courtyard	
Use conch shell on servant	10
Get trident	5
Get steel cage	2
Clear all litter	10
Temple of Poseidon	
Use trident on eyes (first time)	10
Take conch shell	2
Talk to Oracle (first time)	2
Solve sliding-tile mosaic	15
Solve Oracle's riddles	5 (15 total)
Give mask to Oracle	10
Council Chambers	
Solve challenge of the columns	1 (10 total)
Talk to council chambers (first time)	2
Talk to mayor (first time)	2
Use clean rag on shell and give to mayor	5
Get mask from mayor and receive scroll	2

Points List

Action	Point Value
Get starfish badge	5
Royal Gardens	
Use flask containing experimental fertilizer on whale statue	10
Talk to Demeter (first time)	2
Get shell	2
Get healing potion	2
Clean all litter	10
Outside the Fish Apartments	
Get rag	2
Clean all litter (first time)	10
Give badge to Gregarious	5
Push Narcissus in window	5
Talk to Gregarious	2
Get pump	2
Clean all litter (second time)	10
Inside the Fish Apartments	
Hand on plastic bag (free Narcissus)	10
Get sea urchins	2
Use Adam's garbage/recycle bag on plastic bag	5
Talk to Epidermis	2
Use sea urchins on plants	10
Get sharp shell	2
Talk to Hippocrates	2
Use sharp shell on Hippocrates and get tweezers	10
Pick up plastic six-pack rings	5
Cut up plastic six-pack rings	5
Or use Adam's recycle/ garbage bag on plastic six-pack rings	5
Hand or tweezers on Erroneous (first time)	5

Points List

Action	Point Value
Use tweezers on Erroneous (second time)	5
Get four screws from Erroneous	2
Use Adam's garbage/recycle bag on balloons (on floor)	5
Use Adam's garbage/recycle bag on balloons you have removed	5
Use Adam's garbage/recycle bag on bleach bottle	5
Use pump on window	5
Get lionfish spine	2
Fisherman's Boat	
Use screws on cage	5
Secure cage (with screws) over boat motor's propeller	5
Talk to fisherman	2
Colossus Head	
Get jar	2
Get mirror	2
Use open jar on ear	10
Clean all litter	10
Reef	
Remove Persephone, the lobster, from drift net	5
See close-up of key	5
Use hand on Conquistador's Pike	2 (4 total)
Open chest	5
Use jar on octopus	5
Hide in sponges	5
Pick up open jar from front of octopus' lair	2
Use mirror on octopus	10
Get cable	2
Open compartment on submersible vehicle	5
Get hacksaw	2
Pry toilet with trident	5
Get float	2
Get fishing lure	2
Use lure on anemone	10

Location of Points List (not included)

Action	Point Value
Get key	2
Caves	
Release flashlight fish in cave	10
Clear blocked opening	5
See close-up of metal box	5
Use oily rag on metal box lock	5
Use key on oiled lock	5
Use hand to put on suit	10
Attach cable to float (or vice versa)	5
Attach transmitter to float	5
Attach satellite buoy to barrel	5
Adam turns on transmitter on satellite buoy	10
Toxic waste cleared (after cartoon)	20
Saving Cetus	
Use shell on net to free Adam	10
Pry open ship door with trident	5
Swim through door of harpooning ship	5
Talk or hand on Cetus	10
Cut harpoon with saw	5
Pull out harpoon	5
Medicate wound	5
Cut net in manta's cave to free Delphineus	15
Use lionfish spine on manta	20
End cartoon	20

TOTAL POINTS

725

Location of All Objects

Object **Where Found** **Where Used**

Whisker	Research center	Delphinous
Machete	Research center	Delphinous
Swivel gear	Research center	Ocean
Air tanks	Research center	Ocean
Metal cage	Elmiah's courtyard	Fisherwoman's house
Couch (red)	Temple of Poseidon	Poseidon's statue
Trident	Poseidon's statue	Temple of Poseidon Underwater Tunnel Harmonizing vessel
Shrimp shell	Isidoro's, the angel fish	Hippocrates' underwater nets
Tweezers	Hippocrates, the swordfish	Erinorosa's mouth
Algae-eating robots	Narcissus, the blowfish	Underwater ocean plants
Wax mirror	Outside fish worth notes	Orion's apartment
Candlish spirit	Orion, the lizardfish	Phob-Ever (other Neborn's etun)
Seaweed	Erinorosa, the Turtle	Metal cage, fisherman's boat
Gold mask	Sapientia, the Manta	Temple of Poseidon Orion's
Star fish	Sapientia, the Manta	Erinorosa's fish mantrands
Deer's bottom	Erinorosa, the Gorgon	Elmiah's house
Mirror (red)	Erinorosa, the Gorgon	Erinorosa's, the Manta
Wax	Erinorosa, the Gorgon	Erinorosa's, the Manta
Whisker	Colossus, the swordfish	Ocean, air

Location of All Objects (concluded)

Object **Where Found** **Where Used**

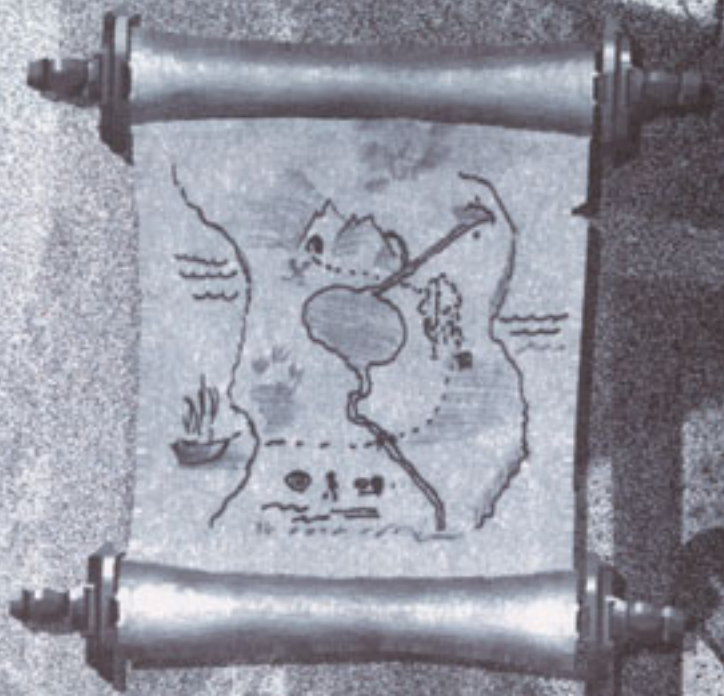
Golden key	Nelkley's guarding treasure	Metal box in first reef cave
Power cable	Delphinous, lab in cave	Toxic barrels in second reef cave
Flare	Toller tank	Red hair needle of rig
Refining tank	Oil rig	Great anemone in reef
Electric saw	Submersible vehicle side of harmonizing vessel	Harpoon in Ganes' mouth
Wrench handle	Orion's apartment	Adam's garbage recycle bag
Eye-patch rings	Hippocrates' cave	Adam's garbage recycle
Erinorosa	Research center	Toxic barrels in reef cave
Wax	Oracle of Eluria	Adam's journals
Wrench handle	Research center	Garbage
Blue divergent	Research center	Blue eye
Erinorosa solution	Research center	Squarium in research center lab, whale statue in Eluria's lab
Whisker	Adam's first floor	Recycle bag in lab
Erinorosa's card	Erinorosa's lab chair	Adam's journal in
Erinorosa	Adam's desk chair	Adam's journal in
Red eye	Adam's desk	Recycle bag in lab
Green rig	Base area lab, first floor	Clear sand in lab Clear shell from Ruby Cave

Location of All Objects

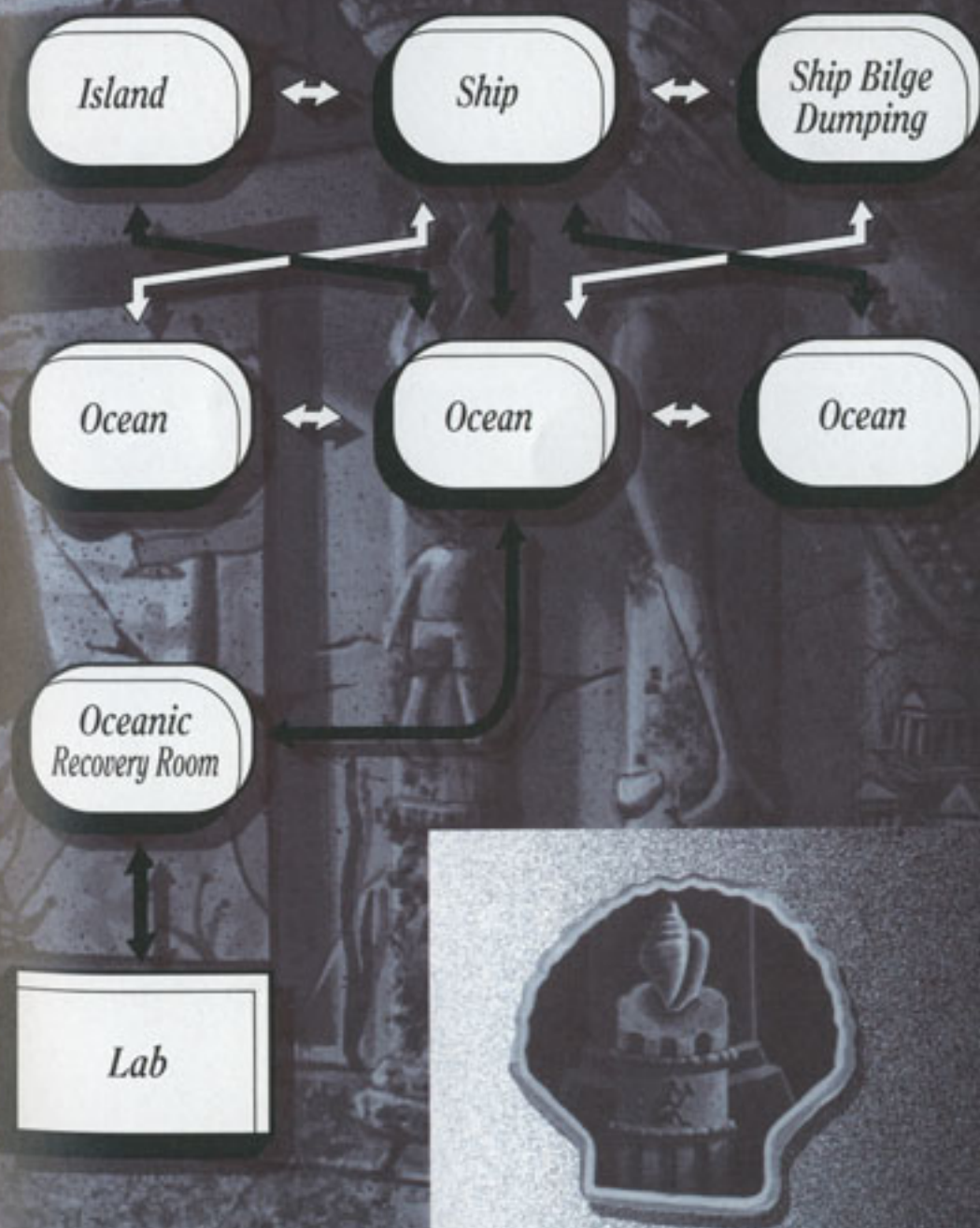
<u>Object</u>	<u>Where Found</u>	<u>Where Used</u>
Frisbee	Research center	Delphineus
Mackerel	Research center	Delphineus
Scuba gear	Research center	Ocean
Air tanks	Research center	Ocean
Metal cage	Elurian courtyard	Fisherman's Boat
Conch shell	Temple of Poseidon	Poseidon's Statue
Trident	Poseidon's statue	Temple of Poseidon; Underwater Toilet; Harpooning Vessel
Sharp shell	Epidermis, the angel fish	Hippocrates; underwater nets
Tweezers	Hippocrates, the Swordfish	Erroneous' mouth
Algae-eating urchins	Narcissus, the blowfish	Epidermis' ocean plants
Water pump	Outside fish apartments	Olympia's apartment
Lionfish spine	Olympia, the Lionfish	Flesh-Eater (when fighting Cetus)
Screws	Erroneous, the Turtle	Metal cage; fisherman's boat
Gold mask	Superfluous, the Mayor	Temple of Poseidon; Oracle
Star fish	Superfluous, the Mayor	Gregarious; fish apartments
Healing potion	Demeter, the Guardian	Cetus' wound
Hermit shell	Royal Gardens of Eluria	Superfluous, the Mayor
Jar	In trash from cruise ship; Colossus head reef ledge	Colossus head ear
Mirror	Colossus head reef ledge	Octopus' lair

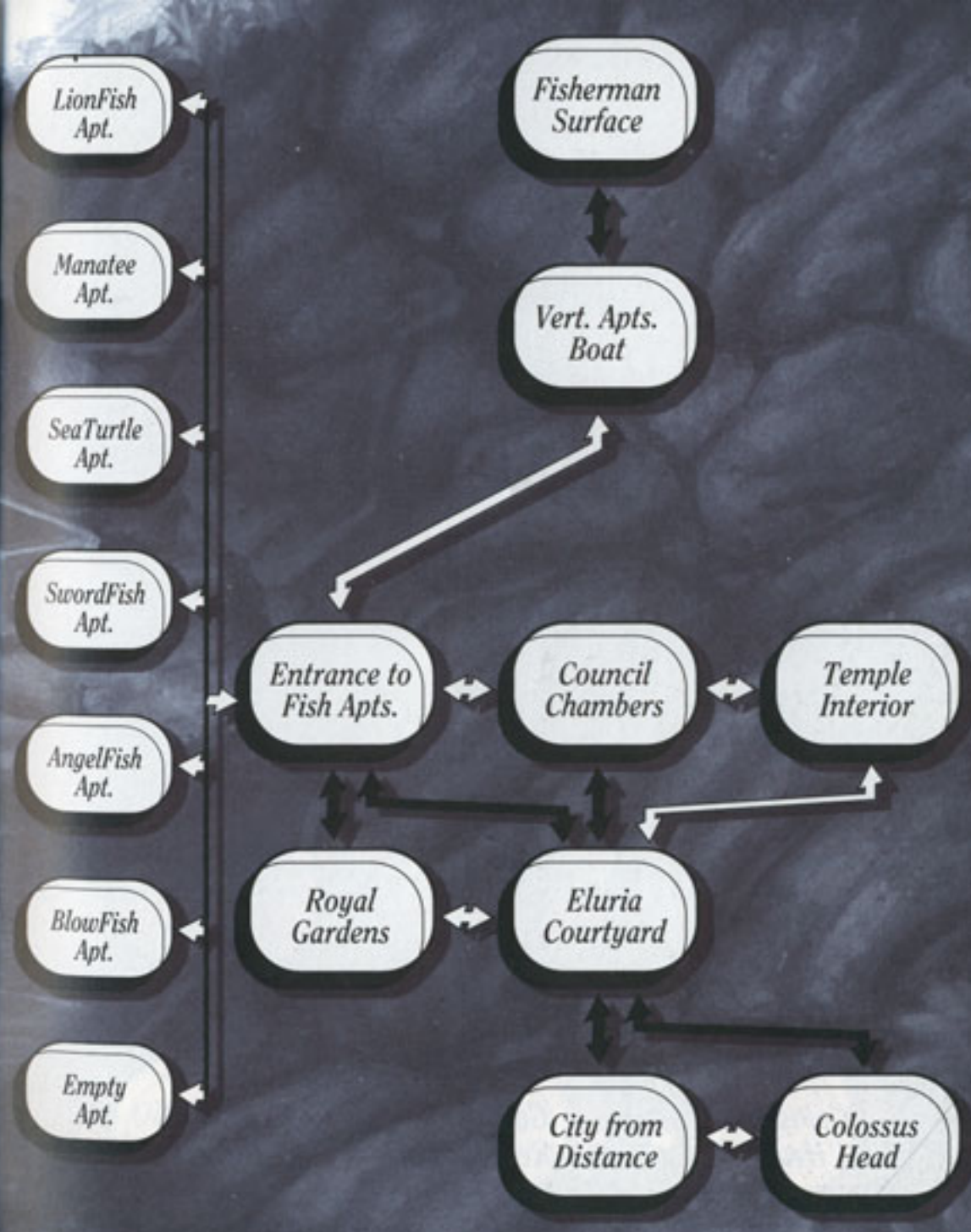
Location of All Objects (concluded)

<u>Object</u>	<u>Where Found</u>	<u>Where Used</u>
Golden key	Skeleton guarding treasure	Metal box in first reef cave
Steel cable	Octopus' lair in reef	Toxic barrels in second reef cave
Float	Toilet tank	Reef floor beside oil rig
Fishing lure	Oil rig	Giant anemone in reef
Hacksaw	Submersible vehicle; deck of harpooning vessel	Harpoon in Cetus' mouth
Bleach bottle	Olympia's apartment	Adam's garbage/recycle Bag
Six-pack rings	Hippocrates' nose	Adam's garbage/recycle
Transmitter	Research center	Toxic barrels in reef cave
Scroll	Oracle of Eluria	Adam's journey
Water bottle	Research center	Gerbilcage
Mild detergent	Research center	Clean rag
Fertilizer solution	Research center	Aquarium in research center lab; whale statue in Elurian Gardens
Envelope	Adam's desk chair	Recycle bin in lab
Membership card	Adam's desk chair	Adam's carries it
Certificate	Adam's desk chair	Adam's carries it
Soda can	Adam's desk	Recycle bin in lab
Clean rag	Research lab; fish apts.	Clean bird in lab; Clean shell from Royal Gardens



m a p s



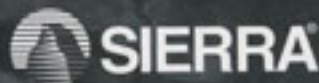




OOPS!

Due to a printing error, pages 49, 56 and 57 of this hintbook are defective (to say the least).

While our printer offered to reprint this book for free, we decided it would be much more ecologically sound to add this insert instead. We apologize for any inconvenience this may cause, but if we work together we'll save a lot of trees.



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Location of All Objects (concluded)

<u>Object</u>	<u>Where Found</u>	<u>Where Used</u>
Gas tank for Beehive	Nick's car/guarding tentacle	Metal box in fuel tank cave
Steel cabinet	Orpheus' lab/locker	Toxic barrels in research roof cave
Blower	Under tank	Steel floor inside oil rig
Extinguishers	Oil rig	Steel framework in roof cave
Aluminum wheel	Submersible vehicle back of headquarters complex	Harpoon by Carter's mouth
Black boots	Orpheus' laboratory	Adam's garbage disposal bin
Gas pack rings	Hippocampus' house	Adam's garbage disposal
Parasmitter	Research center	Large barrels in roof cave
Scroll	Oracle of Eurus	Adam's quarters
Wrench handle	Research center	Garage
Hand sanitizer	Research center	Clean rig
Sanitizer solution	Research center	Lockers in research center; fish female statue in Eurus' Garden
Toolbox	Orpheus' lab/locker	Bees' hive in roof cave
Harpoon's crop can	Adam's garbage bin	Adam's garbage bin
Garbage can	Adam's garbage bin	Adam's garbage bin
Hand saw	Adam's room	Bees' hive in roof cave
Clean rag	Research center/bath area	Clean bird in lab Clean shell from Eurus Garden

Location of All Objects (concluded)

<u>Object</u>	<u>Where Found</u>	<u>Where Used</u>
Golden key	Skeleton guarding treasure	Metal box in first reef cave
Steel cable	Octopus' lair in reef	Toxic barrels in second reef cave
Float	Toilet tank	Reef floor beside oil rig
Fishing lure	Oil rig	Giant anemone in reef
Hacksaw	Submersible vehicle; deck of harpooning vessel	Harpoon in Cetus' mouth
Bleach bottle	Olympia's apartment	Adam's garbage/recycle Bag
Six-pack rings	Hippocrates' nose	Adam's garbage/recycle
Transmitter	Research center	Toxic barrels in reef cave
Scroll	Oracle of Eluria	Adam's journey
Water bottle	Research center	Gerbilcage
Mild detergent	Research center	Clean rag
Fertilizer solution	Research center	Aquarium in research center lab; whale statue in Elurian Gardens
Envelope	Adam's desk chair	Recycle bin in lab
Membership card	Adam's desk chair	Adam's carries it
Certificate	Adam's desk chair	Adam's carries it
Soda can	Adam's desk	Recycle bin in lab
Clean rag	Research lab; fish apts.	Clean bird in lab; Clean shell from Royal Gardens



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To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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Window