



DEATH IN THE CARIBBEAN

Introduction

Death in the Caribbean from Micro Fun is a very good adventure. It combines excellent graphics with a well thought out plot. Your quest is to find a treasure hidden on the island. The game is well balanced, in that there are several good minor puzzles, rather than a single major riddle to solve. Though the puzzles are difficult, they are all fair and logical.

The command recognizer is not as sophisticated as in some other adventures. It doesn't understand many alternate word choices. If you do something that isn't useful, it usually just says, "You can't <blank> here." Another slight drawback is that the game doesn't tell you what objects are at a location — you have to look at the screen to know. This makes a color TV or monitor very useful when playing *Death in the Caribbean*.

Even so, this is one of the best games we played. It has a good feeling to it. The graphics come on extremely quickly, and as earlier mentioned, are great.

General Hints

After you get the shovel (see #8), a ghost will come to haunt you. Eventually, it will start hiding your equipment. To keep the ghost away, you need the amulet (#13) — get it as soon as you can.

The gold ring is the most useful item. You can use it to teleport, and you will use it a lot. But don't use it too much. Its power must be rested between uses.

Save the game often. You can put up to nine saved games on one disk. So, if you keep your affairs in order, death will not catch you unprepared.



Procedures

1. This is the starting point.
2. This wagon will let you carry as many items as you want. You will need it for the heavy rock at #3, and also for #11.
3. You must move the rock to clear a path. Take the rock for use at #5.
4. Inside the box you'll find a key to use at #25. You can't do anything else with this box and its beautiful lining.
5. The sign gives a helpful warning. Plug the hole with the rock from #3, and you will be able to go north.
6. This is the ring to use for teleportation. When you rub it, you will be asked where you want to go. You will be able to go to various places, under two conditions: (1) It must be some place you have already been, and (2) the place must have a name that you and the game both recognize. Some of the eligible places are an old church, cliff, crevasse, monument, picnic table, fog and cave.
7. You can swing in this swing if you want. Take the rope to use at #9 and #30. The seat is apparently useless.
8. Get the shovel to use at #11 and #32. About 10 or 20 moves from now, the ghost of Robin Hood will come to haunt you. (How Robin Hood came to be buried in the Caribbean, we'll never know.) Go to #13 as quickly as possible, where a ghost repellent awaits you.

9. You have to get yourself and the wagon down the cliff. Tie the rope from #7 to the tree, and to the wagon, then lower it down. You can then climb down the rope yourself. Get the wagon when you get to the bottom. You can leave the rope here for later use.
10. Take the life-belt and wear it before attempting #11.
11. Be sure you are wearing the life-belt from #10. Cross the river in the wagon from #2, paddling with the shovel from #8.
12. You have just lost the wagon. You have also used up the only way to get across the river without the ring to teleport. Now you can only carry four items, in addition to what you can wear.

The only time the four-item limit gets severe is when you go into the cave. Otherwise some planning, and running back and forth, will allow you to get what you need.

Wear the ring at all times. If you are wearing it, it will not count in your total of four carried items.

Before you teleport across the river, there are two things you must do. First, get the amulet to keep the ghost away. Second, visit a few places on this side of the river, so you will be able to get back. A couple good places would be the picnic table (#24) and the fog (#25).

13. Wear this amulet at all times. It will keep the ghost away. It won't count against your limit of four items to carry.

14. You can read the base of the monument. This message is apparently just a waste of time. It seems to be undecipherable gibberish, and it is not needed to complete the quest.

Also, you will find a bull in the pasture to the south. He looks both threatening and beautiful, with a rainbow spanning his horns. Don't go west from here, or the bull will kill you.

15. Cross the bridge to get across the crevasse. It will hold your weight.
16. Look at the sign. It is held up by a corkscrew. You will need this corkscrew to open the bottle from #17 at #25 and #30.
17. There is a bottle here. It is needed at #25 and #30.
18. The gun is not needed.
19. Get the lantern. You will light it with matches from #23 and use it at #27.
20. If you come here with the lantern lit, it will go out. If you come here with the matches, they will get ruined.
21. This is the back entrance to the cave that you will enter through the church. Since the only way to get here with the lantern lit is through the cave, use this as an exit only.
- 21a. Map location. Go north to 21.
22. You can talk to the bird and look at him. This will tell you to dig for the treasure, but not here. If you dig here, the marker will fall and crush you.

23. These are the matches to light the lantern from #19.
24. You can eat the cookies and drink the milk. They will have no effect, and they are not needed anywhere else.
25. Open the bottle from #17 with the corkscrew from #16. Empty it out so the fog will get into the bottle. Then close the bottle for use at #30. When you come back again with the sword from #29, you can cut the fog to clear a path north.
26. The key from #5 is needed to unlock the doors.
27. This is the south end of the church. Look at the music on the organ. It is labeled Mozart Concerto #1, and by looking at the notes you can see it's written in the key of G. You will use this fact at #32.
- 27a. You must have the lantern from #19 lit. Also be sure you have the bottle (full of fog) and the corkscrew. Open the trap-door and go down.
28. Keep the lantern lit if you value your life!
29. This sword is to be used at #25. When you get here, you will probably be carrying the lantern, the bottle, the corkscrew, and the key, in addition to whatever you are wearing. This means you have to drop something if you want to take the sword out with you. Drop the key. There is no way to get both the sword and the key out of the cave.
30. To get by the zombie, use the corkscrew from #16 to open the bottle from #17. It should be filled with fog from #25. If you try to fight the zombie, you will lose.

Once you use the bottle all the fog will be gone. If you ever want to get back into the cave, you can go get more fog and come back through 21 and past the zombie. But, then you will never escape the cave.

31. If you already have the sword from #29, then you are almost done. Go north to #25 and cut the fog. There is no reason to go to #31a, except to put your life in danger.

OK. If you want to be stubborn and go to #31a anyway, then go get the rope you used to get up and down the cliff. When you get back here, drop everything except the rope. Go west.


- 31a. Couldn't stay away huh? Bet you're sorry now. Get the hat. Throw the rope. Now your rope is gone for good. But you did get a hat that will look nice if you wear it. Look at the hat for a small, useless hint.

32. Dig with the shovel from #8. You will find the treasure chest. All you have to do is unlock it.

The game will ask what key you want to use. You want to use the key of G, the same key Mozart used for the music you found on the organ at 27.

Congratulations! You made it! Now go read up on Professor Carter, whoever that is.

Map Notes

The dark bordered squares  mean instant death.

Death in the Caribbean

