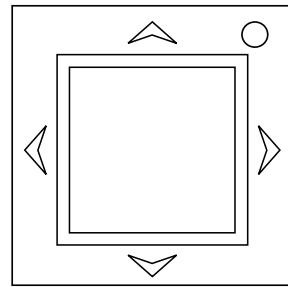


On the Subject of Treasure Hunt

"Fetch aft the rum, Darby!"

- The module consists of a screen displaying a portion of a map and four arrow buttons.
- To disarm the module, use the arrow buttons to navigate the map and press the screen when it is showing the Treasure Island.
- Trying to navigate outside the map or pressing the screen when it is not showing the Treasure Island will cause a strike.
- There is a copy of the map in the next page. The map may be rotated.



Determining the Treasure Island

Attend at the following list of Key Modules:

- | | | |
|------------------|----------------------|--------------------|
| • Coordinates | • Battleship | • Combination Lock |
| • Maritime Flags | • The Jewel Vault | • Safety Safe |
| • Semaphore | • Splitting The Loot | • Constellations |

Count the number of Key Modules on the bomb and the number of Key Modules that have been solved. Use the table below to determine the Treasure Island.

		Number of Key Modules Solved				
		0	1	2	3	4+
Number of Key Modules Present	0	Pirate's Bay				
	1	Kraken's Lair	The Three Sisters			
	2	El Tiburón	World's End	Shipwreck Passage		
	3	Hell's Peak	The Maelstrom	Parrot's Sandbar	Gathering Point	
	4	The Twins	Snake Island	The Shoal	Eagle Cliffs	Skull Desert
	5+	Port Gloria	The Spine	Dead Man's Grave	Safe Haven	Siren's Lake

