

A Signal Through the Static

— Clue 6

Back at Camp Sharkfin, you enter the code “**E L L I E**” and the lock pops right off. You pry open the box beneath the dull light of a graying sky. Inside, nestled in straw and aged canvas, are relics that feel both out of place and exactly where they belong.

A brass **signal flare**, a battered **spyglass** (the kind pirates once swore by), and at last—a **HAM radio**, scarred by time but miraculously intact.

You set to work immediately. The dials groan. The speaker crackles. Frequencies skip and squeal. But after a dozen failed attempts and more than a few choice words, you catch something—a **voice**.

“...This is the S.S. Golden Meridian, en route from Ensenada to Long Beach, currently charting north past Santa Catalina. Repeat: We read your transmission. What is your situation?”

You respond with shaking hands, sending out an S.O.S.

A moment's silence.

Then:

“Copy that. We can divert course slightly to pass your location near 1900 hours. When you see us from the shoreline, launch a flare and we'll dispatch a rescue tender. Signal us when the time is right. We'll be watching.”

You look at each other in disbelief—then glance at the spyglass, the flare, and a bundle tucked beneath the radio. You know what you have to do.

You figure the rocks jutting out on the north side of the beach should provide a good lookout. As you're gathering the gear, the radio hisses again, and a final message comes through:

*P.S. There is a formal gala aboard tonight—our annual **Captain's Coral Soirée**—so if you make it aboard, be sure you're dressed accordingly.”*

You exchange a look, both exhausted and grinning. Even now, fate finds a way to be absurdly specific. The wind is picking up. The clouds are gathering again. Time to move.

Your Objective:

Change into the **included formal accessories**. The Captain's Coral Soirée has a dress code, after all. Head to the **rocks on the north side of the beach**, the best lookout near Camp Sharkfin. Be in position **before 7:00 p.m.** to spot the ship and send the flare. Once you're in position, **open the next clue**.

Escape The Island