

## **Quest for the Serpent's Eye**

Full Solution - v1.1.1 Updated Oct 12th 2021

This walkthrough covers every step to completing the game, skipping the clues that are scattered throughout the island. Try to use it sparingly!

### **August 1983**

Look around the room as much as you'd like, then type DONE. Make sure to look at the game box!

Try to use a few of the objects, then type DONE.

Open the game box. Read the manual and take the floppy disk.

Put the disk in the drive and type TURN ON COMPUTER.

Type PLAY.

## **ISLAND OF ANKRUM**

### **The Beach**

Read the manual if you'd like, otherwise head North. (Head south for fun!)

### **The Village**

Look at the pebbles on the ground. Take the marble.

Go East to the Trading Post.

Look at the horse in Stan's pocket. Ask him about it. Make sure to write down his answer!

Go West twice to the Professor's front door.

Check your Inventory. Read the Journal.

Knock five times and go West into the house.

Ask the Professor about the gate. Answer YES. (For fun answer NO!)

Tell the Professor about Stan's chess move.

Look at the chessboard. Take the gold coin.

Head East twice, and give the gold coin to Stan.

Take the slingshot, knife, and flashlight.

Go West and North to the gate.

Show the amulet to the guard.

Go North twice to leave the village.

### **The Jungle**

You are standing at the Jungle sign. Go West twice and South to the banana grove.

Put the marble in the slingshot. Fire the slingshot at the bananas.

Take the banana. Eat the banana.

Go South to the vines.

Cut the vines with the knife.

Look in the vest pocket. Take the flint.

Go North twice and East three times to the fallen log.

Look in the log. Take the hint book.

Go East and North to the bridge.

Use the vine on the ropes.

Go North three times.

Go East twice to the strange device. You can look at it, but you can't solve it at this time. (For fun try to press the buttons!)

Return West and South to the bridge. Oops!

\*You must have the hint book and see the stone device in order to trigger the bridge-breaking sequence.

### **The Ravine**

When you've recovered from your fall, go West to the end of the ravine.

Take the sticks.

Go East twice to reach the waterfall, then North into the cave.

Put the sticks in the rocks.

Put the paper in the rocks.

Strike the flint on the rocks.

Type LOOK.

Take & read the page.

Type REST. (If you type Look again, it will tell you to take a rest.)

### **The Underground Maze**

After waking up, go North and West. Oh no, you're trapped!

As soon as the cave-in occurs, pick up a piece of rubble.

Fortunately this maze is quite small; there are only 3 rooms to map out (or 4 rooms if you're playing a version prior to 1.1.1). Just try walking in different directions (N,S,E,W) until you can find your way around.

Make your way to the large room with the loud echoes. Throw the rock at the wall or ceiling.

Go to the room that had the glow on the ceiling. Take the glow.

Look at the compass. (This will trigger the appearance of a new passage. Follow the directions the compass needle gives you until you get to the room with dripping water.

Feel the water, then go for a swim! (In versions older than 1.1.1, you will not be able to swim without the compass in your inventory.)

### **The Mountain Plateau**

Go Up to the upper cave entrance.

Go East to the cliff. Lower the rope down the cliff.

Go North to the hut. Take the batteries, letter, and plank.

Look in the sleeping bag. Take the spear head.

Read the letter.

Go South, West, and North to the stone gate.

Read the plaque. It's a simple letter-replacement cryptogram.

Notice that the puzzle solution doesn't have a question mark - it's a statement, not a question.

Go South, East, and Down to the ledge.

Go East to the strange device.

Type WHAT. Take the stone key. Read the writing.

Go West and Up, then West and North to the stone gate.

Put the key in the keyhole.

Go North.

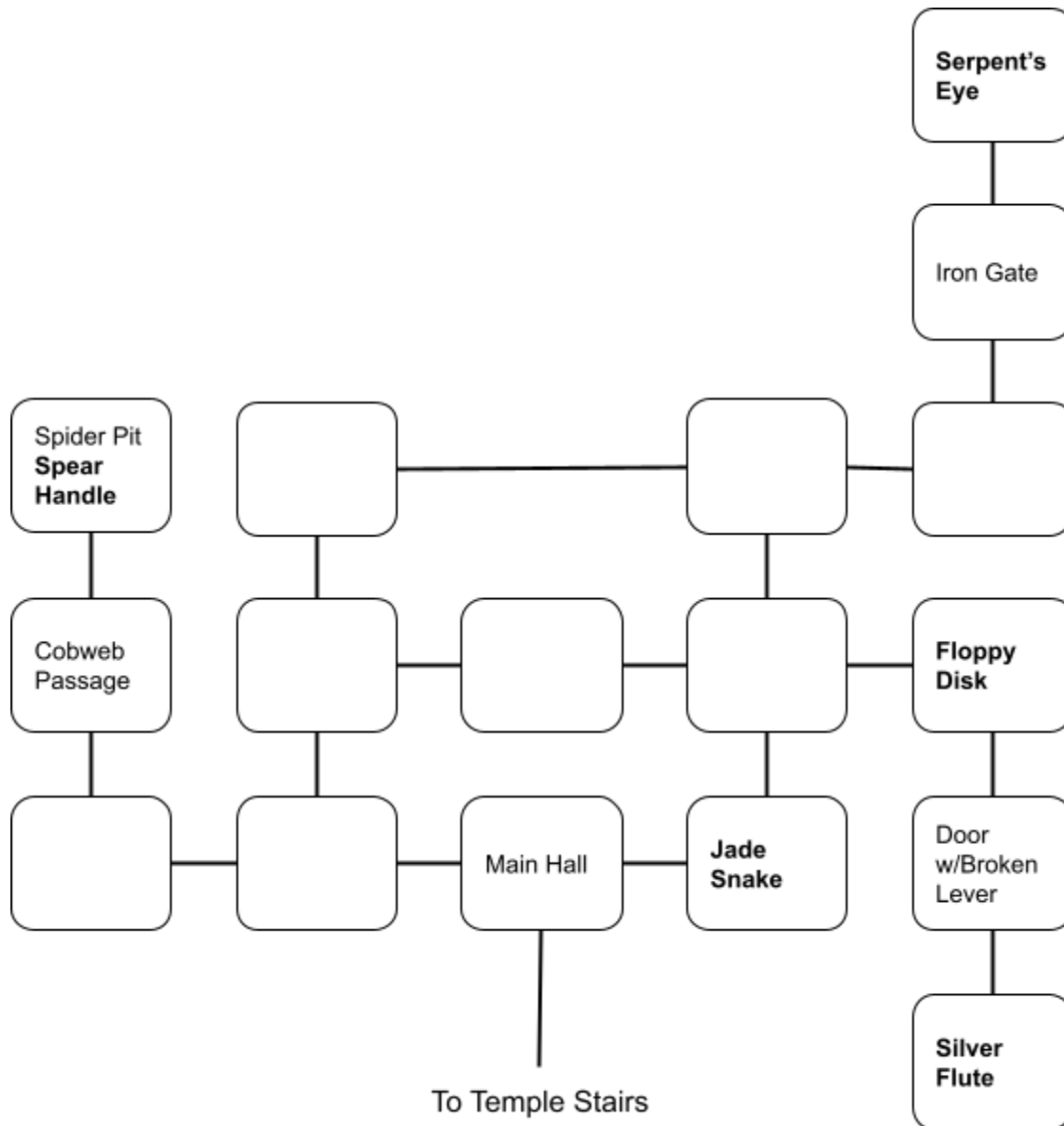
### **The Temple**

Read the plaque on the pillar.

Go North into the temple. Put the batteries into the flashlight and turn it on.

\*Remember, now that you're out of the cave the compass needle always points north - but you are sometimes turned towards one of the other directions.

## Temple Map



Go West twice and North twice to the Spider Pit.

Use the spear head on the web.

Attach the spear head to the broken pole.

Go South twice, East three times, North, and East to the room with the Floppy Disk symbol.

Use the spear on the floppy disk.

Go South. Place the broken handle in the lever hole. Pull it.

Go South. Take the silver flute.

Go North twice, West, and South to the Jade Snake.

Put the disk into the slot. Take the Jade Snake.

Go North twice, East, and North to the Iron Gate.

Put the Jade Snake into the circle.

Go North.

### **The Serpent's Eye**

\*If you haven't eaten the banana yet, do so now!

Take the Serpent's Eye.

After the cutscene, play the silver flute.

Throw the banana at Carter.

### **'Bad' Ending**

To get the shorter ending, take the serpent's eye.

### **Good Ending**

Return the eye to the altar. You will be transported to the temple steps.

Return to the bridge. Use the plank on the hole.

Go to the village.

Knock five times on Professor P's door.

Enjoy the 'good' ending!