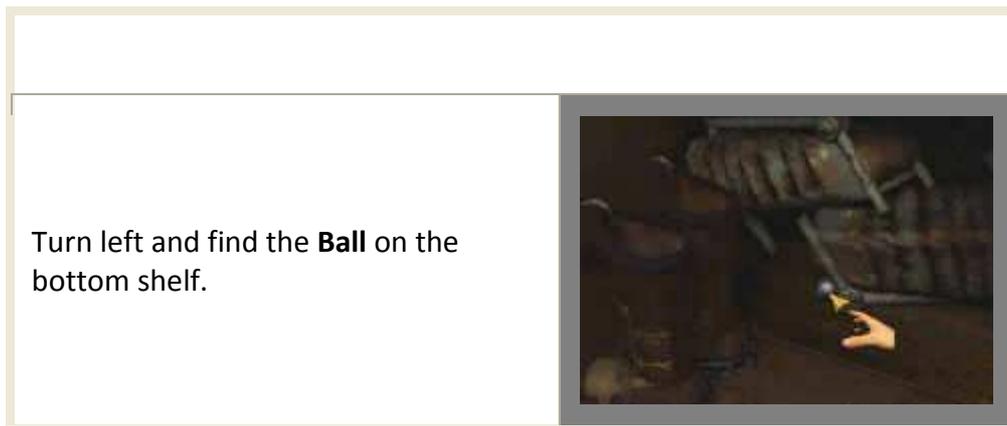


SECRETS OF THE NAUTILUS

After the introduction, which shows you, a professor, taking a mini-sub and entering the Nautilus, in direct opposition to your Captain's orders. You are in a decompression room, and can go no further until you equalize the pressure. Do that by pulling the chain in the corner by the door. You hear the door unlock. Notice the Nautilus Emblem on the hatch where you entered. It's a capital N with an anchor superimposed. You will see this symbol several times. Enter the next room, where the diving equipment is kept.

STAGE ONE

Your primary goal in Stage One is to gain access to rest of the submarine. At present, you are limited to the airlock and diving equipment room, a corridor, and the Kitchen, Dining Room, and Library.



Other items in this room include a **rusted screwdriver**. Find the screwdriver on the shelf just above that. Don't worry about getting shocked; but you cannot open the door as long as it is electrified. Use the **Ball** in the sparking circuit box to short out the sparks and make the door safe to pass. Spin the wheel to unlock the door, and go into the Corridor.

Directly opposite is the door to the Dining Room. Looking left, you can see two doors, the one at the end is heavy, and locked by four diagonal bars. To its right is the Kitchen door. Looking instead to the right, are two more doors. The one at the end is locked by a nine-digit keypad. The door to its left is the Library. Click on the handle to open the door, and go into the Library.

Meet Captain Nemo - his diary that is. Step forward and examine the fan. Seems we might be able to unscrew the grate. Still got that screwdriver? Use it on the corners. Let's leave here and go to the Kitchen to visit it, but you will have nothing to do there for the moment.

Whichever way you went out of the kitchen, go now into the Dining Room.

On the table, the far end from the kitchen, take the **Candle Holder**. Optional: On the outside wall, open the red curtains by clicking on them, and open the shutter by moving the two levers under it. Watch your friends searching for you. You can close the shutter or leave it open, your choice. Go down the corridor and into the Library.

We seem to have done just about everything possible, and there are no more unlocked doors. What to do? Stop the blades with the candlestick. Thud! Go through the hole into what's called the Lounge.

STAGE TWO

Your primary goal in this segment is to restore electrical and mechanical power, and gain access to more of the rooms.

As you enter, you get sort of a virtual tour. Gives you an idea of the layout. Looking around, you see that you are standing on a sort of U-shaped balcony. Let's call the 'base' of the U, where you entered, the South side of the room. On the east and west arms of the balcony are matching arrays of chains and orbs. If you go to one of these devices and try to operate it, you learn that the power must be restored first. This tells us what the purpose of this segment is. Looking over the railing to the level below, you see a circular grouping of sofas, a round table, and a cabinet. Looking up, you discover an elevated platform. Turn right from the grate-entrance, and go forward once. Looking down, you can see and examine a **fuse box**. Part of our job will be to find the fuses. Looking up from the fuse box, there is a door locked.

Go down to the lower level, using the East side. Turn back toward the South, and find the column pictured here. Pick up the **Bolt** from the floor.

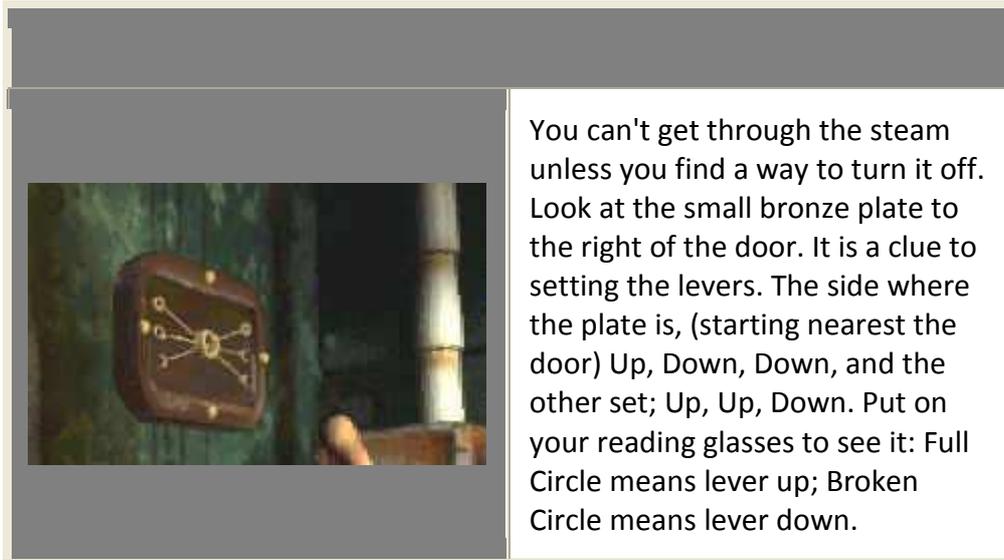
You can climb up to the Cartography Room.



Upstairs, turn around left toward the maps and take the metal **Rod** that is hanging by a chain from the superstructure. That's all for now in the Cartography Room. Go down and head to the North end of the room, where the ship's steering mechanism is. You will get another visit from Nemo's video-diary, extolling the autopilot system. Before you do anything else, go

over to the other side (West) of the balcony area, and walk to the chain-and-orbs device. Look on the floor behind the chains to find another **Bolt**. This one is easier to see. Now, go back to the spot where Nemo talked to you, and examine the large metal hatch in the floor. You need something like a crowbar to open it. Use the Rod you found upstairs.

The hatch opens. Go down, three times straight down to reach the bottom level. Standing within the ladder, you can pick up the **Belt** from the floor. It looks like you should be able to step forward where the Belt was, but can't. Look to the right and climb through the bars. From that location, you can see a lever on your left (doesn't work yet) and two gears on the floor. Pick up a **Gear**. Look to the right and climb the metal steps and enter the Engine Room.



Step forward twice into the Engine Room. See another episode from the Captain's Diary. Look down and to the right, open the chest and take the **Fuses**. Step forward once more, and look down and to the left to observe the **Battery**. It needs help from some object you do not yet have. Another step forward takes you through a door into the Dormitory. That dratted computer knows you don't belong there, and has electrified the corridors, making it lethal to wander around. Step forward twice, and examine the bottom bunk on your left. You can lift the mattress and find the **Bottle**. Step forward again to the end of the room, and look at the lockers on the right. The end one opens, and you find a **pair of boots**. Take them. Back to the other end of the room, and pull the lever next to the spiral staircase, to open the shutter at the top. Step back into the room, and climb the stairs to the **Electrified Corridor** above.

Exit the door, and find yourself in the Lounge. Go down the West side and around toward the couches, find the large cabinet. Open it, place the bottle on the shelf, then open the other side. From the bucket on the bottom shelf, take the **Icepick**.

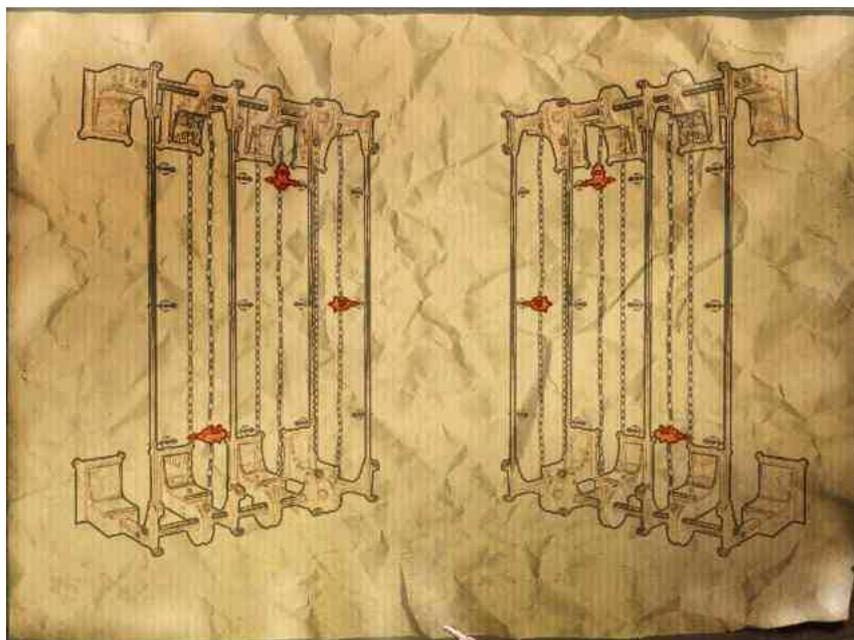
Go to the **Fusebox**, which is just to the left of the door to the Electrified Corridor. Place the fuses in the box. If they are in the correct order, you will see some sparks.

Return to the electrified corridor, the door right next to the fuses.



Close the stairway by pulling the lever, and go forward to find the **Cable** sticking out of a grate. Use the Icepick to pry open the grate, and take the cable. Open the stairs, and down into the Dormitory. Go into the Engine room, and use the Cable on the Battery. Go into the gears room, and climb up to the top level of the ladder. Use the Belt to connect the wheels in the first catwalk, go into the other catwalk and use the gear. Climb down one level, and fasten the two gears, using the Bolts. Go down to the ground level, and pull the Lever to start the machines. Shortcut: Now that the machines work, you can go up the ladder and directly into the Lounge.

Go upstairs to the Cartography area. Near the N logo in the railing, and find a paper showing the following:



Look familiar? These are the **Chains and Orbs**, which will now work, that we have restored the power. When you set them correctly, the Exterior Shutters will open, and you will be able to see out the. Go set the chains. The view is from South to North, or from Aft to Forward. That is; the Orb nearest the Fusebox should be down, the middle one should be up, and the one nearest the steering mechanism should be centered.

Go back to the Museum. Remember how to get there from the Lounge? Through the door by the fuse-box, and straight across the corridor. Go to the **Organ**, play any note and the door to Nemo's Bedroom opens. Go there.

STAGE THREE

Your goal here is to survive an encounter with (destroy) a lethal robot, and regain access to rooms that were locked by the security system.

Nemo's Bedroom is a strange room. First, you annoy the security system. Then a visit from Nemo, then the Oxygen is reduced. Do not panic. Just go about your business.

Go over beside the bed and find the **Pendant** under the pillow. Go back to the other side of the room, where the **Star Map** is. Reveal the constellation **Cassiopeia**. The stars are labeled in Greek. Copy down the seven letters: [?][?][?][?][?][?][?]. Now you can go back to the puzzle (behind the painting), insert the Pendant, and solve the lock. Inside the safe, take the **Key**. The key you just found will unlock the other door in the bedroom. But go through the doorway near the bed, and find yourself in a corridor. Look over your right shoulder at the artwork, to reveal some kind of clue:



It would appear that we are expected to reflect light from some source, and use it to destroy an enemy. Let's see what happens. Go into the room directly across the hall, the Guest Room. Looking left, there is a **Statue** that can be picked up. Go to the desk. Take the **Rope** that is on the floor. Go to the sink. Take the **Mirror** and the **Polish**. Look at the grate in the opposite wall, There is **something** in there, but you can't reach it. Exit the Guest Room, and look down at the floor. Leave the statue there. Go to the end of the corridor, and place the Mirror on the grate next to the door. Enter the room, the Mess Hall. Go to the end of the table, and step toward the dart board. Down and to the left is an **Holographic Lens** and a **Handful of Darts**. Further left is a **Mechanical Arm**. To the right, on the table, is a Metal **Plate**. It needs to be shined up. You did find some polish, but it's not quite that simple. Exit this room and go back to Nemo's Bedchamber. Put the **Holographic Lens** on the door (where there is a hotspot). Open the other locked door with the Key. Go into the Laboratory. Here, it seems, is the source of light we need. Now, how to make it useful. If you were adventuresome, and have already explored the lower level near the Mess Hall, you'll know what you're up against.

Step forward into the lab, and find the drawer on the right side, open it and take the **Duster** (rag.) Go to the end of the room, and turn off the **Laser Projector**. Hear the warnings from Nemo. Use the Rope there, and it attaches to the Projector Switch, and extends through a vent in the wall. Go back to the center of the lab, and take the **Acid**. Return to the corridor, where you left the statue. Place the Plate in the statue's hands. Put some polish on the plate, and wipe it clean with the Duster. Aha! Now I see a plan coming together. At the other end of the corridor, you will find the rope protruding through the grate, high up.

At this point, I **Strongly Suggest** you practice using that funny stairway,

until you understand how it works. The Green button sends the chair down, and the red button sends the chair up. If you are on the upper level, you can send the chair up or down with the two buttons. To go to the lower level, bring the chair up and step on it. Down you go; **and the chair automatically returns** to the upper level. If you are on the lower level, you can bring the chair down with the green button, and if you press the red button, the chair will go up, with you in it. The point is, you will be in a hurry to get up, so when you go down, **press the green button to bring the chair down**, before you need it in a hurry.

On the lower level, one door is locked, the other contains a surprise. Open it, and find yourself facing a killer robot. **Turn around and exit** the room. Go to the stairs, and press the red button to go up. Now you are up, and the Robot is down. Safe for a moment. Send the chair down, then bring it and the robot up. Pull that rope to turn on the Laser, and enjoy the Robot-Roast. Now, it seems Ms Security-Freak has no sense of humor at all. She proceeds to lock all the doors. The only place accessible is the room where the robot was, the Technical Room.

Go into the room and approach the desk. Four items here: Pick up the **Matches** and **Wire** from the desktop, and the **Pliers** from the wall to the left of the desk. Now go to the opposite corner of the room, and look at the shelves. Two objects here: top shelf, at the far left is an **Iron Bar**, and middle shelf in the center, a **Cold Chisel**.

Here's the Bar

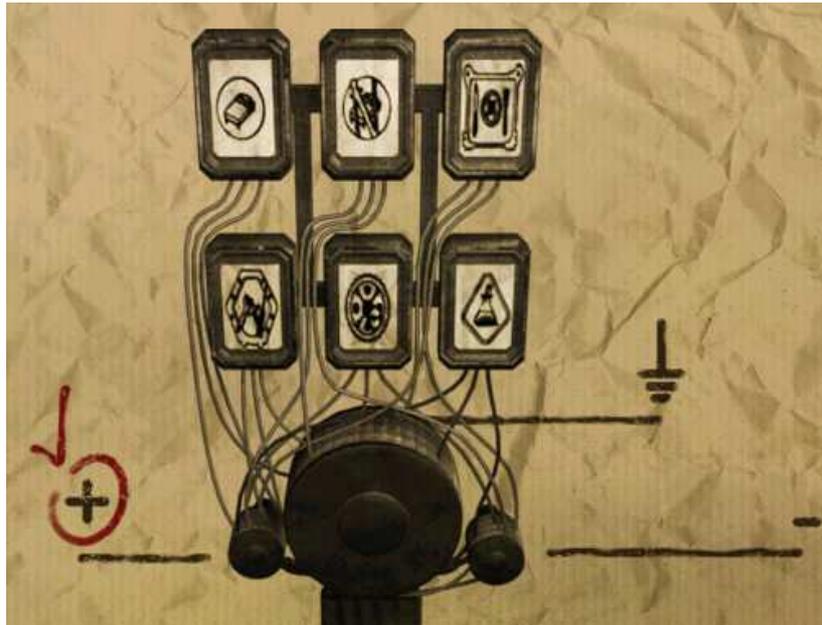


Here's the Chisel



On the floor, near where you found the Bar and the Chisel, is a **Battery**. Fill it with acid from your inventory; use the Iron Bar, and the Wire to create an **Electromagnet**. Take it with you.

Go open the large circuit-Box next to the desk. If you try to touch the wires they are too hot; and if you try to touch the pipes on the right-hand compartment, it is too cold. Maybe you could combine the cold with the heat? Use the Cold Chisel to cut through the divider. Now you can handle the wires.



This would be the device that controls the locks on various doors. Use the Pliers to cut the 3 wires. The other room will be opened.

Now go through that shimmering door. Look left, and find the **Dynamite** on the very top shelf and exit the Technical Room.

Go across the hall and use that Dynamite on the door. (Don't forget to look down - it goes on the floor.) Use the matches to explode the Dynamite and gain access to the Pump Room. To the right is a machine. Use the Mechanical arm on the left. It still needs help. Time to search. Go upstairs and into the Guest Room. Let's see if that Electromagnet will attract whatever is in there. Aha! It's a key. Back to the Pump Room. Use the key to wind up the Arm, then touch the Arm to turn it on. Now you can pull the right-hand lever three times to start all the oxygen pumps.

Now Throw a dart at the other end of the room. You have destroyed a machine of some sort.

The ship is attacked by an enormous Squid. The creature is still hanging on, and has penetrated the hull at one or more points.

Let's go to the Museum.

STAGE FOUR

Your job is to deal with damage after an attack by a Giant Squid, and force the monster to leave.

The museum is a shambles! Opposite the door, you can see a harpoon in its display case, but it is too firmly attached for you to pick it up. Go left, toward the red sofa, and find the **Ice Axe** on the floor. Then go to the Organ, and find the **Diving Suit** and the **Organ Pipe** on the

floor. Go back to the **Harpoon** and release it using the Ice Axe. Go into the corridor and assess the damage. The door to the Lounge is jammed, but the stairway mechanism still works. The room below is flooded with sea water. You need to go down there to retrieve some items. If You don't have the diving suit, you will have very little time before dyeing.

Going down, that squid's tentacle is in the way. Stick it with the Harpoon. Go to the lockers at the end of the room, and find the open locker on the right. Take the **Iron Bar, and Digicode** device. Turn around from the lockers and push the red button. The shutter closes, and the squid is forced to retreat. After you have pushed the red button, the door to the Engine Room is accessible.

Enter, turn right, and pick up a **Chain** from the deck. Turn around the other way, and find **two Hooks and several pieces of tubing**. Step into the room twice, look left, and repair the leak with the a piece. Step forward twice more, and repair the leaking pipe on the floor, and the overhead leaking pipes on the right and left. Finally, go to the far door, and repair the leaks overhead with tubing and the organ pipe. Now you can go into the Gears Room. Besides that, you have something to do up there. Step forward twice, and find the **Key** sitting on the I-beam. Notice also, the action cursor, calling for an inventory item. What would fit nicely on the beam? The **Chain**, of course.

Go all the way down (two clicks down) and find the bottom end of the chain. Put a Hook on it. Back to the ladder, and go up once. Exit the ladder, find the chain and beam, and attach them together with a hook. Then use your Iron Bar to dislodge the beam. The weight of the beam brings up the gear. Click on the gear, it automatically installs into position. Go up the ladder, and discover at the top, you can exit the hatch into the lounge. Whew!

Go up to the south side of the Balcony area, to the door next to the hole you crawled through from the library. This door, remember, was at the end of the original corridor, and has a digital keypad. Now take out the Digicode from your inventory and use it on the keypad. Go through the door, and enter the Library, the door on the right.

STAGE FIVE

Time to escape.

You are in the Library. Go forward once, and find the diagram showing the **Escape Bell**. It gives you some idea how to get out. Go left, look down, and take the little green **Ring** that is sitting on a book lying on the floor. That's all in the Library. Exit, go right, and enter the first door on the left, the diving equipment room. As you enter, you learn that the vessel has come in contact with volcanic material, and the emergency escape hatch is blocked by a rock. Down and to the left are some boots. Take the **Rope**. To the right up on the wall, take the green **Pipe** from the spool. (Looks like a fire-hose.) At your feet are two levers. Pull the left one, and you see the upper half of the locks retracted from the door to the Escape Bell. Pull the other lever an get a dire message denying you access, and reminding you the way out is blocked. The air pressure is decreasing. Go toward the door to the airlock, and find the

Pliers sitting in a drawer on the floor. Thank goodness Nemo had no shortage of pliers! Exit the room, and go straight across into the Dining Room.

Go around the table to the right to see Nemo for the last time. Go to the circular window, and take the **Curtain-Rod** (Pole) that has fallen to the floor. To the left, use the Ring to break into the cabinet. Take the **Piece of Cloth**. From here, go left and into the Kitchen, all the way to the other end, look left and up high. Take the **Box** from the top shelf. You may have looked at these objects during your earlier visit to the kitchen, but the box was not available at that time. Notice the leaking steam-pipe. Something is needed here.



Go into the corridor, to the point between the Library and Diving Room. Look at the carpet. Roll the carpet back to reveal a hatch. It's hard to move. Do you happen to have any tools? Use the Pliers. Don't just jump in; use your Rope to get down safely. (And to get back out, in case you don't have everything you need to survive here. Oh no! More lasers! Turn off the lasers by using your pole on the upper and lower switches on the right door-jamb. Go to the shelves where you previously found the chisel, and locate the **Adapter**. Turning around, go toward the back room, and find the **Dynamite** in a drawer, down low and on the right.



Climb up to the corridor, and go into the Kitchen. Use that Adapter on the leaking steam-pipe, and attach the green pipe to it. Step around so you are facing that wall, and use the Pliers to open the hatch near the floor. Put the Pipe in the Hatch. Excellent! You have hosed that dratted security nuisance. Perhaps now that other lever in the Diving room will function.

Pull the right-hand lever, and observe the door to the escape-bell being unlocked. Take a minute and explore the catwalk that leads around it on the right. You find the slide where it should exit the submarine, but the way is blocked by an airlock. Perhaps some dynamite will help. Unfortunately, the fuses are way too short, and the dynamite must be prepared first. Alright, McGyver, put your skills to work. Go to the Kitchen. Standing in the same spot where

you toasted the security-pest, turn on the Stove. Put the Box on the back burner. Put the dynamite and rag in the box. The flame ignites the fuse. (Don't forget to drag it into your inventory, so you can move.) Having explored, you know where to go. Throw the bomb down the escape chute, opening the airlock. Close the hatch by pulling the lever that is between all the gauges to the right of the hatchway. Look right, and find the two levers. Pull the left one first, then the right. (Right-click to close the dialogue box) and away you go. Well, it seems Captain Nemo has the last word after all.