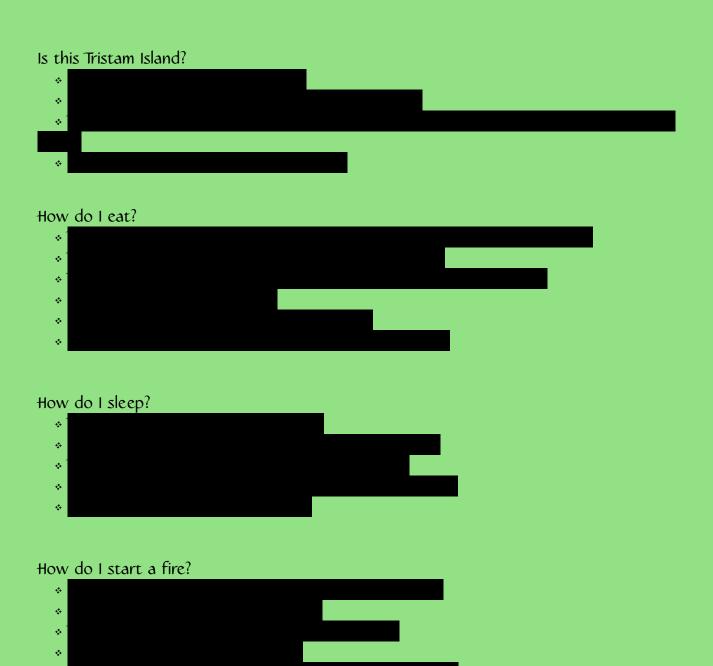
Hint sheet for...

TRISTAM ISLAND A game by Hugo Labrande

This is a hint sheet in the style of Infocom's InvisiClues, except in digital format. To reveal each clue, click and drag your mouse across the text, which will highlight it and reveal it!

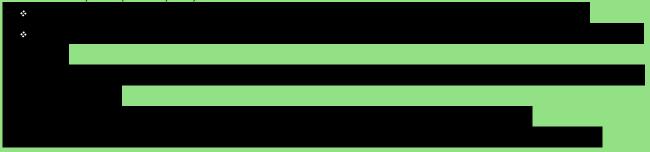


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How do I get up the island?



I can't carry very many objects at once!



What is the tiny flute for?

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Where can I find light?

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How	do I get inside the fe	nce?		



Who can I talk to in this game?

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When was this island abandoned?



How do I start the generators?



Why are the generators so loud?

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Is there anything interesting in the shop?

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The electricity is gone!



How do I kill the dragon?

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How do I open the door of the white house?

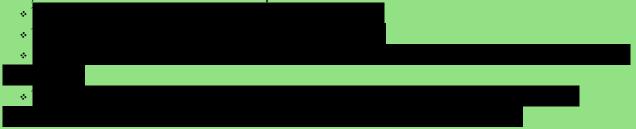


Why is that book here?

Can I open the doors upstairs in the mansion?



Why is that door mechanism so complex?





How do I open the massive door at the checkpoint?

How do I open the Major's office door?



How do I get rid of the robot?

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How do I fix the radio?



How do I set the radio at the right frequency?

