

EMERALD ISLE CLUES

Listed below are most of the objects, creatures, people and particularly interesting places in Emerald Isle. There are some general hints, too. Look down the alphabetical lists to find what you want to know about and then turn to the entries indicated by the bracketed numbers to find out about it. Of course, when you do turn to the answer, you may find that it just gives a short clue and another number to look up. Try to only read the clues that you are directed to, otherwise you may learn too much. A few red herrings have been mixed with the real clues to reduce the risk of this.

A great deal of care has gone into the preparation of these clues to make them accurate. If an answer should differ from the game, though, the game is always right!

General Clues

1. Getting Started: (415).
2. How to Win: (408).
3. Scoring: (428).
4. Treasures: (442).
5. Illness: (400).
6. Seeing in the Dark: (419).
7. Travel at Sea: (433).
8. Foreign Language: (366).

Objects, Creatures and People

10. 'A': location (231), details (333).
11. Aircraft: location (201), details (416).
12. Albatross: location (412), details (424).
13. Amulet: location (306), details (443).
14. Anchor: location (206), details (541).
15. Arm: location (329), details (411).
16. Armband: location (330), details (435).
17. Axe: location (303), details (360).
18. Bag of Silver: location (325), details (337).
19. Beggar: location (284), details (324).
20. Block of Stone: location (220), details (549).
21. Boathook: location (283), details (413).
22. Book: location (216), details (366).
23. Boulder: location (500), details (371).
24. Bowl: location (331), details (490).
25. Bronze Coin: location (361), details (365).
26. Brooch: location (200), details (311).
27. Buried Treasure: location (346), details (346).
28. Butler: location (401), details (420).
29. Button: location (439), details (444).
30. Cannibals: location (323), details (443).
31. Canoe: location (353), details (544).
32. Carbide Granules: location (304), details (327).
33. Card of Identity: location (324), details (501).
34. Card for Christmas: location (306), details (461).
35. Carpet: location (492), details (502).
36. Cars: location (214), details (515).
37. Carvings: location (217), details (538).
38. Ceiling: location (248), details (470).
39. Chest of Treasure: location (421), details (337).
40. Clock: location (215), details (334).
41. Coconut: location (342), details (311).
42. Coin of Bronze: location (361), details (365).
43. Coin of Copper: location (335), details (375).
44. Coin of Gold: location (343), details (397).
45. Coin of Platinum: location (306), details (314).
46. Coin of Silver: location (340), details (387).
47. Controls of Elevator: location (229), details (439).
48. Copper Coin: location (335), details (375).
49. Cord: location (278), details (401).
50. Coronet: location (522), details (337).
51. Diamonds: location (528), details (350).
52. Doors: location (305), details (514).
53. Dragon: location (235), details (461).
54. Drawing: location (534), details (539).
55. Dubloons: location (367), details (311).
56. 'E': location (331), details (333).
57. Elevator Controls: location (229), details (439).
58. Ermine Robe: location (326), details (449).
59. Extension Ladder: location (308), details (436).
60. Fence Post: location (336), details (460).
61. Figurine: location (367), details (350).
62. Flat Pan: location (285), details (355).
63. Food: location (402), details (343).
64. Foreign Writing: location (305), details (366).
65. Fruit Cup: location (306), details (424).
66. Gates: location (305), details (377).
67. Gems: location (505), details (337).
68. Glass Bowl: location (331), details (490).
69. Glue Pot: location (326), details (471).
70. Gold Coin: location (343), details (397).
71. Gold Nugget: location (355), details (350).
72. Graffiti: location (534), details (491).
73. Granules of Carbide: location (304), details (327).
74. Guard (Train): location (277), details (410).
75. Guard (Treasure Room): location (278), details (434).
76. 'H': location (260), details (333).
77. Hammer: location (426), details (493).
78. Hedge against Inflation: location (322), details (322).
79. Hanging Vines: location (331), details (407).
80. Hole: location (534), details (540).
81. Identity Card: location (324), details (501).
82. Idol: location (534), details (307).
83. Inscription: location (404), details (523).
84. Ivory Figurine: location (367), details (350).
85. Key (Florida): location (492), details (443).
86. Key (Ornate): location (414), details (377).
87. Key (Small): location (371), details (334).
88. King: location (275), details (409).
89. 'L': location (222), details (333).
90. Ladder: location (308), details (436).
91. Lamp: location (223), details (431).
92. Lens: location (368), details (376).
93. Letters: location (333), details (333).
94. Lever: location (218), details (515).
95. Log: location (206), details (353).
96. Logging Machine: location (303), details (435).
97. Long Rope: location (217), details (403).
98. Machine in Ticket Office: location (276), details (430).
99. Manual: location (215), details (480).
100. Map: location (494), details (476).
101. Matchbox: location (283), details (446).
102. Money: location (339), details (462).
103. Monitors: location (218), details (309).
104. Monument: location (237), details (487).
105. Necklace: location (285), details (337).
106. Nugget of Gold: location (355), details (350).
107. Notice: location (404), details (447).
108. Nurse: location (242), details (397).
109. Opal: location (521), details (311).
110. Ornate Key: location (414), details (377).
111. Overalls: location (344), details (482).
112. Painting: location (486), details (337).
113. Pan: location (285), details (355).
114. Paper Scrap: location (500), details (447).
115. Parachute: location (369), details (415).
116. Phrase Book: location (216), details (366).
117. Pick: location (345), details (483).
118. Pinnacles: location (421), details (472).
119. Pit: location (542), details (540).
120. Plank: location (363), details (510).
121. Plaque: location (524), details (478).
122. Plate: location (439), details (452).
123. Platinum Pyramid: location (521), details (311).
124. Pliers: location (272), details (444).
125. Post: location (336), details (460).
126. Pot of Glue: location (326), details (471).
127. Pyramid: location (521), details (311).
128. Return Ticket: location (365), details (488).
129. Reward Money: location (339), details (462).
130. Robe of Ermine: location (326), details (449).
131. Robe of Power: location (235), details (441).
132. Roof: location (534), details (539).
133. Rope (Long): location (217), details (403).
134. Rope (Short): location (248), details (378).
135. Ruby: location (529), details (337).
136. Runes: location (534), details (416).
137. 'S': location (323), details (314).
138. Sapphire: location (270), details (311).
139. Scarecrow: location (315), details (344).
140. Scrap of Paper: location (500), details (447).
141. Screwdriver: location (426), details (452).
142. Seamstress: location (226), details (361).
143. Season Ticket: location (405), details (459).
144. Short Rope: location (248), details (378).
145. Shovel: location (248), details (456).
146. Shopkeeper: location (271), details (495).
147. Sign: location (404), details (447).
148. Signpost: location (475), details (447).
149. Silver Coin: location (340), details (387).
150. Silver in Bag: location (325), details (311).
151. Single Ticket: location (375), details (474).
152. Slot: location (217), details (458).
153. Small Key: location (371), details (334).
154. Spade: location (248), details (456).
155. Spider: location (455), details (466).
156. Spikes: location (316), details (349).
157. Statue: location (274), details (329).
158. Steamroller: location (323), details (502).
159. Stone Block: location (220), details (549).
160. Strands: location (267), details (466).
161. Switches: location (218), details (502).
162. Sword: location (270), details (311).
163. 'T': location (303), details (333).
164. Tax Haven: location (351), details (322).
165. Telescope: location (464), details (503).
166. Threads: location (267), details (466).
167. Ticket (Return): location (365), details (488).
168. Ticket (Season): location (405), details (459).
169. Ticket (Single): location (375), details (474).
170. Train: location (531), details (537).
171. Traffic Jam: location (214), details (515).
172. Treasure Chest: location (421), details (337).
173. Tunnel: location (534), details (540).
174. 'V': location (323), details (314).
175. Vase: location (492), details (481).
176. Vines: location (331), details (407).
177. 'W': location (379), details (333).
178. Wallet: location (317), details (339).
179. Windmill: location (351), details (424).
180. Wires: location (452), details (444).
181. Writing: location (534), details (536).

Places

200. Aircraft: location (201), details (416).
201. Airport: location (496), details (482).
202. Albion: location (492), details (399).
203. Alleyway: location (398), details (440).
204. Atlantis: location (492), details (499).
205. Atlantic: location (492), details (461).
206. Beach near Station: location (380), details (519).
207. Beautiful Room: location (504), details (520).
208. Blowhole: location (511), details (374).
209. Branches: location (465), details (512).
210. Bridge of Sighs: location (351), details (461).
211. Carriage: location (259), details (259).
212. Chemist's Shop: location (381), details (313).
213. City in the Trees: location (388), details (532).
214. City (Modern): location (525), details (515).
215. Clocktower: location (213), details (334).
216. Cobble Square: location (513), details (495).
217. Complex: location (517), details (518).
218. Control Centre: location (501), details (515).
219. Crypt: location (233), details (329).
220. Dark Places: location (305), details (352).
221. Desert: location (497), details (344).
222. Desert Island: location (506), details (367).
223. Doors: location (305), details (514).
224. Dotheboys Hall: location (492), details (461).
225. Dress Circle: location (391), details (361).
226. Dust Flats: location (497), details (344).
227. Elevator: location (273), details (439).
228. Flint: location (251), details (371).
229. Foothills: location (389), details (507).
230. Forest: location (543), details (5).
231. Forest Ruins: location (395), details (416).
232. Gates: location (305), details (377).
233. Glubbdrubbriir: location (246), details (393).
234. Gravel in Stream: location (318), details (355).
235. Gravestones: location (465), details (109).
236. Grocer's Shop: location (394), details (495).
237. High-rise building: location (468), details (451).
238. Hi-tech Complex: location (517), details (518).
239. Hospital: location (498), details (397).
240. Ironmonger's Shop: location (319), details (495).
241. Kaaba: location (508), details (476).
242. Letters: location (333), details (333).
243. Limbo: location (306), details (492).
244. Mine: location (336), details (470).
245. Mine Camp: location (492), details (416).
246. Monument: location (237), details (487).
247. Moors: location (516), details (510).
248. Mountainside: location (222), details (374).
249. Museum: location (390), details (325).
250. Office: location (451), details (505).
251. Ornate Arch: location (534), details (416).
252. Palace: location (445), details (440).
253. Parkland: location (214), details (416).
254. Pinnacles: location (421), details (472).
255. Platforms: location (537), details (531).
256. Pond: location (390), details (331).
257. Police Station: location (384), details (339).
258. Railway: location (537), details (537).
259. Ravenstone: location (461), details (476).
260. River in the Forest: location (331), details (407).
261. River from the Moor: location (526), details (436).
262. RNLI: location (302), details (302).
263. Rugged Rocks: location (321), details (466).
264. Sea: location (357), details (544).
265. Shack: location (358), details (372).
266. Shipwreck: location (359), details (533).
267. Shops: location (396), details (495).
268. Signal Box: location (386), details (416).
269. Skyscraper: location (468), details (451).
270. Temple: location (233), details (329).
271. Throneroom: location (356), details (322).
272. Ticket Office: location (406), details (430).
273. Train: location (531), details (531).
274. Treasure Chamber: location (356), details (408).
275. Tree City: location (388), details (532).
276. Underwater: location (359), details (533).
277. Unfinished Land: location (246), details (443).
278. Village (south of Desert): location (548), details (416).
279. Village (Native): location (545), details (324).
280. Volcano: location (530), details (416).
281. Waterfall: location (258), details (416).
282. Woodland: location (303), details (435).
283. Wreck: location (359), details (533).
284. Wyvern Howe: location (492), details (476).

Answers

300. Say them in alphabetical order.
301. The focus for a magic spell. See (314).
302. Royal National Lifeboat Institution. Donations to West Quay Road, Poole, Dorset BH15 1HZ.
303. Woodland, south of the Moors.
304. At (212). See also (313).
305. All over the place.
306. Hidden where you'll never look. See (323).
307. A treasure. See also (325).
308. On a beach east of Dire Straights, east of the Desert Island.
309. Show the city streets.
310. Use (160).
311. A treasure.
312. Add 20 to the number you came from.
313. Buy the Carbide Granules with (25). See (327).
314. Carry this and say the right word. See (320).
315. In the deadlands on the north of the desert.
316. Dig in the middle of the Beach. See (332).
317. In the car park, west of the Blowhole.
318. Past the Foothills, south twice and east from Boot Hill.
319. South of the Cobble Square.
320. Nothing will happen.
321. West of the Beach.
322. Nice place.
323. Not in this game.
324. Give (19) the (64).
325. Take the Idol to (253) and drop it.
326. On the north edge of the Tree City.
327. It's needed for the Lamp to work. See (95).
328. Wave it twice.
329. Examine the Statue to see (15).
330. On the north platform of the forest station.
331. In the forest east of the native Village.
332. Use the Spade, I think.
333. Several letter are lying around. See (341).
334. Wind the Clock with (91).
335. In the copper room of the Palace.
336. East of the Beach.
337. A treasure.
338. Wear the Armband to get past.
339. Drop (186) in (261).
340. In the trees near where you start.
341. See (348) for all the letters and (354) for what to do.
342. In a palm tree on the Desert Island.
343. Visit the King.
344. Examine the Scarecrow.
345. Beyond the sagging Ceiling. See (38).
346. Includes objects (52), (56), (62), (114), (133) and (163).
347. Remember: there are always alternatives.
348. They first letter of each of (312), (329), (306), (245), (277) and (334).
349. To be worn. See (374).
350. A treasure.
351. On the far side of the Volcano.
352. You're safe enough for a few turns. There's one between the Palace and the Station below, and several west of the Beach. See also (6).
353. Make (31) from (99). See (370).
354. The key is your wealth. See (362).
355. Use the Flat Pan to pan for gold in the Gravel.
356. Upstairs in the Palace.
357. North of the Beach.
358. At the west of the Beach, south of the Rugged Rocks.
359. Under the Sea.
360. A wood chopper. See (370).
361. Give the silk (121) to (149).
362. Say this word to the Guard in the Treasure Chamber.
363. In the shack. See (372) to free it.
364. If the Beeb charged for plugs by continuity announcers, letting anyone advertise products, it would be fairer: why should BBC publications have a monopoly? Might even reduce licence fees a touch!
365. Insert the Bronze Coin in the Ticket Office to get a Return Ticket. See (546) for an alternative use of this coin.
366. Carry the Phrase Book to understand foreign messages.
367. Dig below the palm tree on the Desert Island. See (332).
368. Smash or attack the Telescope.
369. Worn, initially. Untie it and then climb up after you fall.
370. Carve the Log into a Canoe, using the Axe and the Manual.
371. Examine the Boulder.
372. Unfasten the Plank with the Hammer.
373. What if the difference between meat and water? See (385).
374. The Spikes allow you to climb smooth rocks. See (382).
375. Insert the Copper Coin in the Ticket Office to get a Single Ticket. See (383) for an alternative use of this coin.
376. Carry the Lens to read tiny writing.
377. The Ornate Key is needed to you to open the Gates.
378. Tie it to the Pinnacles. See (392).
379. In the hanging gardens, east of the Palace.
380. Go to the south Platform of the station in the Forest (below the Palace). Travel by train, then go north.
381. Southwest of the Cobble Square.
382. Wear them near the Blowhole and in the Mountainside cave.
383. Insert it in the telescope to use this.
384. West of the seaside railway Platform.
385. The colour: water has no added meat.
386. East of the seaside railway Platform.
387. Insert it in the Ticket Office to get a Season Ticket. See (383) for an alternative.
388. East of the Branches where you start.
389. Southeast of the Volcano.
390. Beyond the Gate in the Tree City.
391. East of the Palace.
392. This gives access to half the caves below.
393. The island of Magicians.
394. Northwest of Cobble Square.
395. On the far side of the River in the Forest.
396. Around the Cobble Square.
397. Give the Gold Coin to the Nurse to pay for vaccination. See (387) for an alternative use.
398. South of the City in the Trees.
399. The island of Monetarism.
400. Endemic near the River in the Forest. For a cure, see (397).
401. Pull the Cord to summon the Butler. See also (420).
402. At the Grocer's Shop. See also (418).
403. See (378) for one use and (411) for another.
404. In the Palace.
405. Take one of the Gold or Silver Coins and see (387).
406. East of the south Platform of the forest railway station, below the Tree City.
407. Take the Vines in order to swing east across the River. To reach them, see (413).
408. Collect all the treasures. Then see (417).
409. The King gives you a Gold Coin.
410. The guard won't let you travel by train without a ticket.
411. Pull the Arm of the Statue. See (422).
412. In random sea locations.
413. The Boathook allows you to reach high things, such as (82) and (139).
414. Wind the Clock and return to the plaza, below. See also (310).
415. Untie the Parachute. Then see (425).
416. Just scenery.
417. Drop them in the Treasure Chamber of the Palace. See (401).
418. Buy it with the Reward Money.
419. You need the Lamp from the Desert Island. Then see (431).
420. The Butler summons a Guard if all the treasures are present. Now see (434).
421. South of the River from the Moor. To cross, see (436).
422. First stand on the Block, then (429).
423. Put the lamp in the Sealed Jar to protect it underwater.
424. Eat it to become stronger.
425. Back up to collect it, down and head east to the Tree City. Collect the Silver Coin on the way. Then see (432).
426. In the Ironmonger's Shop. See (418).
427. In the dark, west of the Rugged Rocks. Take care!
428. The Maximum score is 1000: 30 points per treasure, plus 18 for each treasure in location (278), plus 40 for finishing. There is a penalty of 30 per death.
429. Throw the Long Rope over the Arm and pull it.
430. Insert any coin in the Machine. See the details for each coin.
431. It's a carbide lamp, as used years ago. See (437).
432. Collect the Glue, Manual and Robe. Wear the Robe and go south into the Palace.
433. You need the Canoe. See (31).
434. Say the password to get past him. It's the fifth word in (354).
435. The Armband is magnetically coded. Wear it to get past the Logging Machine.
436. Pull the Ladder to extend it. See also (448).
437. Fill it with water and see (446).
438. It has 2 uses. See (422) and (378).
439. Examine the Elevator Controls. Then see (452).
440. Wear the Robe to get past the Guard into the Palace.
441. Wear the Robe of Power for protection against the Spider.
442. There are 20. See (454).
443. A red herring.
444. Mend the Wires with the Pliers. Then see (457).
445. South of the Tree City. See also (440).
446. Carbide Granules give off flammable gas when mixed with water. Light the lamp, using these and the matches, or simply insert them.
447. Intended as a hint.
448. Drop it across the River from the Moor.
449. A treasure. See (440).
450. North of the Cobble Square.
451. Visit the top floor of the Skyscraper. Use the Elevator, see (439).
452. Undo the Plate with the Screwdriver. Then see (444).
453. Very dangerous! To cross, see (436).
454. Amethyst Brooch, Bag of Silver, Coconut, Coronet and Diamonds. And see (473).
455. Hiding near the Rugged Rocks.
456. For digging in soft ground. See (27) and (123).
457. Push the Button to move the Elevator.
458. Insert the Card.
459. Everlasting. See (178).
460. Has two uses. See (470) and (478).
461. Not in this game.
462. Buy things with it. See (484).
463. Map, Nugget of Gold, Opal, Painting, Platinum Pyramid. And see (479).
464. East from the Desert Island, on the Clifftop.
465. Around where you start. See (415).
466. The Spider needs to make its Threads sticky. See (477).
467. Ming Vase, Ornate Ring, Pearl, Rug and Spices. And see (473).
468. In the southeast corner of the modern City.
469. Carry the Lollipop to cross the road.
470. Push the Ceiling with the Post to prop it up. Otherwise it collapses.
471. Could be Spider Glue. See (466).
472. Tie a rope to them. See also (485).
473. Dubloons, Ermine Rope, Gems, Idol and Ivory Figurine. And see (463).
474. Good for one train journey, only. See (178).
475. At the southwest corner of the modern City.
476. A hint and a treasure.
477. Throw the Glue west from the Rugged Rocks.
478. Insert the post below the Plaque on the Monument, as a lever.
479. Necklace, Ruby, Sapphire, Sword and Treasure Chest.
480. Instructions for building a boat. See (370).
481. Protects the Lamp underwater.
482. Wear the Overalls in the Airport.
483. For digging in hard ground.
484. Visit the shops round the Cobble Square in the Village. It will buy everything except the Carbide Granules, choosing (118) last.
485. Then climb down. Where you end up depends on the rope used.
486. In the Antique Shop north of the Cobble Square. See also (499).
487. Examine it.
488. Good for two train journeys. See (178).
489. Watch out if going west. See (466).
490. Invert the bowl to trap air. See (481).
491. A hint. Drop the Stone Block here to balance your weight.
492. Somewhere else.
493. It's for removing nails. Use it to get the (126).
494. West of the Rugged Rocks. See (489).
495. Buy things from the Shopkeeper.
496. Beyond the Signpost, southwest of the modern City.
497. East of where the Telescope is.
498. North of the native Village.
499. Buy the Painting with the Money, after buying anything else you need.
500. In the Moor, north of the Gravel in the Stream. See (510) to avoid being sucked down into the marsh.
501. Insert the Identity Card in the Slot beside the door in the Complex.
502. Useless.
503. Insert a coin and look through it. Then see (368).
504. East of the Treasure Chamber. See (408).
505. Visit the Office, after starting the Cars, for a reward.
506. North of the Beach. You need a Canoe.
507. A small maze. From the Volcano, move SE, S, S, E to get through.
508. Mecca.
509. Make use of the Hammer. See (493).
510. Drop the plank across the dangerous part of the Marsh.
511. North from the Beach, see (7) and west to the cliffs. Then south and in.
512. A very small maze. Keep going east.
513. West of the Village which is south of the Desert.
514. Open them. The only difficult one is in the Complex, see (84).
515. Pull the Lever to clear the Cars.
516. North of the Gravel in the Stream, beyond the Foothills.
517. Below the Monument. See (478).
518. A mysterious control centre for the Island. See (501).
519. North of the seaside railway Station.
520. You win by entering this place. See (408).
521. Dig in the Mine.
522. Below the Pinnacles. Use (151).
523. Use the Lens to read a hint.
524. Examine the Monument.
525. West and South from the top of the Blowhole.
526. South and west from the Gravel in the Stream, beyond the Foothills.
527. Bribe the Policeman.
528. Dig in the lava chamber below the Mountainside.
529. Below the pinnacles. Use (101) and (123).
530. West, south and west of the Rugged Rocks. See (466).
531. The trains visit all stations. Move "on", or in the direction of the track, when the train is present. You need a ticket.
532. A wooden town built high in the trees.
533. See (490) to see. Anchor the Canoe, see (541).
534. Beyond the Crypt.
535. Beyond the Grave.
536. Throw any reasonably heavy object south.
537. The forest Station has two platforms, the south one for trips to the seaside Station and the other for travel to near the native Village. See (531), (377) and (175-177).
538. Push with the Boathook.
539. Push the Roof with the Boathook.
540. Dig to widen it.
541. Tie the Anchor to the Canoe and drop it. Take it again, later.
542. Below the Pinnacles.
543. Around the Branches, or east of the native Village.
544. Travel in the Canoe at Sea. Consider (541) before going Underwater.
545. North of the Station reached from the north Platform, past a Gate.
546. Use it to buy the Carbide Granules. See (383) for an alternative.
547. West of where the Axe is found, past the Logging Machine.
548. South of the Desert.
549. Has 2 uses. See (422) and (74).
550. Clues are copyright (C) 1985 Level 9 Computing.