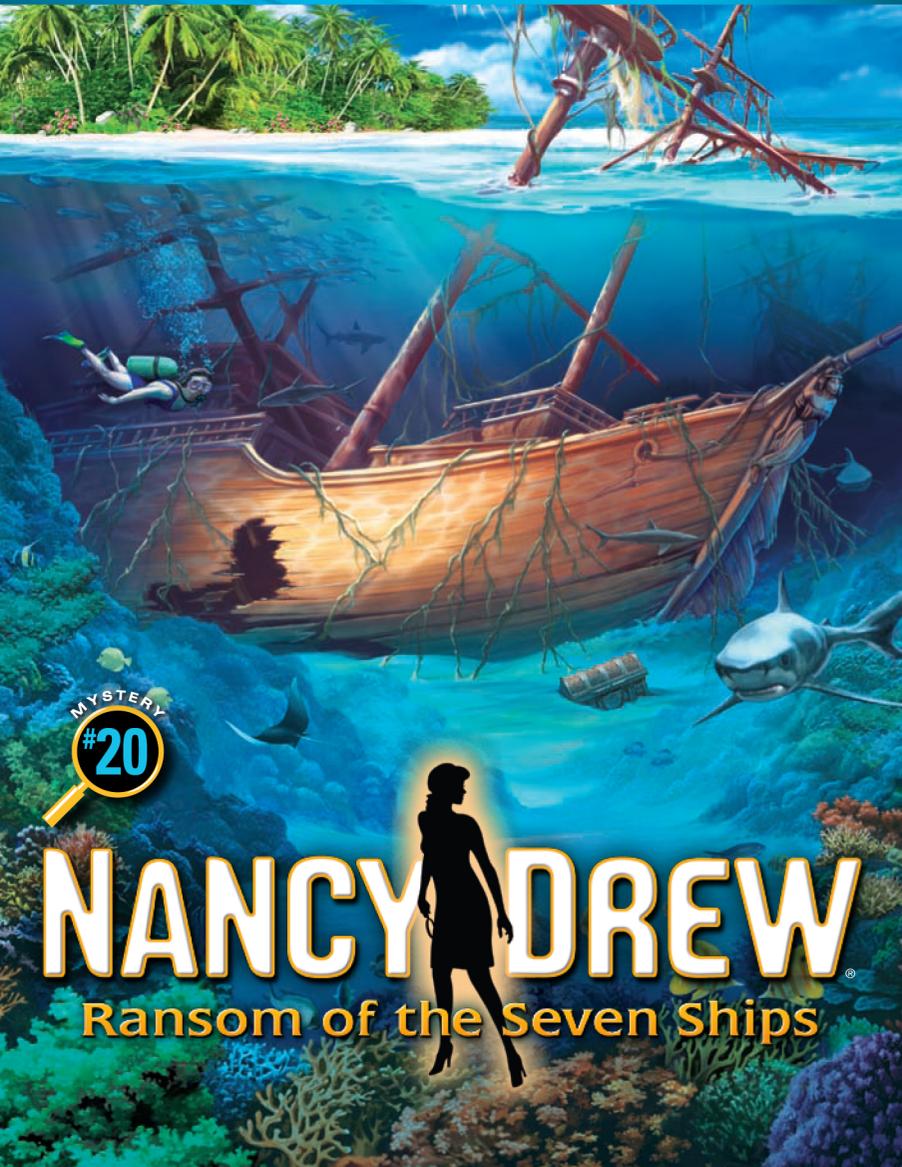




OFFICIAL
Strategy Guide



MYSTERY
#20

NANCY DREW
Ransom of the Seven Ships

NANCY DREW
Ransom of the Seven Ships

dare to play™

Her Interactive, Inc.

Copyright Her Interactive, Inc., 2009

No part of this booklet may be reproduced, transmitted, or adapted
in any form without the written consent of Her Interactive Inc.

Copyright ©2009 Her Interactive, Inc. HER INTERACTIVE, the HER INTERACTIVE logo and DARE TO PLAY are trademarks of Her Interactive, Inc. NANCY DREW is a trademark of Simon & Schuster, Inc. and is used under license. Copyright in the NANCY DREW books and character is owned by Simon & Schuster, Inc. All rights reserved. Licensed by permission of Simon & Schuster, Inc. Other brands or product names are trademarks of their respective holders.

Written by: Terry Munson

Design by: Sonja Morris

Cover Design by: Mark Tolleshaug

Made in the USA

Her Interactive, Inc.

1150 - 114th Ave. S.E., Suite 200

Bellevue, WA 98004

www.HerInteractive.com

Contents

Pack the Sunscreen!	
You're Bahamas-Bound!	3
Hey! Don't Turn the Page Yet!.....	3
Congratulations! You Win a Mystery!	4
Marooned?.....	4
Get the Dread Isle Dirt.....	4
George Fayne	4
Explore the Lounge.....	5
Shark Diving Resort	5
Bird Chatter.....	6
Coucou	6
Pushing Other People's Buttons.....	6
Stock Up.....	7
Go Outside.....	7
Inside the Shed.....	8
Topping Off.....	8
Hit the Road.....	9
Dread Isle Driving.....	10
Dread Isle Cart Paths	10
Flipped and Flopped?.....	10
Hanging Around.....	11
Johnny Rolle	11
Steps in the Right Direction.....	11
Messages from the Past.....	12
Journal Page Keys.....	12
The Basket Book Exchange.....	13
Johnny's Missing Compass.....	13
No Simple Simians Here!.....	13
Coucou says "Quid Pro Quo!".....	14
Foxtrot-Lima-Alpha-Golf-Sierra.....	14
Breathtaking Work Ahead!.....	14
Mosaic Madness.....	15
Take a Letter.....	16
On Back of the Astrolabe.....	16
The Hidden Message.....	17
When is a Perch Not a Perch?.....	17
The Bat Seeker.....	18
Some Assembly Required.....	18
Johnny Needs His Beacon.....	18
Rock Climb.....	18
A Light at One End of a Tunnel.....	19
Call George.....	19
Life by George.....	20
Escape!.....	20
Monkeys That Rock.....	20
Monkey Mania.....	21
A Priceless View?.....	21
Dials on Dove Isle.....	22
Trashed By Monkeys!.....	22
Alleyway.....	22
Dialing for Dates.....	23
A Puzzle under Pressure.....	23
Possible Octopus Puzzle Solutions.....	24
The Pulley Problem.....	24
A Sneaky Monkey.....	24
String 'Em Up!.....	25
A Treasure Hunt.....	25
Twisted Silhouettes and a Shady Solution.....	26
Too Dark to Dive.....	26
GPS Programming.....	26
Go Deep.....	27
The Gibsons	27
Pretty Colors.....	28
Like the Sands in an Hourglass.....	28
Drop Off.....	29
Secrets Revealed.....	29
It's Bess!.....	29
<i>El Toro's</i> Key.....	29
A Special Treasure.....	30
Wall Plate Symbol Key.....	30
19 Escape Options to Consider.....	31
Where to Earn Every Star!.....	32

Pack the Sunscreen! You're Bahamas-Bound!

What are the odds of winning an online sweepstakes and a five-day grand prize trip to the Bahamas? It seemed too good to be true, but your best friend Bess Marvin won an excursion to an eco-tourism resort on a remote island! Bess was so excited that she invited both you and her cousin, George Fayne. Because this trip was completely unexpected, you have a small schedule conflict. You'll join Bess and George a day after they arrive, so they'll have a little time to work on their tans before your plane lands!

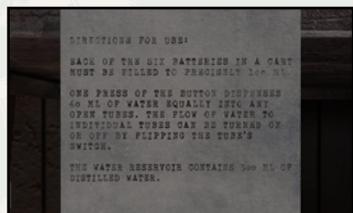
Hey! Don't Turn the Page Yet!

Avast, ye land lubbers! Don't turn this page quite yet! There's something better than buried treasure and solutions hidden in this strategy guide. While this booklet covers all the steps and solutions for solving *Nancy Drew: The Ransom of the Seven Ships* on the Senior Detective difficulty level, everything is written in a way that won't reveal the culprit! You must complete the game if you want to know who kidnapped Bess! This step-by-step guide assumes that you already know about basic game functions, including stuff like how to move, interact with characters and use the features in the game tutorial. If you're playing at Junior Detective level, a few steps in this guide won't be necessary, but the tips below can make the game easier to play at all levels:

- Sometimes an event described in this guide won't happen unless you discuss everything with your friends (or suspects...) or until you read every page in your decoded journal. If you think you're stuck, flip through the journal pages and be sure to revisit everyone that you met on the island.
- Once you pick up the walkie-talkies, you can switch between playing as Nancy Drew or George Fayne! In addition to solving two-person puzzles, you can also use George to feed Coucou guavas for extra clues.
- In certain places in the game you need to dig—both on the beach and underwater! Be sure that you have the shovel in your inventory and then click on your right mouse button to dig—not the left mouse button that you normally use for everything else in this game.
- A big part of this adventure depends on you solving the coded entries left behind by *El Toro*. While this guide includes the full texts for these coded transcripts, we highly recommend trying to solve the codes without looking up the information! One quick strategy is to pair any three-letter coded word with 'the' or 'and.' If you decode these two words in the text, the rest of the code is easier to solve! In case you're wondering, the most commonly used letters in the English language are e, l, a, o and i, so those should be your first picks for any coded page!
- Close your backpack inventory menu before climbing. It will help you spot (and hopefully dodge) the rocks thrown by those pesky monkeys.
- If you're in a hurry, drive on the cart path—don't risk being bogged down in the sand.

Inside the Shed

Return to the shed and use the key on the padlock. That was easy! Inside you'll find a sail storage locker and some shelves. Hanging from the right shed door is a folding shovel. It might be tough to spot, but move the cursor around on the door because you're going to need that shovel soon. On one of the lower shelves you'll see a strange contraption with cylinders. This must be the device used to fill the golf cart batteries! Take it and examine the typed note taped to the shelf below. This looks like the directions for filling the six individual batteries in the cart. The note says to fill all six of the cart batteries to exactly 100 milliliters, but each time you press the fill button, it discharges 60 ml. of distilled water to the batteries. That adds up to a tricky little math challenge!



Topping Off

Return to the red cart parked by the lodge and lift up the seat. Beneath it you'll find six Krolmeister batteries. There's some sort of LED display on each battery, but you can't read anything. Maybe you need to plug something in. Take the distilled water dispenser that you found in the shed and place it on top of the batteries. Once it's plugged in you'll see green LED displays on all of the batteries. These numbers are the present water levels and they all need to be filled until the displays read 100. The six red switches are adjustable water valves.



Each time you press the red button, the dispenser sends 60 ml. of distilled water into the batteries, but you only have five full containers available for refills. Junior and Senior Detective levels offer different puzzles, but if you look at the chart below you'll see which cylinder valves should be open or closed during each refill.



X = Valve Closed



O = Valve Open

Junior

	1	2	3	4	5	6
A	X	X	0	0	0	0
B	X	X	0	0	X	0
C	X	X	0	0	X	0
D	X	X	X	0	X	0
E	X	X	X	X	0	X

Senior

	1	2	3	4	5	6
A	0	0	0	0	0	0
B	0	X	X	0	0	0
C	0	X	X	X	X	X
D	X	0	X	0	0	X
E	X	0	0	X	X	X

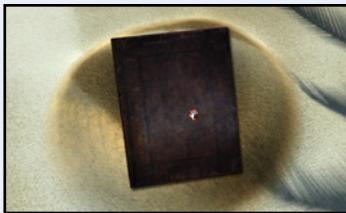
Hit the Road

With all six batteries in the cart refilled, you're ready to explore the island! Click on the steering wheel to hit the road. While driving on the cart path is optional, you'll find that remaining on the smooth pavement is the fastest way to reach the various stops at Sangre Beach, Monkey Center, Blue Hole, Shark Cove and the Bat Steep. Watch for tire tread marks in the sand and you'll spot a few shortcuts. Driving along these abbreviated off-road excursions saves time, but take it easy until you master the cart controls (navigate by using the arrows on your keyboard or your mouse). If you're not sure where you're headed, use the map on the next page to navigate. Your first stop should be Sangre Beach. That's the place that the Gibsons recommended to Bess and George in their note, and it might be the spot Bess was headed before she disappeared.



Messages from the Past

Open the wooden box on Shark Cove beach and you'll find a creased leather-bound journal. This obviously wasn't *El Toro's* treasure because the kidnappers buried it for you, but they seem to think the old book contains hints that lead to the loot. Flip through the pages and you'll see illustrations and a strange code. The first line reads "August, 1669" so apparently the author wrote the date in English before switching to a mysterious code. Is the rest of the book in English? Pass your magnifying glass cursor over text and click. Now try pairing any three-letter coded word with 'the' or 'and.' If you decode these two words, solving rest of the page seems easier. The most common letters in the English language are 'e', 't', 'a', 'o' and 'i', so those should be your first picks for these pages, or you can plug in words from the deciphered text below.



The Deciphered Text:

Journal Page 1

In the black of night, with hurricane winds wailing and giant waves pounding, I ordered my fleet to change course and make for land. But with this island in sight, the *Caridad* foundered and disappeared into the sea, while the *Castidad* was set ablaze when lightning ignited her sails and sank amid smoke and flames. The remaining five ships managed to reach the island, where we dropped anchor, and waited out the tempest.

Journal Page 2

The light of dawn revealed catastrophic damage. Only a third of my men survived. Worse, not one of my ships is salvageable. None shall ever sail again. We are shipwrecked. The only hope we have of ever leaving this accursed place is to be seen by a passing ship. Let it be a pirate ship, I have undertaken to hide our cargo. As a loyal servant of the King, it is my duty.

Journal Page 3

Seven ships set sail, and so seven pieces shall open the seal. I have tasked each surviving ships' crew with hiding a single item, its location known only to them and to me. Securing the treasure itself shall be my task alone. I write this in English so that no one here with me will know how to find it. In this manner, any attempt to force the location of the treasure from my men will be fruitless.

After you decode the main text, you'll still find places in the journal that use a different code. Apparently you need to find an item to decode the rest of the journal. Is it an item that the crew hid away somewhere? What about that strange object that Johnny Rolle showed you in camp? Was that something you need to unlock the seal to *El Toro's* treasure?

The Basket Book Exchange

Drive back to the lodge and check out the books in the basket. Right on top you'll see one entitled "In Search of the Seven Virtues Fleet". Flip through the pages and note the second-to-last line. You have scuba gear and a shovel—all you need is a metal detector! Didn't Johnny have one in his camp? Maybe he'll let you borrow it for a little bit. Drive back up to Sangre Beach.



Johnny's Missing Compass

Ask Johnny about his metal detector. He's really obsessed about those monkeys taking his gear, so he lets you use the metal detector if you can retrieve his compass from the thieving simians. If for some reason you can't ask for the metal detector, stop and read ALL the pages of *El Toro's* journal, talk to George and flip through the entire book in the lounge.

No Simple Simians Here!

Remember Sonny Joon? No? He was that disorganized intern who left workplace messes for you to clean up in undercover cases like *The Secret of the Scarlet Hand* and *Danger by Design*. Apparently he had a freelance job writing (okay, scrawling) a brochure about monkeys for the Gibsons. If you missed the brochure, it was on the lounge table next to the monkey display. Read Sonny's brochure and note that he mentions a monkey named Notch Ear. Use the island map on page 10 to find the Monkey Center on the island. If you use Sonny's notes, it's easy to figure out how to play, but you'll need to practice if you want to beat these simians at their own games! When you win, you can choose a prize from the basket. Be sure to select Johnny's compass and the colored dial as your prizes.

