

Anno 1700

Walk-through

This walk-through will get you through the game.

However, I urge you to only use it if you're helplessly stuck.

It is a "Discount" walk-through and only covers what is essential for you to complete the game.

Don't cheat yourself!

1: Garden.

Examine the crooked tree.

X hole

Get nuts

Drop nuts (you don't need them)

Get twig (You will now have an corroded skeleton key)

S

2: Porch.

S

3: Reception.

S

4: Office.

X woman

Say hello to woman (she will give you the key to your room)

Out

5: Reception.

Up

6: Landing above stairs

Unlock room 101

7: Room 101

Open closet.

Look inside Closet.

X board

Move board (You'll find a small crack... Worth remembering)

Close closet

X candleholder

Get holder (Turns into a winch handle)

X winch handle (pay attention to the shape)

X closet (you'll find a square hole at the lower part)

X hole
X closet feet
Insert handle in hole
Turn handle
Push closet (Finding the secret passage)
W

8: Secret passage to tower.

X wall
X brick
Move brick
X hole
Pull thingy (or hook)
Push wall
X wall
Push wall
N

9: Tower Room.

X fireplace
X column
X woman
X pitcher
X brass bucket.
Get firewood.
X pitcher
Turn pitcher
Insert corroded key in hole. (oops.. Did it break?)
S.

10: Secret passage to tower.

Out

11: Room 101

Out

12: Landing above stairs

D

13: Reception.

X counter
X lantern
Get lantern
E

14: Dining room.

N

15: Kitchen.

X fridge.
Open fridge.

X floor
Move fridge
X floor
Move floorboards
X hole
Open range
Get twig
Light lantern.
D

16: Cellar.

X barrels
X spigots
Pull left spigot
Enter barrel

17: Inside wine barrel.

E

18: Cave.

X wall
X Ledge
S

19: Pirate's cove.

X sand
X driftwood
Dig sand
Get trunk
N

20: Cave.

Drop trunk
Climb trunk
Climb wall
E

21: Secret passage to Pirates' cave.

D

22: Pirate ship.

X cannon
X sails
Move sail
X door
Get skull
Open door
X yard
D

23: Pirate's quarters.

X benches
Get pistol

X pistol

D

24: Ships' hull.

X kegs

X wedged keg

Open wedged keg.

Get powder.

Up

25: Pirate's quarters.

X gun deck

Get ball

Get ball

Up

26: Pirate ship.

X mast

Get ramrod

Pour powder into cannon

Put ball in cannon

X charred sail

Get threads

Braid threads (you should now have a wick)

Prime wick (Now you have a fuse for the cannon)

Place fuse in cannon

Aim cannon at yard

Fire pistol at fuse

E

27: LeBeufs' Quarters.

X skeleton

X parchment

Get parchment

Out

28: Pirate ship.

N

29: Secret passage to Pirates' cave.

W

30: Ledge.

D

31: Cave.

W

32: Inside wine barrel.

Out

33: Cellar

Get pitcher

X pitcher

Drink wine

Up

34: Kitchen

S

35: Dining room

W

36: Reception

S

37: Office

Tell Susan about cave

Show Susan the parchment

Ask about Jacques

Out

38: Reception

Up

39: Landing above stairs

E

40: West corridor

E

41: Mid corridor

E

42: East corridor

Knock on door 107

ask Jacques about parchment

Show Jacques the parchment

Walk around as you please ... until "something" happens.

42: Storage room

X closet (It has a striking resemblance to the one in your room, doesn't it?)

X square hole

Open closet

Look inside closet

X board

Move board

close closet

X candleholder

Get candleholder (now you're holding a winch handle)

Insert handle in hole

Turn handle

Push closet

W

43: Secret passage to tower

X wall

X brick

Move brick

X hole
Pull thingy
push wall
X wall
push wall (Won't budge, so don't bother)
E

44: Storage room

Open door (aha! It's locked. You need a key!)
X shelves
X goods
Move goods
Get hat
X hat
Get wire
X wire (Interesting... it's bendable.)
Bend wire
Unlock door
Out

45: Landing above stairs

D (oops... not smart trying going down naked... Better find some clothes.)
E

45: West corridor

E

45: Mid corridor

Open door

46: Pirate's room

X bed
X figure
X bundle
Get bundle
Wear smelly clothes
Out

47: Mid corridor

W

48: West corridor

W

49: Landing above stairs

D

50: Bar room

X woman
Say hello to Lulu
Out

51: Garden

D

52: Cove

X sea

X silhouette

X light

Listen

Up

53: Garden

In

54: Bar room

Tell Lulu about raid (pay attention to her when she returns)

Out

55: Garden

X tree

Search hole

Get skeleton key

In

56: Bar room

up

57: Landing above stairs

In

58: Storage room

If you have not already done so, open the closet and move the loose board then:

Hide key

Close closet

Out

59: Landing above stairs

W

60: Rotunda

Listen

Open door

61: Lulu's room

Attack officer

62: Room 101

(not necessary to do that if you don't it before)

X closet

Open closet

Look inside closet

X board

Move board

X narrow crack

Get key

X Candleholder

Get holder (You are now holding a winch handle)

Insert handle in hole

Turn handle

Push closet

W (Susan will follow you)

63: Secret passage to tower

(Not necessary if you have been in Lulu's room earlier)

X wall

X brick

Move brick

X hole

Pull thingy

Push wall

X wall

Push wall

N

64: Tower room

(if you have already broken the corroded key you can go right ahead and use the skeleton key)

X fireplace

X column

X woman

X pitcher

X brass bucket.

Get firewood.

X pitcher

Turn pitcher

Insert skeleton key

X fireplace floor

Lift fireplace floor (if you remembered the winch handle)

The End!