

1. Search the helmsman's skeleton to find the pocket watch
2. View the port staircase and use the carvings (clocks) to set the pocket watch to those times
3. After the 5 times have been set, the pocket watch face will open to reveal a key
4. Use the key to open the captain's quarters
5. Search the bed to find the photo with the note on the back (list of crew members, strikethrough of names)
6. Stand on the chair to reach the wrench on top of the bookshelf
7. Open the secretary desk to get the engraved match tin and logbook (locked)
8. Find the numbers hidden in the match tin engraving to open the logbook **If our eyes are to never close, the darkness still seeps, even in eternal light**" (4-1-7-9 combination to open logbook)
9. Logbook will hint that someone on the crew was in love with the wife and that the Goodwin Sands are dangerous if someone other than the helmsman were steering the ship
10. View the starboard staircase and use the drawings to solve for the book title Gulliver's Travels (seagull - sea, shivers - sh, tracks - axe, rat - tea, bells = gull+ivers t+ra+bells=Gulliver's Travels)
11. Find this book on the book case, open it to find a piece of purple glass
12. Light the lantern with the matches (from the match tin) and put the glass in front of the light to make violet light
13. Use the violet light to reveal bloodstains around the helmsman's skeleton, showing he was hit on the head and drew a river to point to his attacker John Rivers
14. Undo the bolts on the cannons with the wrench, load the cannons and light them
15. The cannons will roll back and underneath one there will be a bloody belying pin
16. Stick the belying pin into the trapdoor hole to open it to find fishing equipment and locked fisherman's box
17. Spin the steering wheel to open the compartment on the post and take out the map directions
18. The fisherman's box opens when you enter the map directions from the steering wheel S-SW-W-S-W-S (the box lock was set to NEWNESS to show that just the cardinal direction letters were available)
19. Put together a fishing pole, cast it over the edge, and pull up two skeletons
20. Open the locket around the female skeleton to get the key
21. Use the key on the trunk in the bedroom
22. Find clothes inside the trunk and the carving on the lid
23. Make a strikethrough the carving (like the names in the photo) to get Annetta (wife's name)
24. Wear one of the dresses to trick the ghost into thinking you are his wife
25. All the evidence has now been collected and players should be able to figure out everything they need to solve the mystery. Read conclusion