

# Smugglers Cove

GAME DESIGN DOCUMENT

**Smugglers Cove** is a 3D first person escape room puzzle game set in the 18<sup>th</sup> century. Players will have to use their logic, their smarts, and their problem-solving skills to escape an abandoned smuggler hideout by cracking combinations, solving riddles, and blasting cannons to make it back to their ship and escape.

## Story

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### OVERVIEW

The player will step into the shoes of an 18<sup>th</sup> century explorer and adventurer who has stumbled across an abandoned smugglers hideout. The promise of fortune compelled the explorer to climb to a visible platform in the cliffs, however as they reached the platform the rope they were using to climb snapped, leaving them stranded. The player must now find another way back to their ship by uncovering the hideouts hidden secrets to escape.

### STORY PROGRESSION

Smugglers Cove does not have a large focus on its narrative elements, it is primarily a puzzle game. However, as the player progresses through the game, they will be able to uncover small bits of stories and events that happened when the smugglers were still occupying the cove. Working out information from these stories will also be crucial to the player solving puzzles. This means that narrative is part of the gameplay, it does overtake or get in the way of the core mechanics.

### CHARACTERS

As with the story the characters are not a focus of the game and the player character will not have any focus at all but the player will find out hints and little bits of information about a few of the smugglers that used to reside in the cove which will be humorous and interesting.

## Gameplay

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### CORE MECHANICS

Following conventions first person mechanics they player will be able to move around the environment, interact with objects, store items in an inventory and read documents that are scattered about the level. Players will have to use items they pickup to interact with specific objects like using a sword to cut a rope.

### PUZZLES

As the game is set in the 18<sup>th</sup> century the puzzles will be predominantly physical, there are no opportunities for screens or other high-tech puzzles that might be seen in a sci fi puzzle game. These physical puzzles will make the game feel very tactile and satisfying for the player.

There will also be a hint of the mystical to one of the puzzles as it will involve a talking statue, this will be a very memorable puzzle and will also make the setting of the game even more interesting.

The puzzles will also be tied in very closely with the both the story of the game and the level design so that it creates a cohesive experience that allows for a fun narrative and creative level design without getting in the way of the core gameplay and instead enhancing it.

## Aesthetics

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### ART STYLE

Smugglers Cove will feature a low poly art style that will complement its light-hearted narrative and its casual gameplay. A low poly art style is also very clean and will help the environment to avoid becoming noisy which would impede the player being able to identify small items and interactables.



### FEEL



For the exteriors, the game will feel bright and colourful, for its interiors the game will not be as bright and will be very contrastingly dark, but it will still retain its vibrancy with the warm glow of orange light. The interiors should also feel very rustic with rickety wooden supports. These features will really capture the pirate theme and will be familiar and still very interesting to the player.

## Controls

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**W**.....Move Forward  
**S**.....Move Backward  
**A**.....Move Left  
**D**.....Move Right

**Space**....Jump  
**Shift**.....Sprint

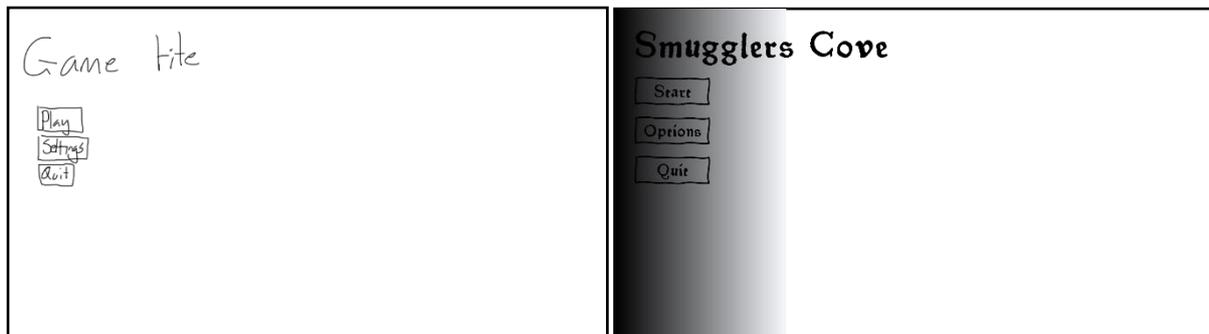
**TAB**.....Open/Close inventory  
**E**.....Pickup/Interact/Read  
**Q**.....Close Document/Interactable Interface

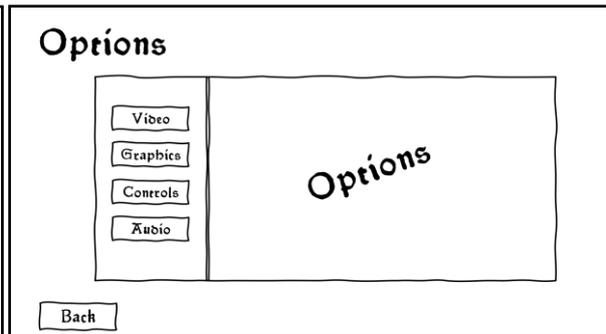
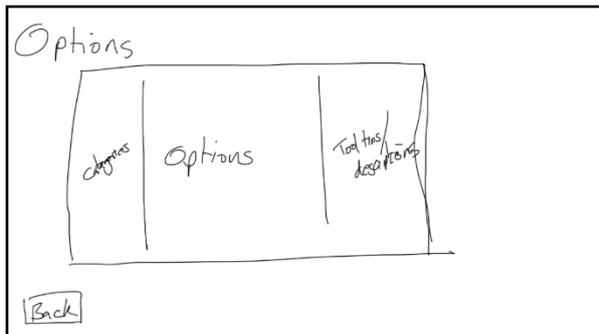
## UI Design

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The UI for Smugglers Cove will be very clean and simplistic, following a primarily non-diegetic and simplistic form, this helps to simplify game and make it more accessible to a wider range of people while still in keeping to the Pirate theme. This will be done by using subtle colours like whites, greys and blacks while still using theme appropriate font and non-uniform or rigid edges to UI panels. The result will be an immersive but still user-friendly user interface.

### MENUS

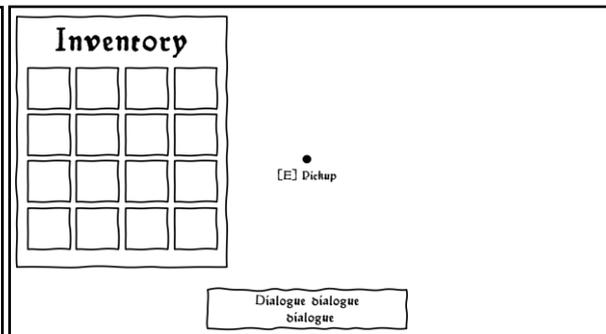
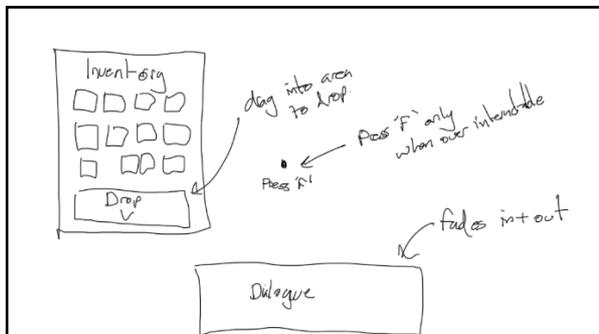




The Menus are the first thing someone sees when loading the game and so the Menus for Smugglers Cove should show of it is setting clearly and should show off the game's graphical beauty.



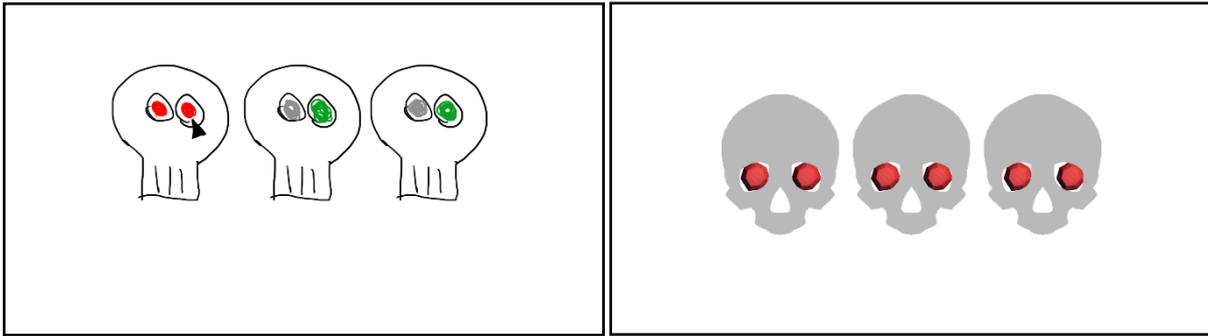
### PLAYER HUD



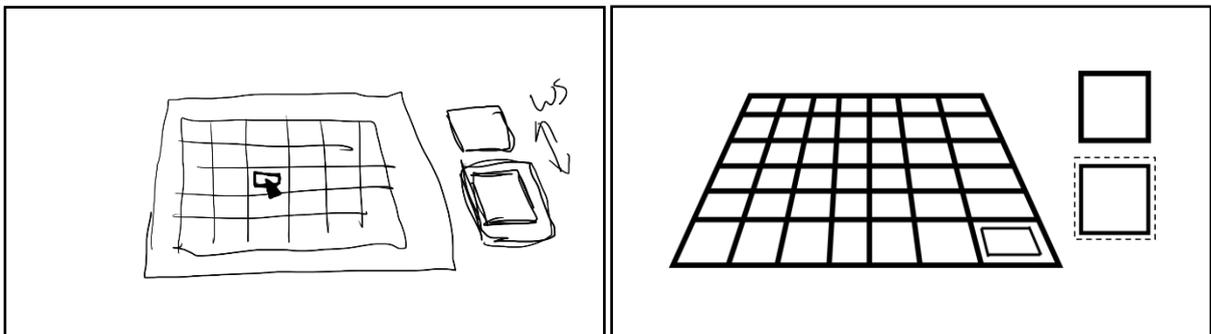
There will be minimal UI for the player, for most of gameplay they will just have a small circle as a crosshair, dialogue boxes and interact prompts will fade in and out as they are required and the players inventory will of course be off for most of the level. This very minimalistic UI will help immerse the player and not get in their way and will also show of the game's beauty



## INTERACTABLES UI

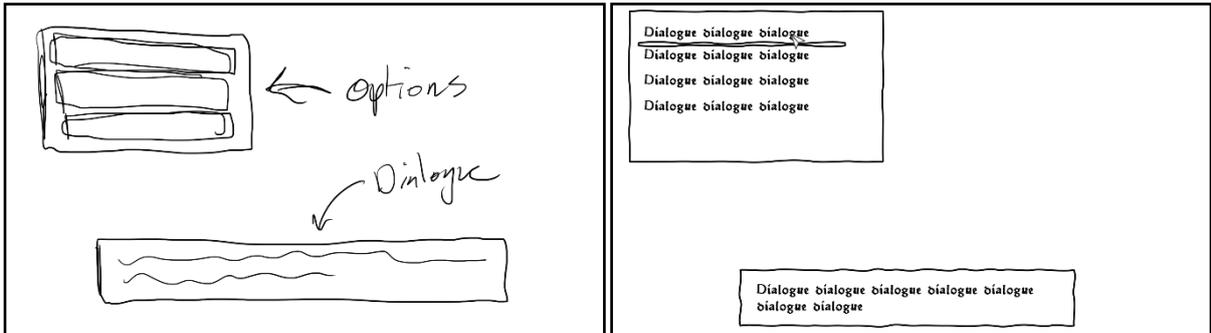


The Skull Lock chest UI will be a simple pop up when interacted with that will have one or three skulls depending on what type of Skull Lock chest it is and the player will just use the mouse to click on the eyes of the skulls which will cycle through the different coloured gems. When the correct combination is input the players mouse will be disabled and the player will be automatically exited from the UI and the chest will open.



The Chess UI will be very minimal, subtle highlighting of the position the player is hovering over, so they know where they are going to place the piece. On the right there is then the piece selection where the player can select either Bishop or Knight. If the player has found the pieces they will appear in those boxes on the right if not they will be blank when the player enters the UI.





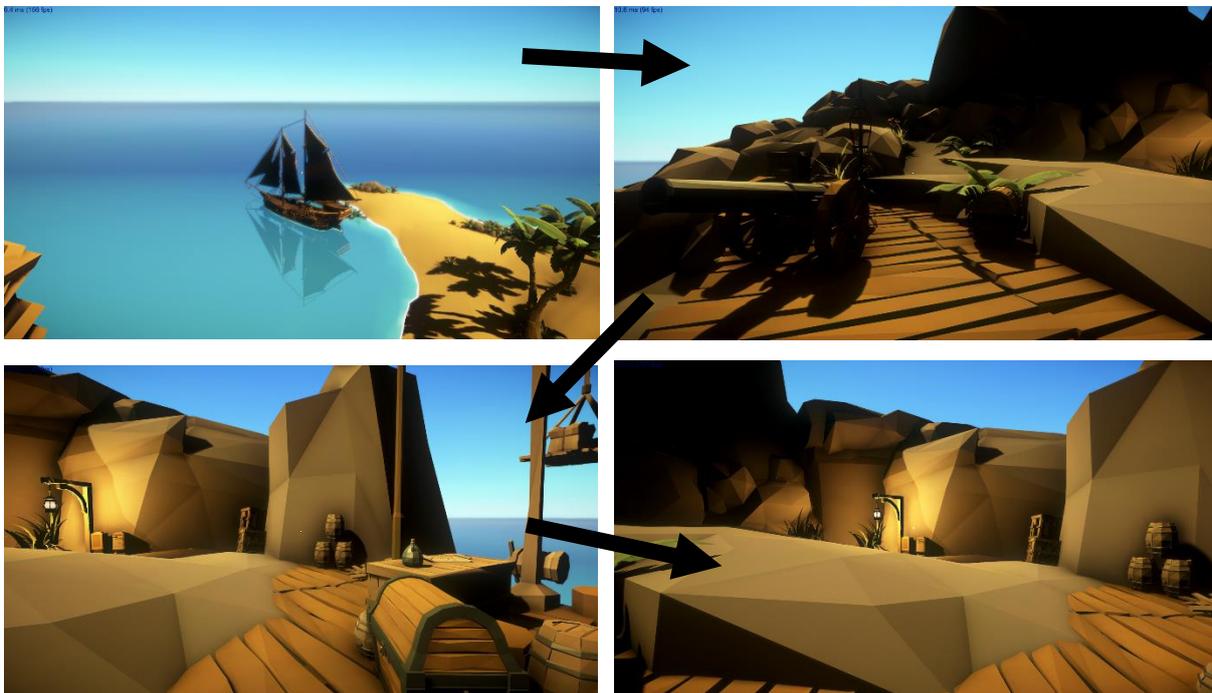
The statue needs two main pieces of UI, a section for the players dialogue options and then a place for that dialogue to appear. For this I have opted to use elements directly from the players HUD UI, having these similarities in UI will help the game to feel cohesive and will make the UI clearer for the player to understand as they have encountered similar UI before.



## Cinematic Design

Similarly to the story of Smugglers Cove, cinematics do not typically lend themselves to a puzzle game in their usual form and so to keep the game focused on its most important elements but still being able to show off cinematics the game will only use them at the beginning and end. No cinematics in the rest of the game as this would ruin the flow and take the player out of the experience.

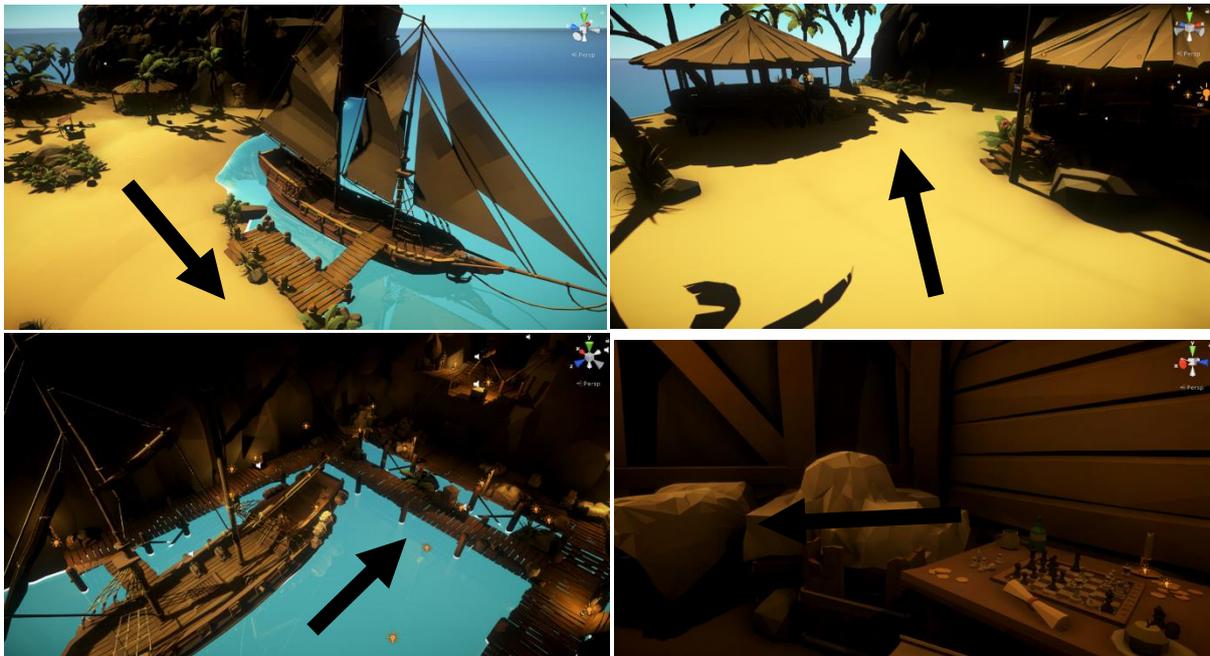
### OPENING CINEMATIC



For the opening cinematic it will start with the player reacting to the snapped rope, they will then say that they need to find another way back to their ship and that the smugglers that used to be here must've had another way down. The camera will pan left 270 degrees giving the player a full pan of the first room, the camera will then pan back to the right to simulate a human head moving about and then the camera will make its final move to face the player directly at the exit of the first room, hinting their objective to them.

As these cutscenes will not be skippable because of technical limitations it is important that they not be overly long so that they do not infuriate the player on a replay of the game, additionally as the games focus is on puzzles not narrative and cinematics it would be a mistake to overly indulge in them.

## END CREDITS



For the end credits of the game the camera will have several pans and cuts showing the level off in reverse and from elevated perspective. The arrows on the pictures show the direction the camera will move as the credit's role up the screen. The sequence will start backing up and zoom out from the ship where the player has just replaced the wheel and has escaped, it will then cut to a camera tracking forward over the beach toward the cove, then the third shot will be the camera moving over the cove from a very high altitude. Finally the final shot will be the camera stay stationary in the X, Y and Z but rotating on the X axis showing of the room with the chess puzzle as the screen fades to black and the player will be taken back to the main menu.

## Bibliography

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Stoolfeather Games, 2019. *Low Poly Series: Pirate Cove*. [image] Available at: <<http://www.stoolfeather.com/>> [Accessed 14 February 2020].

Maltese Studios, 2018. *Pirate Coast*. [image] Available at: <<https://www.artstation.com/artwork/60ra6>> [Accessed 5 May 2020].

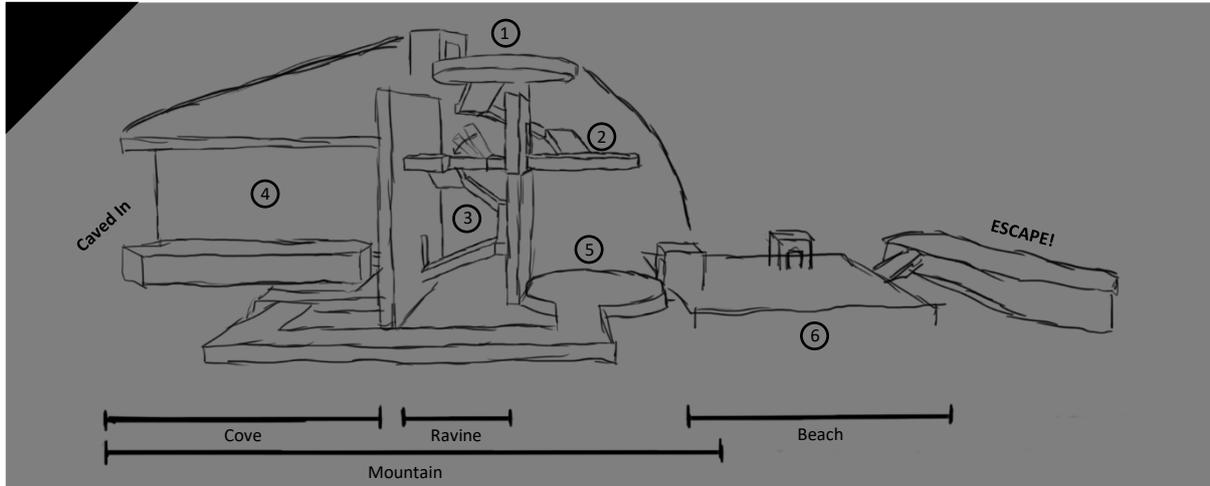
MOOD, n.d. *Captains Quarter*. [image] Available at: <<http://www.moodvisuals.com/portfolio/>> [Accessed 5 May 2020].

Walsh, A., 2014. *Pirate Cove*. [image] Available at: <<https://forums.3dtotal.com/showthread.php?p=983145>> [Accessed 6 May 2020].

# LEVEL DESIGN

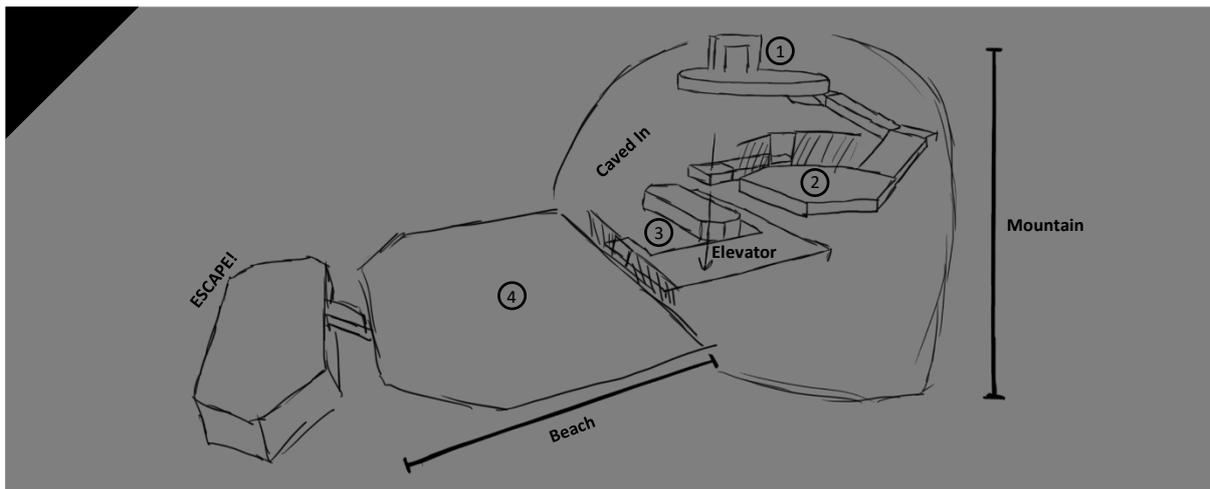
## Concept

### Iteration 1:



- ① Ruined Fort and Player start location. Vista over the final room.
- ② Cave room. Builds anticipation for next room.
- ③ Huge ravine Player must navigate. Lowering bridges. Pulleys.
- ④ Caved in cove. Ship trapped in. Player must blast their way out.
- ⑤ Cave room like the second, down time before final room.
- ⑥ Final room, a beach. Hard puzzles. Wood Huts. Fix ship. Escape.

### Iteration 2:



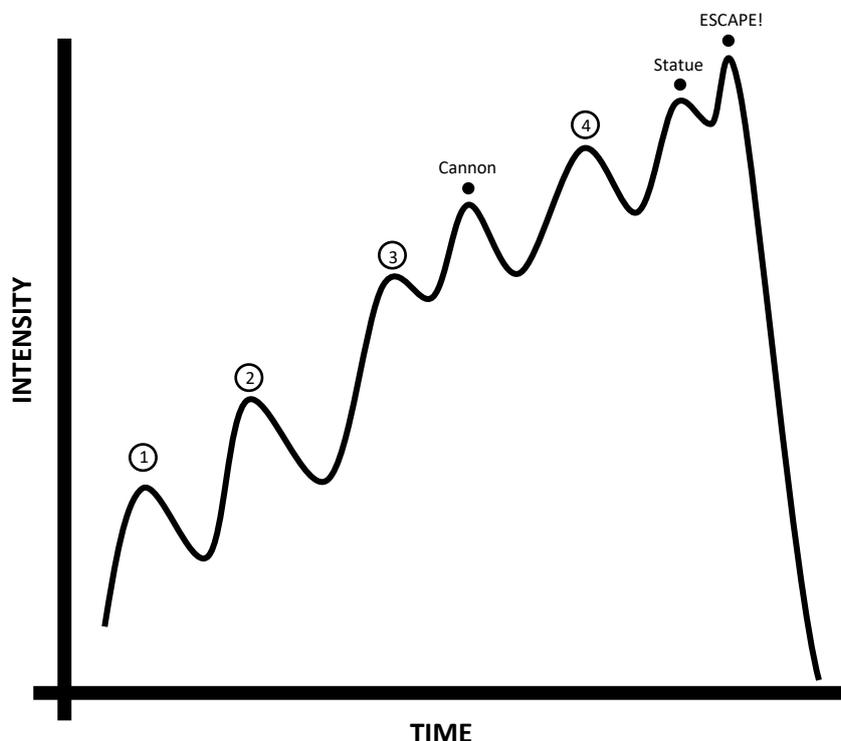
- ① Ruined Fort and Player start location. Vista over the final room.
- ② Cave room. Builds anticipation for next room.
- ③ Straight from room two to platform over third. Player now takes a lift down. Same vista achieved without ravine.
- ④ Final room, a beach. Hard puzzles. Wood Huts. Fix ship. Escape.

The main issue with the first iteration was its size. It was over scoped for this project's capacity, especially since it also contends with indoor and outdoor environments in the same level. The second iteration keeps the core aspects presented in the first and removes the more challenging and unnecessary features, the ravine was a very complex room and cutting it will save time and the fifth room in the first iteration was a copy of the second, it was filler to pad the room number and so it is now removed. The second iteration is much more refined and optimised.

### LEVEL SUMMARY

The player is an explorer in the 18<sup>th</sup> century, they stumbled across an abandoned smugglers hideout and decided to investigate. They climb up to a ledge using a rope but as they reach the top the rope snaps, leaving them stranded. They must now find out how to escape.

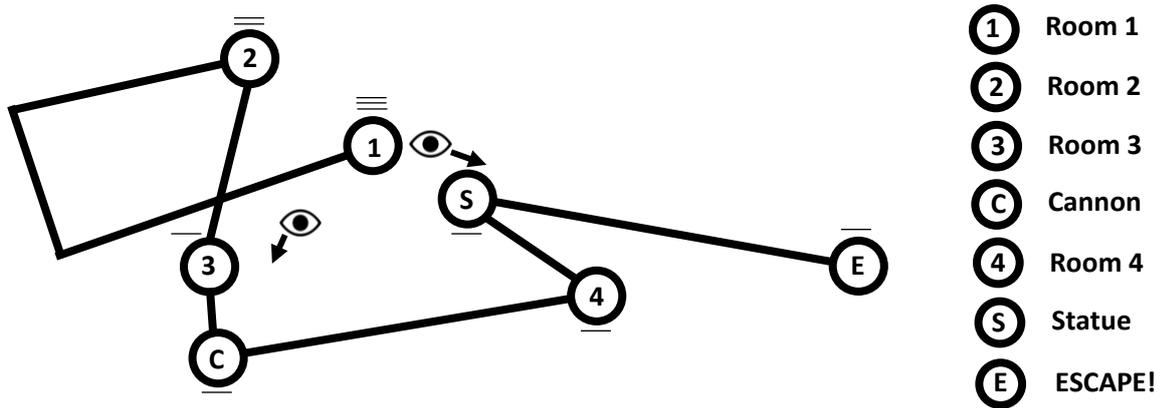
### PACING GRAPH



**Estimated time to complete: 20 – 30 mins**

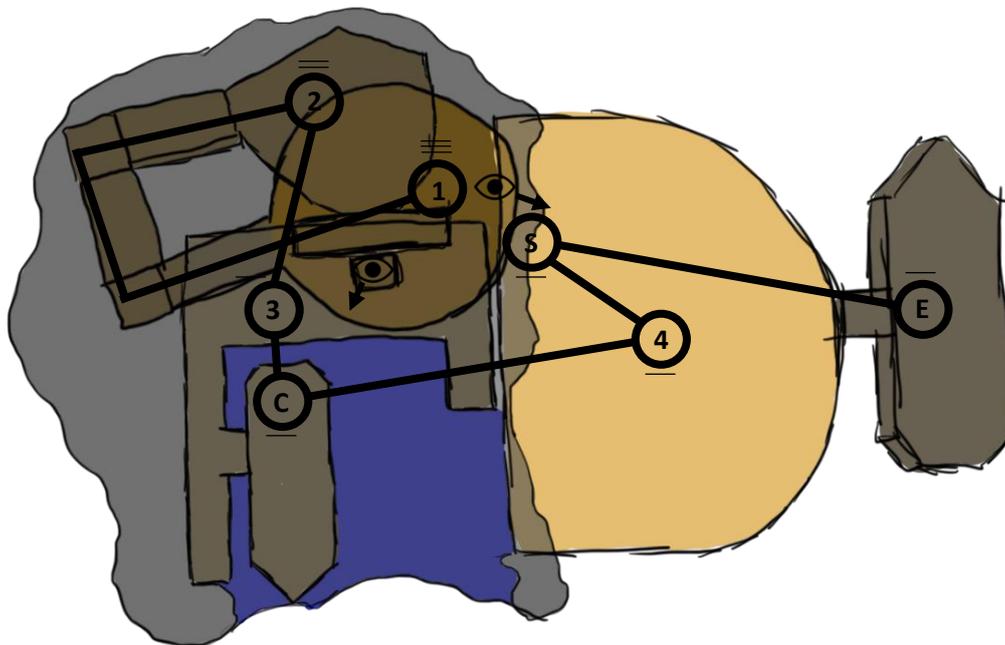
- **Room 1**  
The player learns how to tackle simple puzzles and feels confident to continue.
- **Room 2**  
The player is confronted with much harder variants of puzzles from the first room.
- **Room 3**  
The player enters a huge caved in cove with a ship and must work out how to break out.
- **Cannon**  
The player makes an explosive exit out of the cove.
- **Room 4**  
The Player is on the beach, the final stretch and their ship is damaged!
- **Statue**  
The player has a bizarre and memorable encounter with a talking Statue.
- **ESCAPE!**  
The player makes their escape from the deserted island. They have won.

FLOW MAP



👁 = Vista      ≡ = Level 3 (Highest)      = = Level 2      — = Level 1 (Lowest)

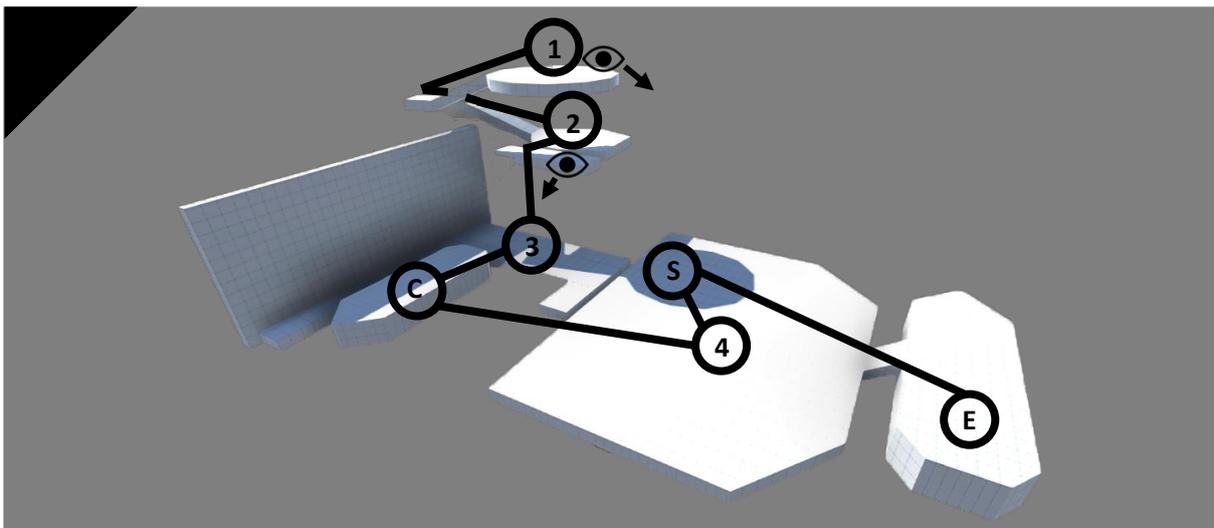
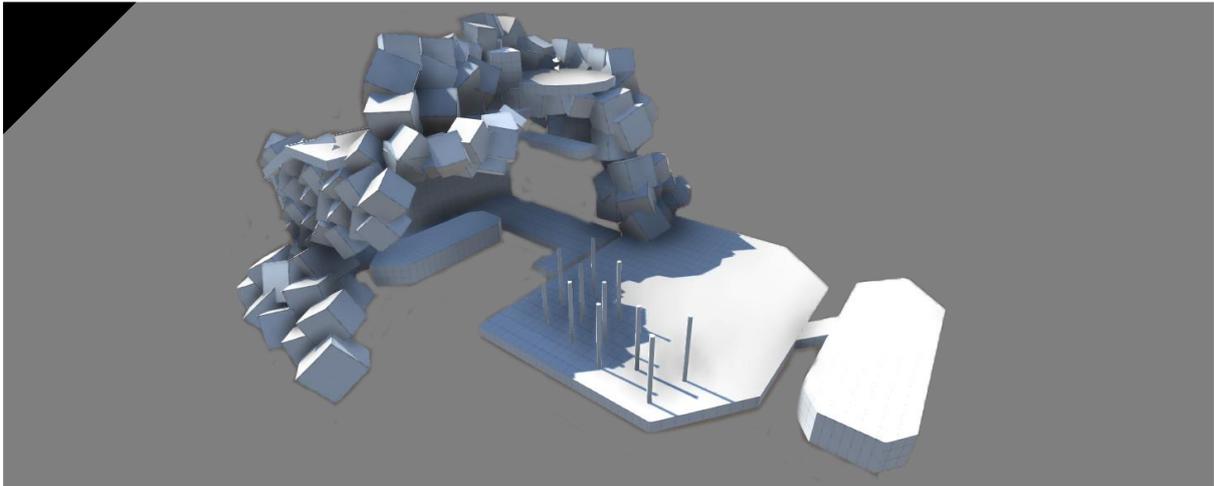
TOP DOWN



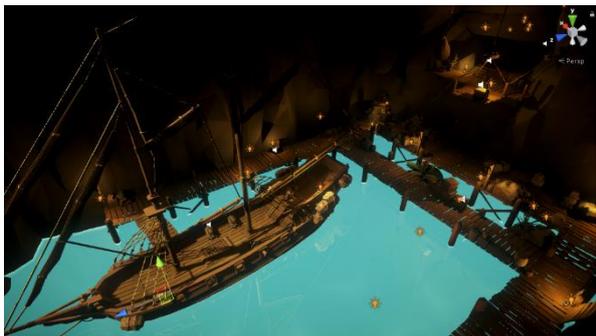
■ = Rock. Not walkable.      ■ = Water. Not walkable.

The level has a good amount of verticality and so many opportunities for Vistas. One from the very start of the level that allows the player to see their ship, also their objective. It also allows from another overlooking the third room from the second which gives the play a pleasing and informative view of the cove below.

## BLOCKOUT

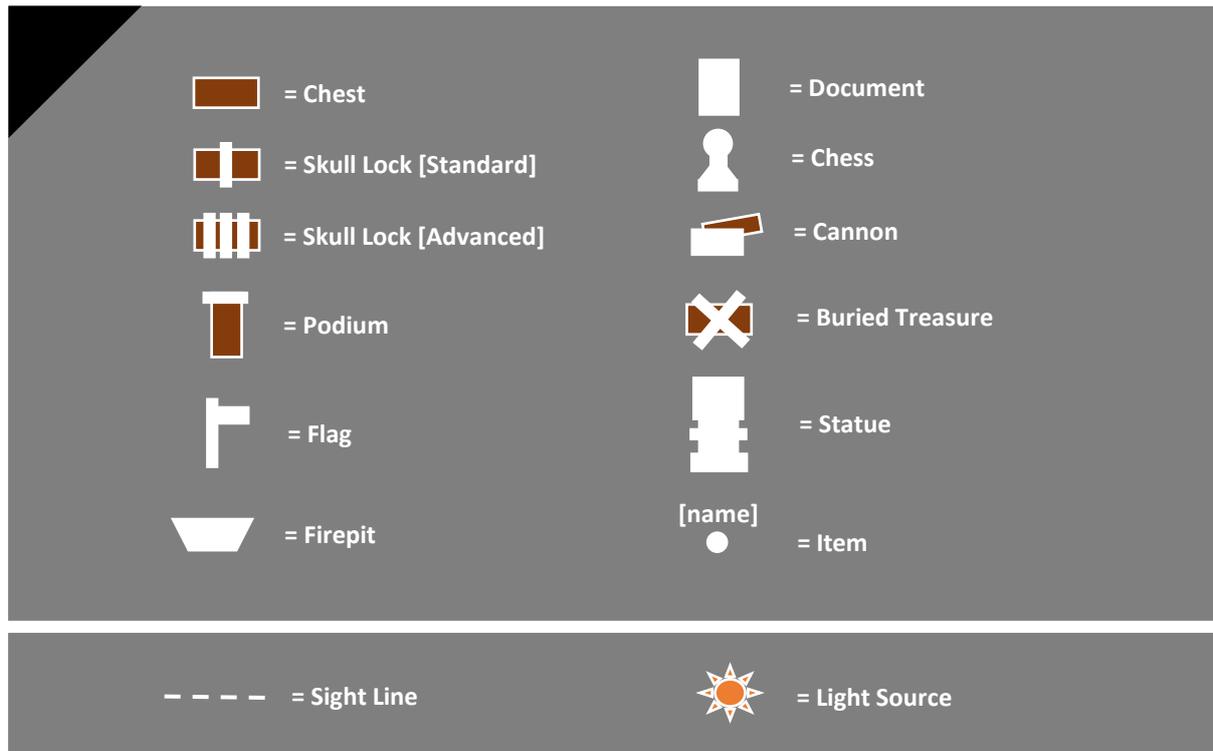


## Art Pass

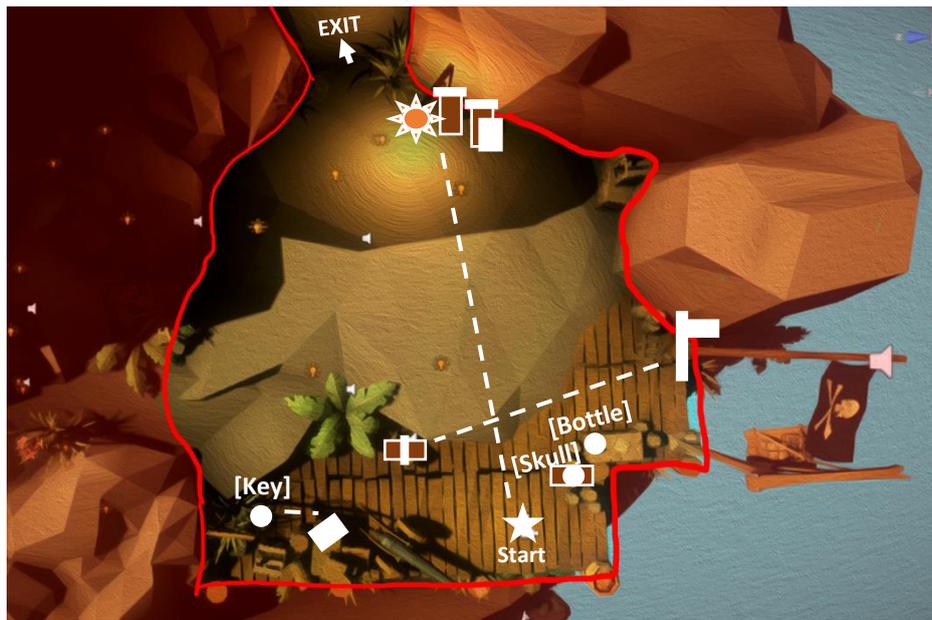


## Room Breakdowns

### Key/Legend:

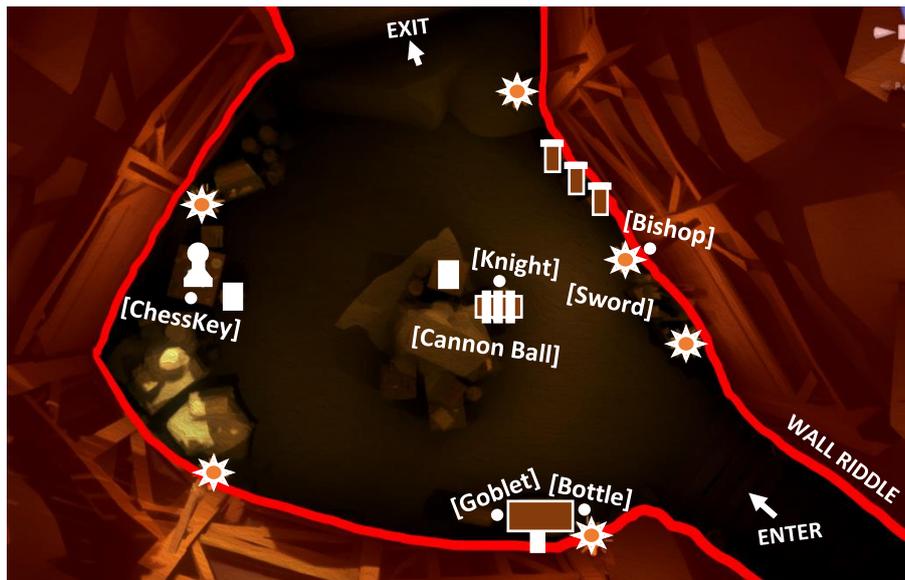


### ROOM 1



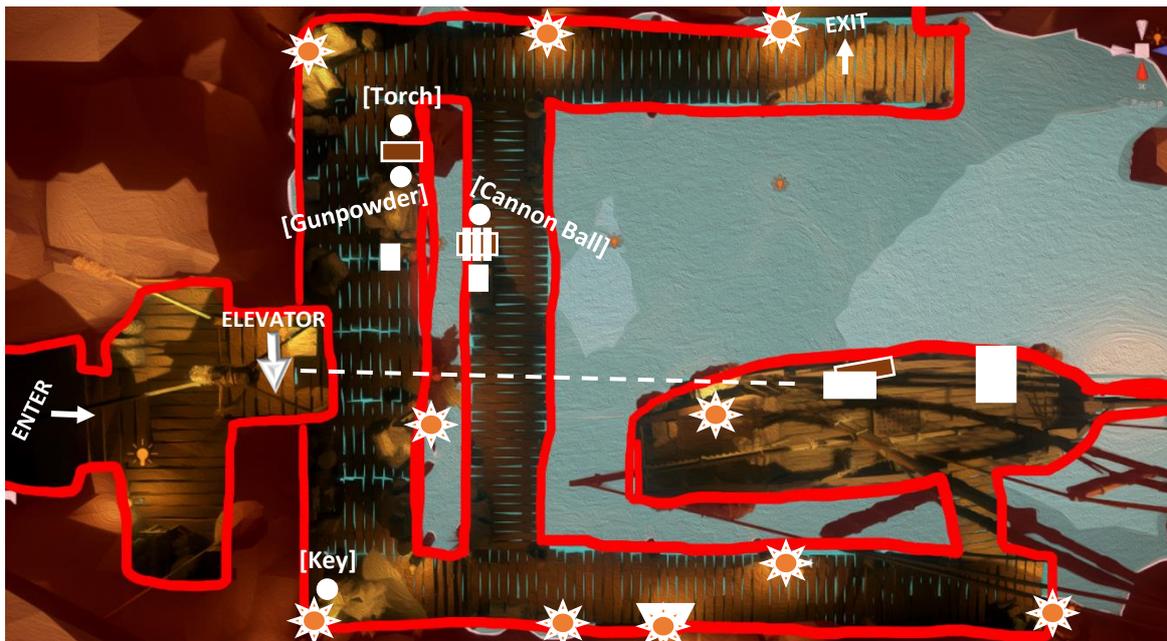
As soon as the player begins the level, they are facing the podiums, the final puzzle of the room to solve, their objective. The area of the podiums and the still to be revealed secret door is also illuminated by a lantern, this light gives the area prominence and makes it significant to the player. The note about the prisoner is also placed so that the prisoner is in sight when picking it up, help the player to link what is in the note to the space around them. The Skull Lock chest is also placed so that when looking head on at it, the clue for its solution, the flag, is in the background.

## ROOM 2



The second room is designed much more like a typical escape room with items and notes and puzzles scattered everywhere. A large stack of crates in the centre breaks up the spaces and guides players round the room in a circle rather than leaving them confused in a mostly empty space, it helps to bring flow to the room. The chess board will in the centre of a table making it very prominent to the player as they move round the crates.

## ROOM 3



The third room is much larger in scale from the previous two which will be a nice change for the player. They also receive birds eye view of the room before descending into it using the elevator, allowing them to get a sense of the space. The design of this room has also changed slightly during the art pass to incorporate the gap in the two walk ways, this was previously one large plain. Doing this I feel has broken up the space and help to segregate the large area for the player.

## ROOM 4



The fourth and final room as the player comes out onto the beach they are guided between the huts and they then have line of sight on their ship, the final objective. All the key component of the room is also on the sides of the guided corridor created by the huts and trees from the cove exit to the ship. The Statue while not on this invisible corridor is in perfect line of sight from the note that will talk about it.

### Narrative Level Design

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Something important to this game is to tell story through the level design as communicating the narrative through more traditional means does suite a puzzle game well.



The dead body here has been pinned up against a box by a sword and has had a chess piece jammed into his eye, this kind of bizarre scene is memorable and interesting to the player, they will want to find out what happened here.

And if they do explore then they will find out that this body was probably Edward, one of the smugglers who stole the chess piece when the boss was about to win. Not a bright idea.



Again, here with the overabundance of bottles, whoever hung out in this corner was a fan of alcohol. And the player picking up on this will help them to look for the key that is hidden here.

# PUZZLE DESIGN

## Puzzle Types:

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### Flag:

This puzzle type involves the player being able to interact with the flag poles to raise and lower them, this will be used to bring information into view such as a message written on the flag or the act of raising or lowering will act like a mechanism that will affect other objects in the level.

### Chest:

This type is a simple a locked chest that requires a key item to open and will contain items and notes crucial to game and narrative progression.

### Podium:

Another type of combination puzzle that will vary between having one to three podiums that have to have a certain item placed on them, and in the case of multiple podiums in the right order as well.

### Environmental: Cannon + Elevator

These puzzles involve using items to interact with objects in the environment. The cannon will require the player to load gunpowder, then a cannon ball and finally find an object to light it with to blast a hole out of the side of the cave to escape.

For the lift, the player needs the sword item to cut the rope stopping the elevator from descending so they can get down to a lower area.

### Buried Treasure:

As it says on the tin, the player must follow a treasure map, dig up the treasure Item using a Shovel Item. The buried Item will be very valuable for progression.

### Skull Lock:

Another combination type puzzle, the player will have to get the right colour gems in the right order that are placed in skull eye sockets on chests, hence the Skull Lock name.

### Statue:

A talking statue that the player will have to navigate through a conversation with and answer a riddle to gain valuable information.

### Chess Board:

Two pieces from the board are missing, they must be found and then placed back in the spot they were taken from, the opposing king will then pop out of the board and reveal a key in the underside used to open a chest.

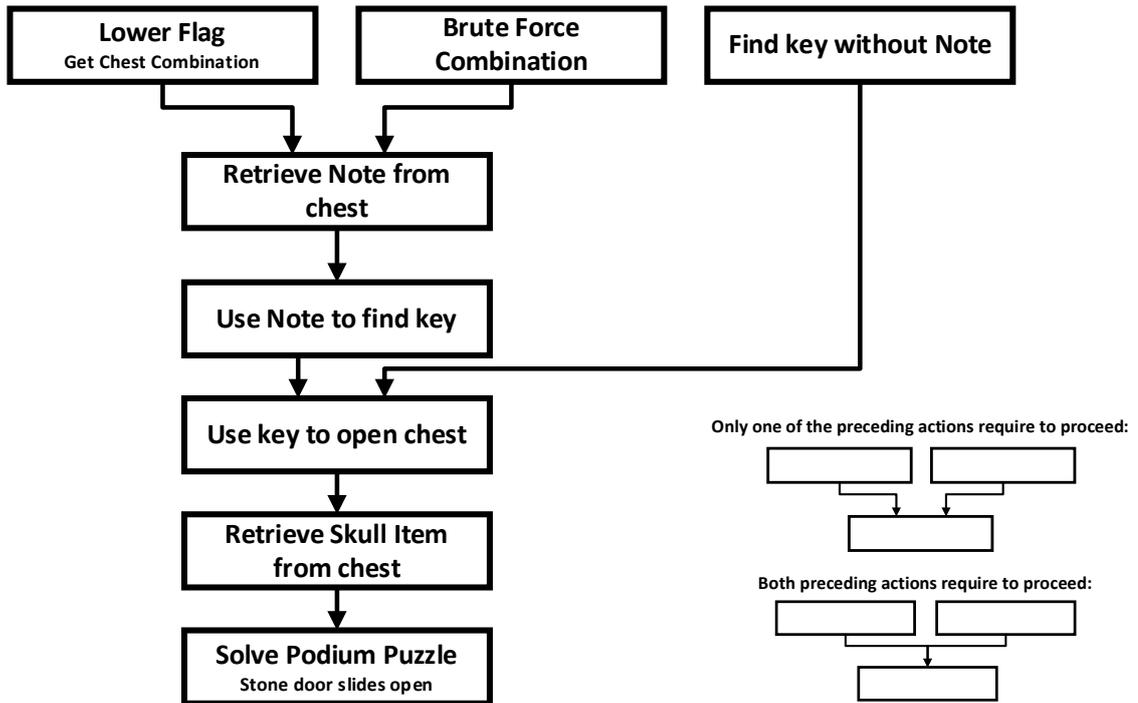
The grid of the chess board will then also be used to give the order of the items for a podium puzzle base on what pieces are on the grid places and how they relate to the possible Items.

### Notes + Riddles:

This puzzle type involves the player reading information, either in a Note or a Riddle and they will either have to work out the answer to the Riddle or discern implied or hinted information from the Note in order to aid them with another puzzle type.

# Puzzle Flow

## Room 1



The first rooms puzzles are designed in such a way that the player can explore, discover and learn the game's most common forms of puzzle, Notes, Skull Lock Chests, Chests and Podiums in their more basic variation and in a range of orders.

The player is provided with a Bottle Item out in the open from the get go so that they can pick it up, learning about their Inventory and then they can place it on the Podium allowing them to beginning learning about how that puzzle works. The Skull Lock Chest will be in its basic form with only a two colour combination so that the player does not become intimidated by the puzzle and feels able to fiddle with it and perhaps guess the combination, or they can seek out the combination on the flag if they aren't able to or don't want to guess the combination. The player will also learn how Notes can help them locate items if they can infer the information from the context of the Note. By having the first room designed like this the player will feel able and equipped to play the rest of the game.

### Skull Lock | Puzzle #1



As mentioned the combination can be brute forced but the combination is also displayed on the skull and crossbones flag hat has its eyes coloured in showing the combination, the flag can be lowered to see the solution easier but it can also be made out from afar.

The flag is also placed so that it is in the background when looking at the Skull Lock chest which will help the player notice its association.

Solution:

**Green | White**

## Note | Puzzle #2



### The Prisoner

The Count is paying good money for this one and I do not want a repeat of last time so please, whoever is on watch, REMEMBER TO FEED THE PRISONER.

From the very beginning of the game before any puzzles are completed this Note is available for the player to read. It serves only to flesh out the story of the smugglers that used to live here a bit, to inject a little humour. It is also there so that player is aware of the prisoner and its location as the skeleton in the cage is in eyeline from where the note can be read.

The damn prisoner ate my key! Whoever is on watch, any time he relieves himself you look for it, I need it back!

This Note is the one the player finds in the Skull Lock chest and tells the player that the Prisoner managed to eat the Key, there previous enforcement of the prisoner and its location should clue the player in to search its remains.

#### Solution:

Between the Prisoner's legs



The player can then use the key to open the Chest and acquire the Skull item within which will allow them to continue and complete the Podium puzzle.

### Podiums | Puzzle #3



#### Listen Up!

Remember dummies, right item on the right podium. Easy.

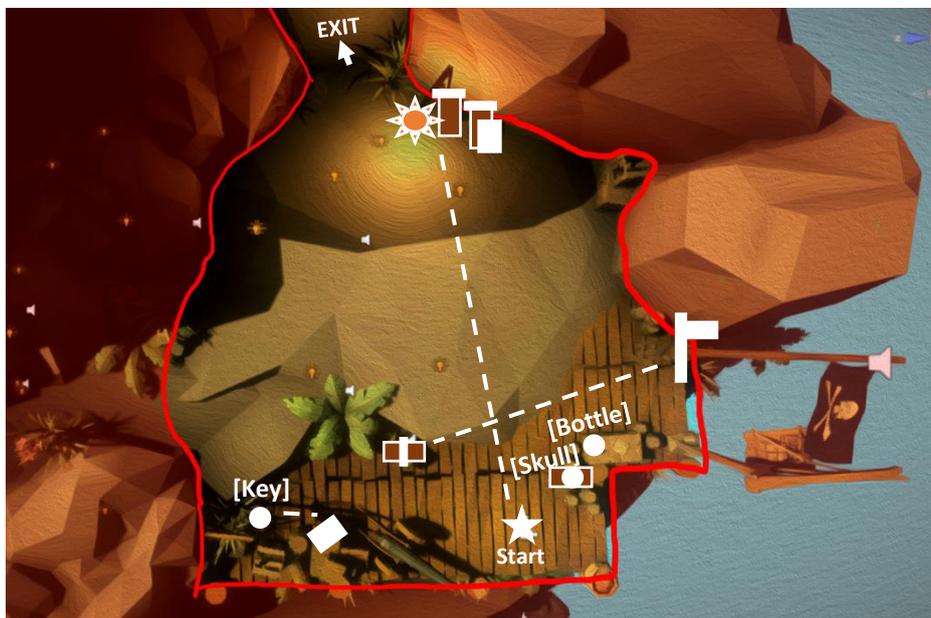
And remember the order for this one... One causes the other.

The player begins the game looking straight at the Podiums that they will need to solve to progress this along with the light source giving prominence to the location will inform the player of the area's importance.

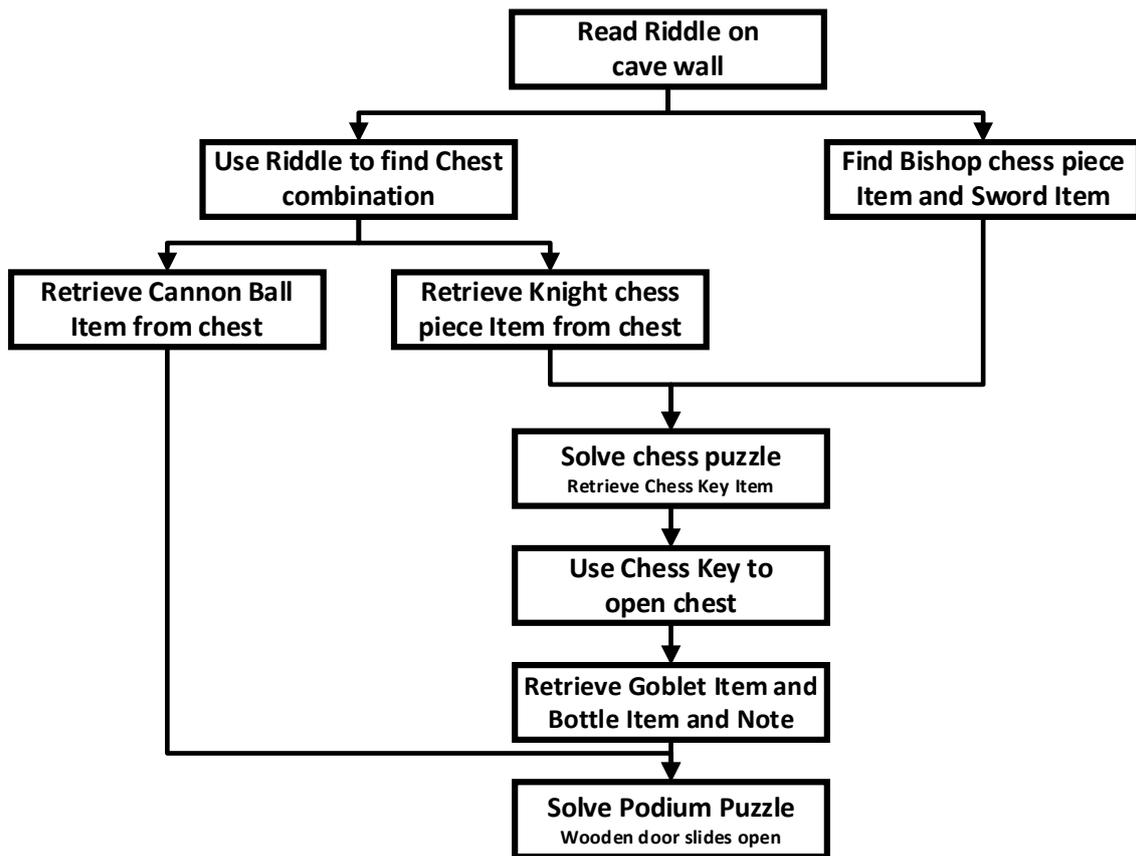
There is also a Note attached to the Podium with a knife that teaches the player how the puzzle works; 'Right item on the right podium'. The Note is disguised as a memo from the Boss of the Smugglers that used to live here to the grunts as they seemingly must forget how it works. The Note gives the player a clue as to the order the Items go on the podium; 'One causes the other.' The only two items available to the player will be the Bottle and Skull and using the clue they will be able to work out that the solution is the Bottle then the Skull and drink/alcohol causes death.

**Solution:**

**Bottle | Skull**



## Room 2



The second room immediately ramps up the difficulty of the puzzles and puts what the player has learnt in the first room to the test by presenting larger, more complex versions of the Skull Lock and Podium puzzles as well as introducing a new puzzle entirely, the Chess puzzle.

### Riddle | Puzzle #4

*To unlock the eyes of death,  
Follow the light,  
From left round to right.*

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To unlock the eyes of death,  
Follow the light,  
From left round to right.



The riddle is scrawled on the cave wall and the player will have to discern its meaning, the solution being to follow the lights from left round to right in the second room noticing that they have coloured gems on the underside signalling the combination. The final lamp with the gem is resting on a crate with its gem underside facing the entrance the player comes in from cluing them further.

#### Solution:

**Green | White | White | Red | Green | Green**

Chess | Puzzle #5

### Nobody Touch!

Edward! You can't just steal pieces when you're about to lose, I had you in checkmate! You put those pieces back EXACTLY where they were, and you'll get the key to the chest I've locked your drink in.

### EDWARD!

It's been three days! I was about to win that game fair and square. Best hope you return those pieces before I find them myself...

There will be two Notes to clue the player into this puzzle, the first explaining how one of the smugglers had the other in Checkmate and then the one in Checkmate had stolen pieces from the board to stave off losing, the understandable angry and cheated party demands that the pieces be put back exactly where they were, and as they were Checkmating the enemy there is only a very specific position they could be in. This will clue the player in on what they need to do.

The second Note will expand on the little narrative surrounding the chess board by detailing that even a few days after the incident the pieces still aren't returned and that something bad will happen to the cheater if they don't return it before the cheated party finds them. This Note is then payed off for the player when they find the Bishop chess piece Item lodged in the eye socket of the skeleton, evidently the cheated party found the pieces and was not happy.



The solution to the puzzle then simply requires the player to deduce the places the Bishop and Knight they have retrieved must have been on in order to Checkmate the black King, the solution being that the Rook on f4 covers the Kings possible movements to the right and so the Bishop must go on c6 to force the King from its current space and to cover d7 and the Knight must go on b7 to cover c8. One completion the King will then pop out of the board revealing a key.

Solution:

**Bishop on C6 | Knight on B7**

## Podiums | Puzzle #6

### The Lock

Cannon ball fired from fort ramparts

Goblet fit for a king

Bottle best friend to the infantrymen



In the chest opened by the chess key received from completing the chess puzzle will be a Golden Goblet Item and a Bottle Item and a Note, these three along with the Cannon Ball item from the Skull Lock chest will let the player solve the Podium puzzle.

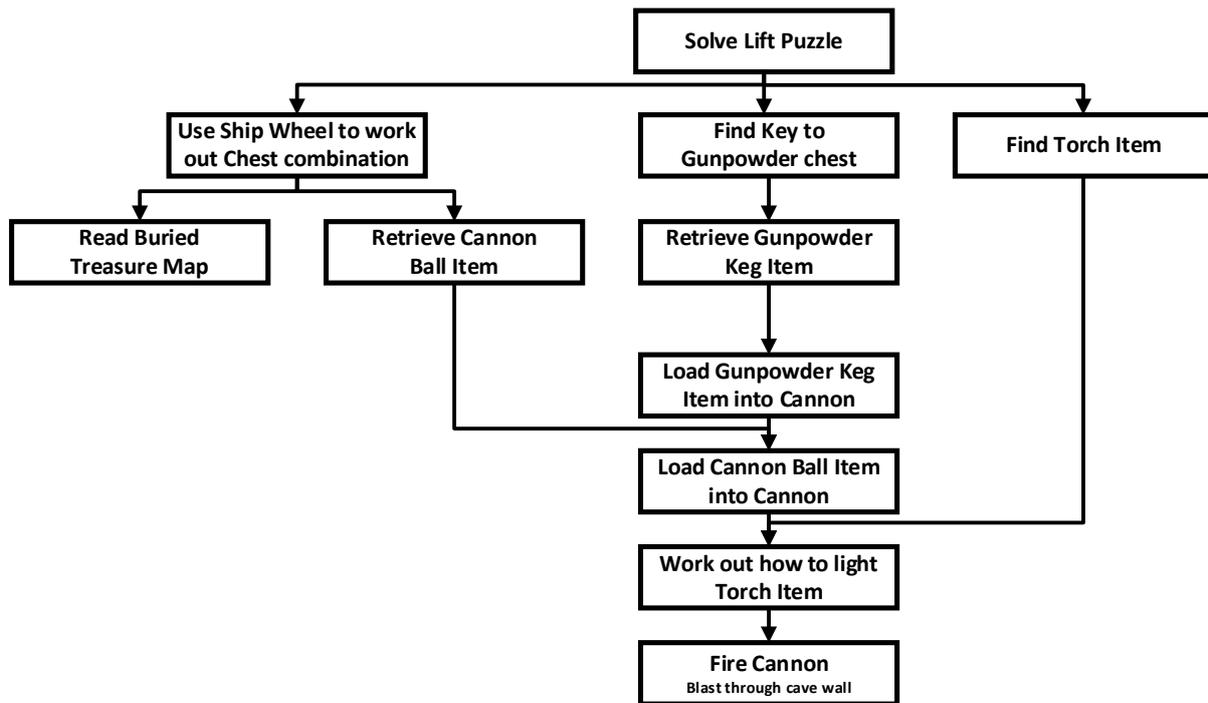
The Podiums have markings on them which because of the players previous exposure to the Chess board they should associate with the grid of the board. If they look at these spaces on the board, they will find a King on G1, a Rook on H8 and a Pawn on B5. Linking these up with the Note that links the three Items the player has that their disposal, Goblet to the King, Cannon Ball to the Rook as castle/fort and the Bottle to the Pawn/Infantryman they player and work out which Item goes on which Podium which will open up a sliding door once solved.

**Solution:**

**Goblet | Cannon Ball | Bottle**



## Room 3



The third room changes the pace from the second and doesn't rely so much on intensely theoretical puzzle like the chess board and instead tests the players logic and resourcefulness and ends with a fun explosive centre piece, that being the cannon.

### Elevator | Puzzle #7



The first puzzle of this room is simply to work out how to descend to the lower level. As the player walks into the room and onto the overlook the rope holding the lift up is very obviously in view which will clue the player in to the fact that this is what they must break or remove somehow.

The solution is to use the Sword Item from the room before to cut the rope. The player will only be able to do this when standing on the lift so that they do not get stuck on the platform.

**Solution:**

**Use Sword Item to cut rope anchor**

### Gunpowder Chest | Puzzle #8



### Gunpowder

Can someone please get the key to the gunpowder chest from William. I do not trust that useless drunk with the keys to explosives.

Right next to where the lift deposits the player on the lower level there is a Note which informs that player that the key to a gunpowder chest is in the hands on the drunk. In the corner of the room is a pile of used bottles on some crates, using some logic the player should be able to deduce that the key is around there somewhere, an indeed it will be, behind some of the bottles.

### Skull Lock | Puzzle #9



The combination for the Skull Lock chest in this room which contains a buried treasure map Note and a Cannon Ball item is hidden on the ship wheel of the ship in the room. The player can interact with the wheel, which will have gems on its spokes, and it will spin, stopping for a second with a gem on the north most spoke which signifies a colour in the combination. There will not be a limit to the number of times the player can interact with the wheel.

## Cannon | Puzzle #10

### Cannon Firing Drill

Everyone get yourselves familiar with the procedure, we will be practising tomorrow.

Step One: Load the gunpowder.

Step Two: Load the cannon ball.

Step Three: Use a lit torch to ignite the cannon.



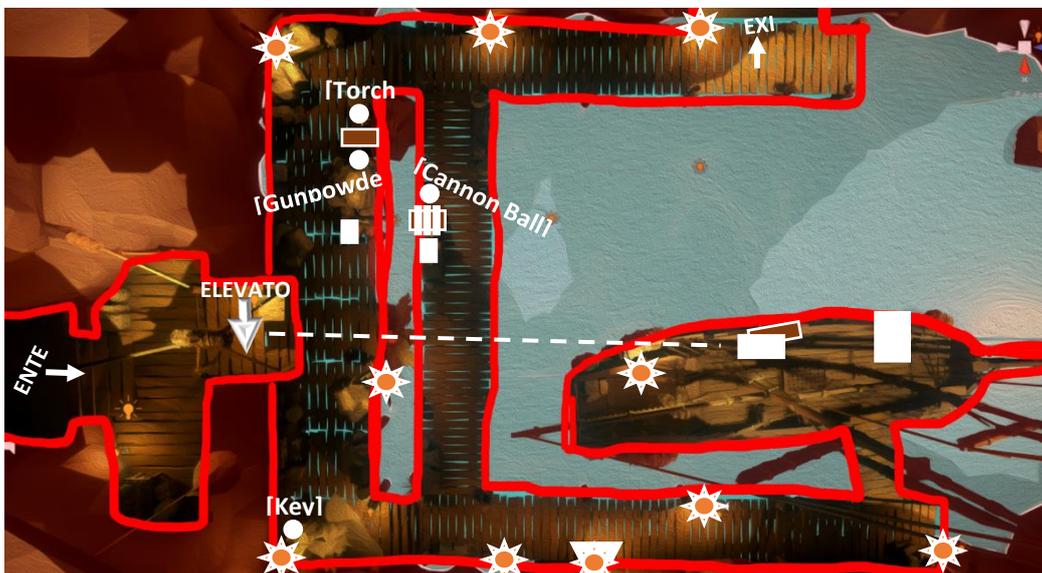
For this puzzle, the player must work out how to fire the Cannon on the ship to blast a hole in the side of the cove. On the ship there is a Note which lays out step by step instructions on how to load the Cannon. The player will require a Gunpowder Keg which they will acquire from the Gunpowder chest in Puzzle #8, a Cannon Ball which they will acquire from the Skull Lock chest in Puzzle #9 and finally they need a lit torch. The player will have to search the room for the torch, it is located right beside the Gunpowder chest.



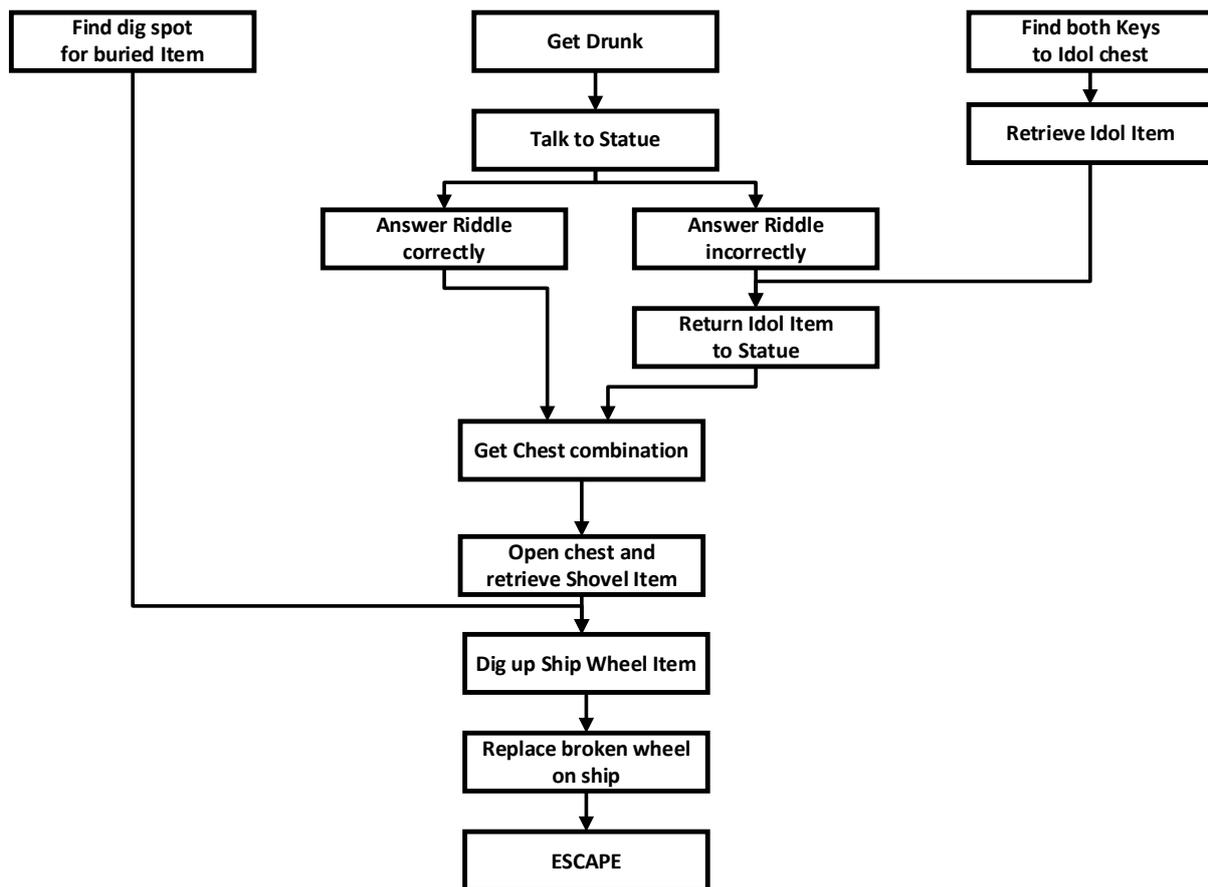
Then to light the torch the player must interact with the fire pit which is on the path to the ship. They must have the torch equipped when interacting and that will light the torch, they then must get to the canon and light it before torch extinguishes itself.

#### Solution:

Load the Gunpowder Keg, Load the Cannon Ball then interact with the fire pit with the Torch equipped then run to the Cannon and light it.



## Room 4



The final room of the game centres primarily around one puzzle that can be completed in multiple different ways, this is the Statue puzzle. Players will have to work out how to talk to the Statue and then they will have to answer a riddle for it, if they succeed then the Statue gives the combination to the Skull Lock chest in the room, if they get it wrong then they will have to earn that combination by finding the Statue's Golden Idol, which the player may have even already found.

If the player goes straight for their boat on gaining entrance to the fourth room, they will discover that the wheel is broken and needs a replacement which becomes the objective for this room so the player can finally escape.

### Get Drunk | Puzzle #11

#### The Statue...

*Whatever William put in that drink its some strong stuff... It makes that creepy statue... talk to you, that is impossible, right?*

The player will first realise they can potentially talk to the Statue when they read a Note, they find on a bench near some drink bottles.

This Note will make the Player curious about the bottles and they will find they can drink one which will apply a drunk like effect to the camera, if the player tries to talk to the Statue while drunk they will find they are in fact able.

The Statue will be placed so that it can be clearly seen from where the Note is if the player looks around so that they understand what statue the note is talking about.

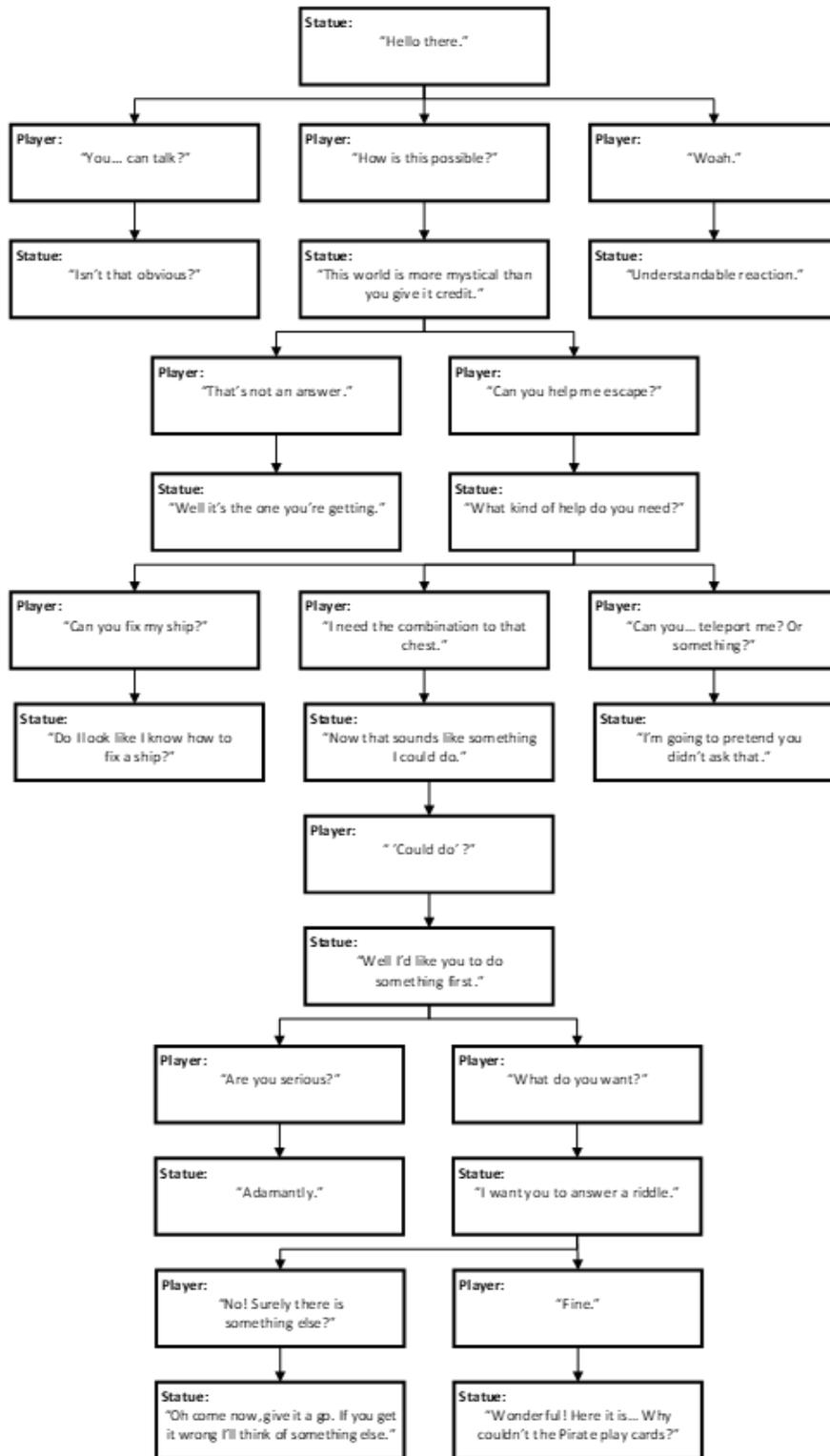
#### Solution:

**Drink Bottle on the Bench**

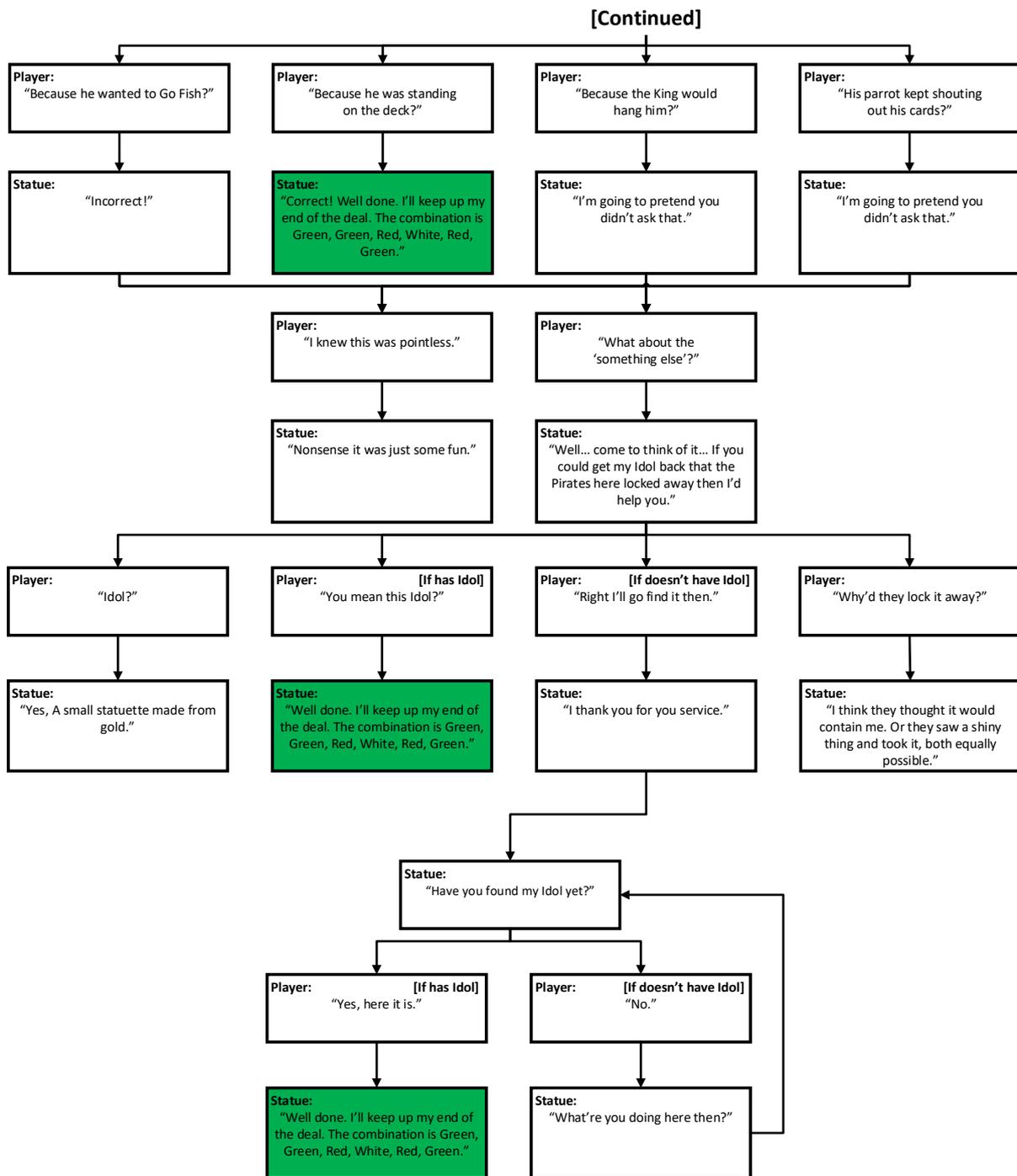
## The Statue | Puzzle #12

### Dialogue Tree:

Showing all the available choices and outcomes for the player.



[Continued]



Responses from the player that get answered by the statue and then do not continue onto something else are option comments/questions for the player to ask and they can be asked any number of times. It is only when the player chooses an option that does continue that the player will have the old choices removed and replaced.

This puzzle will be very memorable for the player and even adds a small replay value to the game. Because there are multiple approaches it also caters for players of different skill. Players that are good at riddles will be rewarded with quick information; player that are not can still get the needed information using other skills.

**Solution:**

**Because he was standing on the deck.**

## Finding the Idol | Puzzle #12.5



The keys that are required to open the chest that holds the Idol will be found in the two huts on the beach. They will be placed so that they are near the main light source in both huts so that the player is drawn to their area when looking for them. Besides placement however there will be no other clues, the player must put their searching skills to the test.



Additionally, to open the door to one hut the player will have to lower the Flag to activate the mechanism. The flag will be placed very close to the door so that when the player approaches the door and finds it locked when they look around they should be drawn to the flag as they know it to be interactable.

**Solution:**

**In the open hut in the barrel behind the lamp and in the closed hut next to the bottle on the stack of two crates on the right as you walk in.**

### Buried Treasure | Puzzle #13



Using the Shovel Item that the player acquires from the Skull Lock chest they can then dig up the buried item.

By using the treasure map from room three they will be able to determine the vague area and then to make the area even more specific the Item is buried under and X formed by the shadows of trees which should make it pop out to the player.

Once it is dug up the player can take the wheel to their ship, replace the broken one and sail away. They have successfully escaped!

**Solution:**

**Item is buried under the X formed by tree shadows. Use Item to replace broken ship wheel on ship. Escape!**

