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.

16: Cellar.
X barrels
X spigots
Pull left spigot
Enter barrel

17: Inside wine barrel.

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
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!