

# Walkthrough for Three Weeks in Paradise

Spectrum and PC version

## The Wilma rescue

First of all get the **Mint**, which you'll find behind the *Trading Post*. Go to the Beach (climb the table in the room where the snail is patrolling the floor and jump at the painting!) and get **Wilma's Handbag**. As long as you are carrying the handbag, the crocodile will not harm you, so pass the sad croc and go to the screen with the Ice Cube in it and press the Action key. Now pick up the **Hole** and go right until you are just past the crocodile. Drop the handbag. Take the **Gold Fish Bowl** and the hole to the Wishing well, stand at the far left of the screen and press the Action key. There's now a hole in the wall. Go left into the Dungeon and take the **Skeleton key**, the spider will not move as long as you have the gold fish bowl. Go through the picture again and jump into the sea, pass over the locker and the door will open. Take the **Spinach** and drop it in a convenient place. Go back to the room with the picture and get the **Bowl of Stuffing** from the table. Now, go to the room with the big bird. Take the **Egg** but *don't drop the stuffing* while you are in the same room as the big bird. Carrying the egg and the spinach, proceed to the room with the sign 'Old Faithful'. Pull the lianna (by jumping at it) and run to the water. Jump up the geyser. Jump into the nest and swap the spinach for the **Bow and Arrows**. Leave the nest and drop the egg on the ground. Find Wilma and the native. Shoot him with the bow and arrows, using the Action key. Proceed to the Wishing Well and climb down. Take the **Bottle** at the bottom of the well and climb out by going to the right wall and keeping the Action key depressed. With the bottle and the **Corkscrew** return to the crocodile. Get the bottle and the corkscrew past the crocodile one at a time by using the handbag (making the crocodile sad, remember?). Standing by the coconut (not pickable) with both objects press the Action key. Take the **Bottle of Oil** and the **Blunt axe** to the room with the hut and the ancient car. Pass over the front (stone) wheel of the car and press the Action key. With the **Sharp axe** return to Wilma and cut her down by pressing the Action key.

**Wilma is rescued! Now proceed to Herberts rescue!**

## Objects needed



Mint



Wilma's handbag



The hole



Goldfish Bowl



Skeleton Key



Can of Spinach



Bowl of Stuffing



Egg



Bow and arrows



Empty bottle



Corkscrew



Bottle of oil



Blunt Axe



Sharp Axe

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## The Herbert rescue

Get the **Deux Sticks** that lies next to the crocodile. Go to the Blacksmith's. Standing over the wood, press Action key and the fire will be lit. Take the **Bellows** from the top of the Wishing well, then pass over the fire and press the Action key. Get the **Hot Ashes** and take them to the Totem pole. Press Action key while standing in front of the rain statue and it'll start dancing! If wearing the bellow, the cloud will move in the opposite direction of you, pushing it forward. Push the cloud to the hut and the flash will destroy it. Get the **Empty Shell** from the debris. Go to the Wishing well and drop to the bottom of it. Press Action key when the drop of water reaches you. Now you should have a **Full Shell**. Get the **Billy can** and go to the geyser. Jump the lianna and run to the water. If you are successfull, you will now have a **Full Billy can**. Go to the wooden house (to the right of the Trading Post) and get the **Flip flops**. Go to the beach wearing the flip flops and the full billy can. When you are in front of the crab, press Action key and the crab will get boiled and drops a claw. Get the **Pincer** and go to the right side of the room with Herbert in the stew. Press Action key when you are close to the lion (not too close!) and remove the **Thorn** hurting the lion. Put out the fire with the water in the shell. Herbert is rescued.

**To escape:** Just go back to the beach via the picture and you have conquered Three Weeks in Paradise. Well, with a little help...

GAME OVER! END OF GAME! FIREWORKS!

This solution was based on the one found on the "World of Spectrum" site ( <http://www.worldofspectrum.org> ) with several changes/improvements.

Please visit our remake site Team SpecNG  
<http://www.specng.org>

## Objects needed



Deux Sticks



Bellows



Hot Ashes



Empty shell



Full shell



Empty Billy can



Full Billy can



Flip flops



Pincer



Thorn

