

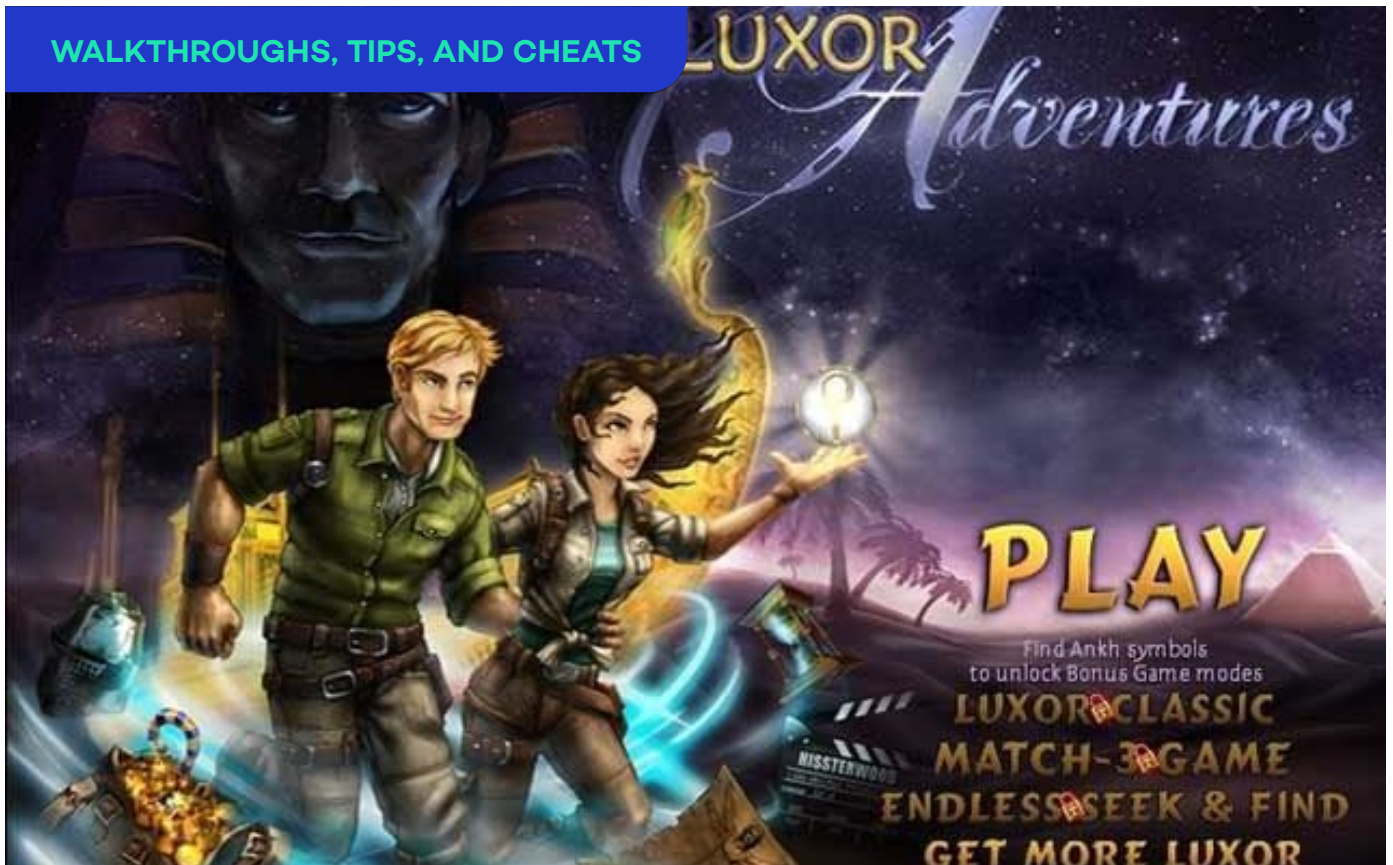


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# Luxor Adventures Walkthrough

By Laurie Murphy | 13 years ago

PC



a:1:i:0;a:2:s:13:"section\_title";s:28:"Luxor Adventures

Walkthrough";s:12:"section\_body";s:63850:"Welcome to Gamezebo's walkthrough for Luxor Adventures.

**Navigation:**





- General Tips
- Scoring Tips
- Episode 1A: Egypt, Present Day
- Episode 1B: Egypt, Present Day
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- Episode 5: England, 1193
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- Episode 7: Venice, 1509
- Episode 8: Hollywood, 1937
- Episode 9: Boston, 1773
- Episode 10: England, 1193
- Bonus

## General Tips

- Each Episode contains multiple hidden object scenes associated with that era. You will collect objects, jeweled orbs used in the Tablet of Luxor mini-games, and Ankhs whose purpose is to unlock additional games.
- There is no un-timed mode. There is also no penalty for *not* completing an Episode within the allotted time; play continues and you do not need to restart a level. The timer is for scoring purposes only.

- There are also a variety of mini-games (e.g. jig-saw puzzles, match three, spot the difference) associated with each Episode, some of which unlock additional scenes. The mini-games cannot be skipped, but the HINT button is available if you get stuck.
- HINTs are unlimited and recharge quickly (45 seconds).
- The penalty for too many clicks in a scene will render the HINT button temporarily inactive, but the game is very generous with the number of clicks you're allowed.
- There are no inventory items.
- When searching for items be sure and check along the sides and bottom of the screen, especially in the right and left bottom corners.





- **Options:** Set volume for sound and music. Choose full or windowed screen.
- **Help:** Starts with story summation then gives basics for playing and scoring.
- **Change Profile:** Add, change, delete name for scoring
- **Score:** Shows profile names, accumulated score, total time spent playing, and number of Ankhs collected
- **Locked games:** Move mouse over each game to show how many Ankhs you currently have and how many are needed to open the three games
  - **Luxor Classic:** 60 Ankhs
  - **Match-3 Game:** 30 Ankhs
  - **Endless Seek & Find:** 90 Ankhs

## Scoring Tips

- Each Episode is allotted 45 minutes to complete. The time is used for bonus scoring only. If you complete all scenes with time remaining on the clock you will get a Time Bonus of the amount remaining times 10 (4:25 left will add 4,250 points).
- There are usually three types of objects associated with each hidden object scene: riddle clues, combining two objects in a drag-and-drop maneuver, and standard find the object. The type of clue is not identified by color, but by its location in the Object List. Riddle clues, if they occur, will be the first one or two items in the Object List. Combining object items will always be the last item on the list.
- Riddle clues are worth 1,000 points and add 10 seconds to the clock.
- Combining object tasks are worth 2,000 points and add 30 seconds to the clock.
- All other objects collected from the Object List are worth 500 points each.
- Finding two objects in rapid succession earns a Swift Bonus of 1,000 points and another 1,000 points for each additional object after that if you continue to find objects rapidly. To get a good score, always find at least two objects from the Object List rather than clicking on them one at a time. EXCEPTION: The Orbs *will* be on your Object List but no Speed Bonus is awarded. They count for 500 points apiece.
- One way to solve a combine-the-object item (some of the clues are a bit obscure) is to drag your mouse over the screen. The object needing the part will be highlighted and cogs appear as your mouse passes over it. You must then search for the missing part and drag it onto the main object. Blue sparks will appear when the object is correctly placed. Click to complete the task. One example is "Start the Generator" where you drag a fuel can over to the generator.
- There are two Ankhs in each hidden object and spot the difference scene. They are not worth any points but are used to open additional bonus games. There are 122 possible Ankhs that can be collected. They are not on the Object List and *must* be collected before the last object in the Object List is clicked.
- Completing a scene without using the Hint button earns a Super Sleuth bonus of 5,000 points. Completing an entire episode without using a Hint earns a Perfect bonus of 50,000 points.
- A suggested method for playing: Find the Ankhs first to make sure you don't forget them. Solve the riddles in rapid succession for maximum points then complete the

combine clue. Finally, try to find as many objects on the list before you begin clicking on them. Try for as many Swift Bonus points in a row as possible.

## **Walkthrough**

There is a short clip that introduces the characters and sets the story line for play.

### **Episode 1A: Egypt, Present Day**

This is the only episode that is split into two parts. This is done to collect the tools you'll need and establish the background story for the rest of the game.



Every time you play you will have a different list of objects. The screen shots show where Ankhs (circled in red), Orbs (circled in green), clues (circled in pink), and combined (circled in blue) objects are located.

*Location:* Dig site



There is only one riddle to be solved in this scene: "Portable Room" is a tent (circled in pink). The two parts of the combine object ("Load the Camera") are circled in blue. The dashed white line indicates dragging the film to the camera. When the "Bird-Head God" object is clicked (the object is to the right of the door) Toth, the God of Wisdom, will move to the bar at the bottom of the screen and hints will be available.

*Location:* Hieroglyphics Room

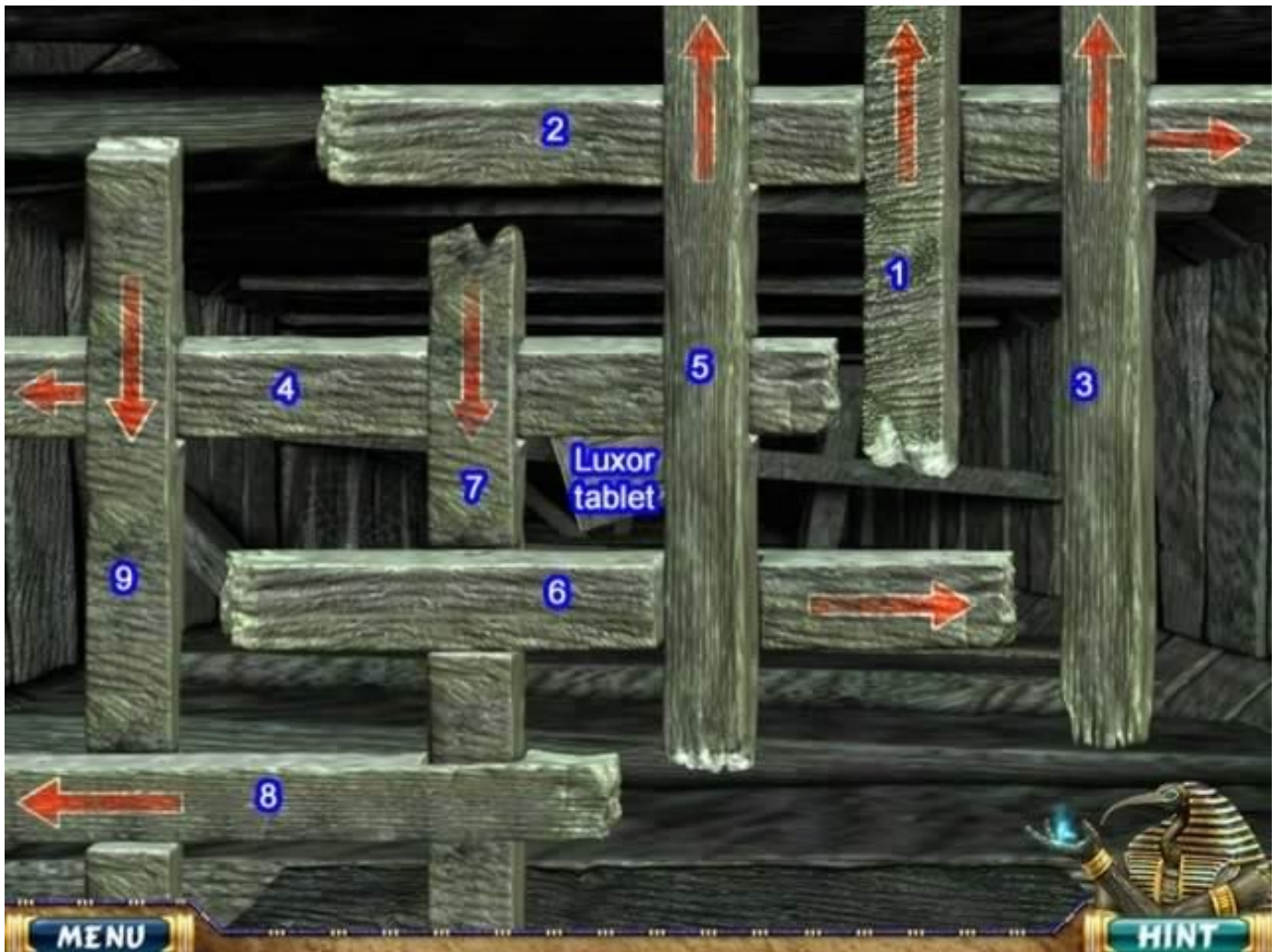
*Puzzle:* Spot the Difference





Note: The two Ankhs are not included in the Differences count.

### Puzzle: Slide the Logs



No Ankhs to be found. Slide the logs in the order indicated to reveal the Tablet of Luxor needed for future play.

Artifact collected: Tablet of Luxor.

## Episode 1B: Egypt, Present Day

*Location:* Judgment Room of Osiris

You will return to this location at the completion of each episode. The artifacts collected at the end of each episode represent the Court of Osiris. More orbs need to be collected in the before the story can continue.

*Location:* Hall of Columns





**Riddle/Combine Clues:**

- Magnifies Heartbeat = Stethoscope
- Action on the Set = Clapboard
- Repair the Accordion = Drag keyboard to accordion

*Location:* Underwater Pool







**Riddle/Combine Clues:**

- Chills Food = Refrigerator
- French Dictator = Napoleon
- Nozzle the Aerosol Can = Drag nozzle down to can

*Location:* Column Hall







### Riddle/Combine Clues:

- Painter's Holder = Easel
- Magician's Hat = Top Hat (not the Witch's Hat prominently displayed in the foreground)
- Arm the Slot Machine = Drag the lever to the machine

Puzzle: Luxor

After you have collected all the orbs, the last task for each episode is to play the Luxor

mini-game. It will get progressively harder, but with more power-ups to assist you. If you do not complete the game before all the orbs reach the pyramid, you will not have to re-start the entire episode, just this game.



- Create matches of three or more to destroy the orbs



- Every third match in a row releases a power-up. Catch the power-up to activate it
- Left click to shoot, right click to switch the orbs in the falcon wing shooter
- Use the HINT button to remove the entire chain
- Gems will rain down when you have completed this game. Collect as many as you can in the falcon wing shooter to collect extra points.

Artifact collected: Stairway to Heaven artifact (a boat)

*Location:* Judgment Room of Osiris





Completing the Luxor Tablet game returns you to this location to begin a new episode.

Click on the glowing tablet to continue.

### Puzzle: Match-3

Before you can begin a new episode, you must complete a mini-game to collect three white orbs. For this game, you have already had one of the orbs but must collect the other two.

Your first goal for this game is to clear the board of stone tiles:







Match 3 in a row to clear the tiles.



Matching 4 or more will earn a special help.

- Lightning bolts clear their associated row and column
- Scorpions will clear the entire row
- Fire will rearrange the orbs on the board to give you more opportunities if you're stuck

Once all the tiles are clear, two (and later 3) white orbs will appear at the top of the columns







Your goal is to move the white orbs to the bottom of the column. They can only be lowered by removing orbs below them. If you still have the special helps earned, they can be used to clear the board faster but they will not destroy a white orb.

## Episode 2: Venice, 1509 B.C.

Many items are misplaced in time. Your goal is to collect the items on the object list to restore order.

*Location:* Grand Canal



**Riddle/Combine Clues:**



- Capone's Heater = Machine Gun
- Electronic Math Tool = Calculator
- Complete the Phone = Drag receiver to phone

You also collected the gold Scarab Beetle (circled in orange). This object provides a Map option located above the Menu. You can click on the Map and see what other locations are available to you.





You can switch to any unlocked scene. Note the information contained shows how many Ankhs and objects have been found in each location and how many Ankhs you have collected so far.

*Location: Canal*





**Riddle/Combine Clues:**

- Parking Sign = "P" traffic sign
- Egyptian Column = Egyptian Column
- Improve the Reception = Drag the antenna to the television set

*Location: Courtyard*





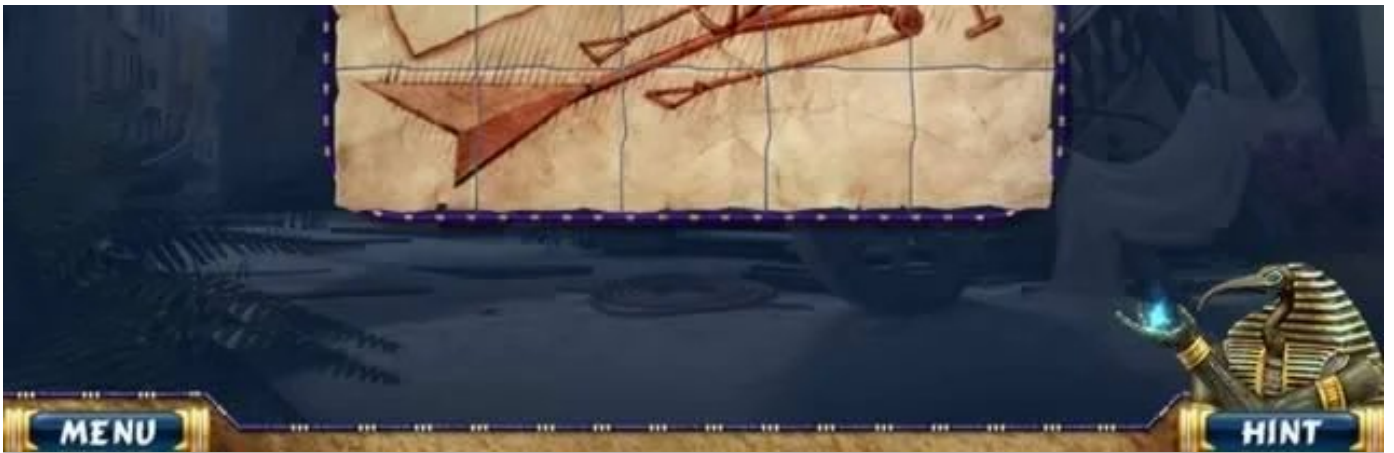


Puzzle: Collect the pieces

There are 25 (labeled) squares to be collected and 2 Ankhs (not included in the 25 items).

Puzzle: Jigsaw puzzle





This shows the completed Da Vinci flying machine.

- Drag the pieces onto the puzzle. If the piece is in the wrong square it will be outlined in red
- If the piece is in the correct square but it turns green and shows arrows, this means you must rotate the piece by clicking on the arrows. Once it is in the correct position, it will lock in and turn the correct color.

Completing this puzzle will unlock the other three locations for this episode.

*Location:* Da Vinci Studio





### Riddle/Combine Clues:

- Winners Reward = Trophy
- Sprays Perfume = Perfume bottle
- Controller to the Plane = Drag the controller onto the plane

Puzzle: Spot the Differences





The two Ankhs are not included in the number of differences.

Hard to spot differences:

- #3 is a mole on her cheek
- #11 is a smile
- #10 her eyes are looking in a different direction

Location: Da Vinci Desk



**Riddle/Combine Clues:**

- Attracts Metal = Magnet
- Moves a Cursor = Computer Mouse
- Load the Tape Recorder = Drag the tape to the recorder



## Puzzle: Luxor



Court Member Collected: The Sphinx of Sekhmet

*Location:* Judgment Room of Osiris







Click on the glowing tablet to continue.

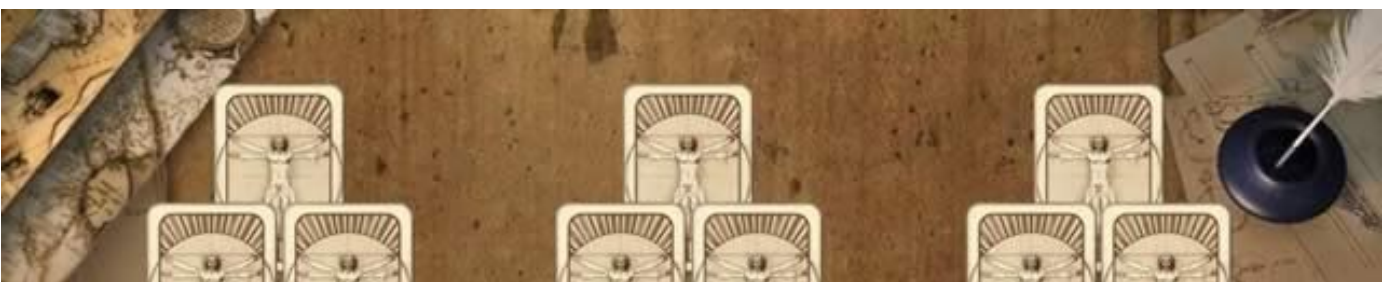


## Puzzle: Card Sequence

The goal is to remove all the cards from the playing field and uncover the 3 white orbs under the cards at the top.

The card showing near the deck is the base card you work from. You may go up or down from this card to remove cards from the playing field. In this case, with the Queen showing, you could go up to a King or down to a Jack if either were showing. Were it not for the Joker, you would need to draw from the deck since there would be no match for the Queen. Use the Joker to act as a Jack and remove the 10 and 9.

Once you have run out of plays, click on the deck to get a new base card.





One option based on the 3 of Clubs card showing is numbered in white. If you chose this option, you would:

- #1** Remove the 4 of Clubs
- #2** Remove the 5 of Diamonds
- #3** Remove the 4 of Hearts

This does not produce many opportunities to uncover more cards from the playing field.



The other option, shown in pink reveals the following moves:

**#1** Remove the 4 of Clubs

**#2** Remove the 5 of Diamonds

**#3** Remove the 6 of Hearts

**#4** Remove the 7 of Diamonds

**#5** Remove the 6 of Diamonds

This will open up more cards and speed the game along.

You must remove all available cards before selecting a new base card.

The game is over when you have removed all of the cards and obtained the three white orbs.

### Episode 3: Hollywood, 1937

You are continuing to move through time to remove incorrect objects from this era.

*Location:* Movie Set



There are no riddle clues in this scene.

**Combine clue:**

- Make it a Star's Chair = Drag the star to the back of the director's chair

*Location:* Prop Room







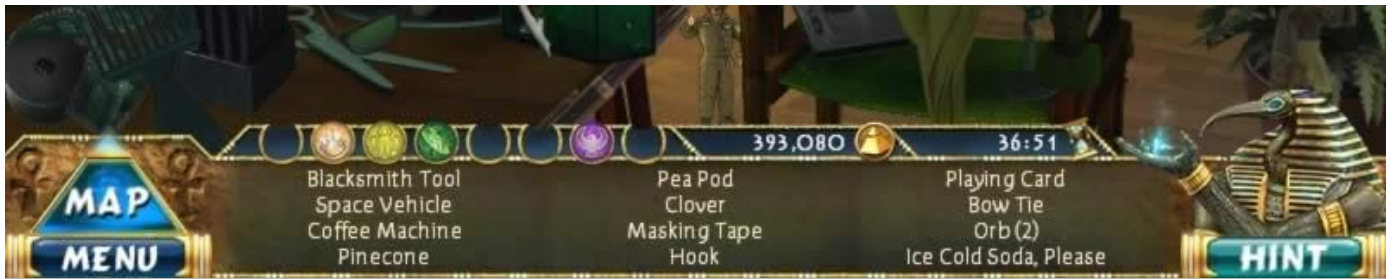
There are no riddle clues in this scene.

**Combine clue:**

- Tricycle Needs a Seat = Drag the seat to the tricycle

*Location:* Editing Room





**Riddle/Combine Clues:**

- Blacksmith Tool = Anvil
- Space Vehicle = Rocket Ship (on the camera)
- Ice Cold Soda = Drag "Soda" can from the shelf to the glass of ice cubes on the table

*Location:* Mogul's Office







Find the duplicate items in addition to the 2 Ankhs

*Location:* The Airport



Find all the bags in addition to the 2 Ankhs



Location: Plane Cockpit



Puzzle: Spot the Difference

Work your way down the left side of the image following the numbers, then to the differences on the right. Don't forget to collect both Ankhs.

Location: The Island



**Riddle/Combine Clues:**

- Lawman Symbol = Sheriff's Badge
- Nutty Animal = Squirrel
- Complete the Card = Drag the card spade onto the blank area of the card

**Puzzle: Luxor**



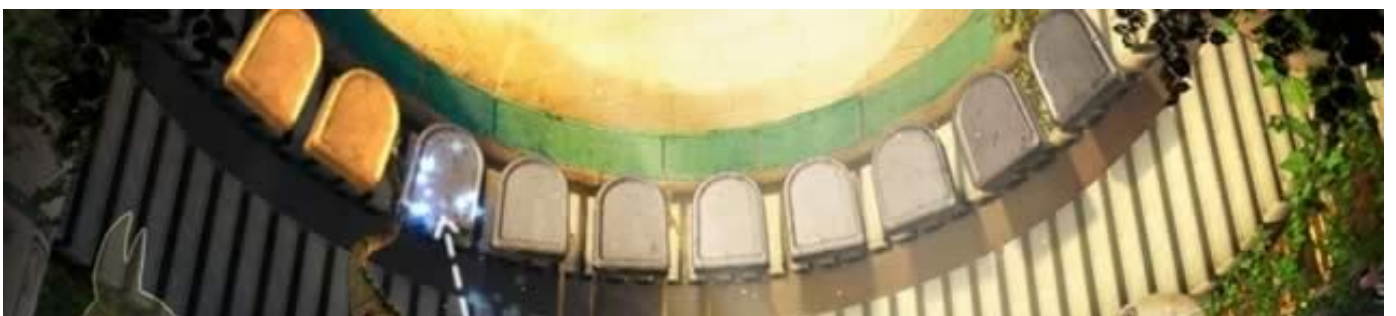




Court Member Collected: The Wings of Isis Treasure Box

*Location:* Judgment Room of Osiris

Click on the glowing tablet to continue:







Puzzle: Remove the Matching Tiles





Click on the matching pair of top tiles to access lower tiles and clear the tiles.

Obtain the three white orbs to continue.

#### **Episode 4: Boston, 1773**

You are continuing to move through time to remove incorrect objects from this era.

*Location:* Floating Harbor







### Riddle/Combine Clues:

- Pirate's Best Friend = Parrot
- Interrogation Point = Question Mark
- Repair the Mirror = Drag the mirror shards from the barrel lid the mirror frame

*Location: Pier*







### Riddle/Combine Clues:

- Vehicle ID = License Plate
- Thought Container = Book
- Goldfish Needs a Home = Drag the goldfish from the edge of the crate containing crabs to the fish bowl

*Location:* Boston Streets





### Riddle/Combine Clues:

- Small Change = Ancient coin located inside window of back building
- Shoes Not Worn in a Pair = Horse Shoe inside window of building on right
- Fix the Stagecoach = Drag the wheel from the back building to the right front of the stagecoach

*Location:* Franklin Shop





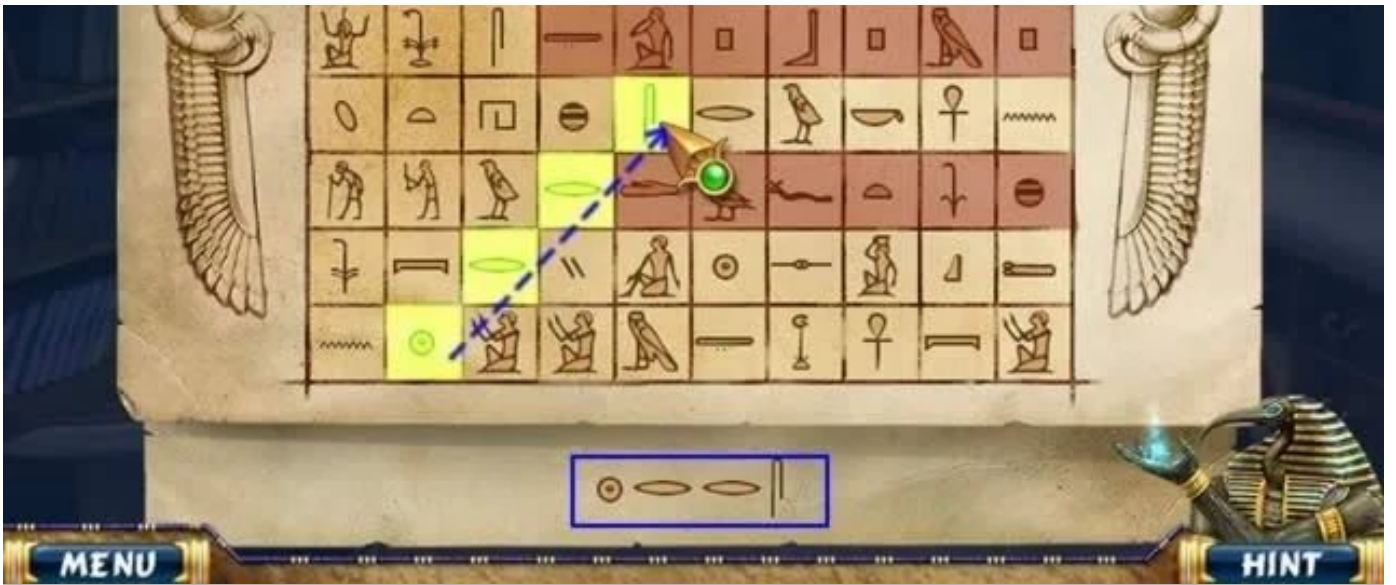


Pull the lever on the printing press shown by the sparkling cursor.

Puzzle: Match Hieroglyphic Sequence







Find the sequence in the puzzle tiles that matches the sequence shown at the bottom. Click the left mouse button on the first tile in the sequence and, holding it down, drag the cursor across the sequence. The sequences can be horizontal, vertical or diagonal.

*Location:* Franklin Shop

Pull the lever on the printing press again to continue:





### Riddle/Combine Clues:

- Java Squeezer = French Press Coffee Pot
- Uncle Sam's Hat = Stars and Stripes Top Hat
- Complete the Skull = Drag the lower jaw from the shelf to the skull

*Location:* Candle Shop







### Riddle/Combine Clues:

- Fire Starter = Matches on shelf
- Digit Protector = Glove on window
- Spinning Wheel gets Yarn = Drag the yarn from the floor to the spinning wheel

*Location:* Deacon Larkin Stable



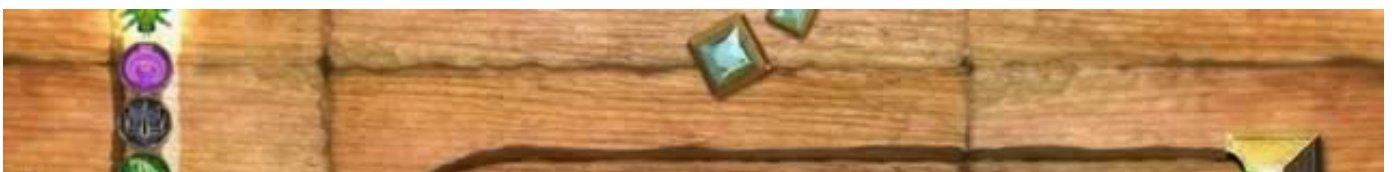




### Riddle/Combine Clues:

- Sticky Roll= Tape
- Never Forgets = Elephant
- Blender Needs a Base = Drag the blender from the wagon to the base on the wall

### Puzzle: Luxor





Court Member Collected: The Regeneration Crocodile of Sobek

*Location:* Judgment Room of Osiris

Click on the glowing tablet to continue:





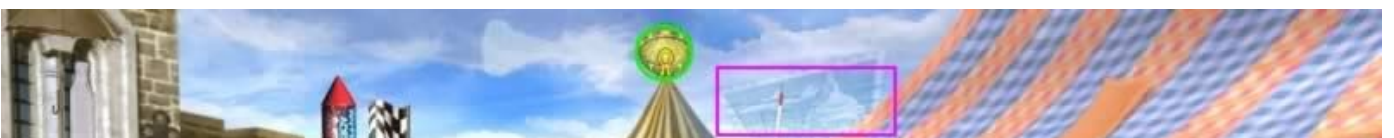
Puzzle: Match-3

- Try to clear the tiles in the odd shapes first
- Save some power-ups for the second phase: getting the white orbs off the board

### Episode 5: England, 1193

You are continuing to move through time to remove incorrect objects from this era.

*Location:* Jousting Arena







**Riddle/Combine Clues:**

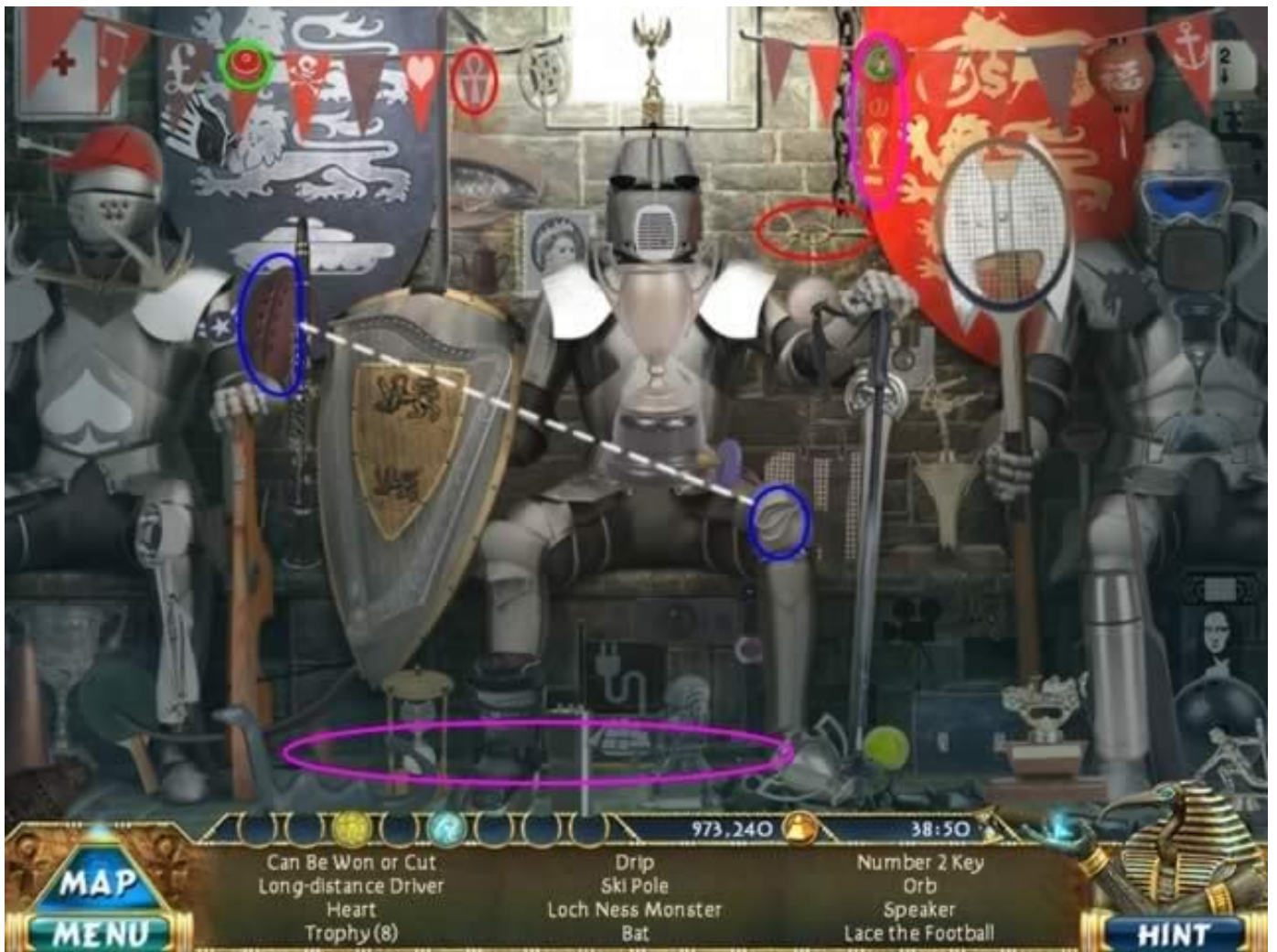
- It Can Catch a Bullet = Bullet Proof Vest on knight
- Proof of Tax Paid = Stamp
- Candelabra Needs Candles = Drag the candles from the ground to the mirror candelabra

*Location:* Renaissance Fair

**Riddle/Combine Clues:**

- Queen Maya's Son = Buddha
- Top Popper = Bottle Opener
- Ride 'em Cowboy = Drag the cowboy to the horse

*Location:* Knight Training





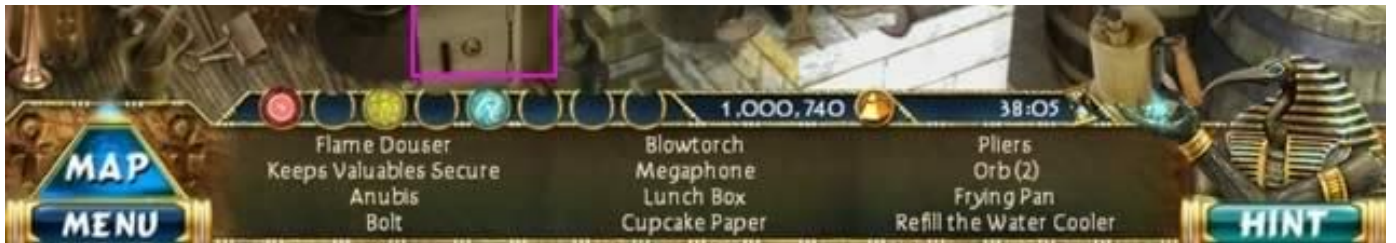
### Riddle/Combine Clues:

- Can be Worn or Cut = Ribbon
- Long Distance Driver = Golf Club
- Lace the Football = Drag the string from the knight's knee to the football

*Location:* Blacksmith Shop





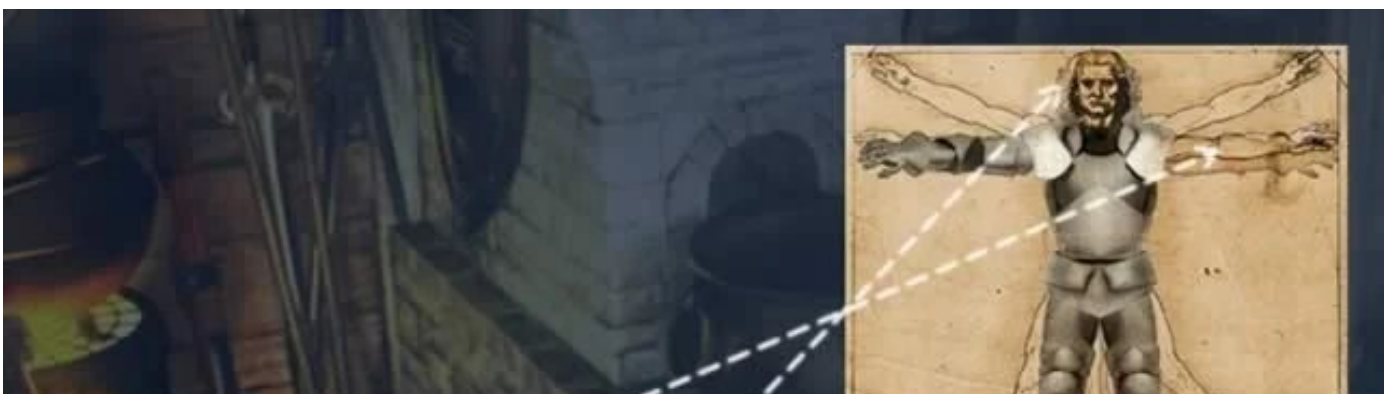


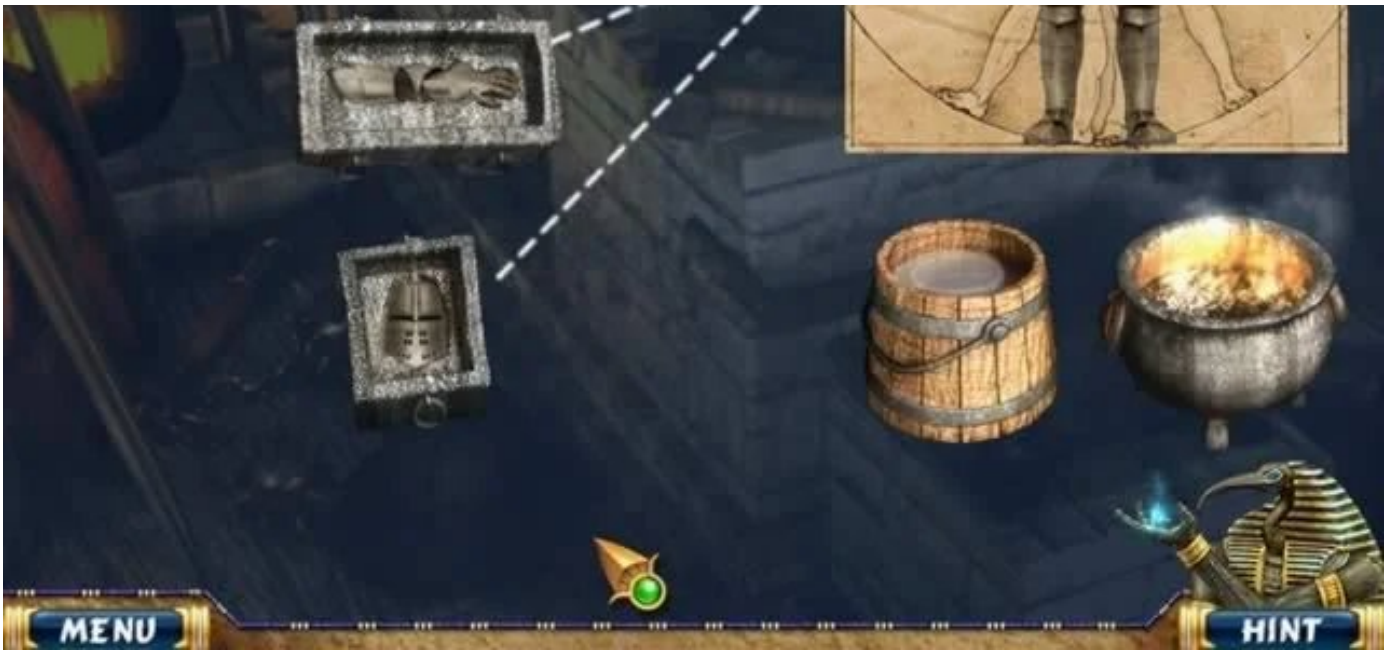
### Riddle/Combine Clues:

- Flame Douser = Fire Extinguisher
- Keeps Valuables Secure = Safe
- Refill the Water Cooler = Drag the bottle of water to the cooler

### Puzzle: Armor the Man

- Fill the molds with the molten metal
- Pour water on the mold to cool it off





- Drag the armor from the molds to the man

*Location:* Robin Hood Village





**Riddle/Combine Clues:**

- Cleans with Yarn = Dust Mop
- Males Bear their Young = Seahorse
- Saddle the Horse = Drag the saddle to the horse

*Location:* Castle Attack







### Riddle/Combine Clues:

- Adjournment Tool = Gavel
- Shooting for Two = Basketball Player
- Fix the Fire Extinguisher = Drag the sprayer part to the extinguisher

### Puzzle: Luxor



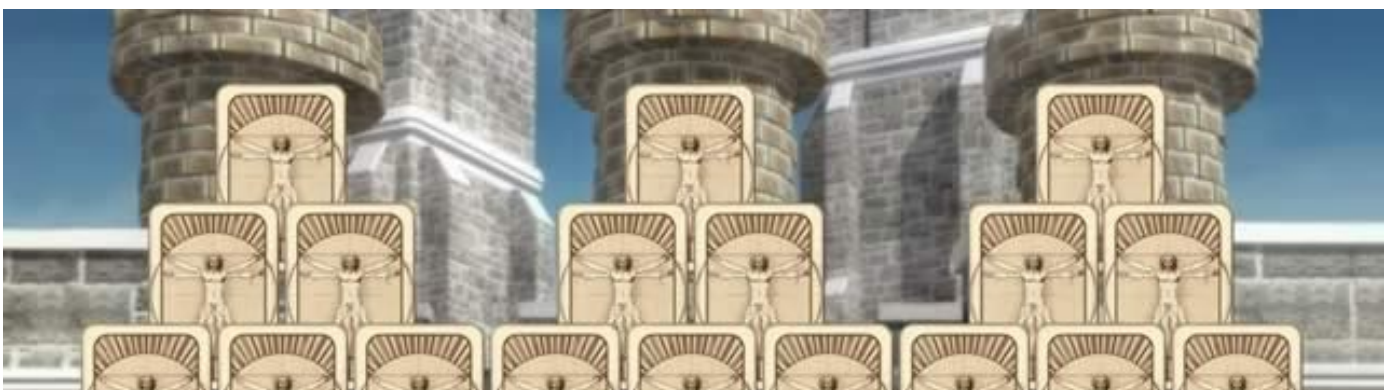
Court Member Collected: The Statue of Anubis

*Location:* Judgment Room of Osiris

Click on the glowing tablet to continue:



Puzzle: Card Sequence







### **Episode 6: Luxor, Egypt, 1261 B.C.**

For the rest of the game, the number of objects to be collected doubles. There will be two screens at the same location for the clues. There are still only two Ankhs to collect and they will be on the first screen.

*Location: Market*







**Riddle Clues:**

- Codex Leaves = Stone Tablet
- Put a ... in it = Cork



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**Riddle/Combine Clues:**

- Legendary Fire Breather = Dragon
- Saved by the .... = Bell
- Out of Toilet Paper = Place the roll on the holder

*Location: Sphinx*







**Riddle Clues:**

- Bird of Prey = Eagle
- Keeps Coffee Hot = Thermos



**Riddle/Combine Clues:**

- Fish Alarm = Bobber
- Ewe = Sheep
- Add the Knob to the Safe = Place the combination dial on the safe



*Location:* Hieroglyphic Room



**Riddle Clues:**

- Hits Tennis Balls = Tennis Racquet
- Locks Partner = key

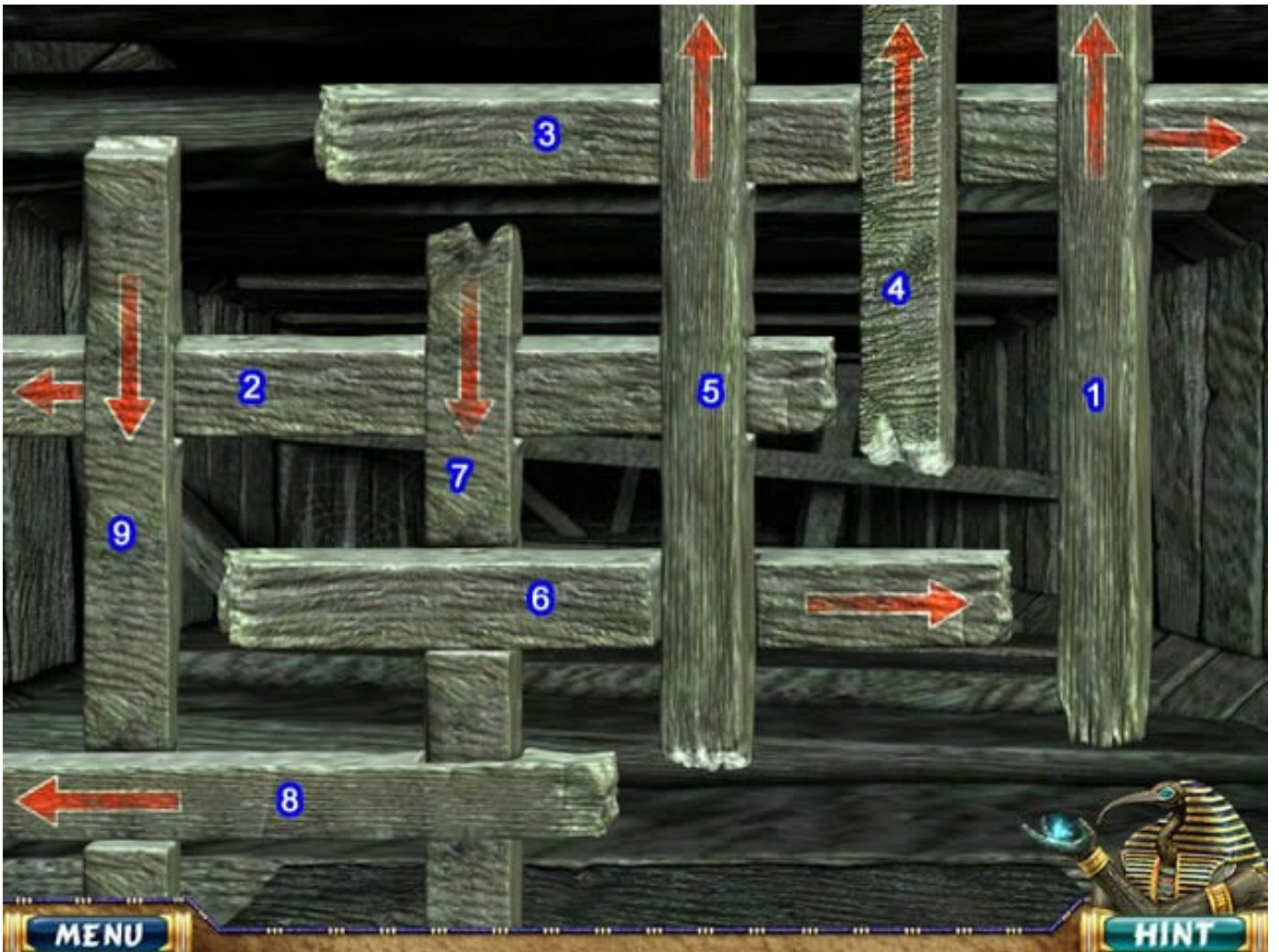


**Riddle/Combine Clues:**

- Foot Protection = Shoes
- Oyster Irritant = Pearls
- Repair the Sphinx = Drag face on column to body



Puzzle: Slide the Logs



Unlocks last three scenes.

Puzzle: Spot the Difference







Location: Column Hall



**Riddle Clues:**

- Tool for Sherlock = Magnifying Glass
- Measures Temperature = Thermometer



### Riddle/Combine Clues:

- Wrist Restraint = Handcuffs
- Rodent Catcher = Mouse Trap
- Fix the Car = Drag the tire to the tire rim on the car



Location: Underwater Pool



**Riddle Clues:**

- Chills Food = Refrigerator
- Army Vehicle = Tank



### Riddle/Combine Clues:

- Prehistoric Monster = Ichthyosaurus (fish like object in upper left of scene)
- French Dictator = Napoleon
- Make a Contact Lens Case = Drag top case down to bottom portion



Puzzle: Luxor



Court Member Collected: Geb's Creator-Goose

*Location:* Judgment Room of Osiris

Click on the glowing tablet to continue:







### Puzzle: Match-3



- Try to clear the tiles in the odd shapes first.
- Save some power-ups for the second phase: getting the white orbs off the board.



## Episode 7: Venice, 1509 B.C.

Location: Grand Canal



### Riddle Clues:

- Capone's Heater = Machine Gun
- Spotted Dog = Dalmatian



### Riddle/Combine Clues:

- Electronic Math Tool = Calculator
- Weighs Ingredients = Scale
- Complete the Phone = Drag receiver to phone unit



Location: Grand Canal



No Riddle or Combine clues in this scene. Collect the Ankhs and orbs shown.







**Combine Clue:**

- Put a Lure on the Rod = Drag the fish lure from the canal to the rod

**Puzzle: Collect the Pieces**





There are 25 (labeled) squares to be collected and 2 Ankhs (not included in the 25 items).

Puzzle: Jigsaw puzzle



This shows the completed Da Vinci flying machine.

- Drag the pieces onto the puzzle. If the piece is in the wrong square it will be outlined in red
- If the piece is in the correct square but it turns green and shows arrows, this means you must rotate the piece by clicking on the arrows. Once it is in the correct position, it will lock in and turn the correct color.

Completing this puzzle will unlock the other three locations for this episode.

*Location: Courtyard*



**Riddle Clues:**

- Bolt's Companion = Nut



- Australian Marsupial = Kangaroo



**Riddle/Combine Clues:**

- Military Vehicle = Tank
- Fashionable Footwear = High Heel
- Hit a Bulls Eye = Drag dart to dart board

Location: Da Vinci Studio



**Riddle Clues:**

- Plays Records = Phonograph
- Replica Girl = Doll

**Riddle/Combine Clues:**

- Hangs Clothes = Clothes Pin
- Japanese Weapon = Nun Chucks



- A Pinball to the Machine = Drag the pinball to the pinball machine

*Location:* Da Vinci Desk



**Riddle Clues:**

- Measure Hot or Cold = Thermometer

- Fee for Mail = Stamp



**Riddle/Combine Clues:**

- Pub Game Projectile = Dart
- Load the CD Player = Drag the CD to the player

Puzzle: Luxor





Court Member Collected: The Statue of Ra

*Location:* Judgment Room of Osiris





Click on the glowing tablet to continue.

Puzzle: Card Sequence



Episode 8: Hollywood, 1937



You are continuing to move through time to remove incorrect objects from this era.

*Location:* Movie Set



There are no riddle or combine clues in this scene. Collect the Ankhs and orbs indicated.



**Combine clue:**

- Load the Movie Camera = Drag the film spool to the camera

*Location: Prop Room*







There are no riddle or combine clues in this scene. Collect the Ankhs and orbs indicated.



**Combine clue:**

- Inflate the Balloon = Drag the balloon to the air pump



Location: Editing Room

Puzzle: Find the Film Strips



Location: Mogul's Office



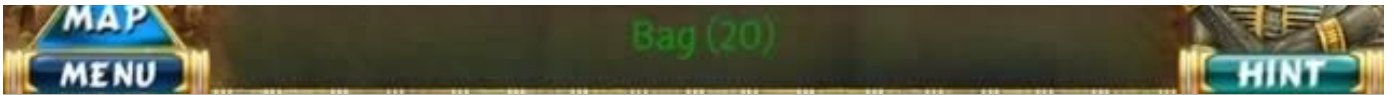




Find the duplicate items in addition to the 2 Ankhs

Location: The Airport





Find all the bags in addition to the 2 Ankhs.

*Location:* Plane Cockpit



**Riddle/Combine Clues:**

- 4 and 6 = Domino
- Repair the Communication = Drag the handset to the radio\*



\* This clue appears on the second screen but is shown here to avoid redundancy

Location: The Island



Puzzle: Spot the Difference

Puzzle: Luxor







Court Member Collected: The Sarcophagus of Nut

*Location:* Judgment Room of Osiris

Click on the glowing tablet to continue:





## Puzzle: Remove the Matching Tiles

Click on the matching pair of top tiles to access lower tiles and clear the tiles.

Obtain the three white orbs to continue.

### **Episode 9: Boston, 1773**

You are continuing to move through time to remove incorrect objects from this era.

*Location:* Floating Harbor



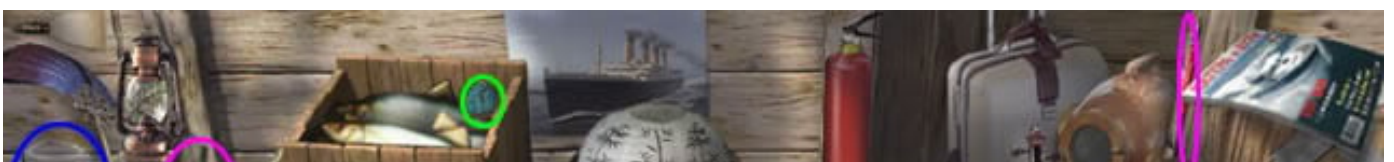


### Riddle/Combine Clues:

- Don't Reinvent the ... = Wheel
- Pirate's Best Friend = Parrot
- Interrogation Point = Question Mark\*
- Repair the Mirror = Drag the mirror shards from the barrel lid the mirror frame\*

\* These clues appear on the second screen but are shown here to avoid redundancy.

*Location: Pier*







**Riddle/Combine Clues:**

- Vehicle ID = License Plate
- Thought Container = Book
- Ship's Parking Brake = Anchor\*
- Writing Implement = Pen\*
- Goldfish Needs a Home = Drag the goldfish from the edge of the crate containing crabs to the fish bowl\*

\* These clues appear on the second screen but are shown here to avoid redundancy.

*Location:* Boston Streets

Puzzle: Find the Minutemen



Find all the minutemen in addition to the 2 Ankhs



## Puzzle: Match Hieroglyphic Sequence



Find the sequence in the puzzle tiles that matches the sequence shown at the bottom. Click the left mouse button on the first tile in the sequence and, holding it down, drag the cursor across the sequence. The sequences can be horizontal, vertical or diagonal.

*Location:* Franklin Shop

**Riddle/Combine Clues:**

- Horseless Carriage = Car
- Rabbit Food = Carrot
- Rolling Bones = Dice\*
- Fruit of the Vine = Cornucopia\*
- Pool Rack Needs a Ball = Drag the 8 ball from the shelf to the rack of balls\*

\* These clues appear on the second screen but are shown here to avoid redundancy.

*Location:* Candle Shop







Puzzle: Find the duplicate items in addition to the 2 Ankhs

Location: Deacon Larkin Stable



Riddle/Combine Clues:

- Reverent Insect = Preying Mantis
- Ancient Calculator = Abacus
- Sticky Roll= Tape\*
- Never Forgets = Elephant\*





Location: Judgment Room of Osiris



Click on the glowing tablet to continue.





Puzzle: Match-3

- Try to clear the tiles in the odd shapes first
- Save some power-ups for the second phase: getting the white orbs off the board

### Episode 10: England, 1193

You are continuing to move through time to remove incorrect objects from this era.

*Location:* Jousting Arena









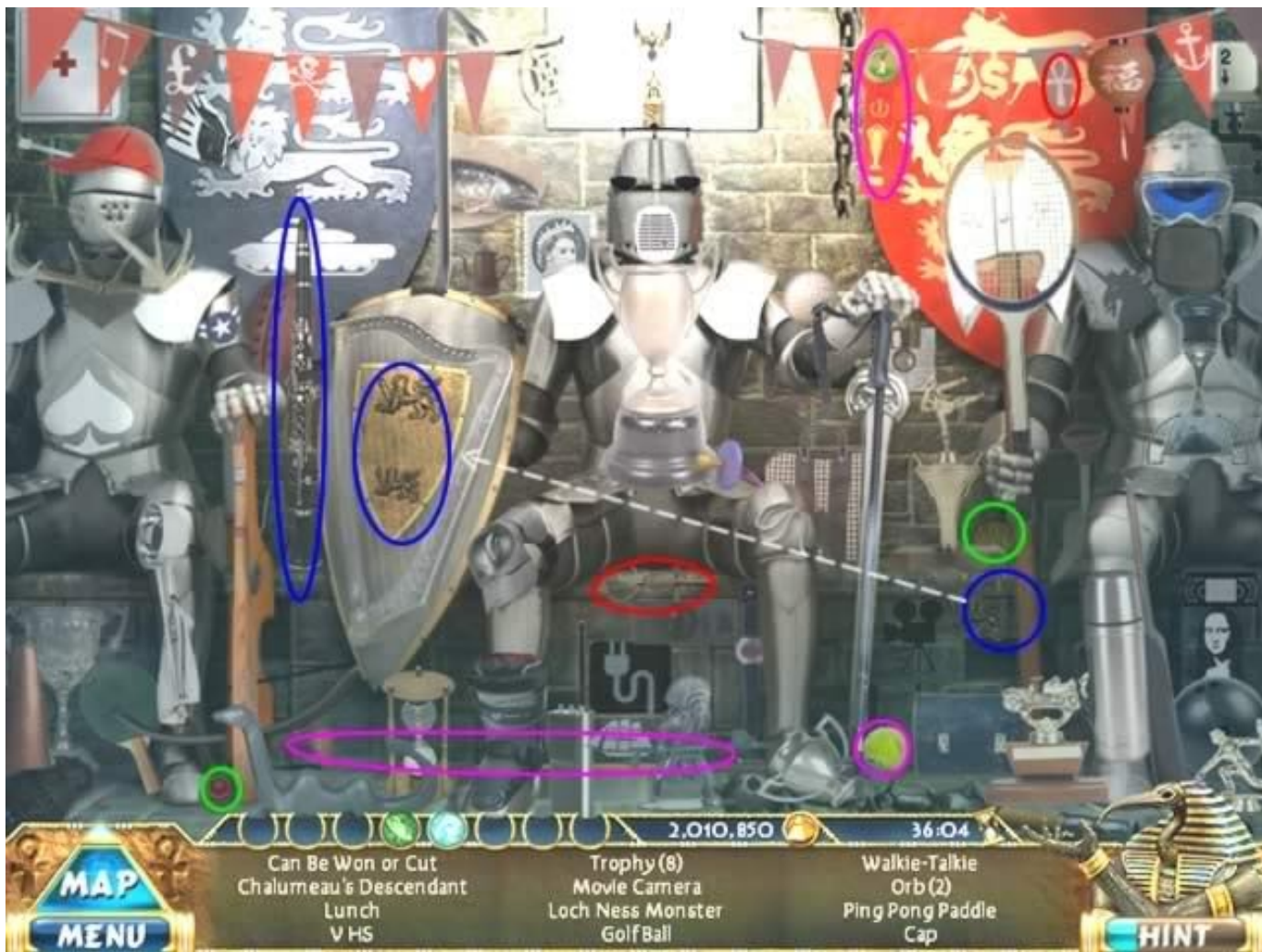
### Riddle/Combine Clues:

- Auscultation Device = Stethoscope
- Beary Cute Toy = Teddy Bear
- Queen Maya's Son = Buddha \*
- Pince-Nez = Glasses\*
- Monkey Wants Cymbals = Drag the cymbals to the monkey\*

\* These clues appear on the second screen but are shown here to avoid redundancy



Location: Knight Training



### Riddle/Combine Clues:

- Can be Worn or Cut = Ribbon
- Chalumeau's Descendent = Clarinet
- Long Distance Driver = Golf Club \*
- Noble English Ball = Tennis Ball\*
- Shield is Missing a Lion = Drag the Lion to the Shield\*

\* These clues appear on the second screen but are shown here to avoid redundancy

*Location:* Blacksmith Shop



Puzzle: Find the duplicate items in addition to the 2 Ankhs

*Location:* Robin Hood Village



### Riddle/Combine Clues:

- Cleans with Yarn = Dust Mop
- Bound with Letters = Book
- Manicure Tool = Nail File\*
- Kills Germs = Soap\*
- Bag Coins for the Poor = Drag coins to bag

*Location:* Castle Attack

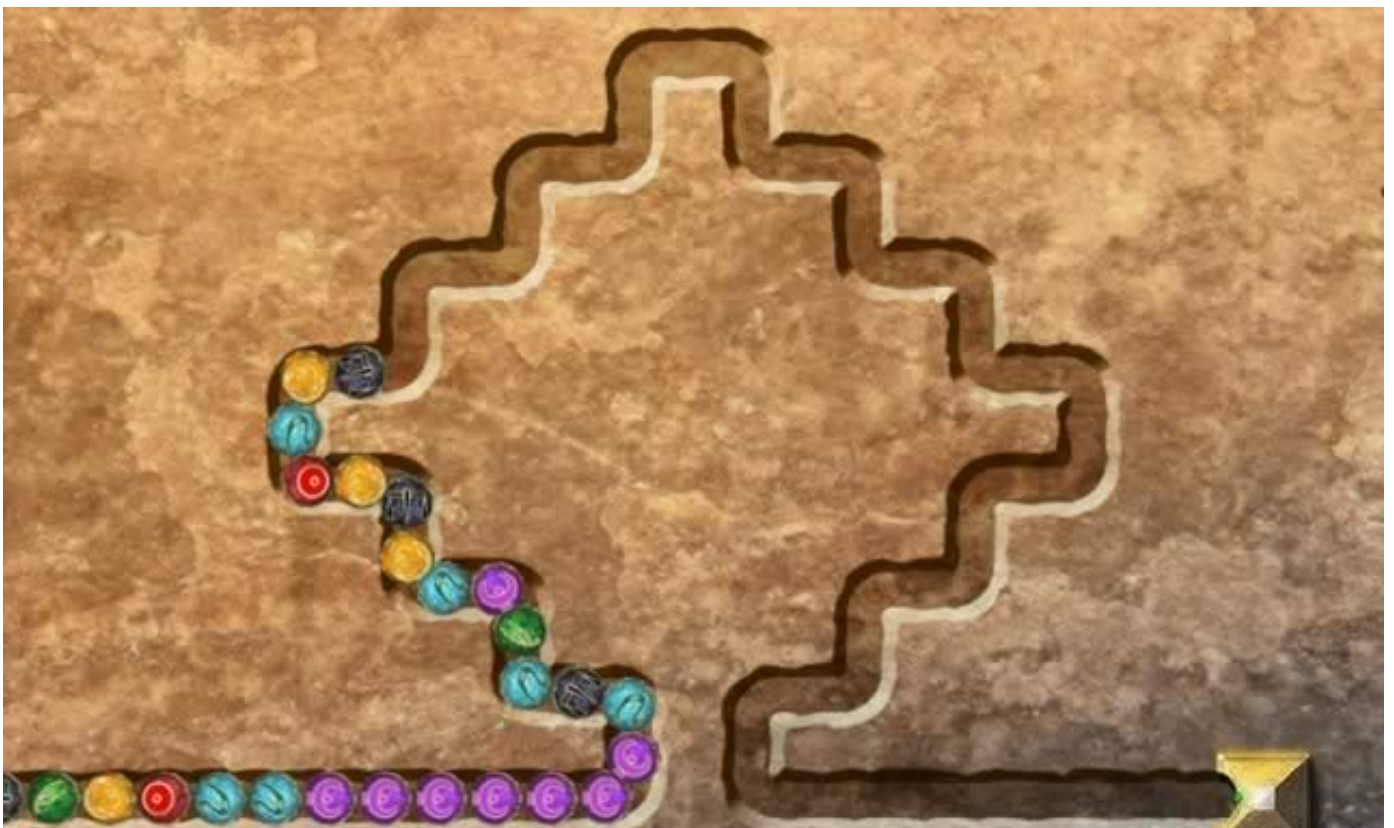




### Riddle/Combine Clues:

- Adjournment Tool = Gavel
- Salt's Cohort = Pepper
- Manual Word Processor = Typewriter\*
- Post Holder = Mail Box\*
- Get Money from ATM = Drag the card to the ATM

### Puzzle: Luxor







Court Member Collected: The Judgment Orb of Osiris

*Location:* Judgment Room of Osiris

Click on the last glowing tablet to continue

Puzzle: Match-3

Collect the two black orbs

Watch the final clip to see what happens to the characters.

### **Bonus**

The credits will automatically roll when you complete the game. The last line in the credits says "Try to Shift the Play".

When you are returned to the opening screen, place your cursor over the word "Play", press and hold the shift key and click on Play. You will be welcomed to the secret orb chamber



Puzzle: Find the Luxor orbs





Laurie Murphy

Content writer



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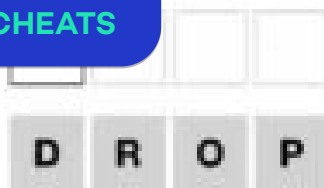
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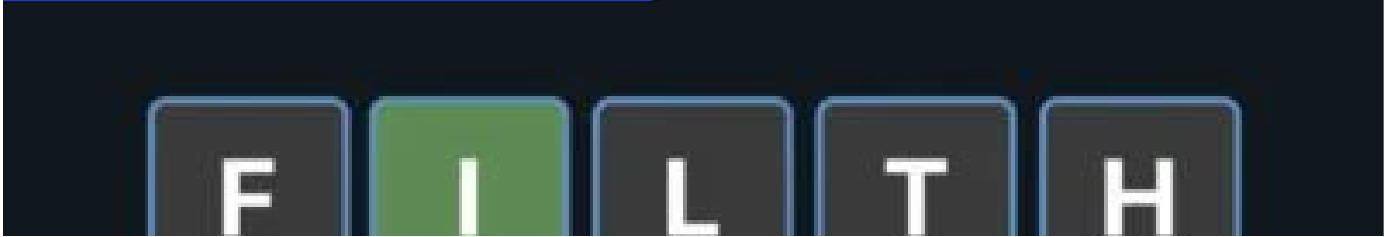
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