

# Adventure Lantern

Casting light into the gaming world...

## Featured Games:

NibiRu: Age of Secrets Review & Walkthrough  
Voyage Review & Walkthrough

## Reviews:

Indigo Prophecy  
Rhem 2  
Law & Order Criminal Intent  
Nancy Drew: Last Train to Blue Moon Canyon  
Restricted Area

## Previews:

Crime Stories  
Yoomurjak's Ring  
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The Island: The Earthling  
Culpa Innata

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# Editorial

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Adventure Lantern is back with its second issue! It is hard to believe a month has already passed since we launched the magazine in January. It's my pleasure to announce that based on the feedback we got on the first issue, the magazine has been restructured for the second issue.

Adventure Lantern is now divided into three sections. The first section, **Adventurer's Ravine**, is entirely dedicated to adventure games. We will strive to provide reviews and previews about the latest adventure titles in this area. We will also take frequent trips to the past and explore older adventure games as Adventure Lantern builds up its archives.

The second section of Adventure Lantern, **Uncharted Waters**, will be our area for other genres. Here you will predominantly find reviews of action adventure, role-playing, strategy, and action games along with the occasional article on other genres. While Adventure Lantern will try to keep a focus on Adventure Games, we do want to cover other genres and try to bring you a comprehensive view of the gaming world.

Finally, the walkthroughs we will publish as part of the magazine will go into **The Guiding Beacon** section. Our walkthroughs will be predominantly on adventure games. However, we do hope to eventually extend our coverage to other genres.

As we post our second issue, Wendy, Neetie, Suz and I are happy to welcome five new staff members to our team. Eileen has already started providing us coverage on the Nancy Drew series. You can find her Last Train to Blue Moon Canyon review in this issue. Gnome joins us with a review of the freeware remake of Apprentice. You can find more of his great writing on his blog at [gnomeslair.blogspot.com](http://gnomeslair.blogspot.com). Fallen Angel from the Greek adventure gaming site Adventure Advocate ([www.AdventureAdvocate.gr](http://www.AdventureAdvocate.gr)) has agreed to provide us English versions of her original reviews. This month Fallen Angel prepared an updated version of her Indigo Prophecy review. Tune in next month for Donna and Sweetpea's first articles.

We hope you will enjoy the February issue of Adventure Lantern. Until next month...

-Ugur Sener

# Yoomurjak's Ring - Preview

Written by Ugur Sener

Private Moon Studios, the talent behind the successful Agon series, has recently announced a new adventure game. Yoomurjak's Ring promises an engaging story, interesting environments, and an intriguing mystery. If you are looking for a solid dose of pure adventure gaming, Yoomurjak's Ring could be the answer.



The hero of our tale is Jonathan Hunt, a young American journalist. Upon reading the famous Hungarian novel, *Eclipse of the Crescent Moon*, Jonathan decides to visit the city depicted in the book. However, his would-be vacation quickly turns into an investigation when Jonathan happens upon two letters.

To Jonathan's surprise, the letters clearly show that Samuel Hunt, Jonathan's great-

grandfather and the protagonist from the Agon series, knew a Hungarian inventor by the name of Pal Ábray. In honor of his great-grandfather's old friendship, Jonathan decides to look for a descendant of Pal Ábray. While he fails to find a member of the family, Jonathan accidentally meets "a strange old man who tells him an unbelievable story" involving an ancient ring (Valéria Papp from Private Moon Studios).

The details of the old man's story are yet to be revealed. However, we do know that he speaks of Géza Gárdonyi, the author of *Eclipse of the Crescent Moon*, Yoomurjak, one of the characters from the novel, and his grandfather Zsigmond Jámber. It turns out that Zsigmond was Pal Ábray's assistant. Two letters from Ábray to Samuel Hunt do seem to back up the old man's story. However, before he can complete the investigation, verify the truth of his tale, and discover the mystery behind the ring, the old man dies.



It is now up to Jonathan to uncover the secrets buried in history. He will travel through many real historical sites in his quest to find the truth. Jonathan's adventure will take the players to "a medieval castle, citizen houses from the baroque age, a bath from the Turkish era, and parks from the last century" (Private Moon Studios December 2005 Press Release). As Jonathan continues the investigation, he will encounter many colorful characters and face a dangerous gangster. However, Jonathan will not have to face all of his challenges alone. A young woman from the local travel agency will prove to be an invaluable ally.



Yoomurjak's Ring is designed as a pure adventure game. The game will feature an extended version of the Agon engine. Adventure gamers will recognize the "360° panorama view and node-to-node movement" (Valéria Papp). Jonathan will encounter the obstacles typical of adventure games as he continues his investigation. The game will feature inventory-based challenges as well as other types of puzzles. Jonathan will also

engage in a good deal of character interaction. To help him in his quest, he will have access to several tools including his trusty "mobile phone, notebook, map, and the Encyclopedia" (Valéria Papp).

Yoomurjak's Ring is gearing up for a release in Hungary during the spring of 2006. Judging by the available information, Private Moon Studios could deliver another solid adventure game with Yoomurjak's Ring. Gamers can expect to explore fascinating historical sites and uncover an intriguing plotline that ties history with fiction. Here's hoping that an international release will quickly follow the initial release in Hungary.



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# Reprobates - Preview

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Written by Ugur Sener

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Future Games, the Czech Republic based developer behind Black Mirror and NiBiRu, has recently announced a new adventure game called Reprobates. Currently scheduled for release during Fall 2006, Reprobates promises a dark, brooding story that will grip you from the start, not to mention significant improvements to the engine used in the previous Future Games titles.

It all starts as an ordinary day. Adam casually gets into his car to head over to work. He expects nothing more than several dull hours before finally getting to spend time with his girlfriend. But today is not at all ordinary and Adam will not be taking his usual relaxed drive. Just as he starts the engine, Adam is overcome by a quick flash of pain. For a moment, he can see nothing except for a bright white light engulfing him. The pain only lasts for a moment and then it starts to fade. Shaken and disturbed, Adam nevertheless gets on the road.



Adam relaxes as the pain completely subsides. He turns up the radio, trying to forget about the incident. But he only travels a few short blocks. A gas truck comes charging down the street and crashes into Adam's car. There is nothing left but the eerie blinding white light. The accident should be fatal. Adam should not be able to make it out of the car alive. But destiny has other plans for the young man.

When Adam opens his eyes again, he appears to be in a small hut. He quickly realizes that he is in a strange island with a number of people from different time periods. People are controlled by a mysterious bell. It seems no one can resist falling asleep upon hearing the ring. Inhabitants inexplicably disappear at night, never to be seen again. Cryptic messages around the island compel Adam to question and explore. What is the truth behind the island? Did Adam truly survive

the seemingly fatal accident? Adam struggles to understand the mystery before he too disappears into the unknown. The press release from Future Games leaves us with the following words: “Answers appear and at once disappear in another ringing [of the bell]. The night comes. Will it be the last one? Or will there be another morning?”



Reprobates certainly has what it takes to spark some curiosity. The official site at [www.FutureGames.cz](http://www.FutureGames.cz) also notes that Reprobates will be using the next generation of the AGDS engine. Realistic character animations aside, adventure gamers can look forward to nifty features like “emotions in [character] faces, ageing, and atmospheric effects.” The screenshots do reveal that the game will have a crisp look. The changes in the engine certainly sound promising. But from the early information available, it looks like the interesting story and dark setting will be the true highlights of Reprobates. It will be an anxious wait before we can find out the mystery behind the island and what really happened to Adam on that fateful day. Future Games might be on the verge of unleashing another powerful twisted mystery upon adventure gamers.



## The Island: The Earthling - Preview

Written by Ugur Sener

*Inhabited Island* is a science fiction novel from the Strugatsky brothers. Known as *Prisoner of Power* in its British translation, Boris and Arkady Strugatsky's novel is set in the 22<sup>nd</sup> century. Mankind has expanded well outside the boundaries of earth and made contact with other intelligent species.



The ability to quickly travel across galaxies has sparked a new age of exploration and discovery. The novel focuses on the story of the explorer, Maksim Kammerer. Upon crash-landing on the planet Saraksh, Maksim discovers an existing civilization. While adapting to his new life, Maksim uncovers terrible truths and eventually starts fighting against the terrible regime. (The information on *Inhabited Island* is from Wikipedia at [en.wikipedia.org/wiki/Inhabited\\_Island](http://en.wikipedia.org/wiki/Inhabited_Island))



Step Creative Group has recently undertaken the task of creating an adventure game based on *Inhabited Island*. The *Island: The Earthling* has the same premise as the novel. The game begins as Maksim lands at Sarraksh and loses his ship. Trapped on this unknown planet, Maksim finds what is left of a civilization almost completely destroyed by a nuclear war. It will be up to Maksim to uncover the truth carefully hidden by the government. Can the stranger

bring about change and bring new hope to the inhabitants?

While *The Island: The Earthling* is directly based on *Inhabited Island*, the game will feature an original story. Adventure gamers who have read the novel can expect to explore different locations, encounter different challenges and probably discover an alternate ending. *The Island: The Earthling* will play from a first-person perspective and feature 100 locations distributed across 10 episodes. We do not yet have greatly detailed game play information. However, if the pleasant graphics depicted by the screenshots and the intriguing premise based on the popular novel are any indication, *The Island: The Earthling* could be a great addition to anyone's first-person adventure collection.





# Culpa Innata - Preview

Written by Ugur Sener



Currently under development by Momentum, Culpa Innata invites us to the year 2047. The game may be set only four decades into the future, but the world is much different than ours. Most of the world's governments have set aside their differences and united as a single nation. But the World Union is far from being the perfect society anyone can join. Only the so-called upper class people can become part of the World Union. There is only room for the

rich, the powerful, and the influential. In this wealthy society medical ailments and war seem to be distant dreams. But the perfect façade is an illusion. Even for the lucky members of the World Union, things are not as great as they seem. It will be up to you to unlock the secrets and uncover the conspiracy.

In Culpa Innata, you will be controlling Phoenix Wallis. Around the globe, there are only a few independent governments that are not part of the World Union. The story begins with the murder of a World Union citizen in Russia, one of the remaining Rogue States. The Peace Officer Phoenix Wallis is assigned to investigate the murder. But as the investigation proceeds, Phoenix discovers much more than the killer. As the young agent unlocks incredible secrets behind the World Union, she will start questioning her beliefs and challenge the very core of her being.



Culpa Innata will be the first game developed by Momentum. Experienced in three dimensional facial modeling and animation, Momentum promises a game with realistic character models and natural-looking dialog scenes. The game is expected to feature over fifty interactive characters, forty distinct locations to explore, and many different types of puzzles. With a story that might particularly appeal to science fiction fans, Culpa Innata could be an exciting adventure offering.

# Crime Stories - Preview

Written by Ugur Sener

Martin Mystère: Operation Dorian Gray was originally released in Europe in 2005. Several months later, the talented detective is finally taking a much anticipated trip across the Atlantic. The Adventure Company recently announced the North American release of the game under a new title. Crime Stories: From the Files of Martin Mystère is scheduled to begin distribution in North America on March 14<sup>th</sup> 2006.



Martin Mystère, the detective that inspired Crime Stories, was originally a comic book character. Unlike the traditional comic book heroes in the U.S.A., Martin does not have any super powers. Rather than battling galactic invasion armies, incredibly powerful mutants, or an ensemble of demigods, Martin works as an investigator of the paranormal. He may not be equipped with super strength or the ability to fly, but Martin's investigations frequently put him in danger as he encounters many strange phenomena. Especially in North America, the comic book may not exactly match Spider-Man or Batman in popularity. However, along with other titles like Nathan Never, Tex, Zagor, and Dylan Dog, Martin Mystère is quite famous in Europe.



In Crime Stories, Martin is depicted as a remarkably intelligent F.B.I. agent. When the famous scientist Professor Eulemberg is murdered, Martin is called to investigate the crime. But this will quickly prove to be most unusual case full of unexpected twists and turns. Martin will need all of his cunning and detective skills to discover the secrets behind the crime. His adventure will take him to a number of locations around the world.

The Adventure Company announces that Crime Stories features “beautifully detailed 3D graphics with rich, colorful environments to explore,” not to mention the classic “3<sup>rd</sup>-person gameplay with numerous inventory items to discover and

interact with” (The Adventure Company Crime Stories Press Release). Adventure gamers can also expect a good deal of character interaction. But the highlight of the game will most likely be its gripping story rich with exciting plot twists.



The European release of Crime Stories has already garnered some positive reviews and fairly high rankings. However, some stability issues have been noted. The reviews also pointed out a few problems with the dialogue in the game. The Adventure Company has informed us that they are updating the voice work. The changes may completely resolve the dialogue issues and easily take Crime Stories to the next level. Additional small updates have also been noted, which may have resolved some of the stability issues.

Even if Crime Stories is identical to Martin Mystère: Operation Dorian Gray in every regard except for its title, this is still an adventure game you will not want to miss. With its emphasis on plot development, interesting characters, beautiful visuals, and entertaining setting, Crime Stories should prove to be an easy 3<sup>rd</sup>-person adventure game to recommend. It is great to see the game get a North American release.



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## Gumshoe Online: The Murky Truth – Interview

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Conducted by Ugur Sener

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*The Gumshoe Online community has certainly come a long way since its original release. The developers have continually improved the overall game engine and released increasingly more engaging cases. The Gumshoe Online site now represents a strong Web community as well as offering an entertaining casual adventure gaming experience.*

*The fifth Gumshoe Online case, The Murky Truth, was recently announced. Iwan Roberts from the Gumshoe Online team has graciously agreed to provide us information about the upcoming case as well as the Gumshoe community in general. Based on the information available, Web detectives could be in for another treat with The Murky Truth.*



**Adventure Lantern:** *For the uninitiated, can you tell us a little bit about Gumshoe Online?*

**Iwan Roberts:** Gumshoe Online is a private detective game set in the crime ridden streets of 1930's America. Players need to uncover clues, interrogate characters and solve mind-bending puzzles before they can crack the case.

We wanted to make deduction a key part of Gumshoe Online's gameplay; give the player a real sense of satisfaction when they unravel a mystery. In Gumshoe Online, understanding the evidence is just as important as uncovering it.

Unlike other point-and-click adventure games, Gumshoe Online is played over the Internet using a traditional web browser. This probably makes Gumshoe Online the most accessible adventure game available. There are no plug-ins to install or software to download, players simply connect to the website and start solving mysteries

**AL: What can you tell us about the Gumshoe Online user community?**

**Iwan:** One of the nicest things about Gumshoe Online is how friendly the game's user community is. The forum is a great place to go if you're having difficulty cracking a case or solving a puzzle.

Originally we thought the forum would be just another way to give user support , but our players have really taken to it. There are threads on every aspect of Gumshoe Online. Players discuss the mysteries, help each other out, give us ideas for new cases, and even suggest game features they'd like to see.

If the user community wasn't so helpful we'd certainly spend a lot more time supporting the game and a lot less time devising new cases.

**AL: You recently announced a new case. Can you give us a preview about the story?**

**Iwan:** I don't want to give too much away but the "The Murky Truth" is a tale of piracy on the high seas. When a cruise liner is ransacked off the coast of Wheaton City, Theodore Nash, the ship's owner isn't sure the Police are up to solving the mystery and asks you to lend a hand.

Below is the case blurb from the website that gives a little more information than the press release:

*When a luxury liner is the victim of an audacious robbery off the coast of Wheaton City; it's all too easy to make comparisons with the pirates and privateers that hunted Spanish galleons along the same coastline centuries before.*

*For Theodore Nash, the ship's owner, this act of piracy is much more than history repeating itself; it's a crime that could ruin him and his business.*

*With the Police investigation all at sea; you're the only person who can unravel the mystery, save Neptune Shipping Corporation and find the "The Murky Truth."*

**AL: Can players expect new kinds of puzzles in the latest case?**

**Iwan:** This new mystery is packed full of original puzzles with a few familiar brainteasers also making an appearance. Experienced private eyes might be relieved to learn that the dreaded "Lock-pick" puzzle won't be included in this case.

We've also added a number of sub-quests to the new mystery. Sub-quests haven't really featured in Gumshoe Online but all that's about to change.

**AL: *What kind of environments can we expect to explore?***

**Iwan:** The new mystery revolves around events onboard a luxury liner and players will have to scour every inch of this ship to solve the case.

The cruise ship is the largest location we've ever built and we based her design on the blueprints of actual 1930's passenger liners. I hope players appreciate this authenticity when they are wandering around the hundred rooms that make up the ship.

As well as the cruise liner, players will also get the chance to explore the port, new sections of the police station and a couple of office buildings.

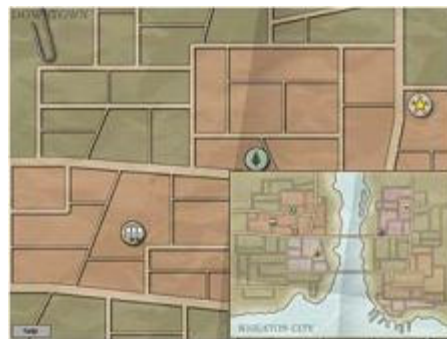
**AL: *Can the players expect a new contest with the release of the case?***

We hadn't planned one but that's a good idea.

**AL: *The Murky Truth will be the fifth case to be released. Where do you see Gumshoe Online heading next?***

We've always seen Gumshoe Online as a long-term project. We have a number of cases written and waiting to be implemented. After releasing "The Murky Truth" we'll turn our attention to "Sharks" which is a story of revenge and illegal gambling.

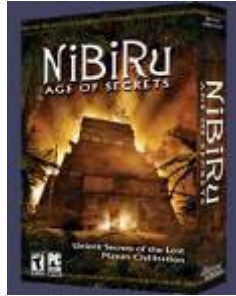
Since Gumshoe Online's launch we've been contacted a few times about using our "webgame" engine to create other titles. There's nothing definite planned but we're looking at ways of developing either a "space trading" or "strategy" game.



*Adventure Lantern thanks Iwan for taking time out of his busy schedule to provide us detailed information about the latest Gumshoe Online case. Since its inception, Gumshoe Online had a theme of continuous improvement. The cases show a pattern of evolution as the developers have tried new types of puzzles and expanded on their early work. It should prove interesting to see where Gumshoe Online goes in 2006.*

# NiBiRu: Age of Secrets

PC Review by Wendy Nellius



Play as Martin Holan, a linguistics and archeology student, who in an effort to help his uncle, takes on a seemingly simple task which ultimately hurdles him smack dab into the middle of a world filled with secret experiments, murder and intrigue.

As our story begins, Martin receives a call from his Uncle Francois. He wants Martin to investigate a recently discovered WWII German mine located in Bohemia. Francois needs to meet with Martin immediately. Hmm....why the sudden urgency?



During the meeting with his Uncle, Martin learns of a German war project named NiBiRu which heralds the belief in a 12<sup>th</sup> planet inhabited by a highly evolved race whose technology could change civilization as we know it. Although long thought of as a myth, could it be possible that the Germans had found a way to harness that technology and that the NiBiRu project truly exists? Francois is quite vague and does not provide many details, but

he is bubbling with excitement over newfound information proving that NiBiRu is most definitely not a myth. Time is of the essence. Martin needs to be on the Charles Bridge in Prague tonight! A meeting with a mysterious female contact named Barbora will provide all the insidious details.

To Martin's surprise and dismay, Barbora is a no-show at the bridge but has hidden a note for Martin to find. She fears she is being followed. Martin should contact his uncle to obtain her home address. How could anyone know they were meeting tonight? The following gruesome discovery that Barbora has been murdered in her apartment sets off a whole new realm of objectives for Martin. Left in a bit of a tough spot, it's up to Martin now to search out the secret

information Barbora had planned to tell him, perhaps learn the identity of Barbora's killer, discover the secrets in the mine and somehow manage to keep himself alive.

NiBiRu is a 3<sup>rd</sup> person adventure set against 2D backgrounds. Martin Holan is an enjoyable character with similarities to George Stobbart in the Broken Sword series minus the female sidekick. He's a good looking, intelligent guy with a quick sarcastic wit. Voice acting is well done here. What's interesting about Martin is that throughout the game, we get to hear what he's thinking; good and bad. It gives us a little more insight into his personality.



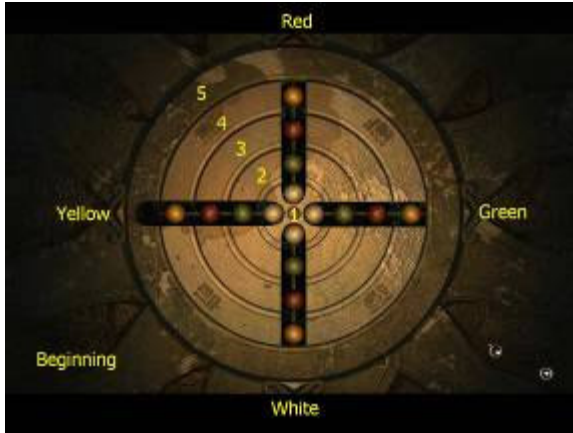
Getting around is simple for the most part. Directional cursors are provided during game play to notify you of locations you can explore. The transitions from Prague to Bohemia and lastly to Mexico are automatic upon completion of all necessary tasks. Inventory is located at the bottom of the game screen and is easily accessed by running your cursor over it. The main menu, located at the top of the game screen, is accessed in the same way. The same cursor is used



to examine, pick up and use items. Supposedly, the right mouse button is to be used for examining while the left for activating, picking up and using items. However, you will find as you play the game that this is not a consistent feature. Frequently, the right button seems to be inactive and the left button has to be used to examine items. It's pretty much a hit or miss situation. Most likely you'll get used to left clicking on hotspots first to test them out.

Conversation can be activated with a speech bubble appearing next to an NPC. While you are able to initiate a conversation, the rest is all done automatically. Although just listening to the conversation is a joy as the voice acting is done so well, it would have been nice to have the chance to participate in the conversation. In fact, this happens also when completing some tasks. The player participation is not as in depth as it should be which causes the game to be somewhat on the easier side when considering the difficulty level.





The puzzles, as with most adventure games are inventory and logic based. While they are limited towards the beginning of the game, NiBiRu manages to kick them up in volume and difficulty as you make progress. Most of the puzzles are quite easy and will not cause much stress. Most of your game play experience will involve figuring out how to open doors, desks, computers and strange boxes. There is one slider type

puzzle that proves to be a bit more difficult as each of the pieces has a set direction in which they can be moved causing a headache or two. Truly, the one noteworthy puzzle involves marbles set within slots which are a part of 5 rings which can be rotated. Four slots contain 4 marbles, each of a different color. Your goal is to get each slot to have 4 marbles of the same color. The most difficult part is getting started. Once you get the basic idea, the puzzle can be completed without too much trouble.

What makes NiBiRu enjoyable are the beautiful backgrounds. The best part of adventure games is that they take you to new places. When you read a book, you only get to imagine far away locations. Here, you get to see an artist's rendition of a location and perhaps for a couple of hours, wonder what it would be like to be there. Or, maybe you have been there and get a chance to revisit some memories. If you're fascinated by ancient ruins, forgotten war mines, and secret chambers, then you will be delighted to get a chance to wander through them as you search for answers.



Each location is incredibly detailed. As you enter the archives room of a long abandoned mine, the signs indicate there was a hasty exit made by the former Nazi inhabitants. Overturned chairs, dirty dishes on the table, logbooks, a ham radio, a 3<sup>rd</sup> Reich flag faded and torn hanging on the wall all work together to immerse you in the environment.

Imagine the site of a ruin where the light streams in from the outside, highlighting stone walls and statues that were intricately carved by hand and hold the secrets

to unlocking the past. NiBiRu provides plenty of visuals to make your eyes dance.



NiBiRu is not a game boasting a glorious soundtrack. In fact, there really isn't much music at all. Where NiBiRu excels is in its ambient sounds. As Martin walks down the steps underneath the ruin, you can hear the echo of his footsteps. In France, as Martin stands in front of the hotel, you can hear the rolling of waves even though you can not see the docks from where you are. In Mexico, the sounds of the wildlife are

considerably different than Prague or France. They could have just used the same sounds, but they chose to give us authentic variety.

While NiBiRu may not be the most difficult game you will encounter and will leave you with some questions about the story at the end, it still is a wonderful bug free game that will take you away from your normal lives for a few hours.

Final Grade: 85/100



**Developer:** Future Games  
**Publisher:** The Adventure Company  
**Platform:** PC  
**Genre:** Adventure  
**Release Date:** October 2005  
**Grade:** 85/100

**Minimum System Requirements (PC):**  
 Windows® 98/ME/2000/XP  
 Pentium® III 800 MHz  
 128 MB RAM  
 32 MB Video Card  
 DirectX® 8.1 Compatible Soundcard  
 16x CD-ROM Drive

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# Voyage

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PC Review by Ugur Sener

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Exploring the cosmos, reaching the stars, and finding intelligent life forms on other planets... For countless years mankind has longed to discover and understand the vastness of space. But what if incredible secrets are waiting to be discovered right next to our planet? Perhaps the astronauts never explored the right crater on the moon and an ancient civilization has patiently waited all these years for us to discover...

Jules Verne's novel "From Earth to the Moon" and its sequel "Around the Moon" tell the story of a fascinating journey. Using a gigantic gun, three men attempt to shoot a projectile and reach the moon. While the heroic gentlemen are successful in leaving the earth and circling the moon, they never actually accomplish a landing. Developed by Kheops Studio, Voyage offers an alternate story.

The game starts as one of the explorers, Michel Ardan, regains consciousness within the shell launched from earth. Dizzy and disoriented, he can hardly remember where he is and what he is trying to accomplish. As Ardan attempts to figure out what is going on, his shell is fast approaching the moon. With your help, Ardan will have to maintain the shell as it drifts across space and survive the lunar landing. Upon reaching the surface of the moon, Ardan's true adventure will begin.

The moon, as depicted in Voyage, is a much different environment than what Neil Armstrong explored. As the sunlight hits the far side of the moon, Ardan quickly realizes that the atmosphere is suitable for him to breathe. Upon leaving the shell, Ardan discovers an impressive landscape lush with fascinating plants. Strange ideograms and impressive machinery hint at the existence of intelligent life. Are these simply the remains of a lost civilization or is Michel Ardan on the



verge of making contact with an ancient race?

As you traverse the surface of the moon, you will slowly begin to unravel the secrets of the Selenite civilization. Initially, many seemingly insurmountable obstacles will prevent you from accessing certain areas. You will have to heavily rely on your deductive and observation skills to unlock the mysteries of the moon.

Voyage plays from a first-person perspective and features fairly nice graphics. The various environments around the surface of the moon are depicted with a great deal of detail. It is a true delight to explore certain areas of the game. The

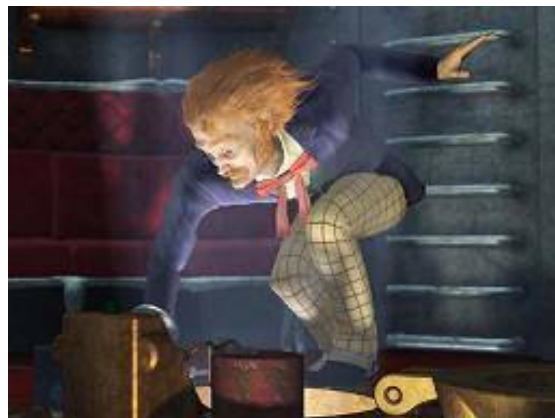


sound effects, voice acting, and music remain successful throughout. Michel Ardan's voice particularly suits the character. The background music does an excellent job of setting the game's whimsical tone.

The mouse-driven interface is very straightforward and intuitive. The inventory is accessible with a simple right click. The item slots are divided into several tabs, making it easy to organize

your items. The item combination section makes it very convenient for players to piece together various objects to make different inventory items. Voyage's interface will be especially familiar to those who have played Return to Mysterious Island. Many elements from Kheops Studio's previous Jules Verne-inspired title have been carried over to Voyage.

The similarities in the inventory layout and item combination mechanics are immediately noticeable. Voyage also uses the same black-and-white storyboard drawing style from Return to Mysterious Island for some of its cut scenes. But most importantly, the developers have carried one of the strongest features of Return to Mysterious Island into their new game. Like the previous game, some of the challenges in Voyage have more than one solution. For instance, a number of key items are available at multiple locations. Thus, even if you never figure out how to access one of the locations, you can still acquire the necessary object and complete the game. Similarly, it is possible to overcome some challenges by either having the right item or solving a logic puzzle. The game also does not force players to overcome every single challenge. The alternate paths and optional content give Voyage some replay



value. While it may not be as fulfilling as unlocking an alternate ending, players can go through the game multiple times to try out different solutions to the challenges Michel Ardan will have to overcome.



The obstacles in *Voyage* predominantly consist of logic puzzles and inventory puzzles. There are plenty of occasions where you will have to use the correct item or combination of items on the right hotspot to make progress. You will also have to solve many different kinds of logic-based puzzles. None of the puzzles are extremely difficult and manage to remain entertaining throughout. Before his journey is over, Ardan will have to learn how to speak

an alien language, decipher the meaning of cryptic ideograms, and understand the Selenite number system. He might also have to conduct interesting botanical and culinary experiments and learn the customs of an alien culture. While the vast number of puzzles in *Voyage* might be too much for fans of action games, adventure gamers should be satisfied with the amount of content offered in the game. Especially the puzzles that deal with understanding the Selenite language set *Voyage* apart from many other adventure games. It should be noted that *Voyage* does contain two sound-based puzzles. However, the first one is not very challenging and the second one can be solved exclusively through trial and error even if you cannot distinguish between the sounds.

The only problem that truly hurts *Voyage* is the amount of backtracking required to get through the game. Especially when going through the game for the first time, players can expect to make many visits to certain locations. Part of the problem is that Michel Ardan is limited to carrying a maximum of three items of the same type. Several times in the game you will find yourself in need of various lunar fruits. Since Ardan is limited to carrying only three of each fruit type at any given time, you might find yourself returning to the location where you can pickup the fruit multiple times before completing the game. The problem would have been greatly alleviated if Ardan was allowed to carry just a few more of the same item. It would have also been nice if duplicates of the same item could just be accumulated in the same inventory slot rather than taking up multiple slots.

The bigger part of the backtracking problem comes from the design of the game. Depending on how you progress



through Voyage, Ardan will most likely be incapable of overcoming many obstacles the first time you encounter them. You will have to explore a different region, find the necessary items, and return to the original location to solve the puzzle. Upon overcoming the first challenge and making a little progress, you might immediately discover a second puzzle that requires you to do more backtracking before you can proceed. While it is completely understandable that Ardan should not be fully equipped to immediately solve any puzzle he might encounter, having to go back and forth between various locations multiple times can be irritating. Fortunately, navigation in Voyage is very simple and you do not have to suffer from extensive load times. There are no additional burdens increasing the tediousness of backtracking either. Ardan will not have to fight against hordes of monsters, find his way through mazes, or try to avoid traps. You'll just take a few uneventful extra trips across the moon. Even though the backtracking is a problem, it certainly does not greatly hurt the game play experience.

Continuing the success of Return to Mysterious Island, Kheops has delivered another good adventure game with Voyage. The interesting environments, colorful main character, and considerable number of puzzles make Voyage an easy game to recommend. It is not the best game out there, but adventure gamers looking for relaxed and entertaining gaming experience should still not miss Voyage.



The final grade is 84/100.

<p><b>Developer:</b> Kheops Studio  <b>Publisher:</b> The Adventure Company  <b>Platform:</b> PC  <b>Genre:</b> Adventure  <b>Release Date:</b> August 2005  <b>Grade:</b> 84/100</p>	<p><b>Minimum System Requirements (PC):</b>  Windows® 98/ME/2000/XP  Pentium® III 800 MHz  64 MB RAM  64 MB DirectX® 9 Compatible Video Card  DirectX® 9 Compatible Soundcard  16x CD-ROM Drive  Keyboard, mouse, speakers</p>
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## Nancy Drew: Last Train to Blue Moon Canyon

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PC Review by Eileen V. Ifill

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Don't jump on board yet! Centuries have passed since prospectors found adventurer Jake Hurley's abandoned private train among the lonely shadows of Blue Moon Canyon. Legends of untold fortunes begin where the rusted train tracks end. Did Hurley take the money and run away to start a new life? Alternatively, was he lost in the dark mining tunnels beneath the Canyon?

Prominent socialite, Lori Girard, brings together the best investigative celebrities in the business to unravel the mystery. However, before her hunt gains any steam, Girard vanishes among the artifacts! Is the last Train to Blue Moon Canyon HAUNTED or is this just a poor tabloid tactic to grab headlines?

Now, it is your turn to climb on board as Nancy Drew to see if you can uncover the truth at the end of the line!

Herinteractive develops the Nancy Drew series of games. This is a point and click adventure game. The game is easily loaded with the CD-ROM and you have the choice to install the entire game or a minimum install where you would have to insert the CD each time you play.

You will enjoy the clear graphics of the game complete with shadows and a haunting ghost. The sounds are very realistic and add to the excitement as you explore. The music fits right into the adventure of each scene. What makes this game unique is how you can travel between the train cars while the moving train is shaking. It is so realistic, which makes the game even more fun.

As you step into each caboose, you will find lots of exploring to do. I did not find any problems as I played the game. Everything went very smoothly.



## All Aboard!

Here is where you get insight into the characters. You finally get to meet Frank and Joe Hardy! You have spoken to them on the phone in just about all of the Nancy Drew games.

This time they invite Nancy to come along with them on this momentous mystery tour of the Old West and search for Jake Hurley's legendary treasure. Lori, the host, is not too thrilled to see you; I guess you did not make her guest list!



Lori conducts a tour and then gathers everyone around the dining room table for introductions. You miss the tour but you are just in time for something else. The lights go out and Miss Girard disappears! No one knows what could have happened to her. The search is on!

As you travel through the different cabooses, you will meet the different characters and discover how they can help your quest. John Grey is the host of a television cable series Ghost Chasers. Lori needs him for her Old West adventure, but does Grey believe in Ghosts?



Charleena Purcell. Some of you may remember speaking to her in the game Shadow Ranch. Maybe you can leverage your minor acquaintance to learn about the background of our host. You do wonder why she is there, someone who is a haughty and reserved romance author. From the time Lori screamed, Charleena made it clear that she was not in the mood to pay any attention to celebrity seeking publicity.





Your next celebrity is Detective Tino Balducci. He is a bit pompous but the only VIP on the train who remembers your name correctly! Tino is a troubled Chicago detective who spends most of present reliving his invented past. Maybe he can help with the investigation. However, he may not!



Our last is Lori Girard herself! As an aspiring tabloid queen, Lori wants nothing less than the attention of the world. After her father bought a shipping company, this bored teen found Jake Hurley's untouched train in storage. She begged her father to have the train restored. The question is why? Now, the plot thickens!



The navigation in the game has the basic point and click functions which allows for movement and interaction with the characters. You will be using the famous magnifying glass cursor to search out clues that you come across. Your notebook will keep you abreast of all your findings. This way, you will be able to refer back to it if you forget what you are doing or where you need to be going.

An inventory section is available to keep objects and tools that you come across during your investigation for future use in the game. The latest feature is the camera; you are able to snap a shot of items in the cars. Keep it close by as you will need it.

Remember, you have a choice before playing the game to set it for Junior or Senior Detective levels. This depends on your sleuthing skills. Some practical tips can help you in both modes:

Exclamation points (!) at the bottom of the screen tell you that there are new items in your inventory or additions to your journal. If you need a small clue, you can call Bess and George on your cell phone. Depending on how far you are into the game, you can also ask the Hardy Boys. They are usually in the dinning car doing research.

After completing a difficult task (you will find this to be true!), click on the menu options near the bottom of the screen and save your progress. This will definitely minimize the frustration of losing your best game accomplishments.

You will come across some warning signs stating to “Keep Out”. There are serious consequences for disregarding warning signs in this adventure, consider yourself warned! Do not forget about the second chance option. It is a detective’s best friend!

As you start your exploring you will come across an array of puzzles. Some are easy and some rather difficult. You see, the old train has quite a bit of Antique Artifacts that you will soon discover are puzzles, secret codes and poems to decipher.

One of the first puzzles you come across is in the sleeping car. What looks like a table is really something for you to unscramble. Keep walking through the cars and you will find Jake’s wife Camille’s private car. There is a lot to go over, so take your time. There on the wall is a woven sampler hanging, as you examine this closely, you’ll see that each stitch box has a number and a symbol. You will need to come back to that later. Last Train to Blue Moon Canyon also features a racing mini-game that you will need to win. However, pure adventure gamers should not be alarmed, once you get the knack of it, the racing sequence is easy.

You will come across a few perplexing pipe puzzles. Most detectives have found these to be the hardest of them all! The object of this type of puzzle is to completely connect the pipes without leaving any open ends. The potential is there for pipe dreams to turn into nightmares! If you happen to get stuck, you can always go to the Herinteractive board for more one-on-one help.

*If you cannot dance*, you will certainly have to learn how! Camille has a dance floor with hanging shoes. So put your good foot forward and get to STEP-IN! In addition, find out what that was all about!

*Small World, Big Lineup!* Jake left a doll of a puzzle that is hardly child’s play. You will have to rearrange the dolls so that it spells something! I wonder what!



Once you progress far enough in the game, other cabooses will open up to you, with puzzles that are more complex. The Projector Car is a great example with its strange contraptions that were high tech in Hurley's era.

Last Train to Blue Moon Canyon is full of intriguing puzzles. The game features a great deal of content waiting for you to discover. The few puzzles mentioned in the review cover only a small portion of Nancy Drew's latest adventure. The game does not only consist of the train experience either.

### Next Stop! Cooper Gorge!

This is a small town, but you will find plenty to get into here! You will have to keep your eyes open and rely on your sleuthing skills as you go through the museum and the crypt. Whose body could the old crypt be hiding?

Before Nancy's adventure is over you will also find yourself at the horse races and even working at a diner! As you struggle to unlock the mystery, you'll also have to prepare orders and keep the customers happy.

So get on board and ride the Last Train to Blue Moon Canyon! Do not forget to ride the rail yourself! The game remains enjoyable throughout with many fun characters and their crazy personalities. Last Train to Blue Moon Canyon will have your mind working overtime figuring out the puzzles.

The game offers hours of thrilling detective work. As all the Nancy Drew games, Last Train to Blue Moon Canyon is targeted to mystery fans ages 10 to adult. It is worth noting that this is the kind of game that can be particularly enjoyable to play with other people. You can have a wonderful time discovering the mystery with a friend or family member. Last Train to Blue Moon Canyon can be easily recommended to adventure and mystery fans.

The final grade is 90/ 100

<p><b>Developer:</b> Her Interactive  <b>Publisher:</b> Her Interactive  <b>Platform:</b> PC  <b>Genre:</b> Adventure  <b>Release Date:</b> October 2005  <b>Grade:</b> 90/100</p>	<p><b>Minimum System Requirements (PC):</b>  Windows® 98/ME/2000/XP  1 GHz or greater Pentium or equivalent class CPU  128 MB of RAM  650 MB or more of hard drive space  32 MB DirectX compatible video card  16 bit DirectX compatible sound card  24X CD-ROM drive  Mouse and speakers</p>
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# Apprentice Deluxe

PC Review by Gnome



Do you know what the difference between a “review” and a “critique” is? If your answer is yes, you can skip the rest of this paragraph. If your answer was no though, all I can do is provide you with my (very personal and quite copyrighted) view: A review is a critique from a consumer’s point of view. It is there to tell you if something is worth the money it will cost you. A critique on the contrary, judges something on its own and usually on its artistic merits alone, without taking price into consideration. Computer games tend to be reviewed, as is customary and as they are considered inferior to -say- movies or apparently novels. So what shall I do with ‘Apprentice Deluxe’? It is a PC game (an adventure to be more precise) and it is freeware. Should I review it? Critique it? Take it out for a beer? What?



Well, let me tell you. I am in neither a theoretical nor an analytical mood, so I’ll just review the bloody thing, taking into consideration that it costs nothing.

Apprentice Deluxe is evidently the Deluxe version of the famous and award winning AGS adventure Apprentice. [If you want to know more about the free AGS authoring system visit the official site at [www.adventuregamestudio.co.uk](http://www.adventuregamestudio.co.uk). It will also help you find out what AGS

is.] The deluxe part comes with full voice-over with almost professional voice quality, some bug and graphic glitch fixes, a brand new soundtrack, and multilingual support. You even get to toggle the voice-over or subtitles on and off. And since Apprentice and its deluxe sibling are literally the same game, I’ll be referring to both of them simply as Apprentice.

Apprentice has a simple, but enjoyable story, set in a traditional fantasy setting with ironic and satirical splashes. It is about a young wizard’s apprentice called Pib, whose not so epic quest is to collect the ingredients needed for his first spell and ... that about sums it. Consequently the game is extremely short, albeit with

allusions to a much grander story. The average gamer will not need more than one to two hours to beat it, and only if every item is looked at and everything explored.

Pib is controlled in typical point-and-click fashion, which does feel like the correct method, despite the minor control and navigation problems. There is for example no right clicking to alternate between actions. Then again the inventory system is well implemented, attractively designed and fully compatible with a fantasy setting. Dialogs are handled the Lucas Arts' way



of using dialog trees, and almost every puzzle (except one –no wait; except two) is inventory based and rather on the easy side. The only puzzle that truly requires lateral and bizarrely inventive thinking is the one in which you'll have to produce cheese, but after you solve it (in typical adventurers' try every item on the inventory thing on everything else fashion) the game does explain the reasoning behind it, and it does actually make sense. In a weird and almost funny way, but sense nonetheless.

The most impressive aspect of Apprentice, being an amateur freeware adventure and all, is the incredibly high production values. The music is very good, the low-res cartoony graphics are excellent and carefully animated, the game is full with detail and everything is clickable and verbally described. The humor and the minor in-jokes are good too. Not Monkey Island or Monty Python level, but Pib's comments will put a smile on your face.

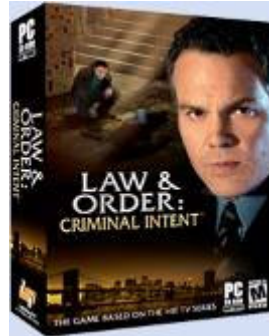
Apprentice offers an overall very pleasing (and brief) gaming experience, which continues with the already released and much improved Apprentice 2. You can download both games for free at the website of Herculean Effort Productions (<http://herculeaneffort.adventuredevelopers.com/app1.html>).

The final grade is 75/100.

**Developer:** Herculean Effort Productions  
**Publisher:** Herculean Effort Productions  
**Platform:** PC  
**Genre:** Adventure  
**Release Date:** May 2005 (Deluxe version)  
**Grade:** 75/100

# Law & Order: Criminal Intent

PC Review by Wendy Nellius



Perhaps one of the most popular series on television, Law & Order is the 2<sup>nd</sup> longest running drama series in the history of television as noted on the NBC website. After a successful run with the original Law & Order, Dick Wolf created two more additions in Special Victims Unit and Criminal Intent. Although linked together by first name, each series is unique in their approach and have dedicated following of faithful fans. For their fourth game in the popular Law & Order series, Legacy Interactive has decided to change things up and bring us their take on the Law & Order: Criminal Intent television series. Detective Robert Goren of Major Case is well known for his ability to step inside the mind of a criminal and successfully work every angle in order to flush out information and confessions.

Law & Order: Criminal Intent begins with a briefing from Captain Deakins. Apparently it has been pretty busy in the murder department as Goren has three brand new cases ripe for the investigation.



Case 1: Prosecutor Martin Castillo is discovered floating in the East River.

Case 2: Fashion Designer Lisa Stokes supposedly committed suicide in a high class hotel room.

Case 3: Bank Executive James Warren is found beaten to death in his home.

The cases can be played in any order. Upon completion of the first 3 cases, a 4<sup>th</sup> case will be available which ties the first 3 cases together for a final conclusion.

Playing as Detective Goren, your first initiative will be to scour the crime scenes for evidence possibly left behind by our unknown killers. After examination, evidence can be submitted for analysis. Unlike the previous Law & Order games, you do not have the choice of submitting evidence specifically to the lab, surveillance or research. Therefore, prepare to hear each department frequently tell you another department would have more information on certain items. This includes suspects as well. You may just want some background information and not necessarily want a witness tailed by surveillance. Nevertheless, you will get reports from both departments.



Like the detectives in the previous Law & Order games, Goren also has his trusty PDA to organize evidence, access voicemail, navigate to locations and load/save games. The PDA appears at the top of the game screen and can be accessed at any time by clicking on it. Beware of the green arrow that will appear

in the top right hand corner. Clicking on it will cause all locations available in the game to appear on the map regardless of whether or not you have a reason to visit the location yet. Whether this is intended or a just a glitch in the game is unclear. The save game feature leaves a little to be desired. Upon saving, you are automatically given a blank slot to fill. It would have been nice to have the choice of overwriting a saved game. This way you're not rifling through 40 slots in order to load a game.

The psychiatrist in previous games has been removed for Criminal Intent. The replacement is a Criminal Profiling program accessed on Goren's desktop. The criminal profiler allows you to input the evidence you've collected. The profiler will analyze the evidence and place it in 3 different categories: Criminal Characteristics, Personality and Motives. As you add more evidence correctly, the profile strength will change. Profile strengths can be weak, moderate, strong and very strong. Once you



have achieved a profile strength of “very strong”, you can submit a suspect who you think matches the profile. If you choose the correct suspect, you will be able to get an arrest warrant from Captain Deakins.



Perhaps the most important aspect of Criminal Intent is the interviewing of suspects. Goren is famous for his interviewing technique. In order to conform more to Goren’s style, the dialog module has been changed for this game. In previous Law & Order games, you would be given 3 to 4 possible questions or statements you could make. Asking the correct question was the key to a higher score at the end of the game. In Criminal Intent, you are given topics to

discuss with a witness or suspect. Your job is to determine what psychological approach you will apply to that topic. You have five options: Straight Forward, Sympathetic, Deceptive, Flattering and Confrontational. Each witness or suspect you interview has a tolerance level depicted by a circle that can be completed with either red or green. Asking with the correct approach will get your circle flowing with green and provide more details. Ask with the incorrect approach and red will slowly fill the circle. Ask with the incorrect approach too many times and your suspect/witness will cease to answer you. This can only be corrected by leaving the location long enough to have time pass in the game. You can then return and resume your questioning. So, in essence, there really is no penalty for incorrect choices. A lack of penalty is a good thing as what seems to be the obvious tactic is rarely the correct one.

The puzzles in Law & Order: Criminal Intent are mainly logic and inventory based. It is important to check the options at the main menu. There are 3 difficulty levels to choose from: Novice, Standard and Expert. For some reason, my game came preset at the expert level which I did not realize until well into the game. While this was fine for the majority of puzzles and game play, there are a couple of puzzles that you may want to lower the difficulty level for. One is an extremely intricate flower slider puzzle based on a painting on the victim’s wall. You can reference the painting on the wall, but you will have to exit out of the puzzle to do so. Lowering the difficulty level will provide you with some white borders.







Another memorable puzzle was a tile puzzle in the floor of another victim's apartment. Clicking on one tile would move other tiles similar to lock picking. At the expert level, this puzzle was darned near impossible. While most of the puzzles are entertaining, some of them seem out of place in this game and perhaps more suited to a classic adventure game. A maze near the end of the game seemed truly unnecessary and only added to make Goren run back

and forth repeatedly. An example of one of the easier puzzles is putting a baseball bat (the murder weapon) that has been fractured at one of the crime scenes.

The game boasts over 60 detailed environments. Each 2-D location is wonderfully detailed with a ton of hotspots to explore. As always, you get a glimpse inside the homes of victims and suspects alike. A waterfront crime scene riddled with trash, a 5-star hotel complete with concierge and classy bar, a rather dubious cigar club and a power plant are just some of the locations that can be explored.



The characters could stand some improvement. At times the characters and the environment seemed a bit grainy and pixelated. Vincent D'Onofrio, who plays Detective Goren; and Jamey Sheridan who plays Captain Deakins on television lend their voices to the game for a much more realistic portrayal. While this is appreciated, D'Onofrio's personality and voice seemed a bit flat in the game and does not fully reflect the brilliance with which he portrays the character on television. But, perhaps this is asking for a bit too much.

While ***Law & Order: Criminal Intent*** has all the makings of a great game, an endless amount of bugs and glitches severely affect the game's performance. There are quite a few to mention. There are considerable delays when activating some hot spots. Sometimes you will have to do it more than once. While

exploring some locations, pop-up descriptions of an item in inventory will appear on the screen despite the fact that you have not accessed that item. In some cases, the description would remain in place despite visiting an entirely different location. Also, while examining items in inventory, the descriptions would at times be out of order. Worse still is when Detective Goren gets stuck facing a wall or corner at a location. No amount of mouse clicking will release him from his prison and will only result in weird flailing arms reaching up to the ceiling. You can try going to another location and returning, but this will not always work. The clear fix is to save, exit the game completely, and restart. As frequently as this happened, it became a major annoyance almost to the point of scrapping the game altogether. The game was played on a 3 year old PC and a month old laptop all having the latest and greatest in speed and graphics. The problem occurred on both systems. The game also crashed a few times during game play. This happened one time just by accessing the main menu from within the game. Clearly, something went awry during the testing phase for this to occur. As of this review, there is still no patch available from Legacy Interactive to correct the problems.



While the storyline (perhaps the best to date) and basic premise of the game was intriguing and enjoyable, ***Law & Order: Criminal Intent*** was a technical disappointment. The bugs just could not be ignored by this reviewer. If you're hooked on the Law & Order series of games (as this reviewer is) and just can't get enough of them, then go ahead and add it to your collection. But be warned, patience is the ultimate virtue when playing this game. It might be better to wait until a patch is released and then buy the game on sale. The hope is still out there that the next game will be home run instead of a foul ball.

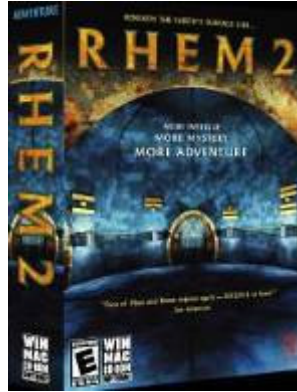
**Developer:** Legacy Interactive  
**Publisher:** Legacy Interactive  
**Platform:** PC  
**Genre:** Adventure  
**Release Date:** October 2005  
**Grade:** 65/100

**Minimum System Requirements (PC):**

Windows® 98/ME/2000/XP  
 Pentium® III 800 MHz or higher  
 128 MB or higher RAM  
 12x CD-ROM Drive  
 64 MB DirectX 9 compatible video card  
 DirectX 9 compatible sound card

# Rhem 2

PC Review by Suz



Rhem 2 is a first person point and click adventure game by Knut Muller and published by Got Game Entertainment. The game comes on 2 CDs for both PC and MAC. It is very stable and uses QuickTime. I experienced no crashes or glitches while playing the game.

## Introduction:

The game begins with a short video clip of Zetais giving you the first part of the key and sending you on your way. The goal is to find the other two parts of the key so that you can access the lower levels of the cave system. Then you must search the lower levels for an artifact. Once you find the artifact you need to photograph it for Kales.

That is the sum of the plot. Aside from a few information-only videos of Kales and Zetais there is no character interaction or dialog. The only other character in the game is a mysterious lady in red that you glimpse on occasion.



## Puzzles:

The strength and glory of this game is the puzzles. The goal of the game is to work your way through the wide variety of puzzles, some easy and some very difficult. All the puzzles are logical, if you found the clues. While you do pick up a few things into your inventory, it is obvious where they are supposed to be used. There are algebra problems, temperature conversions and mirror images of wiring diagrams to puzzle your way through. Additionally there is a maze, but there are no slider, timed, or sound puzzles, although sounds often give you a

clue that something happened. You will need to take notes, lots and lots of notes.

## Graphics:

Rhem 2 is located in a series of caverns, so the atmosphere is a bit dark, but there is quite a bit of color added in the way of pipes, rust, metal, etc to make for a nice variety. The graphics are quite acceptable especially given the modest system requirements. Rhem 2 should require few people to upgrade their computers to play the game.



## Game Play:

Rhem 2 is purely point and click. There are 10 slots for saving games which can be overwritten if needed. The game can be saved at any time. The "I" key will get you the inventory and the Esc key will put you in the main menu. The game is fairly non-linear. You cannot die or become irreversibly stuck. There is a compass to help you keep orientated, however this can be confusing because when the right arrow is lit you are looking west and when the left arrow is lit you are looking east. It is just the opposite of the way a map is read.

## Conclusion:

If you love puzzles Rhem 2 is the game for you. If you want lots of character interaction, dialog and changes of scenery then it may not be a game you will enjoy.

<p><b>Developer:</b> Knut Mueller  <b>Publisher:</b> Got Game Entertainment  <b>Platform:</b> PC; Mac  <b>Genre:</b> Adventure  <b>Release Date:</b> November 2005  <b>Grade:</b> 84/100</p>	<p><b>Minimum System Requirements (PC):</b>  Windows® 98/ME/2000/XP  500 MHz or greater processor  64 MB of RAM  100 MB or more of hard drive space  Video card that supports 32-bit color and 800X600 screen resolution  Sound card  12X CD-ROM drive  QuickTime 6 for Windows</p>
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# Indigo Prophecy

PC Review by Fallen Angel

## Something new, something different...

Indigo Prophecy (a.k.a. Fahrenheit) doesn't interact with the gamer as we're used to; neither it's an adventure like the ones we're used to, nor it includes action elements like the ones we're used to. It's unique! And it proves that from the very beginning, with the long talks and arguments it fired up just a couple of days after its release.



Is it an adventure game? Is it an action game? Or is it an action-adventure game? First of all we're to make clear (if possible) the genre under which it should be placed. Atari labels it as an adventure on the official site and at the same time as an action-adventure on the game's cover (Are they confused? I wonder why...). The majority of PC gamers have labeled it as an action-adventure. Some say it's an unconventional action game and others say it's an innovating adventure. To be honest with you, I personally can't place it under any of those categories. I can't consider a game to be an adventure when it only includes one or two puzzles. In fact, even the couple of puzzles that do exist are questionable. At the same time, I cannot consider it an action game since it does not demand the gamer to have direct control of the character. Is it then a combination of both, an action-adventure? How is this possible if it's neither an adventure nor an action game solely? So, what is it? I'm afraid I can't give you

the answer to that. I honestly find it impossible to categorize Indigo Prophecy. It's something new, something different; that's for sure! Maybe it's just what the director says in the tutorial: a game that you watch as if it were a movie. You only participate in it by helping your character to move, seeking and hiding evidence, and unfolding the story. Maybe it would be better if everyone came up with their own conclusions as far as 'what kind of game Indigo Prophecy is'.



However, regardless how you label it, a detail that doesn't really interest anyone, Indigo Prophecy offers an **unconventional experience** to gamers. We control three main characters. We choose how each character will act, affecting the difficulty of the other characters' missions. We seek evidence, we try to find out the truth about what is really happening, and at the same time we come across many action-like elements. We try to keep our characters' mental status at a high level even though we're under time pressure.

In how many games have you actually seen so many elements combined together so seamlessly? In how many games do you have the freedom of choice (or at least the illusion of having it)? These are the most important aspects of Indigo Prophecy. It's unique and refreshing and it makes you feel in control of your future!



### Story:

Lucas Kane, whose arms are covered in blood, is in the restroom of a diner holding a knife. He's having a vision; a young girl reaching for help. He's having spasms. He now sees a secret ritual in his vision. His eyes turn white. His vision continues and he sees another man. Like a zombie, he walks towards a stranger that happens to be in the restroom; a stranger who is at the wrong place at the wrong time. The man in Lucas' vision carries out the exact same movements as he does. Lucas kills the unsuspecting stranger, loyally following the movements of the man in his vision. Three stabs around the heart. The stranger dies. Lucas snaps out of his trance. He has full consciousness and self-control again. What happened? Was it not just a dream? Did he actually kill that man? How did this happen? Why?

Later on, two cops, Carla Valenti and Tyler Miles of the homicide department, arrive at the scene of the crime. They're informed about a client that left the diner just before the body was discovered. They investigate the place. They talk with the waitress. They scout the suspect's table. They thoroughly examine the body and the crime scene. They try to gather as much evidence as possible in order to figure out the murderer's identity. Who is he? What is his relation to the victim? Why did he kill the victim so brutally?



As the story of Indigo Prophecy unfolds, a simple murder case thickens and gains a different essence. Lucas is not the murderer and yet he has killed a stranger. Carla and Tyler find out there have been similar murders in the past that were never solved, even though the murderer was tracked down. In the meantime, New York's temperature is inexplicably dropping to dangerous levels. Somehow the Mayan culture and artificial intelligence is connected to the murders. How do the different threads merge and where do they lead us? Each and every one of us is going to see a somehow different story...



The story progresses in a non-linear fashion, offering players a truly remarkable number of alternative approaches. There is a set course we have to follow, but all the details are non-linear and depend on our previous actions and decisions. When playing Lucas, will we hide the evidence before we leave the crime scene and make Carla and Tyler's mission more difficult? When playing the detectives, will we

uncover the evidence left in the crime scene or ignore some that we already know will expose Lucas right away? When talking to other characters, will we be honest, diplomatic, direct, friendly or hostile towards them? Are we going to help others in need? Which is the best choice to achieve our goals? During your Indigo Prophecy experience each decision is yours to make. But be careful, even the smallest decision might have important consequences.

### Puzzles - Controls:

There are no puzzles (at least in their conventional form) in this game. We only come across one or two puzzles during the game, but they are so easy and obvious to solve that it's really questionable whether they could actually be considered as such. Puzzles have been replaced by the innovating and rather unusual interface we encounter in this game. From our characters' movement to the dialogue system Indigo Prophecy is a novelty. Even though, I had no serious problems in this aspect of the game (well, if you don't take into account the thumb-aching I had for a couple of hours), many are complaining that Indigo Prophecy's controls are quite complicated and therefore hard to manage not only in the action sequences but in the camera control as well. The truth is that this is a game an action gamer would find



manageable and an adventure gamer would have a rather hard time playing. So, I'd suggest, to strictly-adventure-gamers who intent to try their hands on this game, to do so with the valuable help of a game pad, as to avoid a nervous breakdown. In any case, it would be a good idea if you dedicated a few minutes to the helpful tutorial narrated by the director of Indigo Prophecy, David Cage.

Let's go over the stormy petrel of this game that caused so many arguments among gamers. First of all, I should mention that we encounter three basic 'interface types' in the action sequences: straight or (semi)round movement that we have to carry out with one of our pad's thumbsticks (or with our mouse), rapid alternate left and right movements that we have to carry out with two of our pad's buttons (or the keyboard's arrow keys) and finally, random up-down-left-right movements that we have to carry out with both our pad's thumbsticks (or the keyboard arrow keys and four more buttons).

Do they seem too many and too complicated? Actually they're not! And that's because in no time do we have to carry out a movement without being fully guided. In all three cases, the game shows us exactly what we should do, precisely which button we should press, specifically which movement we should carry out. It's actually a "Simon says" kind of game. We even have several 'lives', so that, in case we make a mistake, we won't have to replay the whole sequence from the very beginning. Let's see an example of the third and most difficult action sequel we will encounter (to make it easier to visualize, just take a quick look at the screenshot on the right). Two circles appear on our screen and each of them has a color in each direction (up=red, left=blue, down=green and right=yellow).



Those colors light up randomly and we have to follow them by moving the thumbstick in the correct direction (or by pressing the assigned button). When the blue on the left lights up, for example, we only have to move the left thumbstick to the left (or press the left arrow). The challenging part is that we must move fast. So, if you think you can play Indigo Prophecy while smoking your cigarette or drinking your coffee, you are in for a surprise! You'll have to wait until your characters find themselves in a calm situation to be able to have a sip. When they'll be anxious or vigil, so will you. In this game we are to live the adventure along with our characters, not just lazily watch them while being relaxed.

Thus, we arrive at our characters' mental status, which by the way is a very important element of Indigo Prophecy's gameplay. All three payable characters have a mental status bar, that starts from neutral (well, don't expect them to be happy with all that's happening!) and works its way down to overwrecked. If we end up in the lower level, we lose. Be very careful though! Every now and again



certain inevitable events will occur (visions for Lucas, Tarot for Carla, quarrel with the girlfriend for Tyler, tiredness for all characters, etc) that will automatically drop your mental status a great deal. You always have to keep the mental status high, if you don't want to come across any unpleasant surprises. And that's not difficult at all. You just have to explore the surrounding area to find out the actions that will offer satisfaction to your character (eating, drinking, listening to music, find or hide evidence, etc). Note, however, that certain actions -hidden among the elevating ones- have the exact opposite result and will drop your mental status even further. For instance, Lucas's mental status will drop if he watches on TV that the police are on his trail. Nonetheless, the things that affect mental status are all logical and shouldn't give you a hard time. All you have to do is think fast and then act.



Since I mentioned 'think fast', it is worth noting that fast reactions are required throughout the whole game. Even in its dialogues (didn't we say that there's no time for coffee or smoking?). When we start a dialogue, our options, appear on the top of the screen as a dialog tree. From that point forward, we have very little time to read the given words (not sentences) and to decide which question we'd like to ask. Remember when I said that this game's goal is to force us to share with our characters their anxiety and live this adventure? Well, how could we possibly do that if we had all the time we wanted to choose what we're going to ask?



Of course, as any innovating system, this too contains some severe problems. Originally -and in theory- the aim obviously was to have the directional controls coincide with what's on screen and to immerse players in New York's imaginary reality psychosomatically. But the result is not quite as expected. What initially seemed exciting quickly gave way to annoyance and confusion, because concentrating on the action sequences

makes it impossible to focus on the story. You're way too busy following the lightened colours that you have no time to pay any attention to what the characters are actually saying or doing. Don't get me wrong though, I'm not criticizing this innovating idea. My complaint is that while it certainly increases our adrenaline levels, it actually cuts off our connection to the story. Another grumble

I feel obliged to mention is that the three types of action sequences are invariably repeated throughout the game, leading us to the exclaim: "Please don't flash the *Get Ready* message again. I'm tired. Give me a break!"

## Graphics - Music:

Indigo Prophecy's full 3D graphics are not exactly state-of-the-art. However, they still have a quite high degree of quality and aesthetics. From a director's point of view, it's like watching a very well-shot action/mystery movie. There are just a couple of cut scenes in the game, since all of the action sequences are playable (in which by the way you will set eyes on some of the best game animations ever).



The background music is a first-rate masterpiece! Amazing songs were selected to match the game's tone: jazz, blues and ballads. Instrumental soundtracks that were composed by Angelo Badalamenti, who is known as the composer for David Lynch films, simply fascinate and seduce you. It's not a coincidence that even though I had lots to do and wanted to see how the story would end, I 'wasted' time in Lucas apartment just to listen to some

of the songs over and over again. The detailed background sounds are also worth noticing. For example, if you close the windows in the house while the stereo is playing, the songs can be heard clearer and without the intersection of the street's fuss. Nice touch, guys!

I should also mention that all songs we hear throughout Indigo Prophecy, as well as some extra videos and art gallery, are available in the bonus section of the game. To unlock them we have to pay the requested 'bonus amount'. The necessary bonus bills can be found hidden throughout the game in various spots (kitchen cupboards, house corners, distant roads, etc). You may not be able to unlock all of them at once, but you'll surely manage to when re-playing the game.

## Conclusion:

Indigo Prophecy is an innovating and impressive game that because of its novelties will be loved by some and hated by others. Even though it's rather short (approximately 10 hours), the considerable number alternative paths gives the game satisfactory length. Those who like the game's 'first taste' will certainly want to see more of it and will play it more than once.

The originality of Indigo Prophecy's interface, the multitude of playable characters, the effect of the actions of one character on the missions of the others, the sublime music background and its director's prospect are the game's strengths. On the other hand, the controls (conditionally!) and their unvaried continuity, the complete absence of puzzles and the ending (Matrix-derived ideas are bad for your health) are the weak points.

To conclude, I'd say that it's a rather remarkable game despite its problems. It's a game that anyone who considers himself or herself open-minded should try. And when I say anyone please do not get me wrong. I mean anyone over 15. This is not a game for kids, because on one hand it involves some mature topics, and on the other hand this is a thriller, even if it's more of a psychological experience rather than violent.



### Important Note!

This review is based on:

- The European version of the game, which has elements that were removed from the American version due to censorship laws.
- The PC version of the game, where the controls may cause several problems and hours of thumb-aching.

The final grade is 89/100.

**Developer:** Quantic Dream  
**Publisher:** Atari  
**Platform:** PC; Playstation 2; Xbox  
**Genre:** Action-Adventure (?)  
**Release Date:** 2005  
**Grade:** 89/100

#### Minimum System Requirements:

Windows 98SE/ME/2000/XP  
 Pentium III 800MHz  
 256 MB RAM  
 2.5 GB free hard disk space.  
 32MB Hardware T&L-compatible video card\*  
 Windows 98SE/ME/2000/XP-compatible sound card  
 Direct X 9.0

\*Hardware T&L video cards that do not support shaders, such as the Nvidia Riva TNT or any Intel integrated video card, are not supported.

# Restricted Area

PC Review by Ugur Sener

Restricted Area depicts a dark future for humanity. The earth as we know it is a distant dream. Under the weight of pollution and war, nature is ravaged. The once proud nations are collapsed. Yet amidst the destruction, mankind has found a way to survive. United under one government, people now live in mega-cities. These massive metropolises are far from being an urban utopia, but they do offer people protection from the dangers lurking outside the walls.



Unfortunately, corruption runs deep within the cities. The unified government seems to be little more than a symbol. With their endless resources, mega-corporations are the ones truly running things. Completely dominating the wastelands, the corporations constantly struggle amongst themselves to gain the upper hand. Assassinations, kidnappings, and wanton destruction are commonplace. In this twisted and bleak world no one is truly safe. But for a mercenary that is willing to put his or her life on the line for secret missions, there is endless opportunity.



You can play Restricted Area as one of four characters. At the outset of the game, the characters arrive at a rundown part of a mega-city looking for a fresh start. They find work as freelance mercenaries and start taking on missions from a mysterious corporate contact only known as Mr. Jones. The first character, Johnson, is a former member of a special government unit. Once Johnson fought to steer power away from

corporations and back to the people. But after the inexplicable disbanding of his unit, he is a broken and disillusioned man. Perhaps the life of a freelance mercenary will help Johnson find a new dream. If not, it might at least satisfy his lust to kill.

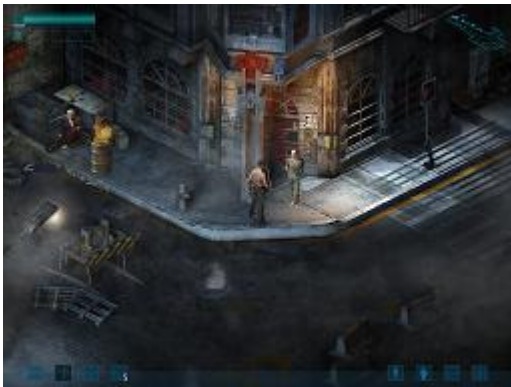
Formerly part of the Yakuza, Kenji Takahasi is an experienced swordsman and martial artist. Having trained as a warrior all his life, Kenji is cast into the

mercenary life after a fateful fight with his father. Accused of murdering his father, an influential member of the Yakuza, Kenji is on the run. Hunted by the Yakuza, Kenji is honing his skills as a mercenary and waiting for the right time to return and restore his honor.

An exceptionally talented hacker, Jessica Parker is the daughter of a rich upper-class family. Yet Jessica was never fooled by the wealth surrounding her. She sees the corruption wrought by the corporations and chooses to fight against them. Aided by her battle drone, she puts her life on the line to combat injustice. Jessica's fight is not for money or glory. It is a quest to correct what she knows to be wrong.



Victoria Williams carries with her an incredible gift. She is the first known human to display psionic abilities. She can read other people's thoughts, manipulate objects with her telekinesis, or manifest her psychic power in blasts of energy. Yet Victoria has learned how to use her psionic powers under captivity. Subjected to countless horrendous experiments by the Oxygenetic Corporation, Victoria only recently escaped from her prison. Driven by a burning desire for revenge, Victoria is only biding her time and further developing her skills as a mercenary.



At its core, Restricted Area is a fairly standard action RPG. You will go through the game by completing various missions assigned by Mr. Jones. The missions will have varying objectives, but their fundamental structure will remain identical. The objectives typically include raiding a facility owned by a corporation to recover an item, rescue a prisoner, kill a specific target, or blow up the facility. You will start the mission either on the first

level of the complex or outside in the wasteland. Scores of enemies will try to kill you as you proceed through whichever location you are raiding. As you defeat your enemies, your character will gain experience points and levels. With each new level, you will have the opportunity to improve your character's main attributes such as strength, dexterity, or intelligence. You will also earn development points that can be used to enhance your existing skills or acquire new ones.

The straightforward structure of Restricted Area can bore players who seek many different missions and challenges. The game could have certainly benefited from



Johnson's unique skills are designed to ensure he will become the most effective character in wielding ranged weapons. Kenji on the other hand has skills to aid his melee combat abilities. Besides improving his proficiency with swords, Kenji can develop the ability to regenerate health automatically, counter enemy close combat attacks, or gain damage reduction. Victoria's special skills give her the ability to make enemies fight each other, shield herself from damage, unleash powerful psionic blasts, and even attack enemies hidden behind walls. Finally, Jessica can improve her drone's combat abilities by increasing its energy storage or attack speed. She can eventually customize her drone to regenerate its own energy or learn how to make custom modifications to her weapons.

The attribute development and equipment selection will also depend on your character selection. For instance, since Kenji will have to stay close to the enemy and suffer the most damage, it is important for him to have a high constitution, which will increase his hit points. Since Johnson relies exclusively on ranged weapons, having a high dexterity will help him increase his chances of hitting opponents. Victoria will benefit most from having a high intelligence score since it directly affects the amount of psionic energy she can have.



Restricted Area replaces the magical items from fantasy themed action RPG's with cyberware and bioware. These items work as mechanic or organic enhancements to your character's natural abilities. Cyberware and bioware can change your character's base attributes, ability to evade enemy attacks, or the damage dealt by your attacks. The amount of bioware or cyberware that can be equipped by your character depends on his or her tolerance level. The tolerance level can be increased by adding points to your character's strength attribute. It is also possible to genetically optimize cyberware and bioware. This costly operation ensures that items are fully compatible with your character's metabolism and eliminates the tolerance requirement. For Victoria, optimization also removes the psionic energy penalty she suffers when she equips bioware or cyberware. Players will have to make sure the items they are using compliment their characters' key attributes and skills. It is also advisable to pay attention to

which company has developed the cyberware or bioware you are using. Products from the same company will have synergy. If you have two or more items equipped from the same company, you will receive additional bonuses to your stats.



Each character in the game has a somewhat different storyline that unfolds as you go through the missions. The different backgrounds of the characters and individualized storylines certainly make the game more colorful. Especially considering that the game play experience can vary greatly based on the character you choose, upon going through the game for the first time, players might find enough incentive to play the game with a

different character. Restricted Area also features some optional content. Upon completing the first few missions for Mr. Jones, another corporate contact, Mr. Smith, will appear. Smith can give you access to optional randomly generated missions. Each time you successfully complete a mission your reputation increases. The missions available from Smith are dependent on your character's reputation level. The higher your reputation, the harder and more rewarding missions you will be able to access.

Restricted Area has a solid concept and interesting characters. However, a number of problems can seriously hurt the gaming experience. The first problem is with the enemy intelligence. Your opponents will do little more than charge straight at your character or shoot from a distance. Given the fact that you will often fight mindless mutants, the apparent lack of sophisticated enemy attack patterns is not a huge issue. However, what makes matters is that your opponents are horrible at finding their way around obstacles. Once a group of enemies start charging, you can simply go back a few rooms. Usually, only one or two enemies will be able to follow you. Opponents get stuck behind walls and other objects all too often. Even during boss fights you can expose this glitch to get certain bosses caught behind an obstacle. While the boss creature helplessly struggles to get to your character, you can sit back and defeat it from a safe distance.



Another problematic feature of Restricted Area is the save system. Each character is only allowed a single save slot. You are allowed to use the quick



save and quick load features at any time during the game. However, if you die during a mission, forget to load your quick save, and return to town, the game will automatically update your save file and deduct points from your reputation. Thus, you will be unable to return to the last point where you had actually saved the game. If you do want to attempt the mission again, you will have to go back to the beginning of the level you died. This does prevent players from having to replay the entire mission, but it can still cause a fair amount of backtracking. Restricted Area also does not allow players to quit the game without saving.



To add insult to injury, Restricted Area does not let players pause the game either. Even if you open the main menu, the game will continue running in the background. You will not be able to control your character unless you close the menu, but enemies will be able to attack you. If you have to stop playing for a second while you are in the middle of an intense fight, you have no choice but to let your character die.

Restricted Area also suffers from a few stability issues. On the computer used to prepare this review, the game froze several times on the load screen. A save game file also essentially became corrupted as the game would freeze every time the file was loaded. Fortunately, the technical problems do not occur very often and Restricted Area runs smoothly for the most part. Since each character you create is allowed only a single save file, it might be a good idea to make backup copies of your characters as you go through the game.

Overall, Restricted Area is a fun action RPG, but it has some considerable problems. The repetitive nature of the game, lack of mission and enemy variety, and technical problems are enough to prevent many players from enjoying the game. Gamers looking for a truly intellectually stimulating experience should think twice before buying Restricted Area. However, the game does have a lot to offer to action RPG fans. The interesting characters, dark futuristic setting, unusual cyberware and bioware items, and unique character skills make Restricted Area an entertaining experience. Players willing to accept and overlook the game's problems can have a great time with Restricted Area.

The final grade is 75/100.

**Developer:** Master Creating  
**Publisher:** Whiptail Interactive  
**Platform:** PC  
**Genre:** Action RPG  
**Release Date:** May 2005  
**Grade:** 75/100

**Minimum System Requirements (PC):**  
 Windows® 98/ME/2000/XP  
 Intel Pentium® III 800 Mhz or better  
 256 MB RAM  
 2.5 GB hard disk space  
 32 MB GeForce 2/ Radeon 7000 video card

# Chaos Legion

PS2 Review by Ugur Sener

Can the death of a single person be enough to bring about the end of the world? Sieg Wahrheit, Victor Delacroix, and Siela were once proud members of the Order of St. Overia. Champions of the people, they brought peace and order to the lands. But everything changed on that faithful night they saved an evil force from being unleashed upon the world. The trio saved countless lives, but victory came at a terrible cost. Siela was murdered.



Devastated by the loss of his beloved Siela, Victor becomes increasingly unstable. He eventually steals the Apocrypha of Yzarc, a tremendously powerful artifact, from the order. The order suspects this is only the beginning. Victor is most likely to claim two more equally powerful artifacts. The combined power of these items is enough to merge the physical world with the realm of spirits. Driven insane by his desire to revive Siela, if Victor is allowed to complete the ritual, the entire existence could be plunged into chaos and humanity could perish.



In typical video game fashion, instead of summoning a huge army or at least a team of warriors to stop Victor and his hordes of minions, the Order sends a single man. It is up to Sieg Wahrheit, the knight of the dark glyphs, to stand against an endless sea of monsters and stop the madman. Fortunately, Sieg is not completely alone in his quest. The glyphs in his possession allow the young man to summon and control mystical creatures, known as legions to fight by his side.

The combat system in Chaos Legion can certainly be entertaining. When a legion is not summoned to fight beside Sieg, its magical power enchants his sword. In this state, Sieg is quite powerful and can easily take on a small number of

enemies. However, when massive numbers of monsters start to overwhelm him, Sieg can summon a legion to the battlefield. The members of the legion surround Sieg. Each different legion has a specialty. While the Guilt legion can wreak havoc on the enemies with its swordsmen, the Arrogance legionnaires protect Sieg and keep him from receiving damage. The electrical attacks of the Flawed legion are particularly effective against metallic creatures whereas the brute power of the Hatred region brings death to organic foes.

Sieg can have up to two legions equipped at any given time. Players are only allowed to change equipped legions during the intermission between each stage. Different situations in the game will be easier to overcome if you have the right legion equipped. For instance, the archery of the Malice legion can be very helpful against fast moving metallic enemies. On the other hand, when dozens of foes charge at you, the Guilt legion can easily keep the opponents at bay and greatly reduce the number of enemies you will have to fight directly.



Sieg's ability to use special legion attacks or keep the legion summoned on the battlefield depends on the amount of soul energy he has available. Each time Sieg or a legionnaire strikes or kills an opponent, a small amount of soul energy is released. Sieg's glyphs automatically absorb this energy and sustain the legion. If Sieg ever completely runs out of soul energy, the legion becomes temporarily unavailable. Sieg has to fight on his own for a while and recover a certain amount of soul energy before he can summon the legion again.



The equipped legions also gain experience points as you go through each level. At the end of the level, you can spend the experience to improve the legion in different ways. You can upgrade the number of legionnaires summoned, the legion's attack or defense power. You can also unlock additional moves that Sieg can execute. For instance, once the Flawed legion has enough experience, you can unlock the double jump. Eventually, by spending

enough experience points, it is possible to make these special moves available even when the legion that grants them is not equipped.

Unfortunately, players will quickly recognize that there is nothing more to the game besides the action elements. The entire game is a shallow sequence of rooms chock full of monsters. To proceed from one room to the next, you either need to annihilate all the enemies or specific target creatures. Chaos Legion does excel at throwing a truly remarkable number of enemies against Sieg at once. There will be times where your screen will be literally full of dozens of enemies you will have to eliminate.



Initially, the idea of tackling such a large number of enemies at the same time is very entertaining. However, as you proceed through the game, the experience becomes terribly repetitive and downright boring. Instead of enjoying the combat and having fun unleashing the abilities of your legions, you might find yourself desperately charging at the target creatures to clear the room as fast as possible. The only breaks you will get from

the abysmally mindless action are the boss fights. Chaos Legion does feature a number of creative and amusing boss battles. However, there are absolutely no puzzles in the game. Besides finding out how to defeat each unique boss, the only thing you will have to figure out is the most efficient way to clear a given room.

Chaos Legion also features a miserably small amount of exploration. Most of the time, once you clear an area, there will only be a single path to proceed. Sieg can occasionally go into a small room and fight a few extra monsters for a bonus item, but this is no substitute for a greatly designed level that is fun to explore. Couple with an absolute inexplicable lack of puzzles or any other kind of challenge besides the plain action, Chaos Legion boils down to an extremely linear game.



Chaos Legion is a difficult game to recommend to many gamers. If you are looking for a solid story, while you will find a fairly solid premise at the beginning, the lack of significant plot development and character depth will disappoint you. If you are looking for an intellectual challenge or at least interesting locations to explore, the bland levels and endless action in Chaos Legion will make for a miserable experience. However, if you enjoy the occasional pure action game and just want to spend a few hours hacking and slashing your way through throngs of monsters, Chaos Legion might have something to offer. The interesting legion system and the colorful boss fights might be enough to keep you entertained for some time. Unfortunately, even among pure action games, Chaos Legion is far from being the best offering. There is just not enough depth to the game to offer lasting value and keep you coming back for more. Chaos Legion will probably be a game that will simply sit and gather dust on the shelf after you play through it for the first time.

The final grade is 62/100.



**Developer:** Capcom  
**Publisher:** Capcom  
**Platform:** PC; PS2  
**Genre:** Action  
**Release Date:** December 2003  
**Grade:** 90/100

**Minimum System Requirements (PC):**  
 Windows® 98/ME/2000/XP  
 1 GHz Pentium or equivalent CPU  
 128 MB of RAM  
 720 MB or more of hard drive space  
 64 MB video card

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## NiBiRu: Age of Secrets - Walkthrough

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Written by Wendy Nellius

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Navigation: NiBiRu uses the same cursor to examine, pick up and use items. I think the original intention was for the right mouse button to be used for examining and the left mouse button for picking up and using items. However, this concept is not consistent in this game so I have detailed whether a right click or left click will work in each situation.

Inventory is accessed at the bottom of the screen. A speech bubble will appear when you can speak to a character. Topics to discuss will be displayed at the bottom of the screen where the inventory normally resides.

The most important tip for this game is to save before attempting to solve any puzzles. The majority of the puzzles do not have a reset button. .

Let the game begin.....

### Prague

**Charles Bridge** -- Examine the statue. Speak to the painter. He needs to finish his painting before speaking to you. Examine the painter's stand. Speak to the painter again. Ask about Barbora. He will give you some information. Speak to him one more time. He drew a portrait of a suspicious man who was there at the same time as Barbora. Martin will pay for the portrait to get more information. Examine the pedestal of the statue. Right click on the pedestal to have Martin look closer. Find the piece of paper. Examine paper in inventory. Barbora thinks she's being followed. You need to contact the professor. Right click your phone in inventory to call the professor. The professor will give you the address and you will be transported there automatically.

**Outside Barbora's House** -- Try to enter the front doors. They are locked. Click again on the front doors and you will have access to the doorbells. Only one doorbell is accessible to you. Ring it twice and Martin will decide to try other doorbells. Left click to pick the bell on the left with no label. The man will let you in.

**Barbora's Lobby** -- Examine the letter boxes on the left and right. Martin will tell you they're empty except for some commercial spam. Right click on the letter boxes and find Barbora's box. Examine the notice board by the door. Use the elevator and automatically go to Barbora's floor.

**Barbora's Hallway Upstairs** – Click on the double doors. This is Barbora's Flat. Click on the doorbell. The lights go out inside. Click on the doors and Martin will knock.

Knock again and Martin will determine he needs to find another way in. Enter the stairs leading to the attic. The door is locked. Use the elevator to go to the lobby.

**Barbora's Lobby** -- Right click to examine the notice board again. Martin will find a new notice. The keys to the attic are on the highest floor near the fire extinguisher.

**Barbora's Lobby** – Examine the notice next to the fire extinguisher. You now have the key to the attic.

**Barbora's Attic** – It's dark. Click to the right of Martin. He will turn the light on. Examine the shelves on the right. Take the rag. Take the rope hanging on the wall.

Examine the stove. Examine the wardrobe. Left click on the bricks holding the wardrobe up. The wardrobe will collapse. Click on the hole in the floor. You will now have a marble. Left click on the window. Use the rag on the window. Use the rag on the window again to remove the broken pieces of glass. Use the rope on the beam. Left click on the window and Martin will climb out. He gets hit on the head and blacks out.

**Barbora's Apartment** – Right click on the television set and the round table. Left click on the purse on the floor. In inventory, right click on the purse to open it. You have Barbora's ID card for the archives. Left click on the computer. You need a password. Enter that bathroom and find Barbora's body. Right click on Barbora. Right click on the sink. Right click on the cat. The cat's name is Felix. Go back to the computer. Type Felix and access the computer. You find the file on Bohemia. You get a phone call from your uncle. He tells Martin to get out of there. Automatically exit through window.

**Barbora's Lobby** – exit the front door.

**Outside Central City Archive** --- Conversation with uncle. You need to get permission to access the mine site. You need the report on the discovery. Go towards the building. Try to talk to the old gentleman. He can't hear you. Enter the building.

**Archives Lobby** – Speak to the doorman. Exhaust all conversation. He will not let you in with a visitor's pass or an official appointment. Exit the building. Speak to the old man again. Use the "Exit to Park" option and Leave the area. You will be in front of the Bureau building. Go to the left to the kiosk.

**Kiosk** -- Try to enter the subway. A little girl above has thrown some firecrackers. Use the marble with the little girl. She will trade you for the firecrackers. Speak to the saleswoman at the kiosk to purchase some matches. Go back to the archive.

**Outside Archives** – Try to talk to the old man again. Use the firecrackers on the old man. Martin will set them off at the end of the bench. The old man has his hearing aid on. Ask about the archive. You find out that the doorman is his nephew. He will help you get in if you get him a good bottle of red wine. Go back out to the bureau building.

**Kiosk** – Speak to the saleswoman. She only has boxed wine. Purchase it.

**Outside Bureau Building** – Speak to beggar. He won't speak to you unless you buy him cigarettes.

**Kiosk** – Speak to the saleswoman. Purchase cigarettes.

**Outside Bureau Building** – Use cigarettes on beggar. He now owes you a favor. Ask him for one of his old wine bottles. Left click on the bottle all the way to the right. In inventory, combine the boxed wine with the bottle.

**Outside Archives** – Use the wine bottle on the old man. He gives you his ID card to show to his nephew.

**Archives Lobby** -- Use the old man's ID card on the doorman. You now can access the building. Barbora's office is in the basement – door #24. Exit to the middle of the lobby. Use the elevator to get to the basement.

**Archives Basement** -- Use Barbora's ID card on the card reader.

**Barbora's Office** – Right click on the filing cabinets. Right click on the flower near the computer. You now have a small key. Left click on the computer. It needs a password. Exit out and left click on the table. Left click on the pencil holder and get a pencil. Right click on the cat picture. Notice it's upside down. Find a pencil sharpener. Left click on the sharpener to collect. Combine the pencil and sharpener in inventory. Use the sharpened pencil on the notepad. Left click the notebook to see some numbers written down. Use the key with the desk drawer. Take the stamp & pad. Left click on the computer again. Type Felix in backwards or XILEF. Martin will print something out. Left click on the printer to take the report. In inventory, combine the stamp with the report. Right click on the report and Martin will tell you it now fulfills all prerequisites.

**Archives Basement** – Left click on the mechanical elevator. Use Barbara's ID card with the mechanical elevator and then immediately use the piece of paper with the code on it. Left click on the mechanical elevator and get the documents. Right click on the documents in inventory to examine. Left click once they are in



view. Martin will read the front cover. Exit the building and go to the Bureau Building.

**Bureau Building** – Enter front doors and speak to the secretary. She won't process your application until the day after tomorrow. Try to enter the President's office. She won't let you in. Speak to the secretary again. You will get her call card. You need to get rid of her. Exit the building. Speak to the beggar again about the secretary. Find out which car she drives. Right click on the silver Mercedes out at the street. Get her license plate number. In inventory, use the secretary's call card on the cell phone. The secretary leaves. Enter and go the President's office immediately. Martin will automatically speak with him and get the permission he needs.

## Western Bohemia

**Camp Entrance** -- Speak to the Major. Exit to further on in camp. Cross the bridge to the trailer.

**Trailer** -- Speak to Peter Stasek on steps of trailer. He has been unable to access the mine either. Exit to the Cabin. It's locked. Exit to the mine.

**Mine Entrance** -- Speak to the soldier. Learn that there is more than one section in the mine. He will not let you enter.

**Trailer** -- Speak to Stasek again. Exhaust all conversation. Return to the front of the camp.

**Camp Entrance** -- Speak to the soldier guarding the entrance of the camp. Go back to the mine entrance.

**Mine Entrance** -- Speak to the soldier guarding the mine entrance. He still won't let you in. Speak to him again and talk about the permission papers. He tells you to go away. Go back and speak to Stasek again. Stasek has a plan to get inside the mine with your help. It is now night.

**Trailer** -- Enter the trailer. It's empty. Stasek is missing. Left click on the canned beans to take them. Left click on the coat. Right click the coat to examine further. You will now have a piece of paper with D282 on it. Left click on the can opener to take it. Exit the trailer.

**Mine Entrance** -- Go to the mine entrance. Martin will comment that he can't get any closer and that there's too much light. Looks like you'll need to do something about that.

**Camp Entrance** -- Click on the lamp on your way there. Speak to the soldier at the front entrance. He's tired and hungry. Learn about the lighting system and

the old cabin. Leave the area and come back. The soldier will ask Martin to get him some food. Go back to the trailer.

**Trailer** -- Use the matches on the stove. In inventory, use the can opener on the beans. You'll need something else. Go to the bridge and take the mushrooms at the edge of the bridge. Go back to the trailer. Use the mushrooms on the open can of beans. Use the opened can of beans on the stove.

**Camp Entrance** -- Bring the beans to the soldier. He will eat the beans. Leave the area, go over the bridge and then come back. The soldier is sick and runs off.

**Major's Tent** -- Enter the Major's tent. Right click on the Major's uniform. Get the set of keys. Left click on the hand held radio to collect it. Exit the tent. Go to the old cabin.

**Old Cabin** -- Use the keys on the cabin. Left click on the locker. It is rusted. Left click on the hammer to take it. Left click on the tool bag to take it. Right click on the bag in inventory to get its contents. Left click on the rope to take it. Left click on the generator and the generator lid. Use the screwdriver on the lid to pry open the lid. You hear a ringing sound coming from the locker. Use the hammer on the lock. Left click on the locker to open it. Left click again to find a dead man. Right click on the corpse to identify him. He is the real Peter Stasek. Left click on the generator lid. Martin will tell you it's the wrong switch and turn it back on. Click on the generator lid again to hit the correct switch. Martin will automatically run and hide under the trailer. The mine guard will walk past. Martin will automatically enter the mine.

**Front Section of Mine** – Left click on the roots and the red sign to examine them. You have 2 choices of direction – either the corridors to left or right. Choose the left corridor. Left click on the cave-in. It's completely blocked. Go back to the entrance. Left click on the rod sticking out of the barrel. You'll need a tool to remove it. Use the wrench on the rod. Take the left corridor again. Use the rod on the cave-in. Left click on the crevice. Use the flashlight on the crevice. Find the body of a dead soldier. Left click on the pin on his jacket. The pin is now in inventory. Right click on the pocket and receive a set of keys. Go back to the entrance. Choose the right corridor.

**Back Section of Mine** -- Left click on the cogwheel. Left click on the cramp. Click again and Martin will take the cramp. There are 3 directions you can go at this point. Take the left corridor. Left click on the crate. Left click on the trap door beneath. Click on the small opening to the right. It looks like something is missing. Left click on the heap of earth below the opening. Use the cramp on the heap of dirt. Find the Valve Control Wheel. Use the Valve control wheel on the opening. Left click on the wheel and the crate will be lowered. Take the hook. Exit back out to

the crossroads. Choose the corridor in the middle. Left click on the air vent. Left click on the door mechanism. Left click on the center panel. It will open and a keyhole appears. Exit out to the crossroads. Take the right tunnel. Left click 2 times on the water. Use the flashlight on the murky water. You see a can full of oil. In inventory, combine the rope with the hook. Use the rope/hook combination on the oil can. It's now in your inventory. Exit back to the crossroads. Take the center corridor. Left click on the door mechanism. Use the keys on the center spot. The left piece is stuck. In inventory, use the can of oil on the hand oiler. Use the hand oiler on the stuck metal part. Now you need to move each of the pieces into position. If you exit out and look above the door, you will see the Nazi symbol you need to recreate. Below is a picture of the solution.



Door will open and Martin will enter a dark room. The flashlight burns out.

**Dark Corridor** -- To the left of you is an unknown object. Left click on it. It is a lamp. Use the matches on the lamp. Left click twice on the lamp and Martin will use it. Left click on the generator engine. Left click on the lever above the

engine. Left click on the left valve control. Martin will turn it. The right valve control is stuck. Use the hand oiler on the valve control and left click again. It's still stuck. Use the wrench on the valve control and left click it again. Move to the left and left click the lever above the engine. The generator is now working and you have light.

**Main Corridor** -- Continue straight through the corridor. Left click on the sign on the right wall. It tells you right wing is archives and left is stack room or storage. Left click on the rat hole below the sign. Turn left at the first intersection. Left click to examine the crates and barrels. Try to enter the doors at the end of the hall. They're locked. Use the keys on the door. Enter the storage room.

**Storage Room** -- Left click on the mechanism on the wall. It's a meter to show levels of oil & pressure in the pipes. Left click to examine the tank. Left click to examine the battery. Left click on the test tubes at the back of the room. Martin will take one. Left click on the crate on the right. Use the cramp on the crates. Left click on the dynamite to take them. Enter the first gated area marked SA-44 on right. Examine the boxes. Martin will take a light bulb. Left click to examine the cans. Martin will take one of the cans of kerosene. Exit the storage room and go straight across to the archives room.

**Archives Room** -- Use the keys on the door. The key breaks off. Go back to the storage room.

**Storage Room** -- Left click on the battery. Use the test tube on the battery to get some acid. Go back to the archives door.

**Archives Room** -- Use the acid on the door. Enter the archives room. Remember the piece of paper you found with D2 82 on it. This is the archive location you need to find. Left click on the archive boxes on the left. Martin will examine them more closely. Use the piece of paper with the drawer marked D2-82. Left click on the small metal case. Right click on the box in your inventory and find the magnets. Exit out and continue on into the archive.

**Archives 2<sup>nd</sup> Room** – Left click on the Nazi flag. Left click on the table. Left click on the ruler to take it. Left click on the box to take it. Left click on the records book. Left click on the document to the right of the microphone. Left click on the radio to examine. Left click on the magnifying glass in the bottom slot of the brown box to take it. Exit the table. Left click on the hoist platform. Left click on the ladder above it. Left click on the levers. They control the hoist. Left click on the light. It doesn't work. Right click on the light to find out the bulb is missing. Use the light bulb on the light. Left click & right click on the iron cabinet. At the bottom of the cabinet, left click on the groove. Left click on the cabinet again and Martin will move the cabinet out of the way. Left click on the secret wall. Use the cramp on the secret wall. Martin will hack away until there

is a crevice. Left click on the crevice. Use the dynamite stick on the crevice. The fuse is too short.

**Storage room** -- Get another stick of dynamite. In inventory, right click on the dynamite and Martin will pull the fuse out.

**Archives 2<sup>nd</sup> Room** -- Go back to the secret wall and use the fuse on the stick of dynamite. Use the matches on the dynamite. Martin will go and hide. Hear the dynamite go off. Left click on the crevice to see that the charge was not sufficient to destroy the door. You will need something to use with the dynamite. Remember the rat hole? (I hate this part). You will need to catch a rat. In inventory, use the can opener to open the beans. Combine the small box, ruler, and opened can of beans.

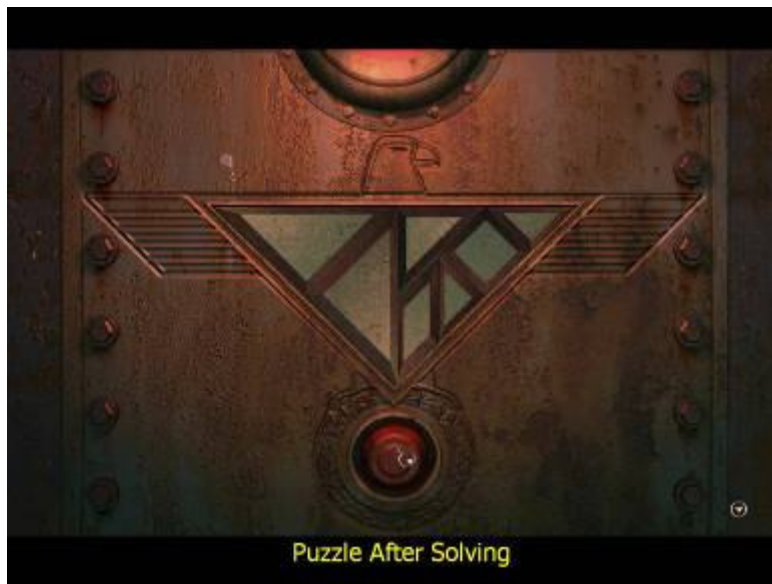
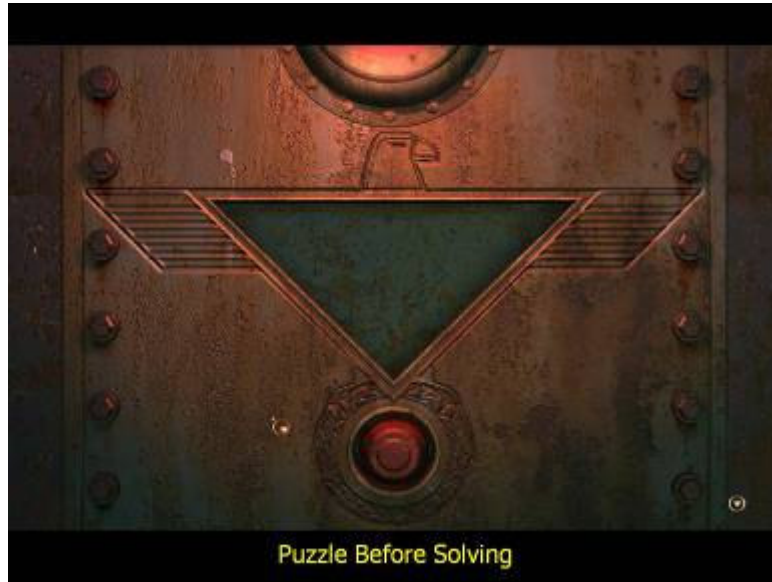
**Main Corridor** -- Go back into the hallway and use the rat trap on the rat hole underneath the sign. Go far enough away to change screens and then return. You will see the rat being trapped. Left click on the rat trap to collect it. Right click on the trap in inventory to get it out of the trap.

**Storage room** -- Get a stick of dynamite. In inventory, use the rat with the stick of dynamite. Martin will automatically tie it together.

**Archives 2<sup>nd</sup> Room** -- Go back to the secret wall in the archives room. Use the dynamite/rat with the crevice. No need to light. Martin will do that. It ignites and the door opens.

**Secret Room** – Left click on the switch near the door to turn on the lights. Left click on the bed. Left click to examine the shelf. Left click on the wall picture. Left click twice on bookcase. Left click on iron cover. You will need to find a key. Left click on record player to hear some Beethoven. On the desk, left click on the iron to take it. Left click on the books to examine. Left click on the journal to take it. In inventory, right click on the journal to hear the original author read the contents. You will hear that he has locked his notes up and threw the key in the drain at the lab. Exit out of the archives back to the main corridor. Choose the straight path.

**Lab Corridor** -- Left click on the box on the wall. There is a large triangle inside an eagle. You need to use the magnets on the triangle. Now you will have to arrange all the magnet pieces to fit inside the large triangle. Pieces can be rotated by right clicking on them.



Press the red button and enter the elevator.

**Lab** – Right at the entrance to the lab, left click to examine the drain on the floor. The key is in there. Left click on the table and automatically get the magnet. In inventory, combine the magnet and the string. Use the magnet on the drain. You now have the key.

**Secret Room** -- Use the key on the iron cover. It opens. Left click to access the safe. You need to find the combination. In inventory, use the magnifying glass on the unopened book. Martin will remark that there is a suspicious spot. Right click on the book and go to the last page. Left click on the suspicious spot. The paper is different. Perhaps we could use some steam on it. You do have an iron in inventory but you'll need to heat it up.

**Lab** – Left click on the burner. It has no fuel. Use the can of fuel on the burner. Use the matches on the burner. Use the iron on the burner. In inventory, right click to open the journal. Go to the last page and use the iron on the bottom where it is a darker color. Some numbers appear: 47922. Examine the diagram on the wall. Left click on the mechanism to examine. Left click on the large containers to examine. Left click on the pedestal. Go back to the secret room.

**Secret Room** – For the safe puzzle, the left mouse button turns the dial clockwise while the right mouse button is counter clockwise. Enter the combination as follows where C=Clockwise and CC=Counter Clockwise: C4, CC7, C9, CC2, C2. The safe will open and a statue is revealed. Left click on the statue to take it. Exit the safe. **SAVE YOUR GAME NOW.** Exit the secret room. The fake Stasek confronts you with a gun. You will need to act fast here b/4 he kills you. He wants the status. Give it to him. Martin will throw the statue on the hoist platform. As soon as Stasek bends down, left click the lever on the wall next to the secret room entrance. The crate above will fall down and hit Stasek.

## France

**Hotel Lobby** – Enter the front door of hotel. Speak to the drunken guest at the reception desk. He's waiting for someone named Daniel so he can make a joint reservation. Left click bell at reception desk. You're told there are no rooms available. Exit the hotel and left click on the phone booth. You don't need to make a call. Enter the hotel again and left click on the ash tray to find hotel matches. Right click on the matches in inventory to get the hotel phone number. Exit the hotel and go to the phone booth. Left click on the phone booth and Martin will call and cancel Daniel's reservation. Enter the hotel again. You will automatically get a reservation. Go up the stairs to your room.

**Hotel Room 24** – Martin has rested. Exit the room and go to the lobby.

**Hotel Lobby** – The clerk has looked up your Uncle's phone number for you. Left click on the desk phone to call him. Your uncle wants you to meet him at the house. It's on an island so you'll need to hire a boat. Exit the hotel and go forward to the docks.

**Docks** – Speak to the fisherman. Martin will ask for use of his boat. He says he has to unload the boat first. Speak to the fisherman again. Speak to him once

more and he will ask if Martin has changed his mind. Click on the smiling mask that appears at the bottom of the screen. Martin will help him unload. The fisherman takes Martin to the island.

**Main Gate to Mansion** – Left click on the doorbell to gain access. Continue forward to enter the house.

**Mansion** – Cut Scene of conversation between Martin and his uncle. You discover that you have one statue, your uncle has one and he now needs you to go to Mexico to get another one. Martin leaves his statue in his uncle's safe. He must return in the morning to pick them up.

**Outside Mansion** – Return to the Pier to meet the boat.

**Docks** – Martin arrives at the docks. He's called by someone and then gets hit on the head.

**Warehouse** – Martin is now tied up in the warehouse. His foes are there and are after Project NiBiRu. During the conversation, you find out you are speaking to the author of the journal you found in the secret room. Martin gets hit once more. Only one of them is left – the fake Stasek. He has released gas in the room. He throws a knife at your feet and leaves. Martin has to get out quickly. Left click on the knife to pick it up. Use the knife on the red button next to Martin's head. The gas is now off, but you still have to get rid of the handcuffs. Use the pin on the handcuffs. Left click on the green ladder and Martin will climb up and out of the building.

**Main Gate to Mansion** – The police are in front of the mansion. Martin's Uncle is dead. The police think it is a suicide. Martin must get in and find out what's going on. You are allowed through the front gate.

**Outside Mansion** – Speak to the detective. He has a suicide note. He wants proof that your uncle didn't write it. In inventory, right click on the envelope your uncle gave you. You now have a letter and a plane ticket. Use the letter on the detective. You get permission to enter the mansion.

**Mansion Front Room** – Left click on the body outline. Left click on the pyramid on the desk to take it. In inventory, right click on the pyramid. There's a small opening which may be a lock. Go to the bookcase area.

**Bookcase Area** – Left click on the photographs on wall. Left click on the poster above the fireplace. It says Tikal on it. Left click on the bust. Martin will move it and a safe will appear on another wall. You will need to find the combination somewhere. Left click on the telephone. Click on the red button to play the message. Listen to 2 messages. One of the voices sounds familiar. Notice how well you can see the number pads. Use them to translate the word Tikal to



numbers. You should come out with 84525. Go to the safe and enter 84525. The safe will open and you find out the statues are gone. Click on the hourglass in the bookshelf. There is a little brass key in it. In inventory, use the knife on the hourglass. It will break and you now have the key. Use the key on the pyramid and you will get a map. Right click on the map to view it. Exit the area and leave the mansion.

**Outside the Mansion** -- Cut scene of conversation with detective again. Head to the main gate and the police officer will speak to you again. Martin will leave automatically.

**Docks** – Head to the hotel.

**Hotel Lobby** – Enter the hotel and see one of the men who tied you up in the warehouse. You'll have to find another way to get into the hotel.

**Back of Hotel** – Martin will immediately speak to Iris. Right click on the fire escape which is call the emergency staircase in this game. Left click on Iris's walking stick. Left click on the ladder again and Martin will comment it is too high. Left click on the walking stick again. Iris will tell Martin to keep his hands off. Speak to Iris about the walking stick. She will let you borrow it if you get her a hot dog. Go to the front of the hotel.

**Snack Shop** – Speak to the vendor to get a hot dog for 3 francs.

**Back of Hotel** – Give Iris the hot dog. She hates mustard. You have to get her another one with ketchup.

**Snack Shop** – The vendor does not have ketchup so you will have to get a plain hot dog. Now you need to find some ketchup.

**Hotel Lobby** – Martin will not want to go in, but will do it if the plain hot dog is in inventory. Left click on the ketchup bottle to take it. In inventory, combine the ketchup and the hot dog.

**Back of Hotel** – Give the hot dog with ketchup to Iris. She will lend Martin the walking stick. Left click on the stick to take it. Use the walking stick on the ladder to pull it down.

**2<sup>nd</sup> Floor Hallway** – Use the stairs to go to the first floor.

**1<sup>st</sup> Floor Hallway** – Try to enter the service door at the end of the hall. It's lock.

**Martin's room** -- Left click on the vase to take it. Exit the room.

**1<sup>st</sup> Floor Hallway** -- Speak to the repairman. Left click on the fire sensor above the door to examine it.

**Martin's Room** – Left click on the electrical outlet to remove the plug. Use the vase on the outlet to fry the circuits. Exit the room.

**1<sup>st</sup> Floor Hallway** – Speak to the repairman. Martin will tell him he has no electricity in his room. The repairman will enter Martin's room. Left click to take the repairman's keys from the ladder.

**Service Room** – Left click on the brooms to take one. Left click on the cabinet to examine. Left click on the diluter to take it. Left click on the rag on the floor to take it. Left click on the fire sensor to examine. Perhaps a smoky diversion will help clear the hotel so you can check on some rooms. Use the rag on the broom in inventory. Use the diluter on the broom. Use the matches on the broom. The coast is now clear and you can check out the rooms upstairs. First you will need a key.

**Hotel Lobby** – Left click on the reception desk to get a close up of the keys. Right click on the keys and Martin will tell you it is room 32 he's looking for and take the key.

**2<sup>nd</sup> Floor Hallway** – Use the key on Room 32 (the 2<sup>nd</sup> one on the left)

**Room 32** – Right click on the bed to examine under it. Left click on the briefcase to open. You will have to enter a numeric code. Left click on each tumbler until you hear a louder click. The correct combination is 371.

## Mexico

**Fountain** – Left click on fountain to examine it. Right click on the “George” sign. Try to enter the door. There's a note on the door telling you George went to Rosie's. Move to your left and choose the route marked “On through the street”

**Outside Rosie's Bar** – Speak to the bouncer. He won't let you in. It's poker night and only those invited by Rosie can go in. He tells you he'll let you in if you can get Isabella to come see him. Left click on the door to the yellow house. No one answers. Go back to the main square.

**Fountain** – Speak to the 2<sup>nd</sup> door of the yellow house. Isabella's mother comes to the door. She will not let Isabella out until you find her husband and bring him home before he spends all his money on liquor.

**Outside Rosie's Bar** – Speak to the hobo on the bench. You can't seem to wake him up.

**Fountain** – Left click on the bowl next to the fountain to pick it up. Use the bowl on the fountain to fill it with water.

**Rosie's Bar** – Use the water filled bowl on the hobo. He wakes up but he has spent all the money on booze. You offer to pay the money he owes if he has anything of value.

**Fountain** – Speak to Isabella's mother again. Martin will give her money anyway to get Isabella out of the house.

**Outside Rosie's Bar** – Speak to the bouncer to tell him Isabella will be there in an hour. Now he claims you have to have a token to get in. Speak to the hobo again. He spent the night at Rosie's and has a token. He doesn't need it anymore and gives it to you. Give the token to the bouncer.

**Inside Rosie's Bar** – Speak to the bartender. Ask about a room to stay and George. The bartender will hassle you to get you to drink tequila. Speak to George who is sitting at the table. He will let you stay at his house. They will go back to George's house and Martin will go to bed immediately.

**George's House** – Speak to George. Ask about the Temple of Jaguar. It will be added to your map. Speak to George again to ask about the Temple of Dawn. He will mark it on the map for you. Leave the house.

**Fountain** – Speak to the stall keeper with the blue shirt. Martin will see a statue he wants. Martin will try to get a cheaper price. He gets the statue.

**George's House** – Speak to George and ask about the jeep outside. It's George's and he lends it to you. Exit the house and left click on the jeep. You will automatically drive to the temple of Dawn.

**Front of Ruin** – Speak to the tourist. He tells you that his wife could not come on the trip to Mexico. He asks Martin to get a picture of the inside of the pyramid. The archeologist won't let him in. Martin takes the camera.

**Inside the Ruin** – Left click on the pit in the center of the room to examine. Examine the openings and stone discs on the wall. Nothing happens yet. Go outside. Go to the right to the archeological site.

**Archeological Site** – Speak to the archeologist on the steps. His name is Pierre. Speak to the archeologist in the pit. His name is Pedro. Pedro mentions treasure by accident. Martin notices he seems out of place and he doesn't seem to know much about what he's doing. Find out that he's really here to find hidden gold in the pyramid. Martin makes a deal to meet him at night. Speak to Pierre one more time. Go back to where the tourist is and head to the left of the building where the temple is.

**Temple** – Left click on the temple to examine. Enter the temple. The archeologist (Paul) inside will ask you why you are there. Martin will offer to help since he has knowledge of linguistics and archeology. Martin will decipher some ancient text for Paul. Speak to Paul again to ask for a picture of the inside. Paul needs something from the site before you can take the picture.

**Archeological site** – Speak to Pierre. Left click on the box which is on the table to the left of Pierre. Go back to the temple.

**Temple** – Give the box of scraps to Paul. Left click on stone relief on wall. Left click on the stone pedestal. Left click on the relief on the floor. Use the camera on the wall stone relief. Exit the temple.

**Front of Ruin** – Speak to the tourist to give him the camera. He will give you a statue he found around the area.

**Inside the Ruin** – Use the stone cylinder from the tourist on the opening on the wall. None of the statues you have will fit in the other opening. Leave the ruin and go to the temple.

**Temple** – There are 2 large statues at the entrance to the temple. Left click on the statue to the left to examine. Left click on it again and Martin will try to remove its nose. But, it's stuck. Left click on the statue to the right. It does not have a nose. There is an opening instead. Use the fake statue you bought from the vendor on the opening. Now go back and left click on the statue to the left. You will be able to take the nose. The nose is a stone cylinder exactly like the one you put in the wall at the ruins.

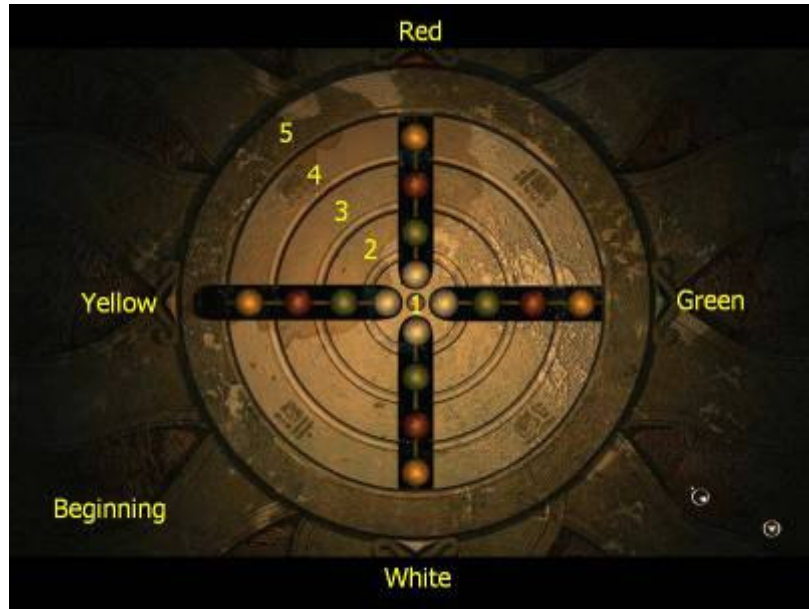
**Inside the Ruin** – Use the stone cylinder on the other opening. Left click on the stone disc and a pedestal will rise in the middle of the floor. Left click on the pedestal to examine it.

### **Marble Puzzle**

There are four slots each with 4 different colored marbles in it: white, green, red, and yellow. At the outer end of each slot is a triangle with a color on it. The goal is to get each slot to have the same colored marbles as the triangle representing it. So, the slot with the yellow triangle should have all yellow marbles, the slot with the red triangle should have all red marbles etc...

Each ring can move individually. Left clicking will move a ring clockwise. Right clicking will move a ring counter clockwise. Marbles can be moved in any open direction by left clicking. One slot has an extra space in it, but this space will be moved as the largest ring is rotated. Each ring should be completed individually starting with the innermost ring. Be careful when moving items. It is too easy to click on a ring when you meant to click on a marble. So, go slow.

For the solution, I have numbered each ring 1 through 5 and each slot by its color. The first picture is the puzzle as you first encounter it. I have labeled all the areas I will be referencing.



### Ring 1

Yellow: Move all marbles in direction of ring 5

Left click ring 1

Red: Move all marbles in direction of ring 1

Left click ring 5

Red: Move yellow marble in direction of ring 1

Right click ring 5

Yellow: Move all marbles in direction of ring 5

Left click ring 1

Red: Move all marbles in direction of ring 1

Left click ring 5

Red: Move red marble in direction of ring 1

Right click ring 5

Yellow: Move all marbles in direction of ring 5

Left click ring 1

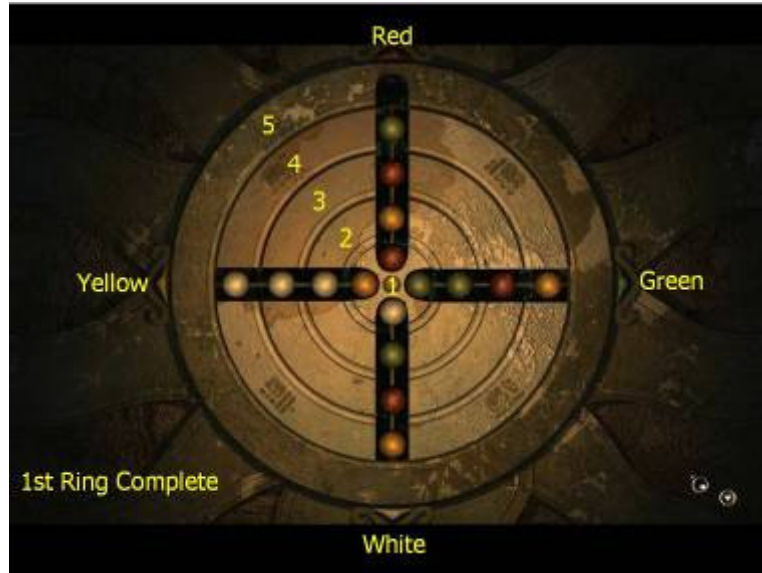
Red: Move all marbles in direction of ring 1

Left click ring 5

Red: Move green marble in direction of ring 1

Right click ring 1

**Ring 1 is complete. Your puzzle should look like the picture below:**



### **Ring 2**

Right click ring 2

Red: Move 1 green, 1 red and 1 green marbles in direction of ring 5

Left click ring 2

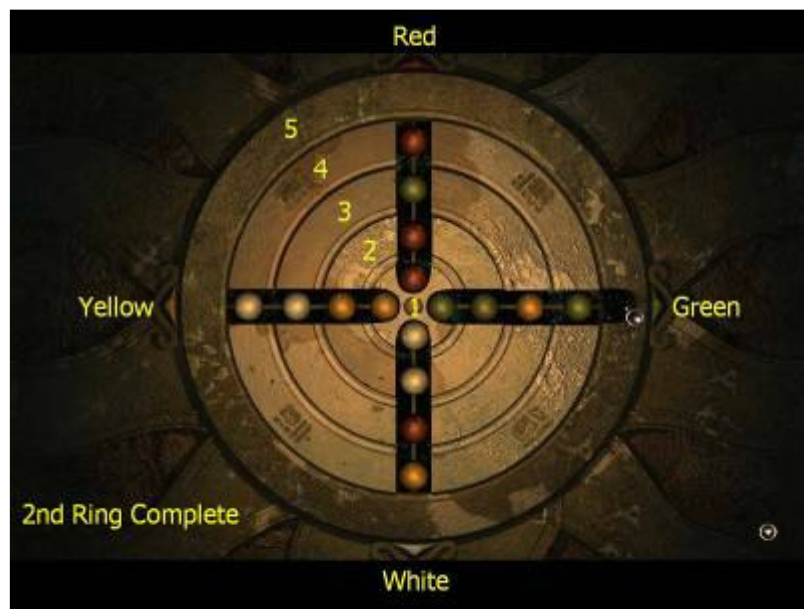
Green: Move 1 red and 1 yellow in direction of ring 1

Right click ring 2

Left click ring 5

Green: Move 1 green marble in direction of ring 1

**Ring 2 is complete. Your puzzle should look like the picture below:**



**Ring 3**

Right click ring 5 twice

Yellow: Move 2 white marbles in direction of ring 5

Right click ring 3

White: Move yellow marble in direction of ring 1

Left click ring 3

White: Move red marble in direction of ring 5

Left click ring 3

Yellow: Move both white marbles in direction of ring 1

Right click ring 3

Left click ring 5

Red: Move red and green marble in direction of ring 5

Left click ring 3 twice

White: Move red marble in direction of ring 1

Right click ring 3 twice

Left click ring 5 twice

White: Move red marble in direction of ring 1

Right click ring 5

Move green and yellow in direction of ring 5

Right click ring 3

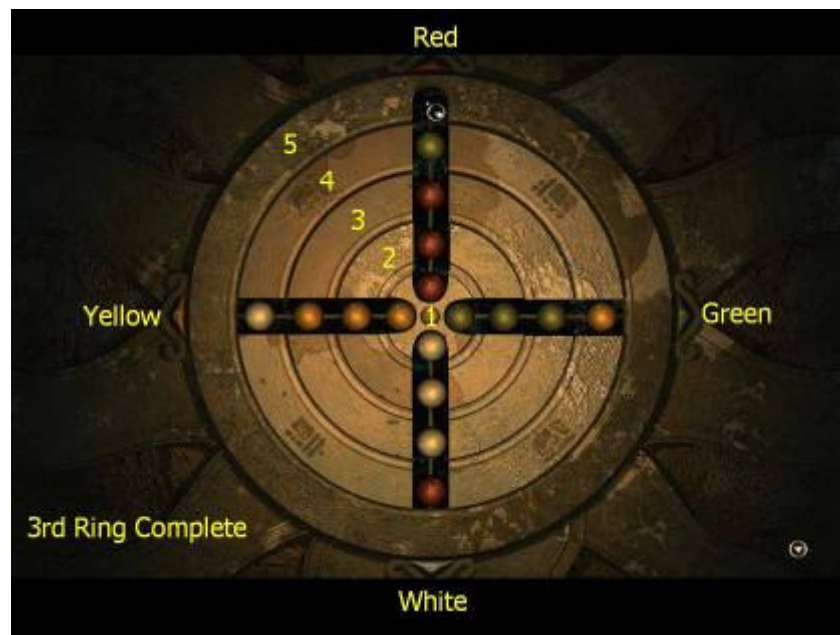
Red: Move green marble in direction of ring 1

Left click ring 3

Right click ring 5

Red: Move green marble in direction of ring 1

**Ring 3 is complete. Your puzzle should look like the picture below:**



**Ring 4**

Red: Move green and red marbles in direction of ring 5

Right click ring 3 twice

White: Move red marble in direction of ring 1

Left click ring 3 twice

White: Move 1 white marble in direction of ring 5

Left click ring 3

Yellow: Move white marble in direction of ring 1

Right click ring 3

Yellow: Move 1 yellow marble in direction of ring 5

Left click ring 3 twice

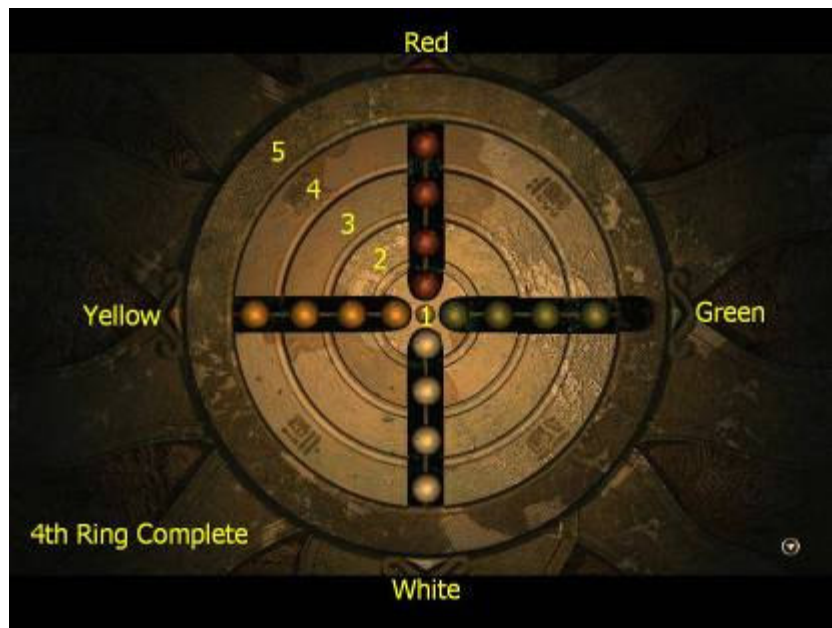
Green: Move 1 yellow marble in direction of ring 1

Right click ring 3 twice

Left click ring 5

Green: Move green marble in direction of ring 1

**Puzzle is complete and should look like the picture below:**



A panel will open with a prism inside. Left click on the prism to take it. Right click on the prism in inventory to examine it. Exit the ruin.

**Archeological Site** -- Speak to Pedro again. He tells you he has been waiting for you and will meet you in about 3 hours.

**Fountain** – A small boy meets you and tells you he has a message for you. Martin has to go to Rosie's pub right away.



**Rosie's Bar** – Speak to the bouncer and then enter the bar. The author of the journal is waiting for you. He wants to made amends and to warn you. He now says he wants you to destroy the machine he designed. Exit the bar and go to the fountain area.

**Fountain Area** – Left click on the jeep to take you to see White Bear

**White Bear's Hut** – White Bear tells Martin that he is the messenger of the gods. Martin must find the last statue (key) and unite the power.

**Fountain Area** – Go to George's place and speak to him about equipment. Martin will go to his room for a rest. It is now night. Left click on the bag on the counter to collect it. In inventory, right click on the bag to have the contents in inventory. Exit George's place. Left click on the jeep to go off to your destination.

**Temple** – Pedro meets you out front. The both of you go into the temple. He activates a mechanism and a puzzle opens up on the floor. Use the prism from inventory on the stone pedestal. Click on the opening on the wall behind the pedestal. A light will shine on the prism and highlight 3 blocks on the floor.



Martin will instruct Pedro to stand on one of them. Left click to pick up the rock on the floor. Use the rock on one of the stones that shows an active cursor. Left click on the remaining stone with an active cursor and Martin will stand on it. The statue will move revealing an opening. Martin will need to climb down using a rope. Use the rope on the statue. Left click on the dark opening.

**Dark Opening** -- In inventory, use the lighter on the lamp. Left click on the box on the wall to the right of where Martin put the lamp. The goal is to get the orange block into the dragon's mouth. It is very important to save your game before trying to solve. There is no reset button.

Vertical pieces can only move up and down using right or left mouse clicks. Horizontal pieces can only move right or left using right or left mouse clicks. Below is the original puzzle that I have numbered for easy reference:



Left click on #1 twice to move it right  
 Left click on #3 twice to move it right  
 Left click on #5 three times to move it down  
 Left click on #4 once to move it right  
 Right click on #2 three times to move it up  
 Right click on #3 three times to move it left  
 Left click on #7 once to move it down  
 Left click on #8 once to move it down  
 Left click on #6 three times to move it right  
 Right click on #7 once to move it up  
 Left click on #3 three times to move it right  
 Left click on #2 three times to move it down  
 Right click on #4 once to move it left  
 Right click on #5 four times to move it up  
 Left click on #4 once to move it right  
 Right click on #2 three times to move it up  
 Right click on #3 three times to move it left  
 Right click on #1 three times to move it left  
 Left click on #7 three times to move it down  
 Left click on #8 three times to move it down  
 Left click on #4 three times to move it right into the dragon's mouth.

**Bottom of Stairs** – Use the lighter on the stone torch next to the door. Left click on the symbol above the door. It stands for water. Left click on the door plate to examine. Examine the relief of the water god on the left. Left click on the stone sink. It looks like you will need some water.

**Dark Opening** – Speak to Pedro through the hole. He will send down some water. Left click on the bucket to pick it up.

**Bottom of Stairs** – Use the bucket of water on the stone sink. Use the hammer on the opening to the left of the sink. Left click on the hammer to have Martin use it as a lever. The water will pour out through a crack. Martin will need more water.

**Dark Opening** – Speak to Pedro and ask for more water. Also, ask for some plaster. Pedro will throw the plaster down so Martin can catch it. Left click on the bucket of water to take it.

**Bottom of Stairs** – In inventory, right click on the plaster to open it. Use the bucket of water on the plaster. Use the plaster on the crack. Use the bucket of water on the stone sink. Left click on the hammer. Hear the water drain correctly, but there doesn't seem to be enough.

**Dark Opening** – Speak to Pedro and ask for one more bucket of water. Left click on the bucket of water to take it.

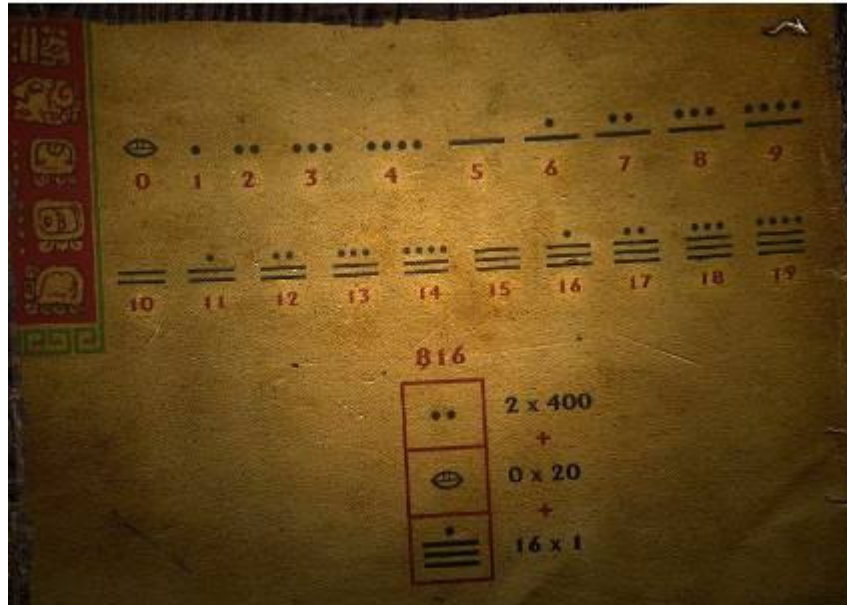
**Bottom of Stairs** – Use the bucket of water on the stone sink. Left click on the hammer to activate the lever again. Success – the door opens. Enter the water door.

**Altar** – left click on the symbols on the floor. Left click on the artifacts on the altar. If Martin tries to take any of the items on the altar, he will die and you will restart at the altar again.

Right below the altar are 3 dials. Left click on the 3 dials to get a closer look.



You need to turn the dials to the appropriate symbols. Back out of the puzzle and look at the columns to the right and left of the altar. These are numbers using Mayan symbols. In inventory, right click on your map to examine it. On the top of the map is a green arrow. Click on it to turn the map over. On the back is an explanation of the Mayan numbering system.



The basic premise is that numbers are built in 3 levels. Whatever number is in the first level should be multiplied by 1. The number in the 2<sup>nd</sup> level should be multiplied by 20. The number in the 3<sup>rd</sup> level should be multiplied by 400. All 3 totals should be added together to get the final number. What is needed in this puzzle is to examine the columns to the left and right of the altar. Determine the totals for each side and add them together.



#### Left Column:

Top box: 3 dots --  $3 \times 400 = 1200$

Middle box: 2 dots --  $2 \times 20 = 40$

Bottom box: 2 lines & 2 dots --  $12 \times 1 = 12$

**Left Column Total:  $1200 + 40 + 12 = 1252$**

#### Right Column:

Top box: 1 dot --  $1 \times 400 = 400$

Middle box: 3 lines & 2 dots --  $17 \times 20 = 340$

Bottom box: 2 lines & 2 dots --  $12 \times 1 = 12$

**Right Column Total:  $400 + 340 + 12 = 752$**

**Grand Total:  $1252 + 752 = 2004$**

Now you need to figure out the symbols to make 2004.

Top box: 1 line –  $5 \times 400 = 2000$

Middle box: Null symbol –  $0 \times 20 = 0$

Bottom box: 4 dots –  $4 \times 1 = 4$

**Total: 2004 (See picture below)**



The dragon heads will turn the other way so you can take all the items on the altar. Exit the room. Go up the stairs. Speak to Pedro through the hole. Use the rope on the hole. Martin will exit. You now have all 3 keys. You are transported automatically back to White Bear's hut. He will mark the last location on the map. He gives you an amulet.

**Temple of Gods** – Enter the temple. Left click on the door to reveal yet another slider puzzle. Move one of the tiles so that the center space is open. You will see a slot there. Use the amulet White Bear gave you on the slot. Move any of the tiles into the open spot leaving another spot empty. You will see a picture that will match one of the tile pictures. Your task will be to get each tile placed over the picture that matches it. The tiles can move left, right, up and down. Enter the temple.

**Inside the temple** -- Left click on the machine in the center of the room. There are 3 monoliths surrounding the machine. Each one requires a statue. Use the red statue on the monolith to the left. Use the yellow statue on the monolith in the center. Use the green statue on the monolith to the right. The machine begins working.

Watch the final cut scene.

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# Voyage - Walkthrough

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Written by Ugur Sener

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One of the greatest things about Voyage is that there are multiple paths you can take as you go through the game. Certain items are available at more than one location and some of the puzzles are optional. This walkthrough is simply intended to help you get through the game and provide solutions to the game's puzzles. While I tried to point out some alternative solutions and optional content I was able to find, the walkthrough does not necessarily cover every single aspect of the game.

Note that the items you pick up will not be immediately distributed across the item slots in your inventory. You can either organize the items individually, or click on the "Auto" button to distribute the items automatically.

If you have trouble getting through any part of the game, feel free to contact me at [Ugur@AdventureLantern.com](mailto:Ugur@AdventureLantern.com).

## Part I - The Journey

The game begins as Michel Ardan wakes up dizzy and confused inside the shell. There is a can underneath the sink behind you. Turn around and pick it up. Also pick up the funnel attached to the vibrating potassium hydroxide tank. Walk towards the men sleeping on the benches. Ardan will recognize one of them. There is an article attached to the wall to your right. Click on it to find out more about Ardan. Now click on the man lying down on the bench underneath the article.

There is a wrench next to the article on the wall. Click on strap that is holding the wrench. When the wrench falls to the floor, click on it to pick it up. Underneath you, there is a glass window with a protective cover. Open your inventory and pick up the wrench. Use the wrench on the screws at the corners of the window. The protective cover will fall off and a cut scene will follow.

Just a few moments after the cut scene, Ardan will exclaim that he is suffocating due to a lack of oxygen and a puzzle with a time-limit will be triggered. Assuming the time limit has already begun, you can solve the puzzle as follows:

After the cut scene walk up to Barbicane. Look closer and Ardan will notice a dark stain. When you turn Barbicane over, a key will fall on the floor. Pick it up. Use the key you just found to open the cabinet. On the left side of the cabinet, there is a notebook on ideograms. Click on it to pick it up. Now pick up the package behind the notebook. Go back to the spot where you found the can and the funnel. Click on the bowl over the flame to bring it closer. Use the chlorate of

potash package you just took from the cabinet on the bowl. Click on the bowl one more time to move it back over the flame. The oxygen level will return to normal.

Once you solve the oxygen puzzle, continue your investigation. Click on the piece of paper in Barbicane's hand. Click on Barbicane's hat. Finally, click on the wallet in his pocket. Turn around and click on Nicholl. Pick up the rifle he is holding. Look at the wallet inside Nicholl's pocket. Click on Nicholl's face.

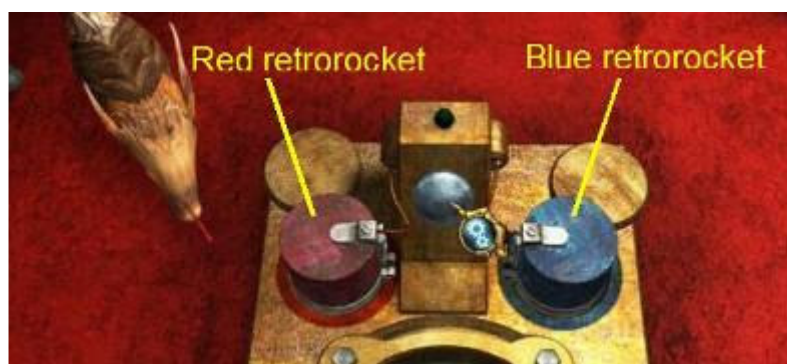
Go back to the cabinet where you found the chlorate of potash. There are many items you can take from the cabinet. There is a gun powder barrel on the top right and a vine plant next to it. Underneath the vine plant, you will find a disinfectant bottle and Ardan will figure out how Nicholl must have died. You can also take the long strap, cartridges, empty pot, and knife located on the shelves under the disinfectant bottle. Use the pocket knife on Barbicane's hat.

In the middle portion of the cabinet you can pick up three pieces of raffia. Beneath the raffia there is a blue and a red retrorocket you will need for landing. You do not necessarily need them, but you can also take up to three cans of food. Finally, open metal grate to find the wine. Take the glass on the left.

Eventually, the shell will reach a point where there is no gravity. The potassium will come flowing out of the tank. Access your inventory. Use combine the funnel and the can. Select the combined item. Now Ardan will be able to gather the liquid. Collect all of the floating liquid and a cut scene will follow.

Click on the window at the bottom of the shell to note that it is covered with frost. You should also see a rooster next to the window. Walk up to the animal and click on him. After the cut scene, take the burnt piece of paper behind the rooster. Turn the valve on the oxygen generating machine. The shell will begin to warm up. In a few moments, a cut scene should follow as the shell begins its descent.

Select the raffia you had taken from the cabinet. Click on the blanket underneath Barbicane. Now pick up Barbicane's corpse. Click on the window at the bottom to open it. Toss Barbicane's corpse out. Do the same thing with Nicholl's corpse. Once you lift Nicholl's corpse, you will see a can opener on the bench. Take it.



Note the red and blue circles on each side of the bottom window. Click on the metal covers to reveal two holes. Select the red retrorocket from your inventory and use it on the opening marked by a red circle. Go back to your inventory. Combine the wrench with the powder barrel. Ardan will break open the barrel and reveal the gunpowder. Use the gunpowder to fill up the empty blue retrorocket. Put the filled blue retrorocket in its slot. When both of the rockers are in place, the machine will start blinking.

If you click on the gray button now, the shell will fall too fast and Ardan will die. Instead, open the window and throw out the following items: Long strap, short strap, burnt paper, plant, pocket knife, potassium can, rifle, and any raffia left in your inventory. Ardan will refuse to throw out the tin cans, the can opener, the glass, and the empty pot. You also need to get rid of the protective covers on the side windows and the top window. To accomplish this, walk up to each window and use the wrench on the screws. To reach the protective cover at the top, you will first have to climb up the ladder inside the shell. Once you get rid of the excess items in your inventory and the window covers, click on the gray button at the center. The shell should drop at the right speed and Ardan should safely reach the moon.

## Part II – Exploring the Moon

Watch Ardan's landing on the moon. Before leaving the shell, restock your raffia from the cabinet. You will need it later. Open the bottom window and walk outside. Ardan will comment on the plants and the rock that stopped his shell.

There is a patch of green fruits to the right of the red plant. Collect three of these fruits. Walk up to the edge of the cliff. Take the yellow fruit in front of you. Ardan can jump across the gap between where you are standing and the forest ahead. Turn to the right towards the cliff edge that is sticking out. A cursor will appear on the right side of your screen. You need to click on the left mouse button when the cursor is within the green zone. If you are successful, Ardan will jump across. You will have to repeat this process as you proceed to new areas or jump back towards the shell. However, you only have to perform a specific jump successfully once. After one successful jump from one point to the next, you will not have to time the same leap again.

When you reach the forest, you should see purple and green plants in front of you. If you walk towards the plants, they will not allow you to pass. Instead, look up and jump over the plants. You can use the screenshot below as a reference to find the hotspot. You will reach the hill at the center of the forest. Pick up the twisted plating to your left.





Turn around and face the blue and yellow plants. You should see machines on either side. Walk up to the one on the left. When you reach the machinery, you will notice a contraption with a coin slot. Click on the slot and Ardan will notice the lunar coin on the ground. Take the coin.



Now go across to the machine on the other side. You will see a similar contraption with a coin slot. Fortunately, this device is not broken. When you hover your mouse pointer over the coin slot, Ardan will realize he is supposed to use a lunar coin. Click on the slot to look through the lunar telescope. Ardan will notice a building in the distance. That will be our next destination.

Turn around and go back to the highest point of the hill. If you look towards the blue and yellow portion of the forest, you should find a place in the distance Ardan can jump towards. Click on the left mouse button when the cursor is inside the green zone to make Ardan leap across. Now you should see a light in the distance. Jump towards it. Ardan will arrive in a small area with two machines. One of them seems to be supplying fire whereas the other is supplying water. Hover your mouse over the ideogram on the fire machine. Ardan will decipher the meaning of the ideogram. Now hover your mouse over the ideogram on the water machine. Ardan should decipher this ideogram as well.

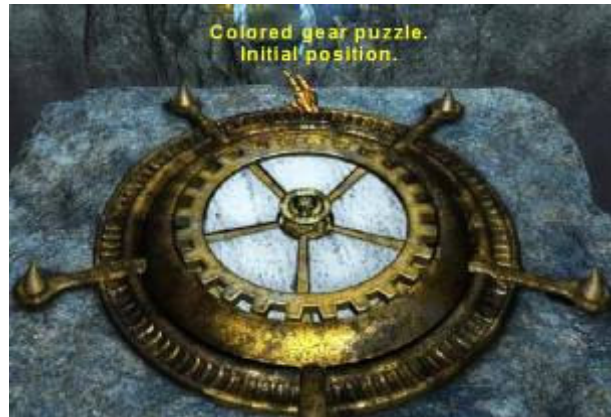
Since we are about to perform several more jumps, you can do something in this area to help you out. Open your inventory and combine your cooking pan with a green and a yellow fruit. Now use the pan on the lava to your left to cook the mixture. Once it is ready, access your inventory again and use the cooked meal on Ardan. He will consume the food and temporarily become energized. The jumping sequences will now be significantly easier.



Before proceeding, pick up the lunar coins next to the lava. You will also notice some blue fruits floating up every few seconds. Catch three of these by clicking on them. Now turn around. We will resume our climb. Note that at various sections of the mountain there are ideograms like the one illustrated below. These ideograms provide you important hints. You can probably already guess their meaning right now. But before we can fully implement the solution, we will need some more items. For now, just continue up the mountain.



Jump from the location with the lava and the water to the next higher edge. Repeat the process a few times and you will eventually arrive at the bottom of a set of stairs. Before climbing the stairs, turn around and take a look at the white wheel in the ground. You can change the colors of the wheel's tiles by clicking on them. When you enter a correct combination, a colored gear will be produced and Ardan will be able to take it. There are two possible solutions to this puzzle.



To get the first gear, you will have to match the colors on the wheel to the colors of the forest in the distance. Purple should be at the top. Going clockwise, follow with red, blue, yellow, and green. When you assemble the colors in the right order, the gear will come off. Put it in your inventory.

To get the second gear, you need to use a similar combination to the first gear. Keep the purple on top, but switch the positions of green and red. Also switch the positions of blue and yellow. Take the gear. The correct solutions are:



Note that you can continue making wheels by alternating the first and second solution. You only need two of them to complete the game. It is optional, but you can also make a third one right now to help open a shortcut later.

Now that you have both of the wheels you need, climb the stairs and you will finally arrive at the location you observed with the telescope. When you reach the top, a Selenite should immediately turn around and spit in front of you. He sure does not seem to be a friendly creature. You will have to come up with a way to make him leave the mountain area. You cannot do anything else here for the moment. Turn around and go all the way back to the center of the forest where we originally used the lunar telescope.

To return to the center of the forest, climb down the stairs and look forward towards the forest. When you are back in front of the colored wheel puzzle, you

should see a hotspot where you can jump directly across to the section with blue and yellow plants without having to climb down the mountain. Use this hotspot to quickly return to the forest area. When you reach the section with blue and yellow plants, jump towards the center of the forest.

## Part III – Summoning the Selenites



You should be back at the highest point of the hill at the center of the forest. Go towards the machines on either side. Move forward one more time and you should find yourself in front of stairs leading down to more machinery. Note the patch of yellow fruits. Pick up fruits until you have three in your inventory. Turn around. You should see a sealed door. Walk up to the door. When you are in front of the door, there will be a place where you can take lunar potting soil, lunar raffia, and a dead branch to your right. Take three portions of the soil, three pieces of raffia, and the dead branch.



Across from the place where you will find the raffia, you will notice an organ with colored buttons. Walk up to the organ and Ardan will comment that the instrument needs air and water to function. Walk up the stairs next to the organ. You should get to a room with a couple of levers and a large fan.



Let's deal with supplying air to the organ first. On the far right corner of the room, you should see a sealed box attached to the wall. If you walk up to the box and click on it, you can start a puzzle. The goal is to use the two golden levers to remove the bar that is keeping the box locked. Click on the levers in the following sequence to solve the puzzle:

- Bottom portion of the left lever.
- Top portion of the left lever.
- Top portion of the right lever.
- Bottom portion of the right lever.
- Bottom portion of the left lever.
- Bottom portion of the right lever.
- Bottom portion of the right lever.

The box will open and reveal a lever. Click on it to open the trap door above you. Now go back to the place where you entered this room. Click on the left lever illustrated in the picture below. The fan will start and Ardan will decipher the meaning of the ideogram on the lever. Click on the second lever as well. Nothing will happen yet.



It is time to supply water to the organ. To accomplish this you have to go back to the place where you found your first lunar coin. You can leave the room through the newly opened trap door. Once you exit the room, turn around and you should see the machinery where you found the coin. Walk up to the device and click on the box with ideograms. This time around you need to click on the correct

ideograms to remove the metal bar. Ardan had mentioned that the organ needed water. The ideogram with the two lines resembles water. In fact, if you have been following the walkthrough, Ardan will have already deciphered this ideogram's meaning. You will notice that the water ideogram appears on each row and column of buttons. To solve the puzzle, you need to click on one water ideogram on each row and column. The correct buttons are:

- The second button on the top row
- The third button on the second row
- The first button on the third row
- The fourth button in the last row

When you solve the puzzle, the box will open to reveal a lever. Click on it once to start the water flow to the left. Now turn around to solve the puzzle on the opposite side. Before starting the second water ideogram puzzle, note the lunar reeds on the right. Take three of them. You will need it later.

The second water ideogram puzzle follows the same pattern. But this one is a little bit harder since some characters have been wiped off. To solve the puzzle, click on the following buttons:

- The first button on the top row
- The third button on the second row
- The fourth button on the third row
- The second button on the last row

You can also use the images below for the solutions to both water ideogram puzzles:



The box will open and a lever will be revealed. Click on it three times to start the water flow to the left. Now that both water devices and the fan are active, the organ is ready to use.

You can now go back to the organ. Starting at the lunar telescope, you will have to go forward once and climb down the stairs. You have probably noticed the

large dial at the base of the stairs and next to the yellow fruit patch. This dial controls a machine that serves as a weight sensor. The sealed door leading into the mountain can be unlocked if the number of creatures indicated by the dial are standing in front of it. Note that it is currently pointing to three creatures.



The organ can be used to summon Selenites working out in the fields. These seemingly mindless drones will assemble in front of the dial as you call them. When three of them arrive, the door will open. However, you cannot yet make much progress in the caverns behind the sealed door. Thus, we will only summon the Selenite blocking our entry to the location we saw through the lunar telescope. We will come back here and summon all three Selenites later.

To the left of the organ, you will see a panel with colored dots at the top. Each pair of dots indicates a Selenite out in the fields. You will have to enter the proper notes through the organ to call the Selenite back. The summoning process works by entering the correct notes. You will start by clicking on the notes indicated by the colored pairs of dots. The Selenite will respond with a longer sequence of notes. You will have to repeat the sequence back and go through several similar iterations. Eventually the alien will arrive.









Walk up to the second door blocking your path. Ardan will stop briefly and comment on the pictures on the wall. When you get to the metal barred door, you will notice three ideograms drawn behind it on the ground. To the left of the door, there is a series of buttons with ideograms. Look closer to start the puzzle.



All you have to do is enter the pattern you saw behind the barred door. Click on the following buttons to solve the puzzle:

- Click on the third button on the last row from the top.
- Click on the fourth button on the second row.
- Click on the first button on the third row. The door will open.



Walk inside. The door will close behind you. Ardan will make a few comments and decipher the meaning of three new ideograms. When he is finished, move forward. To your left, you will see a sarcophagus. Ardan will point out that it looks like a tin can. Use your can opener to access the sarcophagus. Take the iron bar

on the left. Also take the Selenite key, lunar tool, and leakproof globe on the right. Finally, click on the inscription to the bottom of the sarcophagus. Ardan will copy it in his notebook. The inscription is the key to solving the next puzzle and it will help you understand the Selenite numbering system.

Looking at the inscription, you will see three dots next to a triangle, and four dots next to a diamond. The pentagon has a line next to it, whereas the hexagon has a line and a dot. As you can probably guess, the figure means the following about the Selenite numbers:

- 3 dots = 3
- 4 dots = 4
- A line = 5
- A line and a dot = 6

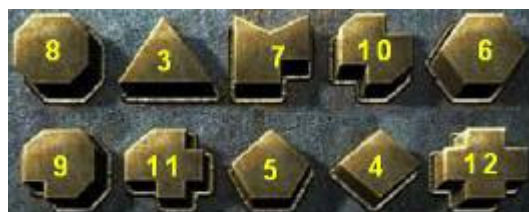


Go back towards the entrance of the necropolis. When you are in front of the door, take a look at the coffin on your right. You can use the iron bar you just picked up from the sarcophagus to open the tomb. Take the damaged mechanical arm, damaged flute, and gold necklace.

It's time to leave the necropolis. Click on the control box to the right of the door. You will get to solve another puzzle. You should see a series of buttons in different shapes. Two of the buttons will have a green light underneath them. Let's use the picture on the right as an example. Note that the green light is on under the first shape on the left. The light is also on under the diamond. The first shape is an octagon, which has 8 sides. The diamond has 4 sides. If we add up the two numbers, we get 12. To answer the question we have to click on the shape with 12 sides. It is the rightmost shape on the second row. You will be asked a similar addition problem several times. Each time you answer correctly, a portion of the golden cover will be removed. When the silver globe underneath is completely revealed, the door will open.



To make it easier for you to answer the questions, you can use the image below. It contains the number of sides under each figure. This should keep you from having to count the number of sides each time.



When you open the doors, you have to go all the way back to the area with the organ. However, if you walk back into the necropolis, the door will close behind you. You will have to solve a different variation of the shape puzzle. There are a total of four variations. When you solve all of them once, the door will open automatically when you click on the control box.

You are not required to solve all four variations. For now, it is recommended to solve the puzzle only once. However, you can find answers the remaining three variations later in the walkthrough.

## Part IV – Gaining Access to the Selenite Caves

To return to the organ, walk down the stairs back to where you got the colored wheel. Jump across towards the blue and yellow part of the forest. Jump to the center of the forest. Go towards one of the two lunar telescopes. Go forward one more time. Ardan will refuse to go down the steps and approach the Selenite. Instead, turn around and go down the trap door into the room with the fan. Go down the stairs inside the fan room and you will be back at the organ.

Call the second Selenite using the following combination on the organ.

- Press buttons 8 and 3. These are the green and purple buttons.
- Press buttons 8, 3, 13, and 12.
- Press buttons 8, 3, 13, 12, and 12.
- Press buttons 8, 3, 13, 12, 12, and 13.
- Press buttons 8, 3, 13, 12, 12, 13, and 3.
- Press buttons 8, 3, 13, 12, 12, 13, 3, and 8. The blue and red Selenite should arrive at the center.



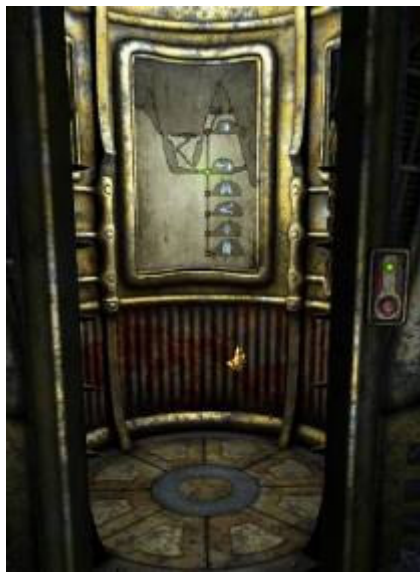
Now that you have two Selenites in front of the dials, take a look at the plants they are carrying on their shoulders. These are smaller versions of the plants from the forest. It seems like the Selenites need the smaller plants when they are working with the larger ones. This information will become important later in the game.

Call the third Selenite using the following combination:

- Press buttons 3 and 5. These are the purple and red buttons.
- Press buttons 3, 5, 13, and 12.

- Press buttons 3, 5, 13, 12 and 12.
- Press buttons 3, 5, 13, 12, 12, and 13.
- Press buttons 3, 5, 13, 12, 12, 13, and 5.
- Press buttons 3, 5, 13, 12, 12, 13, 5, and 3. The blue and yellow Selenite should arrive in front of the dial. The sealed door will open.

Follow the Selenites through the door and into the mountain. Turn right and go forward once. You will end up in front of an elevator. Press the button to call the elevator. When the elevator arrives, walk inside. To your right, you will see buttons and a set of key slots. Select the Selenite key you found at the necropolis. Click on the slot that matches the inscription on the key. A number of floors will become available. Click on the fourth button from the top.



## Part V – Discovering the Selenite Culture

A cut scene will begin as soon as you arrive at the chosen floor. Selenites will escort you to a dignitary. When the Selenite is done with his monologue and Ardan decides what his next course of action should be, click on the dignitary. Talk to him about all of the topics.

The Selenite will ask for money when you ask about the space cannon. Even if you had enough money, all he gives you is a small tip. For now there are plenty of other challenges to overcome before you need access to the space cannon.

You will notice that you now have an “intelligence” score. You can increase this score by solving the puzzles in the game. Besides improving your self esteem, having a high intelligence score gives you access to the higher level keys in the game. The very room you are standing in has a couple of puzzles for you to learn the Selenite language and increase your intelligence.

When you are done chatting with the Selenite, click on the button underneath the illustration of three keys. The Selenite will explain how the key system works. When he is done, hover the mouse over the key request button again. You will see that you need 200 points of intelligence before you can get a level 1 key. If you have followed the walkthrough to the letter, you should not yet have the desired level of intelligence. We can solve a few puzzles to help you attain the right level.

Now click on the button in front of the screen directly between you and the dignitary. When the Selenite explains the purpose of the device, click on it to learn some new ideograms. The game will show you a series of ideograms. If you have followed the walkthrough, you should already know a number of these symbols. If you don't know the meaning of the ideogram in the question outright, you should be able to use deduction to guess it. If you make a mistake, you will be given the opportunity to answer the question again when you go through all the questions for the first time. Answer all the questions and Ardan will learn all the ideograms he needs to complete the game. The number of intelligence points earned depends on how many answers you can guess correctly the first time around.

If you encounter a question you cannot answer, try checking your ideograms log. This will allow you to review the symbols you already know. At this point, you might have trouble answering the questions past the sixth one correctly since they are about plants. If you remember some of the buttons of the organ were colored. You can use the ideograms on these colored buttons to help you answer the plant questions. You can use the picture below to remind yourself of the colors and symbols on the organ:



Give the following answers to pass the test:

- Question 1: Conquer, agres
- Question 2: Empty, zero, reset
- Question 3: Light, truth, wisdom, luminous liquid ("lumen")
- Question 4: Gloom, secret
- Question 5: Hunger
- Question 6: Moon, Supreme Lunar Ruler
- Question 7: Sagittaria (purple plant that propels stingers), fruit of this plant
- Question 8: Voracia (blue carnivorous plant), fruit of this plant
- Question 9: Gladiata (red sword-bearing plant), fruit of this plant
- Question 10: Strangulica (green strangling plant), fruit of this plant

- Question 11: Mephitia (yellow suffocating plant), fruit of this plant

When you complete the writing test, turn to your left. Click on the device and the Selenite will describe the machine's purpose. Click again to start the sound test. You will see two sets of buttons. You need to match the sounds you will hear by pressing the buttons on the left with the sounds from the buttons on the right. Since the buttons on the left change every time, a direct solution for the puzzle cannot be provided. However, the following technique might be helpful:

- Click on any of the ideograms on the right. Click on the ideogram a few times to learn the sound.
- Now start clicking on the ideograms on the left. You should eventually find the sound that matches the ideogram from the right.
- Leave the ideogram on the left side pressed down and click on the matching one on the right. If you truly got a match, both ideograms will be lit with a white light.
- If you make a mistake, you can use trial and error until you find a correct match. In fact, if you don't even want to bother with trying to listen to the sounds, you can just click one ideogram on the left side and click on all the ideograms on the right until you find the match.

The fewer mistakes you make, the more intelligence points you will earn from the puzzle. You can also try it multiple times to improve your score and earn extra points. There are four difficulty levels. With each new difficulty level, the puzzle will allow you to make fewer mistakes before you find all the matches. When you work your way up to the highest difficulty level, the puzzle will fail if you make a single mistake.

Once you complete the puzzle for the first time, the Selenite will congratulate you. If you don't want to bother trying the puzzle again, or if you get a perfect score the first time around, click on the button of the machine across the room from the sound puzzle. The Selenite will explain the machine can be used to buy items. He will also explain that you can sell items to the Selenite by showing him an object.

The Selenite will buy just about anything with the exception of the Selenite keys. Some objects are more valuable than the others. When you show the Selenite an item, he will tell you its price in his native language. You will have to solve the sound puzzle before you can understand the prices. Initially, the prices at the shop will only be revealed by Selenite numbers. Before the prices will be shown to you in regular numbers, you need to solve another puzzle. The items offered at the store can be obtained in other ways as well. You will notice that the store is already offering some items you can easily find outside. Make sure you look around for the object before you buy anything so you don't waste any money. For now, we don't have to buy or sell anything.

Before leaving the room, click on the shell next to the Selenite. Ask all the questions about the shell. When you ask the Selenite to give it to you, he will once again ask for money in return for information. For now, you don't have to worry about giving him money. Later on in the walkthrough, you can find out how to obtain the item without paying the Selenite.



Leave the room and go back to the elevator. It's time to explore the other floors and help you get to 200 points of intelligence. You should already be very close if you got a perfect score on the sound puzzle.

The key you inserted should still be on the elevator. This time, go to the floor labeled with the food ideogram. It is the third one from the top. Remove the key from the slot when you get to the floor. If you do not remove the key, a Selenite will claim it for himself and you will have to figure out a way to get it back. If you do let the Selenite claim your key, use the next paragraph to recover it. Otherwise, you can skip the next paragraph.

Take the elevator to the second floor from the top. It will be labeled "Go, come, enter". You are back at the floor where you entered the caves. Turn right and go forward twice. You should find yourself in front of a dial similar to the one by the organ. However, unlike the dial by the organ, you can actually adjust this one right now. Click on the first red dot from the right to adjust the dial as shown in the picture. The door will open. Go all the way back to where your shell landed. The entrance to your shell will be blocked by a green plant. In your inventory, combine potting soil and red fruit. You should produce a red plant. Use it on the green plant. It will stop blocking the shell. Go inside the shell. Open the cabinet to reveal the wine keg. Use your empty glass on the wine keg to fill it up. Go all the way back to the food floor of the Selenite caverns. To access the caverns again you will have to play one of the three Selenite summoning songs. When you get

back to the food floor, use the glass of wine on the machine mixing the food. The Selenite guarding your key will get drunk. Go to the opposite end of the floor and talk to the guard. He should let you take back your key.

When you enter the food floor (or after you recover your key) walk to the part of the food floor with machinery supplying water and heat. You will also see a machine mixing food on the left. To your right is an unlimited supply of all five types of fruit. Fill your inventory with all the fruit you can carry. Take the shovel to the left of the fruit and the cogged cylinder to the right of the fruit.



We are done here for the time being. Go back to the elevator. Insert your key into the correct slot and go to the top floor. Remove your key when you get there. Leave the elevator and go forward twice. You will get to a puzzle. You will see a picture of two men at the top. You can move their legs and arms by clicking on them. The tiles at the bottom provide hints. By clicking on the arrow buttons, you can reveal the correct position for different pieces of the picture at the top. You can solve the puzzle by using the following instructions:

- The first hint is showing you the right leg of the man on the right. Click on the illustrated leg in the upper picture to bend it.
- Click on the down arrow on the bottom part of the puzzle to see the next tile. This tile is showing the left leg of the man on the right. Click on the illustrated leg to bend it.
- Click on the right arrow to see the next hint. Now we can see the correct position for the left arm of the man on the right. It needs to be pointing up so you don't need to do anything.
- Click on the up arrow. This tile is showing the left arm of the man on the left. It needs to be pointing down. Click on the illustrated arm to make it point down.
- Click on the right arrow. We are looking at the left leg of the man on the left. Click on the illustrated leg to bend it.
- Click on the down arrow. Now we see the right arm of the man on the left. Click on the illustrated arm to point it down.



- Click on the right arrow. We are looking at the right leg of the man on the left. Click on it to bend it. The puzzle should be solved. If you had trouble following the instructions, you can use the image below. It shows the correct solution.



When you solve the puzzle, a drawer will open. Take the control box from the drawer. We cannot make any more progress on this floor. We only solved the puzzle at this point to earn you a few extra intelligence points.

Go back to the elevator. If you have been following the walkthrough, you should have over 200 hundred points by now. However, we will assume you do not have enough points and take care of a couple of things outside. Take the elevator to the second floor from the top. It will be labeled "Go, come, enter". You are back at the floor where you entered the caves. Turn right and go forward twice. You should find yourself in front of a dial similar to the one by the organ. However, unlike the dial by the organ, you can actually adjust this one right now. Click on the first red dot from the right to adjust the dial as shown in the picture.



This adjusts the required number of creatures that must be on the scale before the doors will open. Setting the dial on the first dot means only one creature is

necessary. Since Ardan is already standing on the scale, the door will open. Go outside. It is time to discover what the forest is hiding.

## Part VI – Calming down the Plants

Now that Ardan understands written Selenite, we can decipher the mysterious ideograms we saw earlier as we climbed the mountain. When you exit the caves, go forward once. You will be in front of the first dial we encountered. Turn around and look up. Jump to the top of the stairs. Walk towards one of the telescopes. Walk to the center of the hill. Jump towards the familiar blue and yellow portion of the forest. Jump across to the lighted area with the machines supplying water and heat.

You can see the first ideogram collection on the wall to your right. It reads Voracia conquers Sagittaria. In other words, the blue plant conquest the purple plant.



Jump up to the next section. The ideogram here reads Sagittaria conquers Mephitia. The purple plant conquers the yellow plant.



Go up one more level to find: Mephitia conquers Gladiata. The yellow plant conquers the red plant.



The next set of ideograms read: Gladiata conquers Stangulica. The red plant conquers the green plant.



Finally, the ideograms close to the colored wheel read: Stangulica conquers Voracia. The green plant conquers the blue plant.



Now let's put all of this information to good use. Jump back to the edge of the yellow and blue forest. Jump back to the hill at the center of the forest. Return to the area with the organ. Across from the organ, you had found potting soil earlier and lunar raffia. Since we need more than three portions of potting soil and lunar raffia, return to that area.

Remember the messages saw as we climbed the mountain:

- Blue plant conquers purple plant
- Purple plant conquers yellow plant
- Yellow plant conquers red plant
- Red plant conquers green plant
- Green plant conquers blue plant

The forest is divided into five different sections. Each section is guarded by two kinds of plants. What you need to do is grow smaller versions of each plant.

When you have the small plants, you have to combine them into pairs with the required strength to overcome the bigger plants guarding the forest. Follow the instructions to make all the plants you need. Take more potting soil and raffia as needed.

You can overcome the plants in the blue and yellow section by growing plants with the following combinations:

- Combine potting soil and green fruit. This will create a small green plant.
- Make a small purple plant by combining potting soil and purple fruit.
- Combine the purple plant, green plant, and raffia. The plants will be joined together.

To overcome the yellow and green portion of the forest, use the following combinations:

- Combine potting soil and purple fruit, making a small purple plant.
- Mix red fruit and potting soil to make a red plant.
- Combine the purple plant, red plant, and raffia.

To defeat the green and purple plants, try the following:

- Combine potting soil and red fruit making a small red plant.
- Mix potting soil and blue fruit making a small blue plant.
- Combine the red plant, blue plant, and a piece of raffia.

To calm down the plants in the purple and red section, you need this combination:

- Combine potting soil and blue fruit, growing a small blue plant.
- Mix potting soil and yellow fruit to make a yellow plant.
- Combine blue plant, yellow plant, and raffia.

Finally, the red and blue section of the forest requires the following items:

- Combine potting soil and yellow fruit.
- Combine potting soil and green fruit.
- Combine the yellow plant, green plant, and raffia.

Now that all the plants are ready, you can go to each section of the forest.

- Go to the blue and yellow section. Instead of jumping over the plants, we'll walk up to them. Use the green and purple plant combination on the big yellow and blue plants. They will calm down and let you pass. Walk forward and you should see some yellow and blue fruit. Collect as many as you need to restock your inventory. We'll need more fruit later. Walk forward one more time. To your left, you should find the burnt paper that you threw out of the shell. To the right is the pocket knife you threw out.
- Go back to the beginning of the blue and yellow section. Turn left and jump towards the red and blue section. Walk up to the plants and calm them down using the yellow and green plant combination. Restock your

- red and blue fruits as needed. In this area, you should find the can and short strap you had thrown out of the shell. Take both of these items.
- Proceed to the purple and red section of the forest. Calm down the larger plants using the blue and yellow plant combination. Move forward and take all the red and purple fruit you need. In this part of the forest, you should find the rifle, bolts, and the long strap. Take all of these items.
  - Now go to the purple and green section of the forest. Use the red and blue plant combination to quell the bigger plants. Restock your fruit as needed. Here you will find the funnel, protective shield, and a plugged-up conch shell. Take all of the items.
  - Finally, go to the green and yellow section of the forest. Use the purple and red plants to calm down the big green and yellow plants. Take the fruit needed. You should find a vine plant in this area.

From the entrance of the green and yellow section, jump across to your shell. Walk up to your shell. Unless you came back earlier as part of the puzzle to recover your key that was taken by the guard, a green plant should be blocking your entry to the shell. Use the blue and red combination to calm down the green plant blocking your way. You can also calm down the red plant using the blue and yellow plant combination.

Enter your shell. Open the cabinet. Fill your empty glass with wine. Do not have Ardan drink the wine. You will need it against the Selenites.



By now you should have close to three hundred points. Let's go back to the Selenite caves to acquire the next level key.

## Part VI – Deeper into the Selenite Caves

Go back to the organ. In order to regain access to the caves, you will have to call one of the Selenites out. When you initially summoned the creatures, they went into the caves to sleep. The second call will wake up the corresponding creature and send it back to work.

You can call out the Selenite depicted by the blue and yellow colors by using the following combination:

- Press buttons 3 and 5. These are the purple and red buttons.
- Press buttons 3, 5, 13, and 12.
- Press buttons 3, 5, 13, 12 and 12.
- Press buttons 3, 5, 13, 12, 12, and 13.
- Press buttons 3, 5, 13, 12, 12, 13, and 5.
- Press buttons 3, 5, 13, 12, 12, 13, 5, and 3. The blue and yellow Selenite should leave the cave. The sealed door will stay open. Enter the caves.

Turn right and go all the way to the end of the cave. It's time to completely figure out the Selenite numbering system. At the end of the cave, you should see a metal box similar to the ones that contained the puzzles for the organ's water and air supply. Click on the box for a closer look. You will see two rows of numbers. To the left of the box, there are some sample additions to help you understand the numbering system. From the shape puzzle earlier, we had figured out that 1, 2, 3, or 4 dots represented the corresponding number. A single line represented a five. Observing the sample additions should reveal that the maximum number that can be represented on the right bucket is 19 (three lines and four dots). A twenty is represented by a zero in the right bucket and a single dot in the left bucket.

To solve the puzzle, you need first click away from the puzzle and look at the number inscribed on the ground underneath the puzzle. A single line and a dot should be drawn to the ground. This represents the number 6.



Now look back at the puzzle. You need to add the number on the ground to the number displayed on the puzzle and enter the solution. Since the number on the puzzle is random, use the following sample solution as a reference:

- The number depicted by the puzzle in the image is 229. A line on the left side depicts 5 20's adding up to 100. On the sample image, there are two lines and a dot on the left side. This adds up to  $100+100+20=220$ . The right side contains four dots and a line. A line on the right side indicates a 5.  $5+4=9$ . The entire number is  $220+9=229$ .
- Adding 6 to 229 gives us 235. We need to enter this number correctly using the buttons. Initially, the number on the right will be highlighted. You can click on the buttons shaped like a line or a dot enters the corresponding symbols. Clicking on the arrow button submits the answer. Clicking on the zero button clears your input.
- 235 can be entered as follows: Select the input box on the left. Click on the line button twice. Click on the dot button once. This enters 220. Now we need to enter 15 on the right side. Select the right input box. Click on the line button three times. Submit the answer.



The actual question changes every time you try the puzzle. The above solution is only meant to serve as an example. If you enter a correct answer, the box will open and reveal a lever. Click on the lever to open the door on your left. Right now, there is not much you can do in this area. However, solving the puzzle at this point should have easily given you enough points to go over 300. Instead of just getting the 200 point level 1 key, you will also be able to request a level 2 key when we go back.

Get into the elevator. Go to the floor labeled "to see, to know". Walk up to the Selenite dignitary and click on the key request button. You should at least have 200 points by now. If you already have over three hundred points, as soon as you get the level 1 key, you can click again to request the level 300 key. If you do not have enough points, the next few puzzles should give you what you need. It is recommended that you come back as soon as you have enough points. When you request the level 2 key, the Selenite will announce that only the Supreme Ruler can grant it. Before we can get an audience with the ruler, we need to find a way to speak Selenite.

Before leaving the Selenite dignitary, we need to sell some items from our inventory and buy a couple of different items from the shop. The most valuable items in your inventory are the things you brought from earth. However, since you need some of these items, we will only sell the things for which we have an unlimited supply. Start by selling the three pieces of brown earth raffia that

should be in your inventory. Now sell three cans of the food you brought from earth. Selling these items should earn you around 155 lunars.

Turn to your right and click on the distributor. Buy the mechanical hand and mechanical elbow. Open your inventory. Use the lunar tool you found at the necropolis on the damaged mechanical arm. You will end up with a mechanical forearm, mechanical upper arm, and corroded parts. Combine the mechanical forearm, mechanical upper arm, mechanical hand, and mechanical elbow. You will end up with a mechanical arm.

Get into the elevator. Use your newly acquired key in the level 1 slot. You can now access the “Light, truth, wisdom” floor. Go to this new area and exit the elevator.

As soon as you get out, you will see a second addition puzzle in front of you. This time, the number on the ground is 22.



Click on the puzzle. Once again, you have to add the number on the floor to the number on the puzzle. You can use the following example as a reference.

- Assume the top line of the puzzle has three dots and one line on the left box. Assume there are four dots and three lines on the right box.
- In the example the number depicted is 179. The line on the left translates to  $5 \times 20 = 100$ . The three dots on the left translate to  $3 \times 20 = 60$ . Without factoring in the right side, the total becomes  $100 + 60 = 160$ . The lines on the right side represent 5 each for a total of  $3 \times 5 = 15$ . The four dots represent 4. The right side alone adds up to  $15 + 4 = 19$ . The entire number is  $160 + 19 = 179$ .
- The number on the ground was 22.  $179 + 22 = 201$ . To enter 201, select the input box on the left. Click on the line button twice. This is equivalent to 200. Now enter a single dot on the right input box. Submit the answer.

When you enter a correct answer for your version of the question, the box will open and reveal a lever as usual. Pull the lever to open the door to the laboratory on your left. Enter the laboratory. You will see potting soil and raffia on the left and the purifier machine on the right. You can use the purifier to make interesting items using plants. However, the purifier needs to be repaired first.

Use the leakproof globe from your inventory on the top left corner of the purifier. You should insert it on the opposite side of the existing globe. Combine the long strap and the short strap in your inventory. Place the combined strap across the wheels to the right of the machine. Use the shovel on the bottom part of the machine. The machine is ready.



You can find two sets of recipes on either side of the purifier. We will first make an item that will allow the purifier to operate more easily. The recipe for this item is to the right of the machine. Combine a purple fruit, a red fruit and your cooking pan. Use the cooking pan over the lava in the laboratory. Put the cooked food into the compartment at the bottom of the purifier. Quickly equip the mechanical arm.



As your combination is getting purified, the machine will start overheating. Valves will randomly start getting hot and turning red. Use the mechanical arm on the hot valve to let out pressure. If you do not respond fast enough, your item will be ruined. If you successfully tend to the valves, zubroo concentrate will be created. Take the item from the compartment. Combine the zubroo concentrate with viscous secretion from your inventory. You will end up with Zubdssik's greasy amalgam. If you do not have any viscous secretion, or do not remember what it is, this is the substance the Selenite spat in your direction in front of the necropolis. You can go back to that area to get some. Use the grease on the valves of the purifier. You will no longer need the mechanical arm to operate the machine.

The next item we will make is glue. The glue recipe can also be found to your right. Combine a purple fruit, a green fruit and your cooking pan. Cook the solution over the lava. Put the



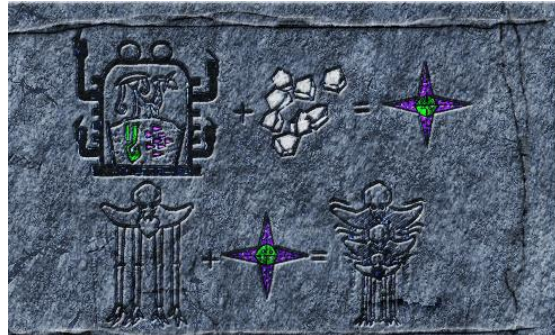


cooked item into the purifier. You will end up with Yrsagtt concentrate. Combine the Yrsagtt concentrate with another sample of viscous secretion. You will get the extremely handy glue called Yrshnouff's gluance.

For now, we have one last thing to do at the laboratory. You should already have a green and purple plant in your inventory. Put this in the purifier. If you do not have the plant, you can make it as follows:

- Combine green fruit with potting soil.
- Combine purple fruit with potting soil.
- Combine purple plant, green plant, and raffia.

After you put the plant in the purifier, it will transform into Xulmi's crystalline powder. Combining this powder with another item, as indicated by the recipe collection to the left of the purifier, can create an item that can shrink you in size! Just keep the mixture in your inventory for now.



Leave the laboratory and go up to the Selenite in the next room. As soon as you walk in, he will turn around to greet you. He will not let you pick up any of the items in the room. To talk to this Selenite, we need to create a new item. Open your inventory. Combine damaged flute, Yrshnouff's gluance, and lunar reeds. If you do not have any reeds, you can find some by the functional lunar telescope. When you combine the three items, the damaged flute will be repaired. Ardan will become able to speak with the Selenites in their own language.

Now you can talk to the Selenite in front of you. Talk to him about all topics. He will give you important information about lumen that we will need to use later. For three of the questions, he will request money. If you would like, you can go back to the dignitary and sell more items to make enough money. However, the information he provides is only a few small tips that you will not need if you are using the walkthrough. When you are done chatting, leave the room. The Selenite will not let you take any of the items here.

Go back to the floor marked "to see, to know". Now that we can speak Selenite, we can request an audience with the Supreme Ruler. Walk up to the dignitary and click on the key request button. The Supreme Ruler will give you a couple of orders and grant you the level two key.

## Part VII – Experiments with the Selenites

Once you acquire the level 2 key, return to the food floor. Walk up to the machine mixing food for the Selenites. Use your glass of wine on the machine.



Go to the Selenite guard at the other end of the corridor. Talk to him about both topics available. When you complete the second topic, you will be able to ask about getting help moving your shell to the space cannon. The Selenite will agree to help you if you play a logic game. He will ask you a series of questions. If you get them right the first time around, you will earn intelligence points. If not, you will get to try again once you have gone through all the questions.

The correct answers for the first test are:

- Question 1: The lunar residents crack their cartilage.
- Question 2: The artificial jaw is in front of the lunar inhabitants.
- Question 3: Lunar beings don't crack their cartilage.
- Question 4: The artificial jaw is not before the lunar citizens while they crack their cartilage.
- Question 5: The artificial jaw is not set before lunar citizens.

The correct answers for the second test are:

- Question 1: The lunar citizens who are present light up their cerebral lobes.
- Question 2: We can not affirm anything for sure.
- Question 3: We can not affirm anything for sure.
- Question 4: The Supreme Ruler blinks his frontal ommatidia, and the lunar citizens present do not light up their cerebral lobes.
- Question 5: The Supreme Ruler does not blink his frontal ommatidia.

The Selenite will give you information about moving your shell. When you are done chatting, turn left. Use your level two key on the slot on the wall. Click on the statue. When it falls on the ground, pick it up. In your inventory, break it further using your iron bar. You will end up with sodium chloride and a shattered bust. Use the glue on the shattered bust. Put the repaired bust back in place. Combine the sodium chloride with Xulmi's crystalline powder. You will complete Xuldakir's Star.

Return to the area where you can add things to Selenite food. There is a lever to the right of the food mixer. Click on it to pump in water and cleanse the effects of wine. Now combine yellow fruit, green fruit, and your cooking pan. Cook the mixture on the lava fountain in this room. Mix the cooked meal into the Selenite food supply. Go back to the elevator and return to the floor labeled "light, truth, wisdom."

The Selenite technician will now be extremely energized because of the food you mixed into the supply. He will be too busy to even notice you. Enter his room to take several items. Take the shovel to the left. Take three portions of blue ore. Use your empty can on the acid vat to take some azotic acid. Mix the azotic acid with the plugged-up conch shell. You will end up with the fabled Belbaab conch that lets you understand all creatures. Fill the can with azotic acid again. You will need it one more time.

To the right side of the room, there is a closed cabinet. Click on it to open it. Inside you will find a belt, a handle, a leakproof globe, an ax, and a clogged cylinder. You can take all of these items.

Now return to the top floor of the Selenite caves. The floor is labeled "Planet Earth". When you get to the top floor, follow the corridor until you get to a large broken machine.

Take the funnel from your inventory and put it on the pipe sticking out of the left side of the machine. Use your can of azotic acid on the funnel. For now, we cannot get the machine fully operational. However, using these items not only solved part of this puzzle, but also emptied your can. You will no longer need azotic acid in the game. But we do need to fill the can with a different substance from the Hall of Antiques.

## Part VIII – The Hall of Antiques

Go back to the elevator. Use your level 2 key to activate the elevator. This will grant you access to the bottom floor. When you get to the bottom floor and exit the elevator, you will see a device in front of you.

Use Xuldakir's Star on the device. Ardan will shrink down to a smaller size and run through the opening on the right. Now you are in the Hall of Antiques. Move

forward once and look at the items on the left. Click on the image on the wall. Ardan will take a copy of the inscription. It is a hint for a later puzzle. You do not necessarily need them, but you can take the mechanical elbow, mechanical hand, and the painting. You have to take the broken mirror.



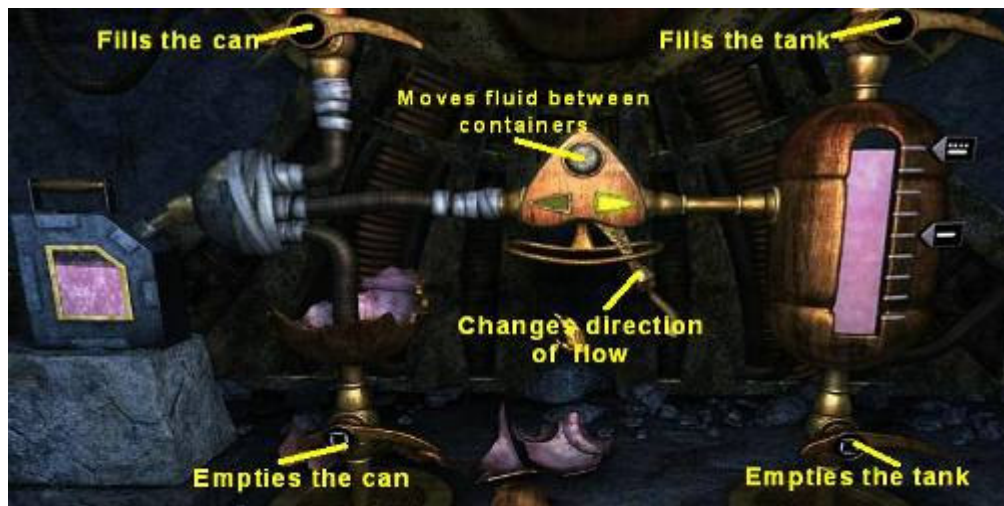
When you are done picking up the items, turn around. You will see a machine that can provide Klipsaggt's essence. If you will remember the recipes from the Selenite laboratory, one of them had called for a purple liquid. Over the illustration of the purple liquid, the Selenite number 3 was inscribed. Using this clue, your goal is to fill your can with three portion of the yellow liquid. You can use the following instructions to complete the task:

- Use your can on the hotspot to the left of the machine. Ardan will place the can here.
- Use Zubdssik's greasy amalgam on the lever at the center of the machine. Now the machine is fully operational.
- Click on the lever on the top left. The can will be filled with four portions of liquid.
- Click on the lever at the middle. Now click on the button right above the middle lever. The liquid will be transferred to the tank.
- Click on the lever on the top left. The can will be filled with four portions of liquid again.
- Click on the button in the middle. The liquid will be transferred over. The tank on the right will now have eight portions of the liquid.
- Fill up the can one last time.
- Click on the button to transfer the liquid. The can will be left with three portions of the liquid. This is the right amount. Click on the can to take it back to your inventory.

If you make a mistake, you can drain the can or the tank by clicking on the levers on the bottom left and the bottom right. If you do not have Zubdssik's greasy amalgam, you can use this **alternate solution** to fill your can:

- Click on the lever on the top right. This will fill up the tank with nine portions of liquid.
- Click on the button at the center of the machine. 4 portions of liquid will be transferred to the can.
- Click on the lever on the bottom left to empty the can.

- Transfer 4 more portions of liquid to the can by clicking on the button at the center. Empty the can. The tank should now have one portion of liquid.
- Transfer the remaining liquid from the tank to the can.
- Fill up the tank with 9 portions of liquid. Transfer liquid to the can. This will leave 6 portions in the tank.
- Empty the can and transfer four portions of liquid from the tank to the can.
- The tank should now have 2 portions of liquid. Empty the can. Transfer the liquid from the tank to the can.
- Fill up the tank with 9 portions of liquid. The can should already have 2 portions. Click on the button to transfer 2 more to the can. The tank will be left with seven portions.
- Empty the can. Transfer 4 portions of liquid from the tank to the can. The tank is finally left with 3 portions.
- Empty the can. Transfer the 3 portions from the tank to the can. This is the correct amount. Take the can back in your inventory by clicking on it.



Now that you have the right amount of liquid and all the other items, you can leave the Hall of Antiques. Walk up to the door. Click on the lever to the left of the door to open it. Get back on the elevator and head to the food floor.

## Part IX – More Jobs for the Purifier

To complete the next section, you will need Ardan to eat more of the yellow and green mixture. If you do not already have enough in your inventory, take some green and yellow fruit from the food floor. Combine yellow fruit, green fruit, and your cooking pan. Heat the mixture on top of a lava fountain. You can find one at the food floor or at the laboratory. Use the cooked meal on Ardan.

Before you continue, restock your inventory with different types of fruit from the food floor. You will need some in just a moment.

Get on the elevator and go to the floor labeled “Go, come, enter”. When you arrive at the floor, exit the elevator and go to the left end of the corridor. You should see some explosive mushrooms falling from the ceiling. With the green and yellow fruit meal’s effect, they will appear to fall very slowly. Catch one of these mushrooms. Quickly use one these mushrooms on the leakproof globe in your inventory. Ardan will catch the spores of the explosive mushroom.



Go back to the elevator and return to the laboratory. Take a look at the collection of recipes to your right. It looks like we can make an item that produces air! We need one more item before we can completely finish this recipe, but you can at least complete the part of it that requires you to use the purifier right now. All you have to do is put a purple fruit in the purifier. The purifier will make Brozlyss concentrate. For now, just put the item in your inventory. We’ll complete the recipe later.

Take a look at the collection of recipes to the left of the purifier. It looks like there is a recipe we can use to create an explosive. Ardan could make use of the explosive to launch his shell. Use the following instructions to make some:

- You will need a purple and red plant. If you do not already have one, combine purple fruit with potting soil to make a purple plant. Combine red fruit with soil to make a red plant. Now combine the red plant, purple plant, and a piece of raffia. If you do not have any soil or raffia, you can find some on the far left corner of the laboratory as you face the water and lava supplying device.
- Use the purple and red plant on the purifier. You will end up with Prultuuk’s crystalline powder. Take it from the purifier and put it in your inventory.
- Combine Prultuuk’s crystalline powder with the explosive mushroom spores trapped in your leakproof globe. Ardan will make Prulmis’s explosive mixture.





caves. Before we proceed, walk up to the organ. Use your second level lunar key on the slot next to the panel showing the Selenite positions. Now, if you use the summoning song again, after you press the two starter notes, the correct note will be highlighted on the organ. This should make it easier for you to complete the song.

Also walk up to the dial next to the yellow fruit patch and in front of the steps. If there are Selenites blocking your path, use the summoning songs to send them inside the cave as needed. Once you do make it in front of the dial, look up and use Zubdssik's greasy amalgam on any one of the red dots. Now you can move the dial. Click on the first red dot from the left. This will mean that the dial will now require only a single creature to stand on it for the doors to open. Thus, Ardan alone will be able to stand on the scale and open the door. You will not need to use the Selenite summoning songs again.

## **Part X – Transferring the Shell & Completing an Investigation**

Now that we made it easier to get back to the caves, let's move forward. Jump to the top of the stairs leading to the dial. Make your way to the highest point of the hill. Jump towards the purple and green portion of the forest. Turn to the left, face your shell and jump towards it. Walk up to the shell.

Enter the shell and turn towards the rooster. Now that you have the Belbaab conch, you can talk to the rooster! The rooster will explain the missing details about Barbicane and Nicholl's deaths. This will accomplish one of the Supreme Ruler's orders.

When you are done talking to the rooster, walk out of the shell. Combine the lightest isotope with a blue fruit and the three portions of essence of Klipsaggt in your can. Ardan will make Klipso's lightening paint. This mixture can be used to make Ardan's shell lighter. Use the paint on your shell. Now use the iron bar on the rock next to your shell.

Ardan's shell will fall into the chasm. Return to the caves. Take the elevator to the top floor.

## **Part XI – The Telescope Pointed at Earth**

Once you get to the top floor, follow the corridor until you get to a room with a massive machine on the right. Unfortunately, the machine is broken so we'll have to repair it. Take the hopper to the right of the machine. Take the ax in front of the machine.



If you had not done so earlier, take the funnel from your inventory and put it on the pipe sticking out of the left side of the machine. Use your can of azotic acid on the funnel.

Use the hopper on the hotspot to the left of the machine. Now use blue ore on the hopper. In your inventory, combine a colored gear, ax, and cogged cylinder. This should create a cogged cylinder. Use it on the empty cogged cylinder slot on the machine. When you complete these steps, the left side of the machine should look like the image to the right.



You will also notice broken tubing at the bottom of the machine. Use Yrshnouff's glance at this hotspot. At the top portion of the machine a section is stuck. Use Zubdssik's greasy amalgam on this spot. You should have a handle in your inventory. Use it on the empty slot to the right of the machine. Click on the handle.

The machine finally works! You will notice the blue tubing underneath the handle fill with Lumen. Use your empty can on the Lumen to collect some.



Combine the lumen with the Brozlyss concentrate and a blue fruit. Ardan will make Brozludjak's oxygenizing preparation. You will need this item right at the end of the game.

Walk up to the broken mirror. Ardan will remark that the mirror is aimed at earth, but it is smashed. Use the control box on the hotspot around the middle of the broken mirror. In your inventory, combine the broken mirror from the Hall of Antiques with Yrshnouff's glance. The mirror will be fixed. Put the repaired mirror in place of the broken one.

If you'll remember, Ardan had seen a picture on the wall in the Hall of Antiques. He made a copy of the drawing in his notebook. The drawing had a picture of the mirror you just fixed. Click on the control box. You will see that the dials have the same ideograms as the drawing. Let's adjust the dials to the settings indicated by the drawing. The left dial must be on the seventh position. The right dial must be on the fourth position. The machine will start functioning.



Once you fix the device, you will be able to communicate with Earth! Ardan can now request items from his friends on Earth. You do not need to request any items to complete the game. However, there is an optional request you can make to see some bonus content. If you are interested, follow the instructions on the next paragraph. If not, you can proceed to the next section.

Request "Some earth plants that I will try to acclimate to the moon." Go back to the forest area. The shell should have landed at the blue and red section of the forest. If you look around, Ardan will see that cotton has merged with the blue plant. Take some lunar cotton. In your inventory, mix lunar cotton, the painting you took from the Hall of Antiques (the painting is called The Tunnel of Communication), and essence of Klipsaggt. The essence of Klipsaggt is the purple liquid from the Hall of Antiques. If you do not have any in your inventory, you will have to get more at the bottom floor of the caverns. When you combine the items, a new painting, Lumenplay in a Grotto will be revealed.

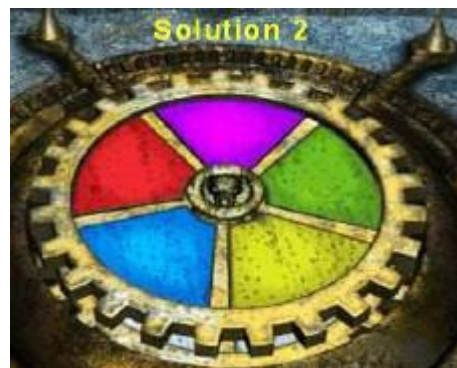
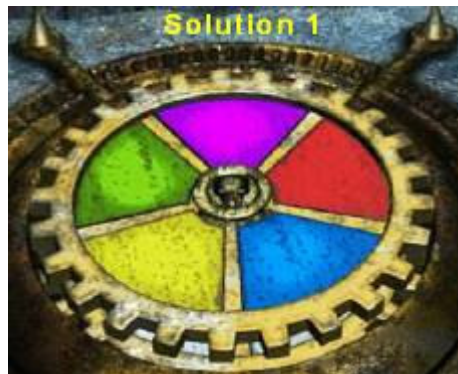
## Part XII – Returning Items to the Necropolis

The Supreme Ruler had ordered Ardan to do two things. His first task was to complete the investigation on the deaths of Barbicane and Nicholl. We completed this task by talking to the rooster. The second task was to return the items we took from the Necropolis. Now we can take care of this.

Leave the caverns and head to the blue and yellow part of the forest. Jump from the edge of the forest across to the lighted area. When you are next to the machines that deliver fire and water, note the patch of fertile soil on the ground. This is optional, but you can grow a lunar vine plant for a few extra points.

Combine blue fruit and potting soil in your inventory to make a blue plant. In your inventory, combine the blue plant, the vine plant you brought from earth, and raffia. This will create a Voracia-grape plant. Use the Voracia-grape plant on the fertile soil. A huge vine plant will grow. This will serve as a shortcut for climbing the mountain.

If you bothered to grow it, click on the new Voracia-grape vine to climb up the mountain. Otherwise, climb up the mountain by jumping from one edge to the other as you had done earlier. When you get to the spot where you can make colored wheels, if you do not have any left in your inventory, you can create one colored wheel. You do not have to have the item, but it can be used to open a shortcut to the caverns. You can use the images below as a point of reference.



Climb up the stairs and return to the Necropolis. When you get to the barred doors, click on the control box to open the gate. Walk up to the sarcophagus we had raided earlier. Put the iron bar back on the left side. Put the leakproof globe on the bottom right slot. Place the lunar tool over the leakproof globe. Finally, place your level 0 key into the slot over the lunar tool. You can now leave the area.

Walk back to the barred door. Before you can leave, you need to solve the second variation of the shape puzzle. The first time around, we had to add the

number of sides. The second variation of the puzzle uses slightly a different logic. This time, two or three shapes will have lights underneath them. Add the number of the sides from the shapes that have red lights. Do the same thing for the shapes with green lights. Subtract the grand total of red sides from the grand total of green sides. The resulting number is the answer. Click on the shape that has the same number of sides as the result. You can use the following image to help you remember how many sides each shape has:



You can use the image to the right as an example.

- In the example, the shapes with three and five sides have a red light.  $3+5=8$ .
- The shape with 12 sides has a green light.  $12-8=4$ .
- The shape with four sides, the diamond, is the correct answer. Click on the diamond to submit the answer.



When you answer a question correctly, part of the golden cover will be removed. Answer questions correctly five times in a row and the door will open.

If you would like, you can try the third and fourth variations of the puzzle as well. This is completely optional, but it will earn you some extra points. It is recommended that you save the game before attempting the third and fourth variations to avoid getting stuck. If you just want to carry on with the game, continue from Part XIII.

Exit through the door and come back in. The metal door will close behind you one more time. Click on the control box to start the puzzle. This time the puzzle will feature two different patterns. The first pattern involves multiplication and division. The puzzle will have some shapes with a blue lights and some shapes with a yellow lights. In the example to the right, the shapes with 8 and 5 sides have a blue light underneath. The shape with 4 sides has a yellow light. The correct answer is obtained as follows:

- $8 \times 5 = 40$
- $40 / 4 = 10$
- Clicking on the shape with 10 sides is the correct answer.



A second example for this pattern is the image to the right. Obtain the right answer as follows:

- The shapes with 6 and 4 sides have a blue light. The shape with 8 sides has a yellow light.
- $6 \times 4 = 24$
- $24 / 8 = 3$
- Clicking on the shape with 3 sides is the correct answer.



Occasionally, the third variation of the shape puzzle will also require you to add and subtract. The image to the right is an example. The answer is obtained as follows (Note that this works the same way as the second variation of the puzzle):

- Green light indicates a positive number. Red light indicates a negative number. In the image, the shapes with 3 and 7 sides are lit. 3 is red, 7 is green.
- $7 - 3 = 4$ . Clicking on the shape with 4 sides is the correct answer.



Upon completing the third variation, leave the area and walk back in. The metal door will close. Click on the box to start the final version of the puzzle. The fourth and last variation is exactly the same as the third variation. The puzzle simply includes more numbers. Use the image on the right as an example for the addition and subtraction questions. The answer is obtained as follows:

- Shapes with 3, 9, 5, and 4 sides are lit green. The shape with 11 sides is lit red.
- $3 + 9 + 5 + 4 - 11 = 10$ . Click on the shape with 10 sides to submit the correct answer.



Use the image on the right as an example for the multiplication and division questions. The answer is obtained as follows:

- Shapes with 7, 9, and 4 sides are lit blue. Shapes with 3 and 12 sides are lit yellow. Multiply the numbers with blue lights. Divide the result by the numbers with yellow lights.
- $7 \times 9 \times 4 = 252$ .  $3 \times 12 = 36$ .  $252 / 36 = 7$ . Click on the shape with 7 sides to submit the correct answer.



Once you solve the final variation, the door will start automatically opening when you click on the box. It is time to beat the game!

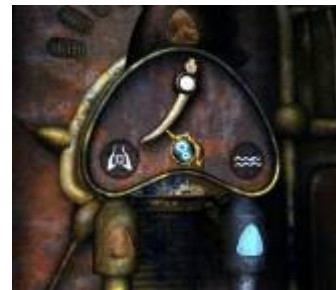
## Part XIII – Preparing the Shell for Takeoff

When you open the barred door by solving the shape puzzle, walk forward once. You will see a sealed door on your right. If you have a colored wheel, use it on the gears to the right of the door. When the colored gear is in place, click on the lever to open the door. You will have revealed a shortcut to the top floor of the Selenite caves.

If you do not have a colored gear and do not want to bother with making one, go back to the Selenite caves through the forest.

Once inside the Selenite caves, make your way to the floor labeled “To see, to know”. When you arrive, click on the key request bell. By now, you should have well over 500 points. In fact, you will be close to 900 if you followed the walkthrough. Since you completed the Supreme Ruler’s orders, he will grant you a level three key.

Take the key and return to the food floor. Talk to the Selenite guard. If he complains about not being in the right mood to chat, go by the machine mixing food. There is a lever to the right of the machine. Click on it to supply water to the Selenites. This should help the guard calm down.



When the guard agrees to talk to you, choose the third option: “I obeyed all your instructions to the letter! As you promised, now order the exiles to carry my shell to the cannon.” Your shell will be delivered to its new launch position. You will also be automatically transported to the room with the shell.

Select the Prulmis’s explosive mixture from your inventory. Use it on the table across from your shell. Go inside your shell. If you do not have enough in your inventory, take three pieces of raffia from the cabinet. Use all three pieces of raffia on the flame from the oxygen producing machine. This should produce the potassium you will need for the return journey.



Use the protective shield from your inventory on the glass window on the bottom side of the shell. Use the bolts from your inventory on the corners of the protective cover. Finally, use the wrench on the bolts to tighten the cover.

Exit your shell. Use your level three key on the lock in front of you. There should be an open door to your left, leading to a dial and two levers. If the door is not open, you can open it by pulling the lever on your right. Walk into the adjacent room. Once inside, pull the lever on the ground to your right.

Before you adjust the dial and pull the lever attached to the dial, make sure you have potassium and Brozludjak's oxygenizing preparation in your inventory. If you do not have these items, earlier parts of the walkthrough will help you obtain them.



When you are ready, click on the small triangle pointing to the right. Keep clicking until the dial completely points to the right. Now pull the lever attached to the dial and next to the fire ideogram. Quickly pull the lever on the ground to your right. Return to your shell and close bottom window of the shell by clicking on it. In a few seconds, the shell will be launched.

Congratulations! You finished Voyage. Enjoy the surprise ending.