



Last Updated on 28 April, 2023 Welcome to the Lost Lands 3 Golden Curse WalkthroughsLost Lands 3 Golden Curse WalkthroughsLost Lands 3 Golden Curse. Complete Walkthrough to beat the chapter, solve every puzzle, and also find all the hidden items. Check this step by step video guide by GameOne - Play with Adam Take the Hammer Handle > Also take the Xylophone hammer and the map fragment Get the manuscripts and the Hammer head, also combine the hammer head and the hammer handle to get a hammer > Get some nails using the hammer and take the planks Get the knife and also the pick axe handle Place the planks, and nails, then use the hammer and walk forward Talk to the girl, take the manuscripts and the xylophone hammer Use the knife for a rope with hook, place it and select the hook Touch the hands, talk to the girl and get the sheet music Take the drawing, the xylophone hammer and also the half a pair of clippers, then walk down Place the xylophone hammers and the sheet music > puzzle solution > 7 - 4 - 2 - 5 - 1 - 3 - 6 - 4 > Walk forward Talk to the grandfather, uncover and take the manuscripts and also the brackets > Take the map fragment and place the brackets > puzzle solution: E1, E2, E3, E4 Take the half a pair of clippers and also the bloody spear, cross the bridge and combine the half a pair of clippers Use the clippers and take the bucket, walk down and through the gates Place the bucket for a bucket of water, then return to the hills, pour the bucket and walk forward Place the hop, receive ointment, take the cannonbal and manuscripts, the stone feathers, take the broken pick axe and walk forward Lost Lands 3 Golden Curse Walkthrough - Chapter 2 /Part 2 Floating Islands & Underground - Lost Lands 3 Golden Curse. Complete Walkthrough to beat the chapter, solve every puzzle, and also find all the hidden items. Check this step by step video guide by GameOne - Play with AdamDevice puzzle solution: right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right-leftx3-mid-right Walkthrough - Chapter 3 /Part 3 Part 3 Underground & Castle of Madness - Lost Lands 3 Golden Curse. Complete Walkthrough to beat the chapter, solve every puzzle, and also find all the hidden items. Check this step by step video guide by GameOne - Play with AdamMelody puzzle solution: 5 - 3 - 7 - 2 - 4 - 6 - 1 Chapter 4 /Part 4 & EndingPart 4 Castle of Madness & Underground - Lost Lands 3 Golden Curse. Complete Walkthrough to beat the chapter, solve every puzzle, and also find all the hidden items. Check this step by step video guide by GameOne - Play with Adam Lost Lands Series Games - Quest games with item search, puzzles and mini-games that tell fairy tale stories, with fictional worlds and never-before-seen types of people. Each Lost Lands game takes the player on an exciting adventure. With gorgeous graphics and carefully crafted storylines, the games have cemented their place in the rankings. Below you can watch the walkthrough of all parts of the game. Lost Lands 3: The Golden Curse (Bonus Chapter) -Susan again fell into the time portal to the lost lands of the druids. She learns that Maaron is no longer a hermit and needs help to fight the petrified demons that somehow come to life, causing great suffering to his village and people, now, he has become the elder of the druid guild. The half-bird, half-human Harpy demon has just attacked the village inflicting huge poisonous wounds with its razor-sharp claws, but you'll find out why in the bonus chapter. Below you can watch the Walkthrough of the bonus chapter of Lost Lands 3: The Golden Curse. Select (A). Solution (B). Take the FUR CAPE (C). Uncover and take the HAMMER (D). Use the HAMMER (E), touch the latch. Walk forward, then down.Grab the SHAWL (F).Walk left and forward.Place the FUR CAPE. Take the DOOR KEY (G).Return to the Boat Hold.Use the DOOR KEY (H).Play the puzzle (I), receive a LADLE.Walk forward, down and left.Use the HAMMER. Place the LADLE, receive a LADLE FULL OF WATER (K).Remove the peg-leg, take the KNIFE (L).Walk down 2x and right.Use the KNIFE (M).Select (N) and place (O).Walk right to the Exit from village.Take the BROKEN BROOM (P).Select and take the CORK WITH A CORKSCREW (Q).Slide the latch (R), walk right.Use the BROKEN BROOM (S), receive a BROKEN BROOM and HOLDER.Combine the BROKEN BROOM HOLDER and SHAWL for a BROOM (Inventory). Use the BROOM (T), receive a ROLLER.Walk down 2x.Remove the cork from a CORKSCREW (U).Walk left.Solution (V).Take the FORGED PIECE (W).Return to the Exit from village.Place the FORGED PIECE (X).Take the KEY (Y). Use the KEY (Z). Walk left. Speak to the man (A). Uncover and take the NAIL PULLER (B). Walk down 2x. Select, then take the PIECES OF BLUEPRINTS (C). Grab the HATCHET (D). Take the SCREW-HOOK (E). Use the NAIL PULLER for NAILS. Remove the frame and glass (F). Enter the Mill (ground floor). Grab the FLOUR SCOOP (G). Place the PIECES OF BLUEPRINTS (H).Solution (I).Use the ROLLER (J).Use the AMULET (O).Return to the Exit from village.Select (P) 2x.Place the AMULET (Q), take MAARON'S BAG (R).Walk left.Give MAARON'S BAG (S), receive the LIGHT OF HOPE.Walk down and right.Place the NEEDLE (U).Use the KNIFE for GLUE (V).Place the KNIFE for GLUE (V).Place the CIRCLE (W).Take the SCYTHE BLADE (A) and note (B).Use the HOOK to take the LOCKPICK (C).Use the LOCKPICK (1). Select (2). Slide (3).Walk forward.Touch the drape (D).Play the puzzle (E), receive a WHETSTONE.Take the OIL LAMP (F). Note (G).Return to the TORCH (K).Walk down.Select (L). Place the TORCH for a LIT TORCH (M).Walk down the steps.Use the LIT TORCH (N).Speak to mother (O).Grab the HOLDER (P).Combine the SCYTHE BLADE, WHETSTONE and HOLDER for a SCYTHE (Inventory).Walk down 2x.Use the SCYTHE (Q). Take the EGG (R).Return to the Mill (ground floor).Place the SCREW-HOOK (S). Select (T).Select 1-2.Select the ROPE WITH A HOOK 3x (Inventory) for a KNOTTED ROPE WITH A HOOK. Use the KNOTTED ROPE WITH A HOOK. (U). Touch (V), take the LEVER (W). Climb the ladder. Place the WEIGHTS (C). Select (D). Use the KNIFE (E). Take the EMPTY SACK. Walk down.Place the EMPTY SACK (1). Select (2). Touch (3).Take the TROWEL (F).Place the FLOUR SCOOP. Take FLOUR (G).Walk down.Place the FLOUR and EGG (H). Select (I-J). Knead.Take MORTAR IN A BOWL.Return to the Cell.Place the MORTAR IN A BOWL (K), use the TROWEL Speak to mother, receive a NOTE.Touch the NOTE 2x (Inventory) receive BLUEPRINTS.Use the KNIFE. Select the purse (M).Solution. 9-8-4.Take the KEY (N).Walk down 2x.Place and select the KEY (O).Take the RED STONE (R).Take th Hospital.Place the BLUEPRINTS (U).Solution (V).Take the INCOMPLETE PROSTHETIC DEVICE (W).Return to the Tree of Life.Talk to father. Receive a CAGE KEY. Take the BLOWTORCH (Z).Walk down.Place the GLUE, use the BLOWTORCH (A). Open the press and place the LEATHER (B). Select the glue, then leather. Close the press, take the INSOLE (C).Return to the Tree of Life.Attempt to place the INCOMPLETE PROSTHETIC DEVICE, INSOLE, NAILS and HAMMER for a PROSTHETIC DEVICE (Inventory).Place the PROSTHETIC DEVICE. Receive PART OF A PAGE.Return to the Field Hospital.Place the PART OF A PAGE (E) and select.Return to the Cave.Take the BERRIES (G).Walk forward.Use the BOTTLE OPENER (H), take WOOD CHIPS.Take the SYMBOL (I).Return to the Cell.Use the KNIFE for a GLOWSHROOM the ELIXIR OF WELLNESS (Q).Place the WOOD CHIPS, DRY LEAF and BERRIES (1). Select (2). Place the GLOWSHROOMS (3), touch (4).Take the MORTAR FOR HEATING LIQUIDS and ELIXIR OF WELLNESS (6). Select (7).Take the TEA IN A MORTAR.Return to the Field Hospital.Place the TEA IN A MORTAR and WOOD DUST, take the MEDICINE (R).Return to the Tree of Life.Give the MEDICINE (S).Return to the Cell.Place the TILE (V).Solution (V1).Play the puzzle (W), receive MAARON'S STAFF.Return to the Cell.Place MAARON'S STAFF (X).Return to the Boat Hold.Select the boards (Y).Congratulations! You have completed the game Lost Lands 3: The Golden Curse. If you find yourself facing challenges and looking for answers, you've come to the right place! Discover all the secrets and mysteries that this exciting adventure game has to offer you. With our comprehensive guide, you won't miss a single detail of the story, puzzles, and key locations. Join us on this exciting adventure and unravel the spell of the golden curse. Get ready to live an unforgettable experience full of intrigue and danger in Lost Lands 3: The Golden Curse! - Step by step - Lost Lands 3 the golden curse guide solutions: Welcome to our complete solutions: Welcome to our complete solutions: Welcome to our complete solutions and select a player profile. Step 2: Explore the map and talk to characters to obtain important information. Remember to pay attention to the dialogues and tools that will help you advance in your adventure. Be sure to carefully review each scenario for key elements. Step 5: Use the items you have collected in the correct place to unlock new areas and progress the story. Combine elements intelligently and experiment with them to find the right solution. Step 6: Explore all scenarios and solve additional puzzles to unlock bonuses and extra content. Don't miss any part of the game and look for additional challenges. Step 7: Keep advancing in the story until you reach the end of the game. Discover the secret behind the golden curse and save the Lost Lands. solve all the challenges that come your way. Enjoy this exciting adventure full of mystery and surprises! Exclusive content - Click Here How to make a frame in minecraftQ&A What is the plot of the game Lost Lands 3: The Golden Curse? Lost Lands 3: The Golden Curse? Lost Lands 3: The Golden Curse? protagonist, who must find her missing son. To do this, you must explore different scenarios and solve puzzles. How can I download Lost Lands 3: The Golden Curse? Where can I find the solutions guide for Lost Lands 3: The Golden Curse? Where can I find the solutions guide for Lost Lands 3: The Golden Curse? Where can I find the solutions guide for Lost Lands 3: The Golden Curse? Where can I find the solutions guide for Lost Lands 3: The Golden Curse? Where can I find the solutions guide for Lost Lands 3: The Golden Curse? Where can I find the solutions guide for Lost Lands 3: The Golden Curse? 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Form the complete image following the reference design provided. Continue with the rest of the puzzles to advance in the game. How can I get more clues in Lost Lands 3: The Golden Curse? Complete a sweep of locations to find visual clues. Talk to non-playable characters for additional help. What are some tips for solving the puzzles in Lost Lands 3: The Golden Curse? Analyze the information provided carefully. Observe the patterns and connections between elements in the puzzle. Try different combinations and possible solutions. If you get stuck, take a break and come back later with a fresh mind. How can I unlock new locations to advance in the game. Collect key items and use them in the corresponding location to unlock new areas. Interact with the characters and fulfill their requests to unlock new locations. Are there different endings in Lost Lands 3: The Golden Curse? Yes, there are different endings in Lost Lands 3: The Golden Curse? 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The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? The time required to complete Lost Lands 3: The Golden Curse? 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I am Sebastián Vidal, a computer engineer passionate about technology more accessible and understandable for everyone. Welcome to the Lost Lands: The Golden Curse Walkthrough You're the last hope to stop the ancient curse! Whether you use this document as a reference when things get difficult or as a road map to get you from beginning to end, we're pretty sure you'll find what you're looking for here. This document contains a complete Lost Lands: The Golden Curse game walkthrough featuring annotated screenshots from actual gameplay! We hope you find this information useful as you play your way through the game. Use the walkthrough menu below to quickly jump to whatever stage of the game you need help with. Remember to visit the Big Fish Games Forums if you find you need more help. Have fun! This walkthrough was created by Laurie Murphy, and is protected under US Copyright laws. Any unauthorized use, including re-publication in whole or in part, without permission, is strictly prohibited. This is the official guide for Lost Lands: The Golden Curse. This guide does not mention each time you have to zoom into a location; the screenshots show each zoom scene. Hidden-object puzzles are referred to as HOPs. This guide does not show screenshots of the HOPs, however, it is mentioned when a HOP is available and the inventory item collected. This guide gives step-by-step solutions for all puzzles that are not random. Please read the instructions in the game for each puzzle. Uncover and take the Notebook (A). Select the branch. Take the HAMMER HEAD (F). Combine the HAMMER HANDLE for a HAMMER HEAD (F). Take the PLANKS (H). Ta KNIFE (I) and PICK-AXE HANDLE (J). Place the PLANKS and NAILS (K); use the HAMMER. Walk forward. Select (L); speak to the girl (T); receive SHEET MUSIC. Take the drawing (U). Take XYLOPHONE HAMMER 3/3 and HALF A PAIR OF CLIPPERS (V). Walk down. Place XYLOPHONE HAMMERS 3/3 (W) and the SHEET MUSIC (X). Solution (Y). 7-4-2-5-1-3-6-4. Walk forward. Speak to the grandfather (A). Uncover and take Manuscripts 3/28 (B). Take the BRACKETS (C). Take the MAP FRAGMENT. Place the BRACKETS (D). Grab the HALF A PAIR OF CLIPPERS (F) and BLOODY SPEAR (G). Walk down; cross the bridge. Combine the two HALF A PAIR OF CLIPPERS (F) and BLOODY SPEAR (G). Walk down; cross the bridge. Combine the two HALF A PAIR OF CLIPPERS (F) and BLOODY SPEAR (G). the Hills. Pour the BUCKET OF WATER (K). Walk forward. Play the HOP (L) to receive OINTMENT. Take the CANNONBALL (M) and Manuscripts 4/28 (N). Take stone FEATHERS 1/6 (O). Select then take the BROKEN PICK-AXE (P). Walk forward. Take Manuscripts 5/28 (Q). Grab the GARDEN SHEARS (R). Select (S) 3x. Note the inscription. Walk forward. Grab the SPEAR HEAD (T). Combine the BROKEN PICK-AXE, HAMMER and PICK-AXE (Inventory). Use the PICK-AXE for VOLCANIC CRYSTAL (U). Take the CROWBAR (V). Walk forward. Take the LEVER (W). Select (X). Take the BELT (Y), place the CANNONBALL (Z) and LEVER (A). Pull the lever. Select (B). Solution (C). Walk forward. Grab the CAGE TRAP (D). Take the CLAMP and BANDAGE (E). Walk down 5x. Use the GARDEN SHEARS. Take the BLACKTHORN TWIG (F). Walk down and through the gates. Use the CROWBAR; place the VOLCANIC CRYSTAL (G). Walk left. Take Manuscripts 6/28 and the MOUSE (H). Note the directions; take the FLASK (I). Return to the Volcanic Cavern. Place the CAGE TRAP; place the MOUSE (J). Place the FLASK. Use the CLAMP (K). Take the VIPER VENOM. Return to the Relic Repository. Place the OINTMENT (L). Add the BLACKTHORN BERRIES, VIPER VENOM and BLOODY SPEAR. Take the POTION (M). Walk down. Place and select the POTION (N). Apply the BANDAGE; take the BELT (O). Take the KEY (P). Walk left. Use the KEY (Q); take STONE FEATHERS 3/6 (S). Use both BELTS (T); take the LADDER. Attempt to go forward (U). Place the LADDER (V). Take Manuscripts 7/28 (W). Select the wheel. Place the SPEAR HEAD (X). Take TWO-PRONGED SPEAR 1/2-2/2 (Y). Place TWO-PRONGED SPEARS 2/2 (Z). Walk forward. Grab the CHEWING GUM for used f (Inventory). Combine the MAP FRAGMENTS and the CHEWING GUM for a MAP (Inventory). Grab the FULL JERRY CAN (H). Remove the cap (I). Pull the handle 3x (J). Play the HOP (K); receive STONE FEATHERS 4/6. Use the KNIFE (L), lift the newspaper and take the KEY (M). Lift the mattress; take the STONE FIGURINE (N). Use the KEY (P). Uncover and take the PUZZLE PIECES (Q). Solution (R). 1-2-3. Place the PUZZLE PIECES (S). Solution (T1-T2-T3). (1-A)-(2-B)-(3-C)-(4-D)-(5-E)-(6-F)-(7-G)-(8-H)-(9-I). Walk forward. Remove the cap (blue), exchange the BATTERY (pink) and replace the cap. Touch the switch (yellow). Take the MEDALLION PART (U). Take Manuscripts 9/28 (V). Take the MEDALLION PART (W). Return to the Druid Village. Speak to the grandfather (X). Receive STONE FEATHERS 5/6. Walk left. Select the hourglass 2x. Combine the MEDALLION (A1-A2). 6-1-5-4-3-6. Take STONE FEATHERS 6/6 (B). Return to the Ancient Graveyard. Place STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the MASK (G). Play the HOP (H) to put on gloves. Return to the Arena. Pick up the coin (I); receive a CURSED HARPY COIN. Return to the Druid Village. Open (J) and walk forward. Speak to the grandfather (K). Take the NAIL POLISH REMOVER (L) and OILCAN (M). Take Manuscripts 10/28 and the CANDLE (O); receive a BURNING CANDLE (N). Read the POWDER FLASK (Q). Touch the candle; take the HUMAN FIGURINE (R). Walk down 2x. Place the HUMAN FIGURINE (S). Solution (T1-T2-T3). 1-2-3-4-5-6-7-8-9. Uncover and select (U). Take the AXE (Y). Grab the FIGURINE (Z). Return to the Druid Village. Place the log (A). Use the AXE 2x. Place the piece of wood (B). Use the AXE. Take the FIREWOOD. Place the FIGURINE. Take the WINDSOCK (C). Return to the Lower Island. Touch the WINDSOCK (Inventory); for a NET. Use the OILCAN (D). Slide the latch; open the door. Use the NET; receive a STAMP (E). Return to the Volcanic Crater. Place the STAMP (F). Open and take the CORE OF FLAMES (G). Take Manuscripts 12/28 (I). Read the book. Return to the Lower Island. Place the CORE OF FLAMES (I). Select (J). Walk left. Take the BROKEN BLADES (L). Take the BROKEN BLADES (L). Take the BROKEN BLADES (L). Take the SIRECRACKER (P). Return to the Anvil Peak. Give the COAL (E); receive a MOTHER FIGURINE. Take the BLADES (F). Walk forward. Play the HOP (G) to receive a MOTHER FIGURINE. Take the YOUNG ROSE BUSH (H). Pull the lever (I), place the arrows and release (J). Walk forward. Take the YOUNG ROSE BUSH (H). Pull the lever (I), place the arrows and release (J). Walk forward. Take the YOUNG ROSE BUSH (H). Pull the lever (I), place the arrows and release (J). Walk forward. Speak to the girl (K); receive a HARPY CLAW. Take Manuscripts 15/28 (L). Walk forward. Take the FISH HOOK (M). Touch the HARPY CLAW (Inventory); receive a SHOELACE and HARPY CLAW. Place the HARPY CLAW (N). Take the LEMON. Touch stones (1-2-3). Take MANUSCRIPTS 16/28 (O). Take the 'TOWER' TILE (P). Return to Anvil Peak. Speak to the Blacksmith (Q). Return to the Druid Village. Open the door (R); walk right. Take Manuscripts 17/28 (S). Uncover and take the SCRAPER (T). Take the FISHING ROD (U). Remove the boards; take the FAN (V). Take the FISHING ROD (Z). Use the FISHING ROD (Z). Use the FISHING ROD (Z). Use the FISHING ROD (Z). Select the snapshot (A). Receive a CAMERA. Return to the Ancient Graveyard. Use the SCRAPER (B) for a DYE SET. Return to Leproch's House. Place the FLASK FOR WHITE PAINT (F); receive FLASK OF CHALK DUST. Take the LEVER (G). Return to the Elders' House. Move the carpet. Place, then select the LEVER (H). Take the METAL BRUSH (I). Use the FAN. Select the bowl. Place the FLASK FOR BLACK PAINT (K). Use the METAL BRUSH (L); receive a FLASK OF SOOT Use the CAMERA for a PHOTO OF LITTLE MAN (M). Return to Island of Exile. Place the PHOTO OF LITTLE MAN (N). Solution (O). Take the METAL WING (P). Return to the Hills. Place the STONE SLAB (U). Select (R) to receive a KEY. Use the KEY (S). View the note and STONE SLAB (U). Climb down the well. Take Manuscripts 18/28 (V). Touch the stones (W). Take STEP 1/4 (X). Walk forward. Take Manuscripts 19/28 (Y). Use the WRENCH (Z). Remove the nut. Play the HOP (A); receive BLESSED WATER. Use the KNIFE 3x (B); for SUNFLOWERS. Take the DOLL (C). Touch the DOLL (Inventory) for a PEDAL-KEY and FIORA'S DOLL Place and select the PEDAL-KEY (D). Walk left. Speak to the woman (E); receive a MAGIC HAMMER. Take the CLAY and 'BALLISTA' (G). Take the SHOVEL (I) and note and diagram (J). Return to the Hanging Gardens. Use the SHOVEL. Take the CLAY and 'BALLISTA' TILE (K). Walk forward. Give (L) FIORA'S DOLL; receive BLACKSMITH'S PINCERS. Return to Anvil Peak. Touch the CLAY FORM (N), insert the wire (O) and select the form. Touch the bellows 3x (P). Select the crucible (Q). Use the CLAY FORM (N), insert the wire (O) and select the form. BLACKSMITH'S PINCERS (R) for a NIPPER WITH A CAST. Remove the snow. Place the NIPPER WITH A CAST (S). Take the PLIERS (T). Use the MAGIC HAMMER. Take a GOLDEN CLAW (W). Combine the GOLDEN CLAW with the SHOELACE for a GOLDEN HARPY CLAW (Inventory). Return to the Tavern. Place the SUNFLOWER OIL (B). Select (C) for SUNFLOWER OIL (B). Select (C) for SUNFLOWER OIL. Return to the Tavern. Place the FLASK OF SOOT (D) Add the SUNFLOWER OIL. Place the DYE SET (D1). Solution (D1). (1-BLx2)-(2-BL,R)-(3-BL,W)-(4-BL,Y)-(5-Rx2)-(6-R,Y)-(7-R,BK)-(8-Yx2)-(9-BKx2)-(10-Wx2). Take the PAINT SET (E). Place the GOLDEN HARPY CLAW (F); receive a FAKE HARPY CLAW. (F); receive a FAKE CLIP (I). Return to Leproch's House. Touch the PAPER CLIP 4x (Inventory) for an UNBENT PAPER CLIP. Use the UNBENT PAPER CLIP (I). Take the FIRE HOSE and FLINT STONE (K). Return to the Island of Exile. Combine the LEMON and KNIFE for a HALF A LEMON (L); receive a GEAR. Place the GEAR (M) and pull (N). Place and select the FIRE HOSE (O). Select (P-Q). Touch (R). Take the BRUSH (S). Return to the Ancient Graveyard. Replace the bush with the YOUNG ROSE BUSH; use the BRUSH (U). Solution (U1). Take the TNT (V). Return to the Island of Exile. Place the TNT (W). Use the FLINT STONE (X) and KNIFE. Walk forward. Take MAARON'S STAFF (Y). Return to the Elders' House. Give MAARON'S STAFF (Z); receive a DRAGON FIGURINE. Return to the Cave. Place the DRAGON FIGURINE (A). KNIFE (D). Touch (E). Touch (F). Take (G), then place the STEERING WHEEL (H). Take the DOOR (I) and Manuscripts 21/28 (J). Place the CAULDRON of water (M). Climb the steps. Place the rocks 1-2-3 (N). Take the SILK HEADSCARF and STEP 3/4 (O) Return to Anvil Peak. Place the BUTTON (P). Solution (P1). 5-3-7-2-4-6-1. Take the 'ANVIL' TILE and SNOW SHOES (Q). Return to the Fisherman's Hut. Place the STEPS 4/4 (T). Play the HOP (U) for a MECHANICAL EYE. Return to the Arena. Take SOLIDUS'S CURSED KNUCKLES (V), the CURSED MINOTAUR AMULET (W) and GOLD MASK (A). Take the STACKING TOY (B) and TILE-KEY (C). Return to the CAVE. Place, then select SOLIDUS'S CURSED KNUCKLES (D). Walk forward. Place the TILE-KEY (E) Take the GLUE FORMULA (F). Return to the Fisherman's Hut. Speak to the woman (G); receive SCISSORS. Return to the Hills. Use the SCISSORS for HORSE'S MANE 1/3-2/3-3/3 (H-I-J). Return to the Hanging Gardens. Place the LONG LOG (K). Use the SCISSORS for HORSE'S MANE 3/3-2/3-3/3 (H-I-J). and CORKWOOD BARK (M). Receive an AXIS PIN. Walk down. Place the BROKEN MILLSTONE DISK (P) and WOODEN BOARDS (Q). Return to Anvil Peak. Give the BROKEN MILLSTONE DISK (R); receive a CHISEL. Return to the Plains of the Dead. Open and select the PACKAGE OF NYLONS for NYLON STOCKINGS (Inventory). Combine the WOODEN BOARDS, NYLON STOCKINGS and KNIFE for a HOMEMADE LEVER (S). Select 2x. Take the HOOK'S BLADE (T). Use the CHISEL and HAMMER; take a HORSESHOE (U). Return to Anvil Peak. Place the HORSESHOE (V). Take a MAGNETIZED HORSESHOE. Return to the Arena Entrance. Combine the HOOK'S BLADE and HAMMER for a HOOK (Inventory). Place the HOOK for a GLOVE and PIECE OF A GLOBE (X). Combine the MAGNETIZED HORSESHOE and GLOVE for an ENCHANTED HORSESHOE WITH GLOVE (Inventory). Use the ENCHANTED HORSESHOE GLOVE for a CHAIN-MAIL FISH (Y). Return to Anvil Peak. Give the CHAIN-MAIL FISH (Z). Receive a FIXED MILLSTONE DISK. Return to the Schooner Wreckage. Untie the FLASK (Inventory) for a note and FLASK FOR ELIXIR. Open the hatch. Place the FLASK FOR ELIXIR (A); receive a FLASK OF LAKE WATER. Walk down 2x. Place the FLASK OF LAKE WATER (B); receive a POTION FLASK. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR FOR WATERBREATHING. Return to the Schooner Wreckage. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Schooner Wreckage. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Schooner Wreckage. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' House. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' HOUSE. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Return to the Elders' HOUSE. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Place the POTION FLASK (C) for an ELIXIR OF WATERBREATHING. Place the POTION FLASK (C) for an ELIXIR the PIRATE HOOK (G). Take the BOTTLE WITH A LETTER (H). Open and take the FISH (I). Unlatch and place the PIECE OF A GLOBE (J). Select (K). Solution (K1). Take the ENERGY BALL (L). Return to the Fisherman's Hut. Receive a FISHING NET. Place the FISH; use the KNIFE; take FISH SCALES (M). Place and select the GLUE FORMULA (N) Place the CAULDRON OF WATER. Add the FISH SCALES (O). Stir (P). Add the FISHING NET for a GLUE-COVERED NET. (T). Walk left. Select (U-V). Select (W) and use the KNIFE. Use the HAMMER (W1); take the STACKING TOY. Walk down. Place the STACKING TOY. (3-A)-(1-A)-(2-C)-(1-A)-(2-A)-(1-A)-(2-C)-(1-A)-(2-A)-(1-A)-(2-C)-(1-A)-(2-A)-(1-A)-(2-C)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(2-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1-A)-(1 C)-(2-B)-(1-B)-(3-C)-(1-A)-(2-C)-(1-C)-(4-B)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(1-A)-(2-C)-(1-C)-(2-B)-(2-A)-(2-C)-(1-C)-(2-B)-(2-A)-(2-C)-(1-C)-(2-B)-(2-A)-(2-C)-(1-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-C)-(2-B)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-A)-(2-TILE (E). Take the KEY PART (F). Pull the lever (G). Play the HOP (H); receive an ENERGY BALL. Return to the Arena Entrance. Combine both KEY PARTS for a KEY (Inventory). Use the KEY (K). Take ATLAS'S ARM (J). Return to the Schooner Wreckage. Take the KEY from ATLAS'S ARM (Inventory). Use the KEY (K). Take ATLAS'S ARM (J). (L). Return to the Castle of Madness. Place each of ATLAS'S ARMS (P). Walk forward. Take (Q), then place the PIECE OF PATTERN (R). Take Manuscripts 24/28 (S). Touch 2x (T). Take the INK FORMULA (U). Touch (V). Take the EVERLASTING MATCH (W). Touch (X). Take the LIPSTICK (C). Solution (E). 1x2-2x10-3x6. Place the LIPSTICK (E). Solution (E). 1x2-2x10-3x6. Place the LIPSTICK (E Place the STONE BLOCK (K). Take the EGG (L). Return to the Castle of Madness. Place the EGG (M). Use the SPOON for a BOILED EGG. Select the BOILED EGG. Walk forward and right. Select (N). Place the EVERLASTING MATCH and BOILED EGG (O). Take the CRYSTAL PYRAMID (P). Walk left. Place the CRYSTAL PYRAMID and CURSED MINOTAUR AMULET (Q). Take the HAND WHEEL KEY (R). Place the HAND WHEEL KEY (R). Place the HAND WHEEL KEY (R). Place the HAND WHEEL KEY (R). Take the PIECE OF THE STATUE (V) and BOTTLE OF COLOGNE (W). Select (X). Solution. 1-3-5-4-2. Play the HOP (Y); receive an EMPTY CARTRIDGE. Return to Anvil Peak. Speak to the blacksmith (Z); receive a METAL SAW. Return to the Underground Lake. Use the KEY (C). Take the CORKSCREW and LEATHER ROLL (D). Combine the BOTTLE WITH A LETTER and CORKSCREW. Receive an EMPTY BOTTLE and NOTE (Inventory). Return to the Hanging Garden. Place the SLIDING BOLT KEY. Place and select the SLIDING BOLT KEY. Place and select the SLIDING BOLT KEY. Place and select the SLIDING BOLT KEY. KEY (I). Take the BELLOWS (J). Return to the Fisherman's Hut. Place the DIAMONDS AND GRAINS (K). Slide the drawer in, then out. Take the FLASK OF BLACK PAINT (M). Return to the Tavern. Place the INK FORMULA (P), FLASK OF BLACK PAINT (Q), BOTTLE OF WINE (R) and BOTTLE OF COLOGNE (S). Solution (T1-T2-T3). Take the INK INGREDIENTS for a CARTRIDGE (Inventory). Place the CARTRIDGE (V) and select; take the KEY. Place the KEY (W). Place, then take the TRACING PAPER (X). Return to the Volcanic Cavern. Place the TRACING PAPER (Y). Select (Z). Solution (D). Place the VACUUM CONTAINER. Return to the Lower Island. Place the VACUUM CONTAINER. Return to the Lower Island. Place the VACUUM CONTAINER. Return to the Room of Insanity. CONTAINER (G); receive CONES OF PARALYSIS. Return to the Sunken Hull. Place the WHISTLE (L) and BELLOWS (M). Select the bellows; receive a WHISTLE. Remove (K). Place the WHISTLE (L) and BELLOWS (M). Select the bellows; receive a WHISTLE (I); receive a WHISTLE. Remove (K). then select the BULL-HEAD KEY (O). Place, then select the BULL-HEAD KEY (P). Walk right. Take the TRIDENT (S). Solution (X). Walk right. Turn the page. Take the CASKET BUTTON (Y). Return to the Tree of Life. Use the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Place the CASKET BUTTON (Y). Return to the SILK HEADSCARF (Z). Touch (A). Select (B) 2x. Solution (B1). Select (B1) 2x. Solution (B1) 2x. Solut BENCH PIECE (G). Take METALWORKING SCISSORS (H). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select (L). Place RAILS 2/2 (K). Select (L). Place the PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select (L). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAIL 2/2 (J). Place RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great Library. Take RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Return to the Great RAILS 2/2 (K). Select for a PIECE OF THE PATTERN (I). Select for a PIECE OF THE PATTER Manuscripts 28/28 (O). Take the KEEPER'S MANUSCRIPT (P). Return to The Safe. Give the KEEPER'S MANUSCRIPT (Q). Return to the Minotaur's Lair. Place the ROSE PETALS. Uncover and take the CURSED BULL RING (R). Pull the lever (S). Use the HAMMER (T). Take the SIGNET RING. Return to the PIECE OF THE STATUE (U) Place and select the SIGNET RING (V). Take the SAPPHIRE and RUBY (W). Select (X). Take the EMERALD (Y). Return to The Safe. Place the JADE SKULL (B). Select (C). Solution (C1-C2). (F-A)-(C-F)-(B-G)-(C-D)-(B-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(E-D)-(D-C)-(D-C)-(E-D)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-(D-C)-D)-(E-B). Take the WATER ELEMENT (D). Return to the Great Library. Place the BOOKS (J). Solution (K). 4-12-17. Play the HOP (L) for a SPELL BOOK. Select (M). Take the HANGING BUCKET (N). Walk down. Select (O). Place the JUG OF WATER (P). Take the ROPE LADDER (Q). Return to the Elders' House. Give the SPELL BOOK (R); receive a LEVER and ELIXIR OF ANIMATION FORMULA. Grab the BROOM (S). Return to the Underground Lake. Use the BROOM (T). Break the eggs. Take the SWITCH and DRAGON-EGG SHELLS (U). Return to the Crossroads. Place and select the LEVER (V). Place the ROPE LADDER (W). Take the FULL-ECLIPSE TILE (X). Use the KNIFE. Uncover to place and select the SWITCH (Y). Return to the Great Library. Place the HALF-ECLIPSE TILE (A). Solution (B1-B2). Select (C). Return to Anvil Peak. Walk left. Play the HOP (D); receive a CROWN PIECE. Take the CROWN PIECE. Take the FATHER FIGURINE (F). Return to the Elders' House. Place the EMPTY BEAKER for NYMPH'S TEARS (J). Place the ELIXIR OF ANIMATION FORMULA (1), DRAGON-EGG SHELLS (2) and TREE OF LIFE FRUIT (3). Crush, then place (4) the DRAGON-EGG SHELLS (2) and TREE OF LIFE FRUIT (3). Crush, then place (4) the DRAGON-EGG SHELLS (2) and TREE OF LIFE FRUIT (3). Place the KNIFE (3). Place the KNIFE (3). Place the KNIFE (3). Place the NYMPH'S TEARS (4). Use the KNIFE (3). Place the TREE OF LIFE FRUIT (4). Cap then take the ELIXIR OF ANIMATION (K). Return to Leproch's Tomb. Use the ELIXIR OF ANIMATION (K). ANIMATION (L); receive a KEY. Use the KEY (M). Take the CURSED SCEPTER (Q). Return to the CURSED KEY (R). Take the CURSED SWORD (P). Use the KNIFE, take the CURSED KEY (O). Use the KNIFE, take the CURSED SCEPTER (Q). Return to the CURSED SWORD (P). Ruined Temple. Select (T) and place the KEY (U). Uncover and take the HANDLE (V). Touch (W); take the DICE (X). Return to the Elders' House. Place the CURSED SCEPTER (Y). Take the SPRING (B). Place the URSED SCEPTER (Y). Take the SPRING (B). Place the CURSED SCEPTER (Y). SPRING (C). Select (D). Take the FIRE ELEMENT (E). Return to the Room of Insanity. Select (F). Solution (G). Place the FIRE ELEMENT (H). Select (I) and take the PLANK (J). Walk forward. Combine the STONE TABLET (L). Combine the STONE TABLET (L). TABLET and HAMMER for a WOODEN PUNCHCARD. Return to the Minotaur's Lair. Place the GLASS PUNCHCARD and WOODEN PUNCHCARD (M). Play the HOP (N); receive a SPREADING TOOL. Take the LENS (R). Return to the Harpy's Nest. Place the GLASS PUNCHCARD and WOODEN PUNCHCARD (M). and select the LENS (S). Place the CURSED SWORD (T). Uncover and open the box. Place the DICE (U). Solutions are random (V). Take the RATCHET STRAP (W). Take the RATCHET STRAP (W). Take the SANCTUARY' TILE (B). Return to the Lower Island. Use the WOOD SAW (C); select for a 'WOOD-NETWORK' TILE. Place the 'ANVIL', 'BALLISTA', 'METRONOME', 'CUBE', 'TOWER', 'SANCTUARY' and 'WOOD-NETWORK' TILES (D). Take CHEST OF GOLD 6/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 7/9 (F). Go down the well. Take the CHEST OF GOLD 6/9 (E). GOLD 8/9 (G). Return to the Schooner Wreckage. Take CHEST OF GOLD 9/9 (I). Return to the Arena. Place the CHEST OF GOLD 9/9 (I). Receive a TILE. Open (J) and place the KEY (N). Take the KEY (N). Take the KEY (N). Take the VOLE AXE (O). Use the POLE AXE (P); receive a GOLDEN CUP. Place the GOLDEN CUP (Q) Congratulations. You have completed playing Lost Lands: The Golden Curse. Created at: 2015-12-06 The Lost Lands 3 The Golden Curse is in addition to other threats that you will have to face. Susan stars in a very well spun story through fun gameplay. Check the following Lost Lands 3 walkthrough. Chapter 1: Around the Druid Valley A cinematic shows the character dressed in exploration clothing, entering a kind of valley with the only help of a flashlight. When he found a tomb, he did not hesitate to open it, finding inside a corpse and a chest with a lot of gold. What most attracts the character's attention is a key. After picking it up, he is almost instantly petrified . At the same time, a winged creature undergoes the opposite procedure. That is to say, his body ceases to be made of stone and begins his flight. Important: look at the medallion that is hanging. It will be momentous throughout the first chapter. This is demonstrated by the following scene in which a woman observes the symbol of the pendant in a mirror that shows a strange effect. After approaching him, she is swallowed up by the whole. The teleportation takes its toll on Susan, who appears confused and disoriented in a very different place. It is now when the gameplay itself begins. To make it less difficult for you to pass the game, it is essential to click 'Yes' when the tutorial message appears. In this way, you will participate in a small initial guide that will be invaluable to you. The first thing that you will internalize how important the journal is, in which relevant aspects of Lost Lands The Golden Curse will be noted. When you read note number one you will see that the woman already remembers having been in that scenario before. Specifically, they are the Lost Lands. Don't forget to refer to each sheet whenever you can so you don't miss any elementary pieces of the plot. In this case, the storyline begins with the girl seeing smoke and hearing various people. His intention is to reach them so that they can explain what he does in that area. Chapter 2: Floating Islands After solving the puzzle of the clouds, the second episode begins, which begins practically the same as the first. In this case, the protagonist involuntarily teleports from some stairs to another setting, islands? that harbor a multitude of mysteries. By now you should have six items in your inventory. On the other hand, the tracks will become your main ally. And the first episode is not too complex, but the Floating Islands puzzles are much more difficult. It is convenient that you use them whenever you deem appropriate. The small aids that Lost Lands: The Golden Curse provides you do not diminish the feeling of progressing on your own, since they only provide you with the basic and necessary information so as not to get stuck in any phase of the game. Finishing Floating Islands is synonymous with sharing a natural space with several horses. At the bottom there is a well to which you must place the last missing piece to be complete. It will be then when the protagonist will look at it in order to observe some steps that have appeared. Chapter 3: Underground The title of the episode could not be more accurate. The protagonist makes use of the steps to descend through the well , which takes the aforementioned to a rather gloomy underground area. The first thing that will catch your attention is a kind of boat, although the most important thing is what is on top of it. An item will be added to your inventory, which will be crucial to further progress in the adventure . Approximately when you get to the middle of the episode, you will find yourself with a rather complex puzzle, especially for not knowing exactly how to proceed when painting the sculpture that you will find. It is a dwarf who keeps his ax upright. The weapon must be, from top to bottom, red, sky blue and dark on the left / right, red and finally purple. On the other hand, the white helmet, the yellow armor, the brown pants and the black boots. At the end of the episode you will get a key with which you can interact, specifically with one of the parts present in the boat from the beginning. Remember to click on the chain to get the item that will give you access to the penultimate episode. Chapter 4: Castle of Madness Advancing through the underground you end up arriving at the Castle of Madness, which is also located in the basement. It is an environment full of myths, legends and mysteries. One of them is related to the non-presence of humans , who have never entered these facilities. And it is not for less, since they are property of the Order of the Mad Men. In the place there are the most labyrinthine areas, while the doors hide various enigmas that you will have to solve. Fortunately, gates are capable of granting miracles . The main objective is to reach the deepest area of the castle, since The Safe is located there. It is a place inhabited by a character who makes magic items . When you actuate a mechanism with your foot, you will see a pendulum and then a minotaur that does not have the face of good friends. Susan, together with the girl, will have to find a way to access the interior of the cabin. Chapter 5: From the Grave As expected, to finish Lost Lands: The Golden Curse, yes or yes, you will have to take advantage of the clues that the game can give you. For this purpose, do not hesitate to press the enabled button in the lower right corner of the interface. As indicated in the first of the tracks, at the top left there is a window with bars to which you must zoom. There you will see a lever. Pull it down to hit the wall and get the first surprise. After interacting with a chest full of treasures, the fifth and final chapter concludes with one of the most impressive cutscenes in Lost Lands: The Golder Curse. Two people try to fight the golem of stone and fire, but are defeated. Then, the lava takes over the stage and knocks part of it down along with the creature. All good, right? Yes, except that several characters, including children, are in trouble. Susan makes the right choice : head to the portal instead of trying to save so many people. That all you need to know, you can finish Lost Lands 3 walkthrough, The Golden Curse. Let us a comment if you like it or need anything. Lost Lands and descend into the depths of the Dungeon to explore diverse and mysterious places. Meet new characters, help them and they will not remain indebted to you. Dive into an unforgettable passage of an interesting story, solve a lot of puzzles and plunge into the study of the history of the Lost Lands, and help Maaron to get rid of the conqueror's siege. But eventually, the Druids agreed to pay tribute to the Dwarf. They collected all the gold in the village, put it in a chest and gave it to the enemy. Satisfied with another victory, Horasar returned to his lair in Bashar and began a feast. In the process, He, Harpy, Naga, Minotaur and Solidus each took one golden object from the chest and were petrified after a moment. The rest of the host realized that the druids had cursed the gold and all scattered in fear. The enemy took over the lands, collected tribute from the memy took over the lands, it turned out to be cursed gold. If you are stuck and do not know how to pass any of the locations, on our site you can watch the walkthrough of Lost Lands 3: The Golden Curse, namely the main story and the bonus chapter. There's a village in the forest. I can hear voices coming from there. I'll have to get beyond the gates to learn what's going on there. Uncover and take the HAMMER HANDLE (B). Take the HAMMER HANDLE (B). Take the HAMMER 1/3 (C) and MAP FRAGMENT (D). Take Manuscripts 1/28 (E). Take the HAMMER HANDLE (B). Take the HAMMER HANDLE (B). Take the HAMMER 1/3 (C) and MAP FRAGMENT (D). Take Manuscripts 1/28 (E). Take the HAMMER HANDLE (B). Take the HAMMER HANDLE (B). Take the HAMMER 1/3 (C) and MAP FRAGMENT (D). Take the HAMMER HANDLE (B). Take the HAMMER 1/3 (C) and MAP FRAGMENT (D). Take the HAMMER 1/3 (C) and MAP FRAGMENT (D). Take the HAMMER 1/3 (C) and MAP FRAGMENT (D). 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I must find the doll and return it to the girl.Place XYLOPHONE HAMMERS 3/3 (W) and the SHEET MUSIC (X).Play the melody by tapping the hammers in the correct order.Walkthrough (Y): 7-4-2-5-1-3-6-4.Go forward.Speak to the grandfather (A).Uncover and take Manuscripts 3/28 (B). Take the BRACKETS (C). Take the BRACKETS (C). Take the BRACKETS (C). Take the BRACKETS (D). Maaron asked me to go with Fiora to Mount Bashar and learn how the HALF A PAIR OF CLIPPERS (F) and BLOODY SPEAR (G).Go down, cross the bridge.Combine the two HALF A PAIR OF CLIPPERS. (J) for a BUCKET (J). Go down and through the gates. Place the BUCKET (J) for a BUCKET (J) for a BUCKET (J). Take the BUCKET (J) for a receive OINTMENT. Take the CANNONBALL (M) and Manuscripts 5/28 (O). Grab the GARDEN SHEARS (R). Select (S) thrice. Note the inscription. Go forward. Grab the SPEAR HEAD (T). Combine the BROKEN PICK-AXE, HAMMER and PICK-AXE HANDLE for a PICK-AXE.Use the PICK-AXE for VOLCANIC CRYSTAL (U).Take the CROWBAR (V).Go forward.Take the LEVER (W).Select (X).Take the BELT (Y), place the CANNONBALL (Z) and LEVER (A).Pull the lever.Select (B).Restore the damaged pattern.Walkthrough (C).Go forward.Grab the CAGE TRAP (D).Take the CLAMP and BANDAGE (E).Go down 5 times. Use the GARDEN SHEARS. Take the BLACKTHORN BERRIES and BLACKTHORN TWIG (F). Go down and through the gates. Use the VOLCANIC CRYSTAL (G). Go left. Take Manuscripts 6/28 and the MOUSE (H). Note the directions, take the FLASK (I). Return to the Volcanic Cavern. Place the CAGE TRAP, place the MOUSE (J).Place the FLASK.Use the VIPER VENOM.Return to the Relic Repository.Place the OINTMENT (L).Add the BLACKTHORN BERRIES, VIPER VENOM and BLOODY SPEAR.Take the POTION (M).Go down.Place and select the POTION (N).Apply the BANDAGE, take the BELT (O).Take the KEY (P).Go left. Use the KEY (Q), take STONE FEATHERS 2/6 (R). Return to the Arena Entrance. Take STONE FEATHERS 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take Manuscripts 7/28 (W). Select the wheel. Place the SPEAR HEAD (X). Take TWO-PRONGED SPEAR 1/2-2/2 (Y). Place TWO-PRONGED SPEARS 3/6 (S). Use both BELTS (T), take the LADDER. Attempt to go forward (U). Place the SPEAR HEAD (X). Take TWO-PRONGED SPEAR 1/2-2/2 (Y). Place TWO-PRONGED SPEARS 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take TWO-PRONGED SPEAR 1/2-2/2 (Y). Place TWO-PRONGED SPEARS 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take TWO-PRONGED SPEAR 1/2-2/2 (Y). Place TWO-PRONGED SPEAR 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take TWO-PRONGED SPEAR 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take TWO-PRONGED SPEAR 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take TWO-PRONGED SPEAR 3/6 (S). Use both BELTS (T), take the LADDER. (V). Take TWO-PRONGED SPEAR 3/6 (S). 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Use both BELTS 3/6 (S 2/2 (Z).Go forward.Grab the CHEWING GUM (A).Take Manuscripts 8/28 (B).Take the BATTERY (C).Touch (D).Take the MAP FRAGMENT (E).Select and read the diary.Go down thrice.Unwrap and select the CHEWING GUM for used CHEWING GUM.Combine the MAP FRAGMENTS and the CHEWING GUM for a MAP.Grab the FULL JERRY CAN (H).Remove the cap, place the FULL JERRY CAN and replace the cap (J).Play the puzzle (K), receive STONE FEATHERS 4/6.Use the KNIFE (L), lift the mattress, take the STONE FEATHERS 4/6.Use the KEY (P).Uncover and take the PUZZLE PIECES (Q).Mark the right symbols with the sliding triangles. You've seen them before.Walkthrough (R): 1-2-3.Place the PUZZLE PIECES (S).Place the puzzle pieces in the central area to make a woven pattern.Walkthrough (T1-T2-T3): (1-A)-(2-B)-(3-C)-(4-D)-(5-E)-(6-F)-(7-G)-(8-H)-(9-I).Go forward.I've learned all I can for Maaron. Now, I need to hurry back to tell him everything.Remove the cap (blue), exchange the BATTERY (pink) and replace the cap.Touch the switch (yellow). Take the MEDALLION PART (U). Take the MEDALLION PART (W). Return to the BATTERY (pink) and replace the cap. Touch the switch (yellow). Take the MEDALLION PART (W). Return to the Druid Village. Using the Antimagic Gloves from the Relic Repository, I need to collect the cursed coin from the Arena. Speak to the grandfather (X). Receive STONE FEATHERS 5/6.Go left.Select the hourglass twice.Combine the MEDALLION PARTS for a MEDALLION.Place the MEDALLION (Y) and select.Rearrange the rays of light so that they all shine toward the inside of the hexagon.Walkthrough (A1-A2).6-1-5-4-3-6.Take STONE FEATHERS 6/6 (B).Return to the Ancient Graveyard.Three demons have escaped the arena. I have to go to the druid village right away and tell Maaron everything. Place STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. (D) Place the STONE FEATHERS 6/6 (C). Drag the stone piece. 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Drag MASK (G).Play the puzzle (H) to put on gloves.Return to the Arena.Pick up the coin (I), receive a CURSED HARPY COIN.Return to the Druid Village.Braeloff the Blacksmith agreed to help me search for Fiora. But to get to him I have to signal him first. With fireworks.Open (J) and go forward.Speak to the grandfather (K).Take the NAIL POLISH REMOVER (L) and OILCAN (M). Take Manuscripts 10/28 and the CANDLE (N). Read the book. Go down and left. Place the BURNING CANDLE, take the POWDER FLASK (O). Touch the candle, take the HUMAN FIGURINE (S). Move the CANDLE (O), receive a BURNING CANDLE, take the POWDER FLASK (O). Touch the candle, take the HUMAN FIGURINE (S). Move the CANDLE (S). Touch the candle, take the HUMAN FIGURINE (S). Move the CANDLE blocks so the one showing the little man lands on top.Walkthrough (T1-T2-T3).1-2-3-4-5-6-7-8-9Uncover and select (U).Take the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (W).Touch (X).Take the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the log (A).Use the AXE (Y).Grab the FIGURINE (Z).Return to the Druid Village.Place the Druid Village FIGURINE.Take the WINDSOCK (C).Return to the Volcanic Crater.Place the STAMP (F).Open and take the CORE OF FLAMES (G).Take Manuscripts 12/28 (H).Read the book.Return to the Lower Island.Place the CORE OF FLAMES (I).Select (J).Go left.Take Manuscripts 13/28 (K).Take the BROKEN BLADES (L).Take the METRONOME TILE and TWEEZERS (O).Take the FIRECRACKER (P).Return to the Plains of the Dead.Combine the ROPE and NAIL POLISH REMOVER for an ALCOHOL-SOAKED ROPE. Use the POWDER FLASK, place the ALCOHOL-SOAKED ROPE (Q). Place the FIRECRACKER (R). Select (S). Use the BLACKTHORN TWIG (T). Take the MECHANICAL EYE (U). Return to the Crossroads. Take the DEVICE PART (V). Place the DEVICE PART (W). Turn the circles to move the figurines.Place them at their correct spots as in the image.Walkthrough (X): C-A×3-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-B-C-A-HOOK (D) to receive COAL.Return to Anvil Peak.Give the COAL (E), receive BLADES.Go down.Place the BLADES (F).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (G) to receive a MOTHER FIGURINE.Take the YOUNG ROSE BUSH (H).Pull the lever (I), place the arrows and release (J).Go forward.Play the puzzle (H).Pull the lever (I), place the arrows and release (J).Pull the lever (I), place the arrows and release (J).Pull the lever (I), place the arrows and release (J).Pull the lever (I), place the arrows are puzzle (J).Pull the puzz (L).Go forward.Take the FISH HOOK (M).Touch the HARPY CLAW, receive a SHOELACE and HARPY CLAW.Place the HARPY CLAW (N).Take the TOWER TILE (P).Return to Anvil Peak.Speak to the Blacksmith (Q).Return to the Druid Village.Open the door (R), go right.Take Manuscripts 17/28 (S). Uncover and take the SCRAPER (T). Take the FISHING ROD (U). Remove the boards, take the FISHING ROD (Z). Select the snapshot (A).Receive a CAMERA.Return to the Ancient Graveyard.Use the SCRAPER (B) for a DYE SET.Return to Leprochs House.Place the DYE SET (C).Use the WRENCH (D).Take the FLASK FOR WHITE PAINT (F), receive FLASK OF CHALK DUST.Take the LEVER (G).Return to the Elders House.Move the carpet.Place, then select the LEVER (H).Take the METAL BRUSH (I).Go down, then right.Place the FAN.Select the bowl.Place the FAN.Select the bowl.Place the FAN.Select the SOUT.Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). Use the FAN.Select the Source and WET BOWL (J). 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I have to find it.Place the STONE SLAB (U).Climb down the well. Take Manuscripts 18/28 (V). Touch the stones (W). Take STEP 1/4 (X).Go forward.Take Manuscripts 19/28 (Y).Use the WRENCH (Z).Remove the nut.Play the puzzle (A), receive BLESSED WATER.I found Fiora's doll. I think I'd better return it to its owner. She'll be so happy.Use the KNIFE thrice (B), for SUNFLOWERS.Take the DOLL (C).Touch the DOLL for a PEDAL-KEY and FIORAS DOLL.Place and select the PEDAL-KEY (D).Go left.Speak to the woman (E), receive a MAGIC HAMMER.Take Manuscripts 20/28 (F).Take the FLASK FOR SUNFLOWER OIL (I) and note and diagram (J).Return to the Hanging Gardens.Use the SHOVEL.Take the CLAY and BALLISTA TILE (K).Go forward.Give (L) FIORAS DOLL, receive BLACKSMITHS PINCERS. Return to Anvil Peak. Touch the CLAY FORM (N), insert the wire (O) and select the form. Touch the bellows thrice (P). Select the crucible (O). Use the BLACKSMITHS PINCERS (R) for a NIPPER WITH A CAST.Remove the snow.Place the NIPPER WITH A CAST (S).Take the PLIERS (T).Use the HAMMER (U).Take the GOLDEN CLAW CASTING.Place the GOLDEN CLAW CASTING. (V).Use the HAMMER.Take a GOLDEN CLAW (W).Combine the GOLDEN CLAW with the SHOELACE for a GOLDEN HARPY CLAW.Return to the Tavern.Place the SUNFLOWER OIL.Return to Leprochs House.Place the FLASK OF CHALK DUST and the FLASK OF SOOT (D).Add the SUNFLOWER OIL.Place the DYE SET (D1).Make the paints you need by mixing the ones you have.Walkthrough (D1): (1-BL×2)-(2-BL,R)-(3-BL,W)-(4-BL,Y)-(5-R×2)-(6-R,Y)-(7-R,BK)-(8-Y×2)-(9-BK×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W×2)-(10-W (I).Return to Leprochs House.Touch the PAPER CLIP 4 times for an UNBENT PAPER CLIP.Use the UNBENT PAPER CLIP (I).Take the FIRE HOSE and FLINT STONE (K).Return to the Island of Exile.Combine the LEMON and KNIFE for a HALF A LEMON.Use HALF A LEMON.Use HALF A LEMON.Use the UNBENT PAPER CLIP 4 times for an UNBENT PAPER CLIP (I).Take the FIRE HOSE and FLINT STONE (K).Return to the Island of Exile.Combine the LEMON and KNIFE for a HALF A LEMON.Use HALF A LEMON.Use HALF A LEMON.Use the UNBENT PAPER CLIP (I).Take the FIRE HOSE and FLINT STONE (K).Return to the Island of Exile.Combine the LEMON and KNIFE for a HALF A LEMON.Use HALF A LEMON FIRE HOSE (O).Select (P-Q).Touch (R).Take the BUTTON (@).Select the rose (T), take ROSE PETALS.Place the PAINT SET and BRUSH (U).Paint all parts of the statue the right color.Walkthrough (U1).Take the TNT (V).Return to the Island of Exile.Braeloff left me complete instructions on how to forge an amulet for the Harpy. Unfortunately I have to do it myself.Place the TNT (W).Use the FLINT STONE (X) and KNIFE.Go forward.Take MAARONS STAFF (Y).Return to the Elders House.Give MAARONS STAFF (Z), receive a DRAGON FIGURINE.Return to the Cave.Place the DRAGON FIGURINE (A).Rotate the disks so that all the beams are lit.Walkthrough (B).Go forward.Play the puzzle (C) for a CAULDRON.Go left.Use the KNIFE (D).Touch (F).Take the LONG LOG (L).Go down twice and forward.Place the CAULDRON of a CAULDRON of WATER (M).Climb the steps.Place the rocks 1-2-3 (N).Take the SILK HEADSCARF and STEP 3/4 (O).Return to Anvil Peak.Place the BUTTON (P).Play the melody by tapping the hammers in the correct order.Walkthrough (P1): 5-3-7-2-4-6-1.Fiora mentioned she that she has seen how the Harpy used Maarons' Stuff with the Cube. I have to find the staff. Take the ANVIL TILE and SNOW SHOES (Q). Return to the Volcanic Crater. Place the STEPS 4/4 (S). Return to the Fishermans Hut. Place the STEPS 4/4 (T). Play the puzzle (U) for a MECHANICAL EYE. Return to the Arena. Take SOLIDUSS CURSED KNUCKLES (V), the CURSED MINOTAUR AMULET (W) and GOLD MASK (A). Take the GLUE FORMULA EYE and the GLUE FORMULA (F).Return to the Fishermans Hut.I've beaten the Harpy, freed Fiora and found the staff! I have to tell Maaron.Speak to the woman (G), receive SCISSORS for HORSES MANE 1/3, 2/3, 3/3 (H-I-J).Return to the Hanging Gardens.Place the LONG LOG (K).Use the KNIFE to get CORKWOOD BARK (L).Return to the Fishermans Hut.Give HORSES MANE 3/3 and CORKWOOD BARK (M).Receive an AXIS PIN.Go down.Place the AXIS PIN.Go down.Place the BROKEN MILLSTONE DISK (P) and WOODEN BOARDS (Q).Return to Anvil Peak.In order to find a way to get rid of the curse, Maaron needs a certain Book of Spells. I have to find it and bring it to him. Give the BROKEN MILLSTONE DISK (R), receive a CHISEL. Return to the Plains of the Dead. Open and select the PACKAGE OF NYLON STOCKINGS and KNIFE for a HOMEMADE LEVER. Place the HOMEMADE LEVER (S). Select twice. Take the HOOKS BLADE (T).Use the CHISEL and HAMMER, take a HORSESHOE (U).Return to Anvil Peak.Place the HOOKS BLADE and HAMMER for a HOOK.Place the HOOK, take a POLE HOOK (W).Go down.Use the POLE HOOK for a GLOVE and PIECE OF A GLOBE (X).Combine the MAGNETIZED HORSESHOE and GLOVE for an ENCHANTED HORSESHOE WITH GLOVE.Use the ENCHANTED HORSESHOE GLOVE for a CHAIN-MAIL FISH (Y).Return to Anvil Peak.People say the Castle is located deep in the Underground Caverns. I have to find someone who knows the area well.Give the CHAIN-MAIL FISH (Z).Receive a FIXED MILLSTONE DISK.Return to the Schooner Wreckage.Untie the FLASK for a note and FLASK FOR ELIXIR (A), receive a FLASK OF LAKE WATER.Go down twice.Place the FLASK FOR ELIXIR (A), receive a FLASK for an ELIXIR OF WATERBREATHING. (D). Take the PIRATE HOOK (G). Using an ordinary net, which Sandra can make for me, I have to make a golden one, using the cursed golden mask. Take the BOTTLE WITH A LETTER (H).Open and take the FISH (I).Unlatch and place the PIECE OF A GLOBE (J).Select (K).Rotate the disks to restore the map.Walkthrough (K1).Take the FISH, use the KNIFE, take FISH SCALES (M).Place and select the GLUE FORMULA (N).Place the CAULDRON OF WATER.Add the FISH SCALES (O).Stir (P).Add the FISHING NET for a GLUE-COVERED NET.Go down.Place the GLUE-COVERED NET (S). Take a CURSED NET.Return to the Underground Lake.I have to prepare fish-scale glue while Sandra is working on

her net.Place the CURSED NET (T).Go left.Select (U-V).Select (W) and use the KNIFE.Use the HAMMER (W1), take the STACKING TOY (X).Move the disks one by one from the central rod to a rod on the side.You can't place a bigger one on top of a smaller one.Walkthrough (X1): (1-A)-(2-C)-(1-C)-(3-A)-(1-B)-(2-A)-(1-A)-(4-C)-(1-C)-(2-B).(1-B)-(2-A)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(1-A)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C)-(2-C) A).(1-A)-(4-C)-(1-C)-(2-B)-(1-C)-(2-B)-(1-C)-(2-C)-(1-C).Take the KEY PART (Y).Touch (Z1-Z2).Go forward.Grab the WOOD SAW (A).Take the STONE TILE (B).Take the STONE TILE (C).Take the STONE TILE (C). Entrance.Combine both KEY PARTS for a KEY.I have to blow the horn to get the Minotaur out of his lair. But before I do, I have to swap out the old bellows with new ones.Place and select the KEY (I). Take ATLASS ARM (I). Return to the Castle of Madness.Place each ENERGY BALL (M-N).Select (O).Move the steps to connect the first to the last.Walkthrough (O1).Take a DIAMOND KEY from ATLASS ARMS (P).Go forward.Take (Q), then place the PIECE OF PATTERN (R).Take the INK FORMULA (U).Touch (V).Take the EVERLASTING MATCH (W).Touch (X).Take the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (C).Connect the dots in the correct order.Walkthrough (E): 1×2-2×10-3×6.Place the LIPSTICK (E): 1×2-2×10-3×6.Place the Manuscripts 25/28 (H).Grab the SPOON (I) and STONE BLOCK (J).Return to the Tree of Life.Place the STONE BLOCK (K).Take the EGG (M).Use the SPOON for a BOILED EGG.Go forward and right.Select (N).Place the EVERLASTING MATCH and BOILED EGG (0).Take the CRYSTAL PYRAMID (P).Go left.Place the CRYSTAL PYRAMID and CURSED MINOTAUR AMULET (Q).Take the HAND WHEEL KEY (R).Place the HAND WHEEL KEY (R).Place the HAND WHEEL KEY (R).Place the CRYSTAL PYRAMID and CURSED MINOTAUR AMULET (Q).Take the HAND WHEEL KEY (R).Place the CRYSTAL PYRAMID (P).Go left.Place the HAND WHEEL KEY (R).Place the HAND WH COLOGNE (W).Select (X).Walkthrough: 1-3-5-4-2.Play the puzzle (Y), receive an EMPTY CARTRIDGE.Return to the Island of Exile.Use the METAL SAW. (A).Take the CUBE TILE and KEY (B).Return to the Island of Exile.Use the KEY (C).Take the CORKSCREW and LEATHER ROLL (D).Combine the BOTTLE WITH A LETTER and CORKSCREW.Receive an EMPTY BOTTLE and NOTE.Return to the Hanging Garden.Place the NOTE (E).Return to the Schooner Wreckage.Walkthrough (F).1-2-3-4-5.Take the TRACING PAPER (G).Return to Anvil Peak.Give the LEATHER ROLL and SUNGLASSES (H), receive a SLIDING BOLT KEY.Place and select the SLIDING BOLT KEY (I). Take the BELLOWS (J). Return to the Fishermans Hut.Place the DIAMONDS (L). Return to Leprochs House. Take the FLASK OF BLACK PAINT (M). Return to the Tavern. Place the DIAMONDS (L). Return to the Tavern. Place the DIAMONDS (L). Return to the Fishermans Hut.Place the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (L). Return to the Fishermans Hut.Place the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, then out. Take the DIAMONDS (K). Slide the drawer in, the drawer i WINE.Place the INK FORMULA (P), FLASK OF BLACK PAINT (Q), BOTTLE OF WINE (R) and BOTTLE OF COLOGNE (S).Follow the recipe and measure out the required quantity of ingredients.Walkthrough (T1-T2-T3).Take the INK INGREDIENTS (U).Return to the Labyrinth.Combine the EMPTY CARTRIDGE and INK INGREDIENTS for a CARTRIDGE.Place the CARTRIDGE (V) and select, take the KEY.Place the KEY.Place the KEY.Place the TRACING PAPER (X).Return to the Volcanic Cavern.Place the TRACING PAPER (X).Return to the Room o Insanity.Select (C).Walkthrough (D).Place the AIR ELEMENT (E).Select twice (F).Take the VACUUM CONTAINER.Return to the Sunken Hull.Place the VACUUM CONTAINER (G), receive CONES OF PARALYSIS.Return to the Safe.Give the DIAMONDS and PEARL (J), receive a WHISTLE.Remove (K).Place the BULL-HEAD KEY (O).Place, then select the bellows, receive a LEVER.Select the bellows.Place, then select the BULL-HEAD KEY (O).Place, then select the bellows.Place, then select the BULL-HEAD KEY (O).Place, then select the bellows.Place the BULL-HEAD KEY (O).Place, then select the bellows.Place, then select the BULL-HEAD KEY (O).Place, then select the bellows.Place the BULL-HEAD KEY (O).Place the BULL-HEAD KEY (O).Pla TRIDENT (S). Take the JUG OF WATER (T), use the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the TILES (W). Move the tiles to get the correct equation. Walkthrough (X). Go right. Turn the page. Take the CASKET BUTTON (Y). Return to the tiles to get the correct equation. Walkthrough (X). Return to the tiles to get the correct equation. Walkthrough (X). Return to the tiles to get the correct equation. Walkthrough (X). Return twice.Find identical feathers on the left and right wings.Walkthrough (B1).Place the DISK KNIFE (E).Play the puzzle (F) for a BENCH PIECE.Go down twice.Use the BENCH PIECE (G).Take METALWORKING SCISSORS (H).Return to the Minotaurs Lair.Yudzhit asked me to get him a pearl for the piece, and also sort out some diamonds that have gotten mixed in with some grains. Use the METALWORKING SCISSORS. Select (L). Braeloff agreed to give me his bellows in exchange for new sunglasses and a piece of leather. I have to find what he's asking for.Place the PIECE OF THE PATTERN (M) and open.Take the EMPTY BEAKER (N).Uncover and take Manuscripts are located in the Great Library. He asked me to bring them to him.Give the KEEPERS MANUSCRIPT (Q).Return to the Minotaurs Lair.Place the ROSE PETALS.Uncover and take the CURSED BULL RING (R). The book riddle is missing some of its books. According to Yudzhit, the Minotaur took them. I need to see if that's the case.Pull the lever (S). Use the HAMMER (T). Take the SIGNET RING. Return to the Cave.Place the PIECE OF THE STATUE (U).Place and select the SAPPHIRE, RUBY and EMERALD (Z).Take the SAPPHIRE and RUBY (W).Select (C).Arrange the skulls so that they are all looking toward the center.Walkthrough (C1-C2): (F-A)-(C-F)-(B-G)-(C-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-D)-(E-(H), then take the BOOKS (I).Return to the Great Library.Place the BOOKS (J).Press the buttons with the numbers that are skipped on the shelf.Walkthrough (K): 4-12-17.Play the puzzle (L) for a SPELL BOOK.Select (M).Take the HANGING BUCKET (N).Go down.To get all of the gold back into the chest, I have to be sure that Leproch Conn didn't hide any of the gold somewhere when he moved the chest out of the Arena. Guess what? Only Leproch Conn knows for sure. Select (O). Place the JUG OF WATER (P). Take the ROPE LADDER (Q). Return to the Underground Lake, Use the BROOM (T). Break the SWITCH and DRAGON-EGG SHELLS (U). Return to the Crossroads. Place and select the LEVER (V). Place the KNIFE. Uncover to place and select the SWITCH (Y). Return to Anvil Peak. Use the HANGING BUCKET for a HALF-ECLIPSE TILE (X). Use the KNIFE. Uncover to place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return to Anvil Peak. Use the KNIFE. Uncover to place and select the SWITCH (Y). Return to Anvil Peak. Use the KNIFE. Uncover to place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return to Anvil Peak. Use the KNIFE. Uncover to place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). 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Place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return to the Crossroads. Place and select the SWITCH (Y). Return (Z).Return to the Great Library.Place the HALF-ECLIPSE TILE and FULL-ECLIPSE TILE (A).Move the tiles into the correct order.Walkthrough (B1-B2).Select (C).Return to Anvil Peak.Go left.Play the puzzle (D), receive a CROWN PIECE.Take the CROW FIGURINE and FATHER FIGURINE (G). Touch (H). Take the TREE OF LIFE FRUIT (I). Return to the Elders House. Place the EMPTY BEAKER for NYMPHS TEARS (J). Place the ELIXIR OF ANIMATION FORMULA (1), DRAGON-EGG SHELLS (2) and TREE OF LIFE FRUIT (3). Crush, then place (4) the DRAGON-EGG SHELLS. Place the NYMPHS TEARS (4).Use the KNIFE (3).Place the TREE OF LIFE FRUIT (4).Cap then take the ELIXIR OF ANIMATION (K).Return to Leprochs Tomb.Use the ELIXIR OF ANIMATION (L), receive a KEY.Use the ELIXIR OF ANIMATION (L), receive a KE SCEPTER (Q).Return to the CURSED KEY (R).Receive CHEST OF GOLD 2/9.Open and take the HANDLE (V).Touch (W), take the DICE (X).Return to the Elders House.Place the CURSED SCEPTER (Y).Take the GLASS PUNCHCARD (Z).Take (Y) for CHEST OF GOLD 3/9.Return to the Great Library.Place and select the HANDLE (A).Take the SPRING (B).Place the SPRING (B).Place the SPRING (B).Place the SPRING (C).Select (I) and take the PLANK (J).Go forward.Combine the CROWN PIECE and the CROWN PART for a CROWN.Place the STONE TABLET (L).Combine table t (0).Return to The Safe.Use the SPREADING TOOL (P).Select thrice (Q).Take the LENS (R).Return to the Harpys Nest.Place the DICE (U).Roll the dice to win the game.Walkthrough are random (V).Take the RATCHET STRAP (W).Take CHEST OF GOLD 5/9 (X).Return to the Ruined Temple.Place and select the RATCHET STRAP (Y).Select (Z).Place the PLANK (A).Move the strips so that their symbols match. You've seen the correct pairs before.Walkthrough (A1).Take the SANCTUARY TILE (B).Return to the Lower Island.Use the WOOD SAW (C), select for a WOOD-NETWORK TILE.Place the ANVIL BALLISTA, METRONOME, CUBE, TOWER, SANCTUARY and WOOD-NETWORK TILES (D). Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 7/9 (F). Go down the well. Take the CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Arena. Place the CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Arena. Place the CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the Hills. Use the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return to the HAMMER. Take CHEST OF GOLD 8/9 (E). Return take CHEST OF GOLD 8/9 (E). Return take C GOLD 9/9 (I).Receive a TILE.Open (J) and place the TILE (K).Find the pairs.Walkthrough (L).Take the KEY (N).Take the POLE AXE (O). Use the POLE AXE (O). U themed games mix a family-friendly story with hidden objects and puzzle-solving elements. In the series' third installment, The Golden Curse, Susan returns to the Lost Lands after a number of terrible beasts are unleashed. She must first return the lands to their peaceful state, before returning home. This is no easy matter, so if you're struggling with spotting any of the objects or working out any of the puzzle solutions, read on below for our Lost Lands 3 Golden Curse walkthrough. If you just need help for one specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the game, you can use the table of contents below to navigate to the specific puzzle or chapter in the table of contents below to navigate to table of contents below to navigate to table of contents below to navigate to table of contents b Both easy and normal modes have a tutorial, while on-screen sparkles on your map will show locations, active areas and objectives, hidden object scenes, and collectibles. Hints and Puzzle Skip will recharge in 15 and 30 seconds respectively, with this happening twice as slowly in normal mode. Hard mode removes the tutorial and all in-game sparkles, while hints and fast-skip timers take twice as long again to recharge. Image by Pro Game Guides Once you've watched the introductory scene, and if you skip the tutorial, click the branches covering the middle of the screen three times and collect the Notebook, then click them once more to reveal the first main screen. Pick up the Hammer Handle (1a), then get a close-up of the bridge (1b). Grab the Manuscript on the bottom left of the close-up, then the Hammer Head that was underneath it. Connect the two hammer pieces in your inventory to get the Hammer Head that was underneath it. aside. Use your hammer on the planks that were behind the banner to get some Nails, then click on the Planks to collect them too. Take the knife and use the planks on the gap to lay them down, add the nails, then use the hammer to fix the bridge. You can now head across the bridge, so do so. Image by Pro Game Guides After speaking to the girl (Fiora) stuck in the well, click the wooden trough (2a) to collect the Manuscript and the Xylophone Hammer underneath it. Next, get a close-up of the lone horse (2b) and use the knife to cut free the Rope with Hook. Attach it to the horse saddle by clicking the metal stud at the back, then look at the well (2c). Attach the rope hook to the winding device by clicking the hook, then go back to the horse and click it on the well. Clicking the well again will start a cut scene with the girl. Afterward, she'll give you some Sheet Music. Click back on the well and click the child's drawing. Underneath it, you'll find a second Xylophone Hammer, while there is also Half a Pair of Clippers in the well's bucket to collect. Return to the first scene, click the doors (1e) to view your first puzzle. Add the three Xylophone Hammers and the Sheet Music to begin. Simply follow the code on the sheet music (74251364), with the leftmost note being number 1, to open the door. Click the girl's grandfather, Maaron (in the center of the screen), for a short cutscene. Afterward, collect the following items: The barrel (3a): Bloody Spear The fountain (3b): Map Fragment Doorway (3c), after clicking the debris several times: Manuscript and Brackets. Barn door (3d): Half a Pair of Clippers in your inventory to make Clippers. Click back on the fountain and then on the metal plaque at its base. Add the brackets to it to begin a puzzle. You need to place the brackets so that a ball drops from the top into each of the four holes at the bottom. Work from left to right, dropping a ball once you have its path lined up. There are unlimited balls, so don't panic. Once completed, the fountain is fixed. Image by Pro Game Guides Go back to the well and use your fixed Clippers on the chain and then pick up the Bucket. Go back to the fountain, fill the bucket with water, then take it back and use the Bucket with Water on the wooden trough. The horses move from the pickaxe lodged in the stone (4b) twice to get a Broken Pickaxe. Use the Hammer on the broken pickaxe to remove the wood in it, then use your pickaxe handle on the broken pickaxe. Finally, use the hammer on it again to get the Pickaxe. Image by Pro Game Guides Select the tent (4c) and complete the simple hidden objects puzzle to receive the Ointment. Click the broken chariot (4d) to get a Stone Feather. Now click the glowing gateway in the background to move forward to the graveyard at the base of the mountain in the Dark Lands. Click the flowers (5b) and pick up the Garden Sheers, then click the dead flowers to remove them, leaving a hole. Move forward by clicking on the mountain. Image by Pro Game Guides Click the columns (6a) and take the Spearhead, then use your pickaxe on the green crystals (6b) to get Volcanic Crystal. This also causes a chest and a crowbar to drop from the ceiling. Pick up the Crowbar (now below the crystals) and click the glow in the background to move to the next area, the Volcanic Crater. Click on the path (7a) for a close-up and pick up the Lever. Click the trebuchet's firing mechanism on the same screen. Image by Pro Game Guides Put the cannonball in the ammo pouch and pull the lever, firing the trebuchet. It hits the rock above, which falls down and gives you a way across to the Arena Entrance. Before you do, click the base of the water tower (7c) for a close-up. Then click the broken plaster at its base that shows the brickwork underneath and complete the simple jigsaw puzzle to reveal three symbols (looking like BXA). Now head up the path to the arena entrance. Image by Pro Game Guides Grab the top-left entrance (8c) and pick up the Clamp and Bandage. Click the weapon rack and get the Two-pronged Spear, then use your old spearhead on the tall spear still on the rack to make and then collect a second one. Go right back to the Hills in Druid Valley (remember you can fast-travel using the map, via the compass in the bottom right of the screen). Click the hedge (2e) and use the Garden Shears to collect a Blackthorn Twig and some Blackthorn Berries. Move to the Plains of the Dead and select the dead soldier (3e), using the twig to scare away the bird. With it gone, you can collect the Mechanical Eye from the helmet. Head to Druid Village. Image by Pro Game Guides Click the door of the Relic Repository (3f) and use the crowbar to remove the bolt. the door, which opens it. Enter the repository and select the bottom of the stairs (9a) to get a Manuscript and a Mouse. Now click the table (9b), then click the piece of parchment to find the Bloody Antidote recipe. Pick up the Flask and go back to the volcanic cavern. Click the snake (6c), place the Cage Trap on the ground in the close-up, and put the mouse inside. The snake will go for the mouse, capturing it inside. Place the flask on the rock by the cage in the close-up, then use the clamp on the snake in the cage. Grab the flask again, which now contains Viper Venom. Return to the Repository, focus on the table, and put the antidote on the table. Add the berries, then the venom, and finally the bloodied spearhead. Take the completed Potion. Go outside and click on the injured druid. Add the potion to the image, then click it again to apply it to his arm. Finally, take the Key from his hand. Head back into the Repository and use the key on the book at the bottom of the stairs (9b), taking your third Stone Feather from inside. Fast travel to the arena entrance and use the two belts to fix the ladder (8b). Click the central upper area (8d) and take the Manuscript, which causes the gate to lower. Select the arena again, click the rising system, and Fiora will hold it in place. Click the portcullis (8e) for a close-up, then use the two spears to hold it in place. Move through the portcullis and into the arena. Image by Pro Game Guides Click the marked stone (10a) for a close-up, then again to move it and collect a Map Fragment and read a section of a book explaining the columns in the volcanic cavern. Click the patch of damaged ground (10b) to get the Chewing Gum, then the top of the gold pedestal (10c) for a Manuscript and (beneath it) a Battery. Use the chewing gum to get the completed Map. Go to the volcanic cavern, select the columns (6a), and use the map on them to get a cutscene. Image by Pro Game Guides Take the Jerrycan to fill it up. Replace the lid, pull the red lever a few times (bottom left of the close-up), and the room will light up. Examine the bed (11c), on the corner of the mattress, to get a Stone Figure. Click the chair (11g) and use your knife to cut the string on the newspapers. Examine the top paper, and once you've looked at it, you'll find a Key underneath. Click the shelves at the back of the room (11d) to begin a simple item-matching puzzle, after which you'll receive your fourth Stone Feather. Image by Pro Game Guides Get a close-up of the row of vials (11e), then use the key to open the wooden panel and get the Puzzle Pieces. Click the panel on the stone wall at the back of the room (11f) for a close-up of a simple puzzle, using the symbols you found earlier in the volcanic crater. puzzle. Use the pieces to make a complete woven pattern, as pictured below. Move through the new doorway into Leproch's Tomb. Click the torch on, and you'll have a fully lit tomb. Image by Pro Game Guides Image by Pro Game Guides Get a close-up of the tomb itself (12a) and take the Medalion Piece underneath. Take the other Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the Medalion Piece from the petrified explorer (12b), then complete the stolen gold coin. Enter the Repository and click the hourglass (9c) a couple of times, until it gets stuck. Select it again for a close-up and click the base to find a puzzle. Add your medallions in a particular order to make them all shine inwards. The easiest way is: bottom right, top left, bottom left middle right, middle left, bottom right. Once complete, you'll get the final Stone Feather. Go to the ancient graveyard and select the winged statue (5c). Add the stone feathers to open the tomb, then click on it for a close-up and add your Stone Figurine, plus the one already there, to find a Mask. Take it to the Repository and use it on the doors at the top of the stairs (9d). Get a close-up of the now-open cupboard and complete the simple hidden objects puzzle (if you're stuck near the end, look at the blue gem) to get the Gloves. You can now head to the arena and safely collect the Coin (10b), after which you'll get a cut scene. Image by Pro Game Guides Return to the druid village and click the doors at the back (3c, which has now been cleared) for another cut scene. Try again afterward to enter the Elder's House and talk to Maaron. Click the carpet (13a) to reveal a trapdoor that's missing a lever key. Select the throne (13b) to get an Oilcan and see a golden scepter is missing. Now get a close-up of the pedestal (13c) to get a Manuscript and a Candle. There is also Nail Polish Remover to take on the alchemy table (13d). Return to the Repository and use the candle on the table (9b) to get a Burning Candle. Click the tapestry (9e) to remove it and use the burning candle to reveal a Powder Flask (take it). Push the candle further to reveal and then take a Human Figurine. Go to the forest and look at the portal (1d). Use the human figurine on the central floating stone to start a puzzle. Move the figurine to the top, then watch the cut scene. You now have access to the Floating Islands! Image by Pro Game Guides Arriving on Lower Island, pick up the Figurine (1a), then take the Manuscript from the tree (1b). Get a close-up of the swing (1c), then click it again to fix it. Once fixed, click it again to swing it and it will knock the axe out of the tree. Pick the floor by the metal disc (1d). Go close-up on the stone tablet (1e) and click it again to clear the leaves, revealing several parts are missing. Now click the drawbridge in the distance (1f) and try the bolt, to find it has gone rusty. Use the oilcan to fix it, and use it again (twice), to see an item that is just out of your grasp. Related: On Thin Ice Walkthrough Guide (Chapters 1-4) Image by Pro Game Guides Head to Druid Village, click the wood stump (2a), then click the log to place it on the cutting stump. Use the axe on the wood twice and when it splits, put the wood back and cut it again. Pick up the Firewood. Now select the windsock in your inventory and click the red section, which turns it into a Net. Image by Pro Game Guides Back at Lower Island, use the net on the drawbridge (1f) to get the Stamp. Move to the volcanic crater and select the stone face on the right (3a). Add the stamp to the gap between the eyes to open a cave, taking a Manuscript and the Core of Flames. Go to Lower Island and put the Core of Flames in the hole with the metal disc (1d). While in the close-up, click the back of the cart so that it drops its contents and fills the hole. The chain breaks, dropping the drawbridge and giving you access to the next area. Image by Pro Game Guides At the Crossroads, pick up the Manuscript (4a) and the Broken Blades underneath. Open the post box (4b), read the note, and take the Rope. Use the nail polish on the rope in your inventory to create an Alcohol-soaked Rope. Click the signpost (4c) and take the Metronome Tile and the Tweezers on the lock to open it. Take the Firecracker from inside. Image by Pro Game Guides Go to the Plains of the Dead and add the flask of powder to the cannon with the firecracker. Click the rock in the background (6c) and move the rope fuse into the lava there and watch the cutscene. Go forward to the crossroads, click the post box (4b) once more, and find your gift from Braeloff, the Device Part. Image by Pro Game Guides Select the building to the right (4d), get a close-up of the puzzle, and add the device part to start it. Each of the three cogs can be turned by clicking them. If you follow these moves from the start position, you'll get the result that opens the door: Right, left x3, middle, right, Guides After the cutscene with Braeloff, click the shed (7a) and take the Pole Hook, then click the back of the close-up to see a tile just out of reach. Give Braeloff (7b) the broken blades and he'll tell you he needs some coal before he can fix them. Head to Leproch's Tomb and use the pole hook on the rock (8a) to get a Piece of Coal. Return to Anvil Peak, give the cola to Braeloff, and he'll give you the Blades. Return to the Crossroads and add the blades to the generator (4e), opening the route to the next floating island. Image by Pro Game Guides Related: Lost Lands 8 - Bonus Chapter Walkthrough & Solutions Go along the new path to the Hanging Gardens and click the top of the waterfall (9a) Complete the simple item-matching puzzle and collect the Mother Figurine (a common place to get stuck here is not realizing you can use the crutch on the guttering in the top left of the screen). While still at the Hanging Gardens, collect the Young Rose Bush (9b), then get a close-up of the ballista (9c). Pull back the string, load it with the four spears, then click the firing mechanism once more to create a bridge to the next island. Image by Pro Game Guides Head across the new bridge to the Island of Exile, where you find Fiora trapped in a cage (10a). Click her to trigger a cutscene, after which she'll give you a Harpy Claw. Examine it in your inventory, removing and collecting the Shoelace it was tied on. Click the background (10b) to move forward to the Harpy's Nest. Image by Pro Game Guides Click the pieces of the column on the right (11a) one by one from the top, until you can get the Manuscript and the Close-up claw on the wooden disc in the close-up claw on the wooden disc in the close-up claw on the right (11a) one by one from the top, until you can get the Manuscript and the Tower Tile underneath. Click the thorn-covered stone (11b) and use the harpy claw on the wooden disc in the close-up claw on the wooden disc in the close-up claw on the right (11a) one by one from the top, until you can get the Manuscript and the Tower Tile underneath. to reveal (and take) the Lemon. Use your knife on the lemon in your inventory to get Half a Lemon. Next, select the mirror (11c) and take the Fishhook. Image by Pro Game Guides Move to the Island of Exile and click the hanging metal cube (10c). Use the lemon on the acid to find a Gear. Click the winding mechanism (10d) to get a Manuscript, then add the cog to the mechanism. Click the fixed mechanism and it will drop the metal cube to the ground. Move back to Anvil Peak and talk to Braeloff, who asks you to find his hammer. Image by Pro Game Guides Go to Druid Village and enter the now-available building (the Tavern) on the right (2c). Once inside collect the Manuscript on the floor (12a), then clear the boards in the hole to find the Scraper. Get a close-up of the huge, overturned dish (12b) and click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the Fan. Click the barrel boards in the top left of the close-up to get the fan. Click the barrel boards in the top left of the close-up to get the fan. Click the barrel boards in the top left of the close-up to get the fan. Click the barrel boards in the top left of the close-up to get the fan. Click the barrel boards in the top left of the close-up to get the fan. Click the barrel boards in the top left of the close-up to get the fan. Click the barrel boards in the top left of the click the barrel boards in the click the barrel boards in the click the barrel boards in the click the click the barrel boards in the Image by Pro Game Guides Select the huge wine barrel at the back of the room (12c) and get the Fishing Rod, then select the rod in your inventory. Click it to release the line, then add your fishing hook. Get a close-up of the flames going Click the bowl once more to remove it from the flames. There's soot on the bottom, but you don't have a way to collect it yet. Image by Pro Game Guides Move to the close-up, a camera will drop down just out of reach. Use your fishing rod to get the Camera. Head to the ancient graveyard and select the hobbit grave with the dead flowers (14a). Plant your young rose bush. Click the dwarf statue (14b) and use your scraper to remove the paints, which gets you the Dye Set. Image by Pro Game Guides Now go to Leproch's house and select the paints (15a). Use the dye set on the glass beakers at the top of the close-up, then use the wrench on the contraptions underneath. You can then collect the two flasks on the right, one each for Black Paint. Image by Pro Game Guides Move to Lower Island and click the base of the cart (16a), then use the white paint flask to get a Flask of Chalk Dust. This uncovers a Lever, so pick that up too. Go to the elder's house and use the lever on the trap door (17a, below), which will open to reveal a Metal Brush. Go to the tavern and use the black paint flask on the overturned bowl, along with the metal brush, to get a Flask of Soot. While here, use the camera to take and receive a Picture of a Little Man drawn on the side of the cauldron in the same close-up. Image by Pro Game Guides Go to the Isle of Exile and click the hanging mannequin on the left (10e), then add the photo, vou took to the top of the close-up to begin a puzzle. To make the mannequin mimic the photo, click the ropes until they match the photo. When you get it right, the center will open to reveal a Metal Wing. Image by Pro Game Guides Take it to the Relic Repository and use it on the hanging bird (5b). Click the bird again to activate it, which makes it drop a Key. Use the key to open the glass case (5c), take the Stone Slab and read the note inside. Move to the hills, select the well, then add the stone slab in the close-up. You now have access to the Dungeon! Image by Pro Game Guides After the cut scene that begins as you descend the well, you'll find yourself in the Cave. Collect the Manuscript on the floor (1a), then use the device underneath to let the water through. Look at the tub next to it (1b) to get a Step. Leave the cave by the back exit, up the waterfall, and head into the Underground Oasis. Image by Pro Game Guides Collect a Manuscript from the post (2a), then use your wrench on the bolt behind to knock the post over. Click the cave at the top of the fallen post (2b) to enter a simple missing objects puzzle. Once complete, you'll receive the Blessed Water. Click the door (2c) for a close-up and collect the Doll. Examine the doll to find a Pedal Key and get Fiora's Doll back. Use the pedal key to open the door. Click the waterfall (2d) and use your knife to collect three Sunflowers. Image by Pro Game Guides Go through the door (2c) and enter the Fisherman's Hut. After a brief cutscene, you'll receive the Magic Hammer Braeloff is after. Click the ledge behind the dog (3a) to get a Manuscript and your second Step. Also click the stove (3b) to get the Flask for Sunflower Oil. Image by Pro Game Guides Move up to the Tree of Life. Click the treehouse (4a) to take a third Step and a Silk Headscarf, then use the headscarf on the close-up. place the mother figurine on the left of the central orb. Image by Pro Game Guides Go back to the ancient graveyard in the Dark Lands and use the rose grow (5a). Go back to a close-up of the flowering rose, click it, then pick up the Rose Petals that fall. Then click on the hobbit statue itself (5b), where its hat has now opened to allow you to take a Button. Image by Pro Game Guides Move on to Leproch's house, where you can add your now-full flasks to the paint machine (6a). Then head to the tavern and use the sunflower Oil. Image by Pro Game Guides Next, head back to Anvil's Peak to find Braeloff has disappeared. Click the melting pot. Image by Pro Game Guides Leave it for now and move to the hanging control the melting pot. Image by Pro Game Guides Leave it for now and move to the hanging control the melting pot. gardens. Click the mud on the right (9a) to get some Clay by using your shovel. Also, pick up the revealed Ballista Tile. Move to the Island of Exile and give Fiora (10a) her doll, who will then give you the Blacksmith's Pincers after a cutscene. Head to Lower Island where you can add the Metronome Tile, Tower Tile, and Ballista Tile to the stone tablet (11a) if you haven't already. Image by Pro Game Guides Go to Anvil Peak once more and, in your inventory, select the clay and click it to make it smooth, then add the harpy claw to get a Clay Form. Select the fire pit (8c) and use the clay form on the melting hot coals to place it by the fire. Use the now clickable metal pin that's next to the placed clay form on the form, then click the form to move it onto the hot coals to bake it. Click the melting pot to pour the melted coin into the clay form, then add the button to the chest keypad. This triggers a sound-matching puzzle (the solution is 5, 3, 7, 2, 4, 6, 1). Click back on the chest, along with the Snowshoes. Select the golden claw casting in your inventory and use the pliers to remove the pin, giving you the Golden Claw Casting back. Get a close-up of the anvil (8a), place the casting on it, use the magic hammer on the casting on it, use the magic hammer on the casting by Pro Game Guides Briefly pop to Lower Island to add the Anvil Tile to the stone slab, then move to Leproch's house. In the paints you need. To make them, select the appropriately colored beaker from the rack at the top, place in the right paints by placing the beaker beneath the colors and pressing the bronze switch, then put the beaker back in its place. Make all 10 as follows (in any order): Blue: Blue and Red Light Blue: Blue and Yellow Red: Red and Plack Yellow: Yellow x2 Black: Black x2 White: White x2 Once complete, use the harpy claw on the black paint to get and Yellow Dark Red: Red and Plack Yellow X2 Black: Blue and Yellow Red: Red and Yellow Dark Red: Red and Plack Yellow X2 Black: Black x2 White: White x2 Once complete, use the harpy claw on the black paint to get and Yellow Dark Red: Red and Yellow Red: Red and Yellow Red: Red and Yellow Dark Red: Re the Fake Harpy Claw. Finally, click one of the beakers and you'll receive the Paint Set. Image by Pro Game Guides Head to the volcanic crater, click back on the same area afterward and collect the Package of Nylons plus your fourth Step. Select the packet in your inventory twice to receive Nylon Stockings. Go to the ancient graveyard, select the dwarf statue (5c), and use the paint set on the close-up to reveal a color-matching puzzle. However, you need a paintbrush to attempt it. Move to the Island of Exile, where you'll find the Harpy. Use the fake harpy claw on the harpy to begin a cutscene. Afterward, talk to Fiora to free her then look in the cell (10a) for a close-up of the pump inside. Take the Paper Clip. Click the paper clip. Click the paper clip. Click the paper clip. Click the paper clip. Take it to open the cabinet (6b). Take the Fire Hose from inside, along with the Flint Stone, then go back to the Island of Exile. Click the pump in the cage again (10a), add the fire hose, then click the attached fire hose to extend it. On the main screen, attach the end of the hose again to put it into the hole. Go back and use the pump to fill the cube with water. Select the cube once more and take the Brush that has floated to the top through the hole. Screenshot by Pro Game Guides Go to the ancient graveyard and use the brush on the dwarf statue (5c). Use the secret compartment is revealed. Return to the Island of Exile, get a close-up of the cube (10b), and place the TNT in the hole. Once done, you'll notice a long green fuse running out of the cube on the main picture. Get a close-up of the end of the green fuse (roughly 10c) and use the flint, then enjoy the cutscene. Go back to the Island of Exile again, click the destroyed cube, and collect Maaron's Staff. Image by Pro Game Guides Head over to the Elder's house and give Maaron (13a) his staff. He'll give you a Dragon Figurine. Go to the Fisherman's Hut and use the steps to fix the ladder (3c). Click the top of the ladder (3d) and complete the simple item matching and ball-rolling puzzles to get a Mechanical Eye. Move to the arena entrance and select the left tower (14a), adding the mechanical eyes to the iron maiden. Go to the cave and select the circular device on the back wall (1c). Use the dragon figurine on it to start a rotating puzzle. You need to rotate the three rings until all beams of light are between their opposite symbols. Once complete, the wall moves aside and gives you access to two new dungeon areas. Image by Pro Game Guides Move through this new door to the underground lake. Click the shipwreck (15a), complete the simple matching exercise, and receive the cauldron. Image by Pro Game Guides Then move on to the schooner wreckage, click the ship's wheel (16b) to tighten the rope, bringing down the mast. Collect the Steering Wheel, Door, and Manuscript from the wreckage. Use the steering wheel on the harpoon pulley (16c), then use your knife to cut the ropes (16d) to reveal three symbols. Use the door next to the pulley on the main image to create a bridge (16e). Collect the Long Log (16f) then click the metal gates underneath it to open them. Image by Pro Game Guides Image by Pro Game Guides Go back to the underground oasis, click the waterfall (2d), and use the cauldron of Water. Enter the fishing hut and place the cauldron on the stove (3b). Move to the arena and collect the golden items: 17a: Solidus's Cursed Knuckles 17b: Gold Mask 17c: Cursed Minotaur Amulet Image by Pro Game Guides Head to the cave, click the statue on the right (1d), then use the knuckles in the center of the device. Click them again to start the water flowing. Move back to the arena entrance and use the gold mask on the face of the iron maiden (14a) to remove it. Take the Stacking Toy and the Tile Key from inside. Go to the underground lake next, click the short column (15b), and use the tile key to open its compartment. Take the Glue Formula from inside, then watch the Naga cutscene. Go back to the fisherman's hut once more and watch another cutscene to get the Scissors. While here, you can add the glue formula to the recipe book by the stove (3b). Image by Pro Game Guides Go right back to the hills in Druid Valley and use the scissors on three horses (18a) to get three Horse's Manes. Head to the hanging gardens and use the long log in the middle background (9b), to get to the tree. Then use your knife to get some Corkwood Bark from the close-up of the tree (9c). It is worth making a note of the pattern on the trip beneath the bark to save coming back later. Return to the fisherman's hut, give her the horse's mains and the corkwood bark, and she'll give you an Axis Pin. Move outside to the underground oasis, use the axis pin on the ladder (2e), then click the top of the ladder for a close-up. Click the foliage to reveal and take the Flask. Select the flask in your inventory and click it in close-up to get the underwater breathing potion recipe, plus the Flask for Elixir. Next, click the millstones (2f) and take the Broken Millstone Disk and the Wooden Boards, then place the golden mask into the grinder where the other items were. Select the boards in your inventory and combine them with the nylon stockings. Use the knife on the stockings, then click the stocking again to create a Homemade Lever. Image by Pro Game Guides Go to the schooner wreckage and get a close-up of the open metal grate (16f). Use the flask here to create a Homemade Lever. Image by Pro Game Guides Go to the schooner wreckage and get a close-up of the open metal grate (16f). use the homemade lever several times to gain the Hook's Blade. Select it in your inventory and use the hammer on it to get a Hook, then go to the arena entrance and use the Pole Hook. Head to the cave next and use the flask of lake water on the green droplets hanging from the roof (1e) to get a Potion Flask. Take it to the arena entrance and use it on the hanging bag (12b) to get the Glove and a Piece of a Globe. At the elder's house, use the potion flask on the energy column (13b) to get the Elixir of Water Breathing. Go back to the schooner wreckage and use the elixir to enter the water (16f) via a cutscene. This takes you to a new area, the sunken hull. While here, click the globe (20a) for a close-up, click the top of it, then and add the missing piece. Click the now complete globe again to start from the middle and work out). Once the globe opens, click it again and collect the Energy Ball. Image by Pro Game Guides Get a close-up of the skeleton (20b) and take the Manuscript and the Pirate Hook to open it. A bottle will float out, so go back to the main sunken hull image and collect (top left of the screen) the Bottle with a Letter. Finally, click the net (20d) for a close-up, then click it again and grab the Fish. Move to the fisherman's hut once more and you'll be given the Fishing Net. Put your fish on the shelf (3a) and use your knife on it to make the glue. Use the fishing net on the glue to get a Glue-covered Net. Go to anvil peak to find Braeloff has returned. Give him the broken millstone and he'll give you a Chisel and hammer to remove the dead horse's shoe (19b). Pick it up and go back to Anvil Peak and use the horseshoe on the magnetized Horshoe. Combine the horseshoe with the glove in your inventory to make an Enchanted Horseshoe with Glove, then use that at the volcanic crater (12a) to get the Chainmail Fish. Give it to Braeloff back at Anvil Peak, and he'll give you the Fixed Millstone Disc. Back at the underground oasis, use the millstone on the mill (2f), then use the mill to make the gold dust. Use the net on the dust to get a cutscene, then move back to the schooner wreckage. Click the harpoons (16c) twice to real in the net, click it for a close-up, then use your knife to cut the net and reveal the petrified Naga. Use the net on the Naga to get a cutscene, then move back to the schooner wreckage. your hammer to free and then take the Stacking Toy. Go back to the underground lake, add the stacking toy to the small pillar (15b), and complete the stacking puzzle. With the puzzle solved (or skipped, it's tricky), you'll be able to access the boat (it appears where the stacking toy to the small pillar (15b), and complete the stacking toy to the small pillar (15b). by clicking it, take the Key Part, and click the chain to free the boat. You can now access the Castle of Madness! Image by Pro Game Guides As you arrive in the socket underneath where the manuscript (1b), then place the energy ball in the socket on the other side of the stairs (1c) and take the Stone Tile. Move to the lower isle, use the saw on the tree (2a) and collect the Wood Network Tile. Add it to the stone tablet in the ground here (2b), then move to the harpy's nest. Image by Pro Game Guides Select the stone tablet in the ground here (2b), then move to the harpy's nest. then pull the lever to open the tower in the center of the island (3b). Select the tower and complete the simple object-matching puzzle to get another Energy Ball. Image by Pro Game Guides If you're struggling with the final part of the puzzle (the RGB circles, where you need to make the white wings visible. See below for an image). Move back to the Castle of Madness, use the energy ball on the left socket (1c), then join the two key parts in your inventory to make a Key. Image by Pro Game Guides Image by Pro Game Gui Move to the schooner wreck, select the captain's chest (5a), and use the key to open it. Take the second Atlas's Arm from inside and again click it in your inventory, this time removing a Diamond Key from its hand. Image by Pro Game Guides Return to the double doors (1d), then click the bottom of the steps (1e) and complete the steps puzzle (image below). Move forward through the now-open door to the labyrinth. Screenshot by Pro Game Guides Take the Piece of Pattern (6c) and the Lipstick, place the diamond key on the pedestal it was on. This opens the doors at the back of the room giving you access to the Room of Riddles. Image by Pro Game Guides Click the device on the left (6e) and click the button to raise the match. Take the Everlasting Match. Finally, click the stone in the close-up to create a set of steps leading up the side of the wall to the top left exit (6f). Image by Pro Game Guides Move to the room of riddles and pick up the side of the wall to the top left exit (6f). wheels to line up the symbols you saw earlier, carved in the wood at the schooner wreckage. The symbols need to be between the arrows on the left of the device. Screenshot by Pro Game Guides Click the glass screen (7d) and complete the line drawing by using the lipstick (it looks like a snail). Once drawn, click the back wall where you need to choose a brick to push (7e). Press the spot in the middle where the snail's shell spiral ends, which opens a secret passageway to another area. Image by Pro Game Guides Head on through to the room of insanity and collect the Spoon (8a), Stone Block (8b), and Manuscript (8c). Now go to the tree of life and place the stone block on the others (9a), allowing you to access the bird's nest (9b). Take an Egg from the pool with your spoon. Select the egg in your inventory and click it to remove the shell, gaining a Boiled Egg. Image by Pro Game Guides Head to the room of riddles, use the match on the bottle on the left pedestal (7b), then place the egg in the bottle. Take the Crystal Pyramid from the drawer that pops open. Move forward to the room of insanity and select the pyramid (8d). Add the crystal to the top of it in close-up and use the minotaur amulet to open a secret compartment on it. Take the Hand Wheel Key from inside. Use the hand-wheel key on the round metal door (8e) to gain access to the safe and watch the cutscene after which Yudzhit will give you a pile of Diamonds and Grain. Grab the Bottle of Cologne (10a) (completing your object collection), and take the Piece of the Statue from on top of the chest (10b). Next click the steps (10c), which need to be pressed in a specific order: wood (top), marble (middle), bronze (bottom), silver (fourth down). Click the passageway that opens and complete the item-matching puzzle inside. Once complete, take the Empty Cartridge. Examine the bellows (10d), click them once to see that they don't work, then again to remove them. Select the horn (10e), take the Black Paint. Go to the tavern and place the ink recipe on the table (12a). You can also put the bottle of cologne on the table, along with the black paint. Image by Pro Game Guides Head to the fisherman's hut, select the bird cage (13a), and add the diamonds and grain, closing the hatch afterward. Once the bird has eaten the grain, reopen the hatch and retrieve the Diamonds. Move to the cave and add the piece of the statue to the statue on the left (14a). Image by Pro Game Guides Imag skeleton in the hole. Image by Pro Game Guides Pop to the lower island and add the cube tile to the stone slab (2b), and then go to the Castle of Madness. Select the boat (1g) and use the key to open the small compartment, taking the Corkscrew and Leather Roll from inside. Image by Pro Game Guides Give the leather role to Braeloff at Anvil Peak (16a), who gives you the Sliding Bolt Key. Click the bellows (16b) and use the key twice, then take the Bellows. In your inventory, select the Bottle and a Note. Related: Echo Bay Murders - Chapter 1 Walkthrough Back at the tavern, use the empty bottle on the wine barrel (12b) to get a Bottle of Wine, which you can add to your ingredients on the left, solvent: 8-weight on the left, red cup and 1-weights on the right Solvent: both 1-weight on the left, red cup and 5-weight on the left, red cup and 5-weight on the left, red cup and 5-weight on the left, solvent: both 1-weights on the left, red cup and 5-weight on the left, solvent: both 1-weight on the left, red cup and 5-weight on the on the left, pink cup on the right Once complete, click the table once more to collect the Ink Ingredients. Select the empty cartridge in your inventory, then add the ink ingredients to receive the Cartridge. Image by Pro Game Guides Move to the hanging gardens and click the tree in the background (17a). Use the note in your inventory to pin it to the tree, giving you the whole circular pattern. Go to the schooner wreckage, click the red tube (5b), and press the correct sections on its lid to get the Tracing Paper. The order you click doesn't matter (see the image below for which sections to push down). Image by Pro Game Guides Go to the labyrinth, use the cartridge on the pendulum device (6e) and then close it in, revealing a Key. In the same close-up use the key on the silver plate next to where you put the cartridge, releasing the pendulum. Once the pendulum has finished drawing its pattern, use the tracing paper to make a copy and then take back the Tracing paper. Image by Pro Game Guides Head to the volcanic caverns and use the tracing paper on the pattern on the wall (18a), which gives you the code 3, 6, 9, 12, 15, 18, 21, 24. Look at the miniature image of the Air Element. Screenshot by Pro Game Guides Now move to the room of insanity and click the pedestal (8c) to get a close-up, then again to look at the miniature image of the room. Move the circles so that the path makes a way to the left-side doorway (see the image above). Click the door (8f) and place the air element on the shelf to open it. Click the door (of a close-up and take the Vacuum Container. Image by Pro Game Guides At the lower island, use the vacuum container on the purple cones in the tree (2c) to collect the Cones of Paralysis. Move to the sunken hall and click on the coral to claim a Pearl. Go back to the safe, attach the belows to the horn (10d), then give the pearl and the diamonds to Yudzhit (10g). He will give you the Whistle in return Attach it to the bellows (10d), then use them to collect the Lever. Use the bellows again for a cutscene, during which the Bull Head Key up from the floor of the labyrinth. Add the bullhead key to where you earlier placed the diamond key (6d), click it again, and the back doors will open. You now have access to the Minotaur's Lair, pick up the Rail (1a) and then click the corpse on the right (1b) for a close-up. Click the shield to move it, then take the Trident. Select the straw back right (1c), take the Jug of Water, then use the trident on the straw to find and then open a wooden box. Take the Tiles from inside the box. Come out of the close-up and select the box (2a). Add the tiles you just found, then move them to create the calculation 2÷2+2=3 on the bottom row. This opens a secret area behind the bookcase leading to the Great Library. Head inside. Image by Pro Game Guides Select the plant pot on the left (3a), which makes it fall and break. Click it on the ground to take the Hanging Bucket. Now choose the book (3b) and click it in close-up to turn the page and find a Casket Button. Pick up the second Rail (3c), then click the ladder runners. Click the ladder (3d) to slide it to the right. Image by Pro Game Guides Move back to the room of riddles and use the iug of water on the vase in the middle of the room (2b), which opens a compartment from which you can take a Rope Ladder. Next, go to the tree life, click the owl once more to begin a straightforward feather matching puzzle (mistakes aren't a problem). Once complete the owl will fly away, leaving you to find a box in the hole the owl was in. Use the casket button on the box and take the Bench Piece. Go to the sunken hull, click the door at the back (5a), and use the disk knife to open it. Click the open door, complete the item-matching puzzle inside, and take the Bench Piece. Go to the underground lake and use the bench piece (6a) on the large shell, then take the Metalworking Scissors from underneath. Also, note the signs on the corpse's breastplate (1b) and take the Piece of Pattern from behind it. Move to the great library once more and select the area above where you moved the latter to (3e) and add the pattern piece to the lid there, then click the design again to open a tomb. Take the Empty Beaker, and your final Manuscript (after moving the arm) from the skeleton inside, as well as the Keeper's Manuscript underneath it. Image by Pro Game Guides Go to the safe and give the keeper's manuscripts to Yudzhit (7a). After a cutscene go back to the minotaur's lair, select its pile of gold (1e), and use the rose petals. Take the foot of the column (1f) and use the rose petals. Take the foot of the column (1e) and use the rose petals. column, where a mechanism has been revealed (1g). Pull the handle, and light will flood into the cell in the corner. Image by Pro Game Guides Head to the cave, click the statue on the left (8a), and use the signet ring in the star-shaped hole, then click it again to make the water run through it, popping out the jeweled eyes. Now click the large bowl in its hands (8b) for a close-up of it and take the Ruby and the Sapphire from the water. Finally, select the mechanism in the center of the cave (8c) and click the top of it. It will now open, and you can now use the hanging bucket at the back of the shed to claim the Half-eclipse Tile. Go back to the safe and select the treasure chest (7b). Use the three jewels on it in close-up and it will open, allowing you to take the Jade Skull from inside. Image by Pro Game Guides Take it to the ancient graveyard in Dark Lands, click the henge (9a), and add the skull to the empty pillar. View the henge once more to begin a light puzzle. Switch the skulls by first clicking one and then another until they're all facing into the middle. You can tell where each one can be swapped (each has two options) by looking at the lines on the ground. Once completed, take the Water Element from the ground in the middle of the area where all the skeletons point. Screenshot by Pro Game Guides Go to the room of insanity and use the pedestal (10a) to make a path to the door once the path is made (the lights will come on, 10b), add the water element to the shelf on it, click the desert scene behind the door, and take the Books. Move back to the great library. You can add your tile to the floor by the dome (3f) while you're here, then click the left bookcase (3d). Add the missing book, which opens a secret panel. Click it to move to a simple missing objects puzzle, after which you'll receive the Spell Book. Image by Pro Game Guides Move to the Elder's house, take the Broom (11a), then give the spell book to Maaron. After a cutscene, you'll receive a Lever and the Elixir of Animation Formula on the table (11b), then give the spell book to Maaron. After a cutscene, you'll receive a Lever and the Elixir of Animation Formula on the table (11c) and use the empty beaker to gather the Nymph's Tears. Add them to the vellow pot on the table (11b). Image by Pro Game Guides While in Druid's Valley, go to the hills and use your hammer on the skull (12a) to get the first Chest of Gold. Now go to the crossroads at Floating Islands and use the lever on the grate (13a) to open it, then click the open hole and add the rope ladder. Click the hole once more and you can grab the Full-eclipse Tile. While in the same close-up, use your knife to cut away the ivy on the pendulum. Keep clicking and you'll open a hatch, revealing a mechanism that needs a switch. Image by Pro Game Guides Move back to the cave in the Dungeon and take back the knuckleduster as the second Chest of Gold item (8d). At the underground lake, use the broom on the buried eggs (6b), then get a close-up of them. Keep clicking the eggs to break them all, then pick up the dragon egg Shells and the revealed Switch. Image by Pro Game Guides Go to the schooner wreckage next. Select the Naga (14a) and collect the golden net as the third Chest of Gold item. Back in the minotaur's lair, click the minotaur wreckage (1f) and collect back the nose ring (Chest of Gold four). Next move to the great library, add the full-eclipse tile to the floor (3f), then click the dome above (3h) to start a tile-moving puzzle. The tile with the smallest black area on its left side needs to be on the far left, moving through black in the center to the tile with the smallest black circle on its right side being on the far right. There's no trick to it. Once complete the dome opens. Click it once more and click the island on the right, moving it in the diorama and real life. Image by Pro Game Guides You now have access to the Ruined Temple on the Floating Islands, so move there. Here you'll find your final morphing object and final figurine if you've been collecting them. Pick up the Father Figurine (15a), then click the ball on the pillar (15b) for a close-up and click it again to open it up. Take the Dice from inside. Click the water tunnel on the left (15c) and take the Crown Piece, then get a close-up of the left tower (15d) for a simple objectmatching puzzle. Once complete, take the Crown Piece and connect the two crown pieces in your inventory to make the Crown. Head back to the Tree of Life and add the father figurine to the others (4b), then click where the light is shining on the ground (4c). You can now click the stone button in the center close-up, which raises a large monolith in its place. Examine it to use it to reach and collect the Tree of Life Fruit. Go to the Elder's house, select the table (11b), and add the fruit to the yellow pot by putting it on the table and those to the yellow bowl too. Put the lid on the pot, then pick up the Elixir of Animation. Image by Pro Game Guides Move back to the crossroads, click the hole (13a), attach the switch to the device, and switch the device, and switch the device from plus to free the Cursed Scepter. Click the child at the back next (16b) and use the knife on the floor where the sword is pointing to make a hole, then take the Cursed Key from his hand, then select the coffin (16d) and use the elixir on the corpse of Leproch. After the cutscene, you'll receive a Key. Use the key back in his coffin (16d) to get the fifth Chest of Gold. Back at the crossroads, examine the stopped pendulum (13b), click the hand of it to reveal a door, then use the cursed key to open it and get the sixth Chest of Gold. Once you've got it, click the hand of it to reveal a door, then use the cursed key to open it and get the sixth Chest of Gold. Once you've got it, click the hand of it to reveal a door, then use the cursed key to open it and get the sixth Chest of Gold. select the ruined tower on the right (15e). click the device with the chains coming from it. and use the key to activate it. This lowers a ladder to the top of the left tower (15f), so select that for a close-up and keep clicking the image until you get the Handle. Go to the Elder's house, click the throne (11d), and add the cursed scepter to the left armrest The mouth on the back of the chair will open, dropping a Glass Punchcard. Take the scepter back, and it will become your seventh Chest of Gold. Go back to the great library and use the spring drops to the floor, so pick it up. Get a close-up of the base of the globe (3j) and use the spring on the device there, then click the globe itself to open it and get the Fire Element. Screenshot by Pro Game Guides Move to the room of insanity and use the pedestal once more, this time lining up the door 's shelf, click the icy background, and take the Plank. Go to the safe and add the crown to the statue (7c), which reveals the statue's hand. Take the Stone Tablet from it, eventually revealing a Wooden Punchcard, Go to the minotaur's lair once more and use the two punchcards on the cell door (1d) to open it. Select the now open door again to begin a simple hidden objects puzzle, then receive the Spreading Tool. Back at the cell, use the tool on the eye until it turns and gives up the Lens. Image by Pro Game Guides Head to the harpy's nest, select the statue (17a) and attach the lens. Click the lens to move its angle, then select the spot on the ground the light is pointing to (17b). Push the sword into the ground, click the hill that rises to get a close-up, and add your dice to it. Select the dice cup to start a game of Snakes and Ladders. You have no agency at all, so just have to keep trying until you win. This can be very frustrating, but it is what it is (you can always skip it). When you do win, you get the Ratchet Strap. The hill disappears once more, so take back the sword as your eighth Chest of Gold. Image by Pro Game Guides Go to the ruined temple and use the strap on the grate on the right tunnel (15g). Click again to bend the bars, click the device behind the grate, and then add your plank to begin a symbol-matching puzzle. You've seen the symbols on the base of the shell earlier (6a), so simply copy the pattern. This opens a compartment, and you'll receive the Sanctuary Tile. Image by Pro Game Guides Head to the lower island, where you can finally complete the tiles on the stone slab (18a). Take the final Chest of Gold from the open compartment, then move to the arena. Click the top of the pedestal (19b) and add the tile to begin a pair-finding puzzle. There's no trick to it, and no time limit, but the image below will speed things up. You'll receive a Key. Screenshot by Pro Game Guides Still in the arena, use the key on the axe on the dwarf statue (19d) to get the Golden Cup and add it to the chest of gold items (19a) to trigger another cutscene. Congratulations! You've completed the main game, but there's still the Lost Lands 3 Bonus chapter to go. Looking for more puzzle game walkthrough & Puzzle Solutions and Echo Bay Murders - Chapter 1 Walkthrough here at Pro Game Guides!