

PARIS 1313- THE MYSTERY OF NOTRE DAME SOLUTIONS

The **phases marked in red** are those which must be reached to finish the tableau.

PERIOD 1

- 1.1 Pierre must receive Nogaret's case.
- 1.2 Jacques must spy on Brother Jean by climbing up the chimney.
- 1.3 Rosemonde must untie her bonds to escape from Brother Jean.

PERIOD 2

- 2.1 Pierre must solve Agnès' riddles.
- 2.2 Jacques must put the clasps into the right order.
- 2.3 Rosemonde must find a part of the Clock.

PERIOD 3

- 3.1 Pierre must share his secret with Agnès and shoot with his bow and arrows.
- 3.2 Jacques must reassemble the Cock of Strasbourg made by Adam.
- 3.3 Rosemonde must steal a letter from Nogaret's office.

PERIOD 4

- 4.1 Pierre must prove to Agnès that they are not related.
- 4.2 Jacques must find where Adam's parchment is hidden.
- 4.3 Rosemonde must hand the letter over to My Lord de Nogaret.

PERIOD 5

- 5.1 Pierre must win the archery competition.
- 5.2 Jacques must detach the seal of My Lord de Nogaret.
- 5.3 Rosemonde must steal Pierre's case during the Archery Contest.

PERIOD 6

- 6.1 Pierre must find out who to give his uncle's case to.
- 6.2 Jacques must find the secret passage in Nogaret's office.
- 6.3 Rosemonde must get My Lord de Nogaret to offer her an abacus.

PERIOD 7

7 THE LABYRINTH.

(Rosemonde, Pierre and Jacques are together in this period)

PERIOD 8

The underground passage to the Saint Michel tower

It is compulsory to succeed in the tests which face each of the characters.

- 1) Pierre must use his bow and arrows to kill the rats which are blocking the passageway.
- 2) Jacques must climb over a rockfall which blocks the passageway.
- 3) Rosemonde is the only one who can get past a very narrow part of the passageway.

PERIOD 9

- 9 Jacques must put his brother's Clock back together.

1.1 PIERRE MUST RECEIVE NOGARET'S CASE.

In front of the Castle:

- Click on the Guard to start a discussion with Agnès.
- Click on the entrance to the Castle to enter the courtyard.

In the courtyard of the Castle:

- Click on the ladder to approach it.
- Click on the ladder again to place it alongside the wall.
- Click on the ladder to climb up to the battlements

Inside the Castle:

- Climb the stairs up to the second floor.
- Go up to the door to hear the conversation about Rosemonde.
- Go back down to the first floor.
- Go up to the door, then enter the Torture Chamber.

- Guillaume de Nogaret can now entrust the case containing his secret to Pierre.

1.2 JACQUES MUST SPY ON BROTHER JEAN BY CLIMBING UP THE CHIMNEY.

In front of the room in the castle:

- Click twice on Adam's body to find out what Jacques is thinking about.
- Go up to the fireplace and look inside.

Inside the chimney:

- Click towards the top to enter the chimney.
- Climb up the walls of the chimney to the opening into Jean de Lausanne's office.
- Jacques can now hear what Jean de Lausanne is saying to Rosemonde.

Details of the climb:



The right-hand part of the screen represents the whole wall so that you can see how far you have got. The left-hand part – in which you are going to play – is a detailed view of the wall so that you can choose your holds.

To climb, you need to move your hands and your feet, one by one, on the holds formed by the irregularities in the wall (holes, stones, etc.).

Each movement is made by Drag and Drop:

- Choose a hold;
- Click on the hand or the foot which you wish to move;
- Keep the mouse button held down while you move the object towards the hold.
- Release the button once you are in the right place. If it is the right hold, the object will stay in place, if not, it will return to its original position.

ATTENTION: You must complete the climb in less than 5 minutes.

1.3 ROSEMONDE MUST UNTIE HER BONDS TO ESCAPE FROM BROTHER JEAN

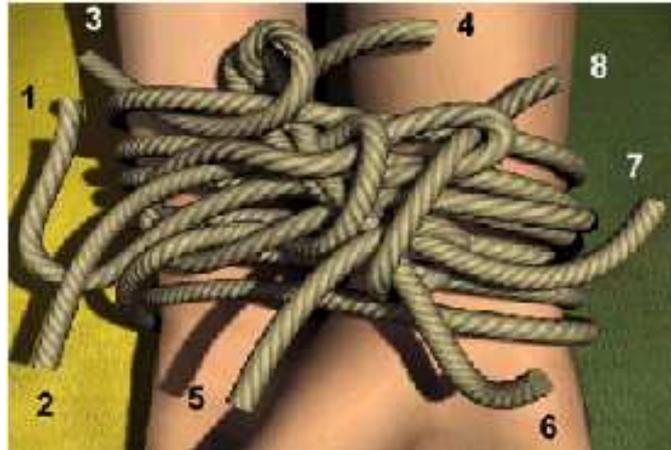
In Jean de Lausanne's office, Rosemonde must first talk to Jean de Lausanne.

The right choice of dialogues is:

- Click on « Adam ».
- Click on « Rosemonde ».
- Click on « Adam ».
- Once the dialogue is finished, click on Rosemonde's bonds.
- **Rosemonde must untie her hands to escape.**

Details of the set of knots:

- Click on end 3 or 4;



- Click on end 6 or 7 ;
- Click on end 5 or 8 ;
- Click (twice) on end 1.

2.1 PIERRE MUST SOLVE AGNES'S RIDDLES.

Agnès and Pierre go into Jacques' shop. Pierre decides to offer Agnès a present. When he insists, she decides to put him to a test with riddles before accepting his present.

First of all, you must offer Agnès presents:

- Click on the box in front of Pierre;
- Click on the cup on the other side of the table;
- Click on the material in front of Agnès with the clasps on it.

Next, you must answer Agnès' riddles:

- First riddle : click on the chalice which is at the front on the far right of the screen.
- **Second riddle: click once again on the clasps in front of Agnès.**

2.2 JACQUES MUST PUT THE CLASPS INTO THE RIGHT ORDER.

Brother Jean now enters Jacques' shop to continue his enquiry into the death of Adam. He suggests having a talk with Jacques while Jacques is arranging Agnès' clasps so that Brother Jean can take them to her.

- Click on Jean to start the conversation with him.
- Click on the clasps to pick them up and start to put them into the right order .
- **Assemble them 2 by 2 to recompose the mottoes.**

Details of the clasp game:



All the clasps are lying in the wrong order in the upper part of the screen. They must be put together two by two in the spaces below to make up the complete mottoes.

Each move is made by Drag and Drop:

- Click on the clasp you wish to move;
- Keep the mouse button held down while you are moving the object towards the right place.
- Release the mouse button once you are in the right place.

Each time you put together a whole motto, Brother Jean asks Jacques a question and Jacques answers.

In this way, you find out more about Adam and his Clock.

The mottoes to put together are:

- With all my heart, to thee I give it,
- True in love, slow to forget,
- Forget me not,
- Forget not thy demise must come,
- Be content with this small gift,
- Long may it last.

Once all the mottoes have been put together, the « OK » button on the right of the screen lights up and you can give the clasps to Brother Jean.

2.3 ROSEMONDE MUST FIND A PART OF THE CLOCK.

Rosemonde must find a Part of the clock that Adam lost when he fell from Notre Dame. By handing it over to Brother Jean, she and Jacques will be pardoned.

- Click in front of you to reach the Steps of Notre Dame.
 - Click on the stage of the theatre on the left of the screen in order to move towards it.
 - Click on the steps to go up onto the stage.
 - Move the mouse cursor around the floor until it turns into a set of cogs.
 - Click on the cogs to hit the floor and make the part hidden underneath fall.
 - Click towards the bottom on the screen to retrace your steps.
 - Click on the left of the screen to get back down from the stage.
 - Click three times on the right of the screen to approach the place where the part of the clock has fallen.
- Click on the part to pick it up so that you can give it to Brother Jean, who will give Rosemonde another mission.

3.1 PIERRE MUST SHARE HIS SECRET WITH AGNES AND SHOOT WITH HIS BOW AND ARROWS.

Pierre is disappointed to see how little interest Agnès shows in archery. To win the approval of his beloved, he must prove how much he trusts her by showing her the secret letter his uncle has entrusted to him.

After that, he will be able to train at archery.

To show Agnès the letter, here is the choice of the dialogues to have with her:

- Click on « Archery » ;
- Click on « Love » ;
- Click on « The Letter » ;
- Click on « The Letter » ;
- Click on « The Letter » ;
- **When a part of the letter appears, click on it to show it to Agnès.**
- Click outside the letter to put it away in its case.

Once Pierre has won Agnès' esteem again, he can show her his skills in Archery: Click on the targets in the background to start training.



The screen is divided into 2 parts: the right-hand part enables you to handle the bow and arrows and the left allows you to aim at the target and to see the result of your shot. The objective is to place as many arrows as possible in the target.

You therefore play in both parts of the screen.

The principle is simple :

- Click on the arrows to pick one up and place it in the bow.
- Click on the cord of the bow to pull it back (It takes 4 clicks to stretch it to the maximum).
- Click on the wood of the bow to reduce the tension.
- Move quickly onto the target on the left.
- Position your cursor on the spot you wish to aim at;
- Click to shoot.

Recommendations :

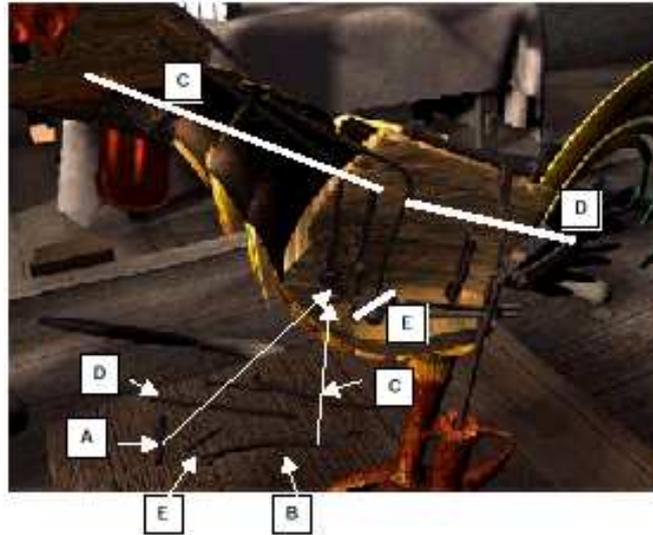
It is a game of skill and strength, so do not forget that:

- The more you bend the bow, the more tired your arm will get, the more quickly you will tremble and the less precise your shot will be.
- Once you have set the tension of the bow to your satisfaction, move quickly over the target so as to avoid tiring your arm. This way, you will not tremble and your shots will be precise.
- The more quickly you aim and shoot, the more precise your shot will be as your arm will not be tired.

3.2 JACQUES MUST REASSEMBLE THE COCK OF STRASBOURG MADE BY ADAM.

My Lord de Nogaret asks Jacques to repair an automaton made by Adam: The Cock of Strasbourg. If Adam does not manage to put it back together, there is no doubt that My Lord de Nogaret will do all he can to ruin his reputation. He absolutely must put all the parts back into the right places.

Details of the re-assembly of Cock of Strasbourg :



To put the cock back together, you must put each part back into place, in alphabetical order, according to the diagram above.

Each part is moved by Drag and Drop:

- Click on the part you wish to move.
- Keep the mouse button held down while moving the part into place.
- Release the mouse button once you are in the right place. If it is correct, the part will stay in place, if not it will return to its original position.

3.3 ROSEMONDE MUST STEAL A LETTER FROM NOGARET'S OFFICE.

On the Steps of Notre Dame, Brother Jean has asked Rosemonde to bring him a letter in the possession of My Lord de Nogaret. To fulfil her mission, Rosemonde must sneak into the office without being seen by the guards, then search the office to find the letter.

To reach the office :

- Once the guard has disappeared from the screen, click on the barrel on the left of the screen to hide behind it.
- When the guard has his back turned, click on the ladder to take it and place it against the wall to climb up to the battlements.
- As soon as the guard on the battlements has disappeared, click on the ladder to climb up it.
- As quickly as possible, click on the entrance to the staircase to climb up to the first floor.
- Click on the left to go up to the second floor.
- Click on the door of My Lord de Nogaret's office to enter.
- To take the key in My Lord de Nogaret's office:
- Click in the centre of the room to go forward and get a better view of its layout.
- Click on the right (3 times) to turn around until you can see a drape hanging between two windows.
- Click on the drape to get closer to it.
- Move the mouse cursor over the drape until it is transformed into a set of cogs.
- Click on it to lift the drape and find the key which is hidden there.
- Click on the key to take it.

To steal the letter:

- Click towards the bottom of the screen (twice) to retrace your steps.
- Click once on the left to see the box of My Lord de Nogaret.
- Click on the box to get closer to it.
- Click on the lock to open it with the key you have just found.
- Click on the parchment in front of you to take it and open it.
- **Click on the letter to check that it is the one you are looking for.**

4.1 PIERRE MUST PROVE TO AGNES THAT THEY ARE NOT RELATED.

Since Brother Jean told Agnes that she and Pierre were cousins, she no longer wishes to marry him. Pierre must therefore go to his uncle's to put together the coat of arms of the distant relative discovered by Brother Jean and prove that he never existed.

To get the description of the coat of arms of their common relative from Agnès, here is the choice of dialogues to have with her:

- Click on « Love ».
- Click on « Jean ».

In My Lord de Nogaret's office, to find the Book of Heraldry containing the elements which make up a coat of arms:

- Click on the bookcase (twice) to get closer to it.
- Click on the right-hand doors to open them.
- Move the mouse over the books until the cursor changes into cogs.
- Click on the big book to open the Book of Heraldry and start to make your check.

Details of the coat of arms game:



The bottom right part displays the definition of the coat of arms you must put back together. Be careful. There are three different definitions depending on the game.

Here, you just need to click on the parts of the coats of arms to select them and place them under the motto, bottom right.

Definition 1 : Per pale argent and azur – in the dexter a lion rampant azur, and in the sinister a cross potent or



- Click on the blue lion on a white background which is at the beginning of the third line of the left-hand page.
- Click on the yellow cross on a blue background which is in second position on the first line of the right-hand page.
- Click on « OK » to let Pierre check that there is no coat of arms like this one.

Definition 2 : Per pale azur and gules – in the dexter a forked cross argent, and in the sinister a



lion rampant or

- Click on the white cross on a blue background which is at the beginning of the third line on the left-hand page.
- Click on the yellow lion on a red background which is in first position on the first line of the right-hand page .
- Click on « OK » to let Pierre check that there is no coat of arms like this one.

Definition 3 : Per pale azur and argent – in the dexter a cross formy argent and in the sinister a lion passant garden sable



- Click on the white cross on a blue background which is in third position on the first line of the left-hand page.
- Click on the black lion on a white background which is in second position on the last line of the left-hand page.
- Click on « OK » to let Pierre check that there is no coat of arms like this one.

4.2 JACQUES MUST FIND WHERE ADAM'S PARCHMENT IS HIDDEN.

Jacques must discover the meaning of one of Adam's parchments in order to know where his brother has hidden the manuscript containing the plans of the clock. He decides to talk to Rosemonde about it. As she knew his brother so well, perhaps she will have an explanation. Next, he will have to search the shop to find the hiding place.

In the tavern:

- Click on Rosemonde to start the discussion with her.
- To talk about the manuscript with Rosemonde, here is the choice of dialogues to have with her:
- Click on « Jacques ».
- Click on « Rosemonde ».
- Click on « Jacques ».
- When the parchment has appeared and Jacques and Rosemonde have spoken about it, click outside it to fold it back up.

In front of Jacques' shop:

- Click on the shop front to enter.
- In Jacques' shop:
- Click on the right to see the fireplace of the shop.
- Click on the fireplace to approach it.
- Click on the bars which are on the right-hand side of the fireplace to pick it up.
- Click towards the bottom to retrace your steps.
- Click on the right (twice) to face the front of the shop.
- Click on the windows to go up to them.
- Click on the middle window (your cursor must be in the shape of cogs) to put up the bars.
- Click towards the bottom of the screen to move backwards.
- Click on the left (twice) to come back in front of the fireplace and see the shadow cast by the bars on the floor.
- Click on the shadow of the bars to get down closer to the floor.
- Click on the middle of the cross formed by the shadow on the floor (your cursor must be in the shape of cogs) to remove the paving stone and find the manuscript.
- Click on the manuscript to pick it up.
- Click on it to open it.
- Click on the right-hand pages to flick through the manuscript.
- **Once the whole manuscript has been read, click outside it to close it again.**

4.3 ROSEMONDE MUST HAND THE LETTER OVER TO MY LORD DE NOGARET.

After Jacques' departure, Rosemonde stays in the tavern and plays dice with a beggar. At the end of the game, she sees Brother Jean and Agnès preparing a potion and she has an opportunity to give him the letter stolen from the office of My Lord de Nogaret.

- Click on the dice on the table to start the game.

Details of the game of dice:



The light coins are those of Rosemonde and the dark ones are those of the beggar. The box in the middle on the left of the screen contains the money bet on each round.

The aim of the game is to throw 3 identical dice or, failing that, to score as many points as possible to win your adversary's stake (The ace = 10 points). A game is composed of three rounds in which each player throws the dice. The game is finished once one of the players has no more money to bet.

Example of a game:

- Click as many times as you want on your coins to increase your stake.
- Click on your cup to throw the dice.
- Click on the dice you wish to put to one side. Remember the rule: 3 identical dice or the greatest number of points.
- When you have finished, click on your cup to let the beggar have his turn. The dice he keeps appear at the top. This means you can work out his points and choose your strategy.
- If you wish, you may increase your stakes before each of your throws if you think you have a good chance of winning the game.
- Click on your cup again to throw your remaining dice.
- If you wish, select the dice (one or more) which you want to keep.
- Click on your cup to let the beggar have his turn.
- When it is your turn, increase your stake if you want.
- Click on your cup to throw the remaining dice. As it is the last round, your dice are selected automatically and make up your result.
- Click on the cup to let the beggar have his last turn.
- Depending on the number of points scored, the player with 3 identical dice or the highest number of points wins the game.
- Start again as many times as necessary until one of the players has no money left.

In the tavern with Brother Jean :

- Click on the right of the screen to see Brother Jean and Agnès making a strange potion.
- To give the manuscript to Brother Jean, here is the choice of dialogues to have:
- Click on « Letter ».
- Click on « Letter ».
- **When Brother Jean has handed over the purse of money to Rosemonde, he gives her a new mission.**

5.1 PIERRE MUST WIN THE ARCHERY CONTEST

The first part of the contest:

The principle is the same as in the training earlier. The difference is that the target is smaller and that have to get at least 5 arrows (out of 6 !) in the target.

To learn how to play, see point (3.1).

Between the two rounds, with Agnès :

- Click on the cup Agnès holds out to you to drink from it.
- Click on the targets in the background to start the second part of the contest.

The second part of the contest:

The rules for playing are the same here, too (see 3.1). **Again, you must get 5 arrows out of 6 in the target.**

Unfortunately, as Pierre has been drugged by Agnès, he will lose the contest whatever he does (as he will not be able to reach the end) and he will also lose the case his uncle had entrusted to him ...

5.2 JACQUES MUST DETACH THE SEAL OF MY LORD DE NOGARET.

Brother Jean comes into Jacques' shop to ask how to fake a seal. He must get Jacques to detach the seal on a letter of My Lord de Nogaret. If he succeeds, Jacques will then be able to read the contents of the letter which Brother Jean leaves on the table.

- Click on Brother Jean in front of the shop to start talking with him.
- To get him to entrust you with the task of detaching the seal, here is the choice of dialogues to make:
- Click on « Impossible ».
- Click on « Impossible ».
- Click on « Detach the seal ».

Details of how to detach the seal:



- Click on the seal to pick it up.
- Place the tip on the candle and heat it. The redder the knife becomes, the hotter it is.
- Warning: if it is too hot (bright red), the seal could melt instead of being detached and if the knife is not hot enough (grey) the seal could break.
- Pass the blade of the knife under the seal to start detaching it (you will see it lift slightly each time).
- Start heating the blade again and pass it under the seal again.

To detach the seal totally, you must heat the blade and pass it under the seal 4 times.

Each time you pass the knife under it, the seal lifts a little more.

Back in the shop after detaching the seal:

- Click on the letter left on the table by Brother Jean to read its contents.
- When you have read it, click outside the letter to close it.

5.3 ROSEMONDE MUST STEAL PIERRE'S CASE DURING THE ARCHERY CONTEST.

You must do this test quickly if you do not want Rosemonde to be caught by Nogaret and to be forced to tell him about the theft from his office.

- Click on Pierre lying on the ground to check that it is indeed him.
- Click on the table to get closer to it.
- Click on the left (6 times) to see the far end of the archery range.
- Click towards the targets (twice) to go behind them.
- Click on the bush on the right of the screen.
- **Click on the case which is lying at the foot of the bush to pick it up.**
- After reading the parchment, click on the bottom left of the screen to close it.

6.1 PIERRE MUST FIND OUT WHO TO GIVE HIS UNCLE'S CASE TO.

Brother Jean returns the case to Pierre and tells him that his uncle has asked for it to be given directly to the King. If Pierre manages to understand that it is a trap and to avoid it, he will then receive his uncle's permission to marry Agnès ...

- Click on the steps of the Palace to approach it and start the conversation with Brother Jean.
- Brother Jean must hand over Nogaret's case to Pierre. The correct choices of dialogue are:
- Click on « Agnès ».
- Click on « Letter ».
- Click on « King ».
- Click on the steps of the Palace to enter the Great Hall where the King is.

In the Great Hall:

- Click on Agnès (3 times) to go to meet her and talk to her.

For Agnès to understand that Brother Jean has laid a trap, the correct dialogue choices are:

- Click on « Letter ».
- Click on « Jean ».
- Click on Nogaret in the background to go and talk it all over with him.
- **To avoid Brother Jean's trap and obtain Nogaret's permission to marry Agnès, the correct dialogue choices are:**
- Click on « Jean ».
- Click on « Agnès ».

6.2 JACQUES MUST FIND THE SECRET PASSAGE IN NOGARET'S OFFICE.

Jacques is still looking for Adam's body. He goes to My Lord de Nogaret's office, for he has heard that there is a mechanism which opens the entrance to a secret passage. If he finds it, he is convinced he will discover what happened to his brother.

In the courtyard of the castle:

- Click on the ladder to approach it.
- Click on the ladder to pick it up and place it against the wall of the battlements.
- Click on the ladder to climb up onto the battlements.
- Click on the entrance to the staircase to climb up to the first floor.
- Click on the left to climb up to the second floor.
- Click on the door of Nogaret's office to enter.

In My Lord de Nogaret's office.

- Click to the right (4 times) to turn around to face the fireplace.
- Click on the fireplace to go up to it and stand in front of the stone.
- Point your finger at the bottom of the stone and click on it.
- Keep the mouse button held down to clean the stone with your finger and reveal the pattern of a flower (see image below).



The flower must be totally cleaned. It is better to go over onto the sides of the labyrinth than to leave some parts unclean. Once the flower is clean, the knife begins to shine.

- Click on the knife to pick it up.
- Point it at the end of the leaf and click to mark a cross (see image below).
- Point it at the centre of the flower and click to mark a cross there too (see image below).



- Click on the lever which appears on the right to lower it.

6.3 ROSEMONDE MUST GET MY LORD DE NOGARET TO OFFER HER AN ABACUS.

Rosemonde is playing dice with the beggar when My Lord de Nogaret arrives. He knows that it was her who stole his case from Pierre. Rather than having to face the anger of such a powerful person, she will have to confess what she has done, but also reveal the role played by Brother Jean.

In exchange, she will certainly be forgiven...

- Click on the dice in front of Rosemonde to play another game with the Beggar (see rules in point 4.3) while you are waiting for Nogaret to arrive.

To get the abacus, Rosemonde must confess to My Lord de Nogaret and reveal to him the role played by Brother Jean.

The right choices of dialogue are:

- Click on « Adam ».
- Click on « Letter ».
- Click on « Jean ».
- Click on « Jean ».
- Click on « Jean ».

7. THE LABYRINTH.

Rosemonde, Pierre and Jacques all meet in Nogaret's office. They are going to have to find the secret passageway that leads to the Saint-Michel Tower.

- Click on the door opposite you to leave the office.
- Click at the bottom of the screen to go down to the first floor.
- Click on the door of the torture chamber to enter.
- Click once on the right to turn to face the bars against the wall.
- Click on the bars to move them and reveal the secret passage opened by Jacques in the previous period.

In the labyrinth, this is the right way to avoid getting lost:

PLACE	ACTION	RESULT
In front of the Entrance		
At the bottom of the stairs		
At the bottom of the stairs		
Corridor		
In front of the hole		
Next to the hole		
Crossroads		
Cinematic of going down the stairs		
In front of the open door		
Corridor		
In front of the hole		
Next to the hole		
In front of two corridors		
Corridor		
At the crossroads		
Corridor		
Corridor		
Corridor		
At the fork		
Corridor		
Corridor		
Corridor		

Thanks to you, the three companions are now in front of the door. They must decipher the enigma to open it.

They have the abacus and now they just need to take the three words above the door and find which letters on the abacus they are associated with ...

- Click on the abacus to make it appear.
- Position your finger on the part of the abacus which is composed of words.
- Click as many times as necessary to make the word « Gloria » coincide with the letter « O » (as it is marked above the door).
- You will now see to which letters the three words above door correspond:

Aeternitas = H

Voluntas = P

Patientia = R

- Click outside the abacus to give it back to Rosemonde.

- Click on the chain corresponding to the letter « H » (on the right of the screen) to pull it.

- Click on the chain corresponding to the letter « P » (on the left of the screen) to pull it.
- Click on the chain corresponding to the letter « R » (on the right of the screen) to pull it.

8. THE UNDERGROUND PASSAGE TO THE SAINT MICHEL TOWER [Summary]

In this period, you must get each of the characters through the passageway.

1) Pierre will have to use his bow and arrows to kill the rats which are blocking the passageway.

In the underground passage, the route for Pierre to follow is:

Pierre has now almost arrived. He must still get rid of the rats in front of the door because he could get injured if he tried to get past so many of them.

- Click on the rats to make Pierre's bow appear.

- Use the bow (see 3.1) to kill at least 7 rats out of 10 and allow Pierre to get through the door.

- **In the Hall of the Noria, click on the right of the door to open it and enter the Clock Room.**

2) Jacques will have to climb the rockfall blocking the passageway. [Summary]

In the underground passage, the route Jacques must follow is:

Jacques must climb over the rockfall to get to the Hall with the Noria.

- Click on the rockfall to climb over it.

- In the hall with the Noria, click on the door opposite to open it and enter the Clock Room.

3) Rosemonde will have to get through a very narrow part of the passageway. [Summary]

In the underground passage, the route which Rosemonde must follow is:

- Click on the gap to allow Rosemonde to get through it.

- In the Hall with the Noria, click on the right of the door to open it and enter the Clock Room.

9. JACQUES MUST REASSEMBLE HIS BROTHER'S CLOCK. [Summary]

In this last part, only Jacques takes part while his 2 friends look on.

The three companions have arrived in the Clock Room just in time to see Brother Jean dying, the victim of the protection mechanism made by Adam.

It is Jacques who must carry out the difficult task of putting the Clock back together correctly. If he makes a mistake, he will meet the same fate as Brother Jean. But if he succeeds, he will change the course of History...

First, he must defuse the fatal mechanism:

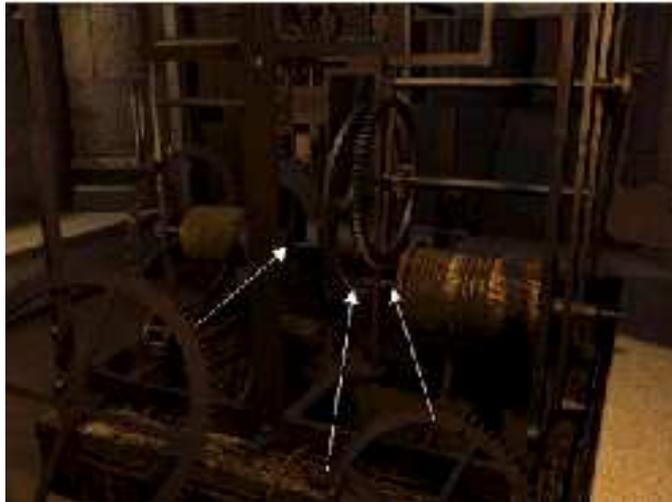
- Click on the wheel in the middle of the clock at the top (your cursor will change into a hand) to take it out.
- Then click on the tube to which it was connected.

Now, Jacques can put the Clock back together:

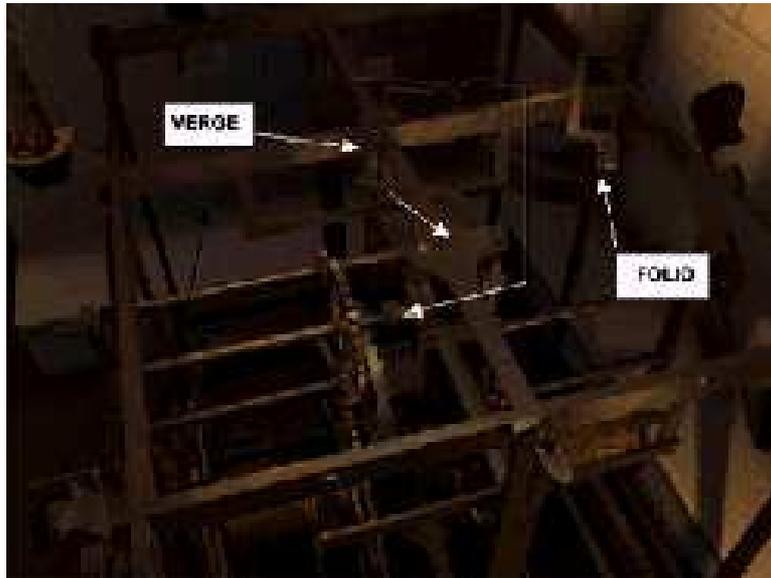
All the manipulations are done by Drag and Drop:

- Click on the piece which you wish to move.
- Keep the mouse button held down while you move the piece towards its place.
- Release the mouse button when you are in the right place. If the place is right, the piece will stay there, if not, it will return to its original position.

The wheels on the side:

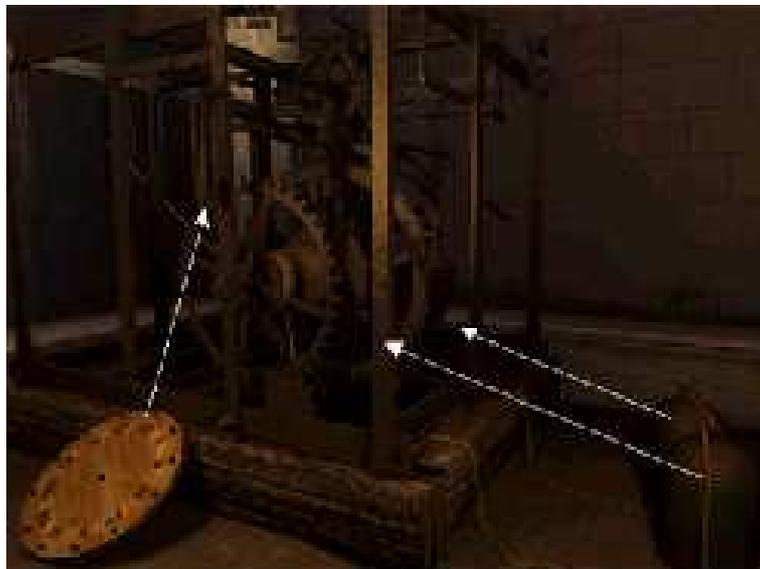


- Click on the little cog placed in the middle then drag it into its place and release the mouse button.
- Click on the large wheel on the left, drag it to the right place and release the mouse button
- Click on the wheel on the right, drag it to the right place and release the mouse button.



- Click on the pendulum rod, drag it to the right place and release the mouse button (the bottom right part must coincide with the curve on the right).
- Click on the folio, drag it to the right place and release the mouse button (the shaft of the folio must slot into the axis).

Finally, the front:



- Click on the clock face and drag it into place, then release the button.
 - Click on the first weight and drag it into place, then release the button.
 - Click on the second weight and drag it into place, then release the button.
- The Clock is now working and can be officially presented to the King and the Court...
But where has Adam's body gone?...