

THE SECRETS OF ATLANTIS (Walkthrough)

The Zeppelin

Turn to the left and walk forward. Take the crab pincer from the table. Turn around and take a coin from the table. Turn to the right and walk forwards. Pan to the right and take the ashtray. Turn to the right and walk towards the windows. Pan to the right and see the life hammer in the display on the wall. Smash the glass of the display with the ashtray. Take the glass breaker out of the display.

Turn to the right and walk to the corridor. Go forward and walk to the stairs leading down. Turn around and go down the stairs. Turn to the left and walk towards the closed door. Turn to the left and open the closed door. Enter the radio room. Notice that most of the equipment has been sabotaged. Open the drawer of the desk and take the nuts and bolts. Pan to the right and examine the equipment. Exit the radio room.

Turn to the right and walk towards the ladder hanging on the wall. Take the ladder. Turn to the right and walk to the end of the corridor. Turn to the left and open the door of the engine room. Enter the opened door. Turn to the right and talk to the man sitting down, Lou Garetti. Ask him about everything you can. Turn around and walk towards the red valves. Close the three steaming valves. Leave the rightmost valve alone! Use the crab pincer on the bolts next to the left valve of the bottom valves to obtain an intact pipe.



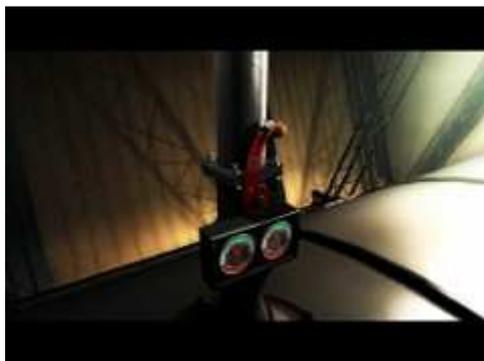
Use the crab pincer on the left bottom valve

Turn to the right and go one step forward. Turn to the left and go another step forward. Turn to the right and look at the top of the tank. Place the ladder against the tank. Climb up the ladder. Flip the red lever down. Use the crab pincer on the bolts. Remove the bolts with the glass breaker. Do the same with the pipe leading up. Place the intact pipe on the opening. Attach the nuts and the bolts. Head back to the red valves. Open the center and the rightmost valve.



Open the center and the rightmost valve

Head back to the ladder against the tank. Climb up the ladder. Flip the red lever up. If you have done things correct you'll see that the Zeppelin has enough steam again!



Steam enough!

Climb down the ladder. Turn to the left. Go forward one step. Turn to the left and speak to Lou once more. Talk to him about the Zeppelin. Turn to the left and walk between the two tanks. Go forward three steps. Turn to the right and go forward one step. Pan to the left and see that the pump isn't working.



As dead as...

Look up and flip the red lever to the upper position. The pump starts working for only a moment because the belt breaks. Flip the red lever to the down position to stop the pump.



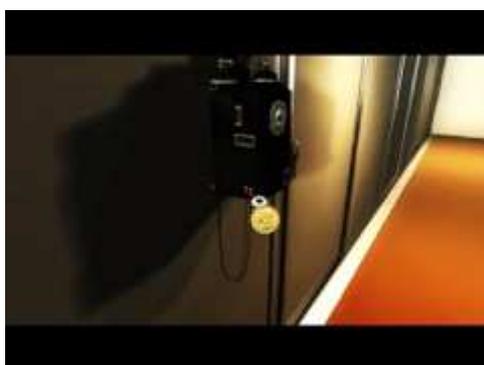
The broken belt

Head back to mister Lou. Talk to him about the belt. He gives you his belt. Head back to the broken pump. Attach Lou's belt to the pump. Look up and flip the red lever to the up position.



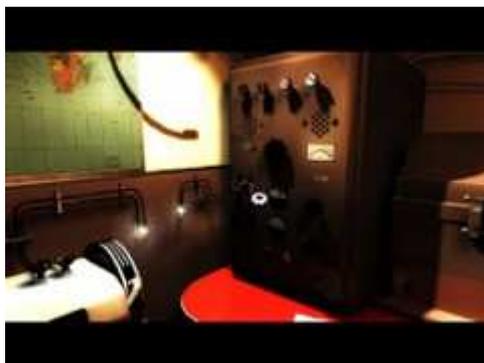
Lou's belt on the pump

Head back to Lou once more. Speak with him about the Zeppelin. Turn to the right and exit the engine room. Climb up the stairs. Pan a little to the right and enter the corridor next to the bulletin board. Turn to the right. Walk to the telephone that is hanging on the wall a little further. Remove the phone cable with the coin. You have to do this twice to get the phone cable!

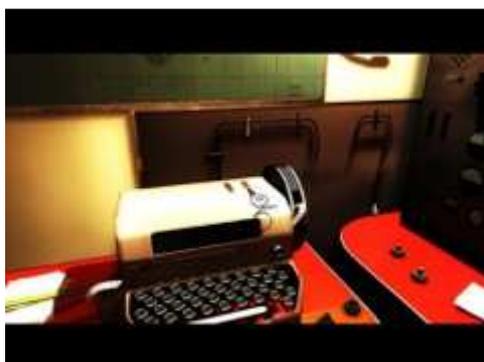


Use the coin twice to get the cable!

Head back to the radio room downstairs. Remove both of the cables from the telex and from the brown telex machine against the wall. You have to do this twice too!



Remove BOTH of the cables!



Remove BOTH of these cables too!

Attach the phone cable to the telex. Type your message with the telex keyboard. Take the telex ribbon from the left side of the telex.



The telex ribbon

Exit the radio room. Head back to mister Lou in the engine room. Give him the telex ribbon and off you go to...



Arriving at the New York State Building

The New York State Building

Walk to the bellhop dressed in red. Talk to him to find out his name Elmer. Ask him about himself and about the elevator. Turn to the right and walk towards the dressed tables in the little foyer. Walk to the left corner at the back of the foyer. Pan to the right and pick up the empty waste basket. Turn to the right and go one step forward. Turn to the right one more time and go forward.

Look at the right and open the drawer of the little table. Take the lighter from the drawer. Turn to the right and go forward twice. Turn to the right and go forward one more time. Turn to the right and open the letterbox of Elmer Mitchel. Take the service note out of the letterbox. Read the service note.

Turn to the left and go one step forward. Turn to the right and take some papers out of the waste basket. Put the papers into the waste basket you are carrying around. Examine the note above the waste basket. Turn to the left and go forward. Turn to the right and go forward. Turn to the right and walk towards the bellhop. Give him the service note.

Turn to the left and go forward. Turn to the right and go forward one step. Look around and notice the number 82 on the wall. Look down to the floor and place the full waste basket on the floor. Light it with your lighter. Walk to the bellhop who is now extinguishing the fire. Now you may use the fire escape and you'll end up at ground zero.

Turn to the left and talk to the journalist. Ask him about everything you can. Turn around and walk towards the girl behind the desk. Talk to her and ask her about everything you can. Turn to the left and go forward. Turn to the right and go forward.

Turn to the right and walk towards the green dressed bellhop. Talk to him and when you get the option to choose a bellhop of course you remember Elmer, the bellhop dressed in red! So... choose wisely! Head

back to the journalist. Ask him about the visitor's badge. Enter the building and head back to the elevators. Show the access badge to the bellhop. Enter the elevator.

Turn to the left and go one step forward. Turn to the left and go two steps forward. Turn to the left and go one step forward. Take the inventory register from the top of the cupboard at your left side. Read the register to learn that equipment service is at the fifth floor. Turn to the right and go forward one step. Turn to the left and walk to the end of the corridor. Turn to the left and go one step forward.

Take the magnifying glass out of the cupboard to your left. Turn around and open the door of the office. Enter the office. Walk forwards the desk and read the nameplate on the desk. Talk to the woman and ask her about everything you can. Exit the office.

Turn to the right and go one step forward. Turn to the left and go three times forward. Turn to the right and open the door of the office. Enter the office. Talk to the bitch behind the desk. Exit the office. Turn to the left. Go forward twice. Turn to the right and enter the fire exit.

Turn to the left and walk to the end of the corridor. Talk to the girl behind the desk of Cineworld. Ask her about everything you can. Turn around and grab the green Cineworld Magazine from the desk. Exit this little Cineworld foyer. Turn to the right and talk to the bodyguard. Ask him about everything you can. It seems that he has a crush on the lady behind the desk on ground zero.

Turn to the left and go forward twice. Enter the fire exit at your right side. Turn to the left and go one step forward. Turn to the left and enter the elevator. Follow the Exit signs and head back to the girl behind the desk. Talk to her and tell her about the cupids. Turn to the left and go forward. Turn to the right and go forward. Turn to the right and walk towards the elevator.

Enter the elevator. Turn to the left and go forward. Turn to the right, go one step forward and enter the fire exit. Turn to the left and head back to the bodyguard near the Cineworld foyer. Talk to him about the girl behind the desk he has a crush on, called Julia. When he wants to do you a favor in return choose... the fist!

Turn to the left and go forward twice. Enter the fire exit at your right side. Turn to the right and go forward one step. Turn to the right one more time and go forward one step. Turn to the left and enter the office. Give the Cineworld Magazine to the girl behind the desk. Take the hairpin from her desk! Talk to the girl about the cupid. Exit the office.

Turn to the right and go forward. Turn to the left and go forward. Turn to the left and enter the fire exit at your left side. Turn to the left and walk towards the elevators. Step into the left opened elevator with the number 3 on top. Turn to the left.

Walk towards the girl sitting on the sofa. Talk to her and ask her about everything you can. Turn to the right and go one step forward. Turn to the right and go another step forward. Turn to the left and try to open the door opposite the bulletin board. Locked! Pick the lock with the hairpin. Enter Lansky's office.

Search the coat next to the door to find a note. Read the note. Turn to the left and walk towards the strange looking safe at the back wall. Notice that the safe has three different colored pointers. Around the safe are colored marks. Your goal is of course to get the colored pointers pointed to the corresponding colored marks. Don't touch anything yet! You can move the pointers by clicking on the buttons at the bottom of the safe. You can click on the right side of each and every button to move the pointers clockwise. By clicking on the left side you move the pointers anticlockwise.

Let's start with the yellow pointers. Of course you have to press the left yellow buttons. Click twice at the right side of the upper button. Click twice at the left side of the bottom button. Click once at the right side of the upper button. Click twice at the left side of the bottom button. The yellow pointers should be at the correct spot now.

Let's do the white pointers now. Of course you have to press the center white buttons now. Click twice at the right side of the upper button. Click once at the left side of the bottom button. Click once at the right

side of the upper button. Click once at the left side of the bottom button. The white pointers should be at the correct spot now.

Finally let's do the orange pointers. This time of course you have to press the right orange buttons. Click at the right side of the upper button once. Click at the left side of the bottom button once. Click at the right side of the upper button once. Click at the left side of the bottom button once. Click at the right side of the upper button once. Click at the left side of the bottom button once.



Just one click away of the opened safe

When done correctly the safe opens. Take the heavy metal key out of the safe. Pan to the left and notice something behind the painting on the back wall. Go forward one step and turn to the right. Move the painting. Look through the grating. Read the scribbled note. It says -2, 8, 13, 7 and 14. Exit the office.

Examine the planning board on the wall and remember the time on which daily work starts, nine o'clock. Turn to the left. Go one step forward. Turn to the left and study the photo on the wall with your magnifying glass. Remember the inauguration date of the Empire State Building, the 1st of May 1931. Turn to the right and go forward. Turn to the right and go forward one step. Turn to the right and walk towards the elevators. Turn to the left and enter the elevator.

Turn to the right and go forward twice. Turn to the right and go forward. Turn to the right and enter the fire exit. Turn to the left and go forward twice. Turn to the right and enter the office. Examine miss Hatchet laying on the floor.

Exit the office. Turn to the left and go forward three times. Turn to the right and go one step forward. Turn to the left and enter the office. Talk to Ellen and tell her about poor miss Hatchet. Talk to her once more. Exit the office. Turn to the right and go forward. Turn to the left and go three times forward. Turn to the right and enter miss Hatchet's office once more. Notice that there's laying something on the floor where miss Hatchet has been laying. Walk to that corner of the office and pick up the note book.

Look at the metal box on the chair. Yep... a number lock! Read the spiral-bound notepad. It says elevator doors. Believe me there are 8 of them. It also mentions the maintenance floor. As you have learned that is the 4th floor. It also mentions the employer arrival time. Well, on the planning board you've seen that working day starts at 9. It also mentions the day of inauguration. As you have seen on the photo of the Empire State Building that is the 1st of May. Finally it mentions the equipment service floor. As you have learned that is on the 5th floor. Of course it can't be a coincidence that these are five numbers and that the number lock has five digits! So... could this be the code for the number lock!?!? Let's give it a try. Change the code into 8 - 4 - 9 - 1 - 5.



8 - 4 - 9 - 1 - 5 ...Sesame open

Take the security key out of the opened box. Exit the office. Turn to the left and go forward twice. Turn to the right and enter the fire exit. Walk towards the elevators. Step into the right opened elevator to end up at floor -2. Turn to the left and go forward.

Walk towards the metal door. Turn to the left and take the fire extinguisher from the wall. Turn to the right and go forward. Turn to the right and open the metal door with the heavy metal key. Enter the elevator control room. Turn to the right and walk forward. Smash the pad lock with the fire extinguisher. Take the jump leads out of the opened cabinet. Turn around and walk towards the electrical board. Drop the jump leads on the shelf beneath the board.



8 jump leads on the shelf

Read the scribbled note once more if you have forgotten the numbers written on it. Right... it says -2, 8, 13, 7 and 14. Here is the way you have to place all of the jump leads:

- pick up a jump lead and put in the left row at the -2 position
- pick up a jump lead and put in the left row at the 08 position
- pick up a jump lead and put in the second row at the 08 position
- pick up a jump lead and put in the second row at the 13 position
- pick up a jump lead and put in the third row at the 13 position
- pick up a jump lead and put in the third row at the 07 position
- pick up a jump lead and put in the right row at the 07 position
- pick up a jump lead and put in the right row at the 14 position



All jump leads placed correctly

Put the safety key in the keyhole at the bottom right of the board. Turn the safety key. Examine the electrical board and notice that all the elevators should be working fine now! Exit the control room. Head back to the elevator. Step into the elevator to finally arrive at floor 14 to meet Mister Foster.

Go forward twice and speak with Miss Pennington, Mister Foster's secretary. Ask her about everything you can. Turn to the left and enter the opened door to Foster's office. Walk all the way to Mister Foster's desk. Speak to him. He first wants to play the game called The Jade Stones and the Scarab. This game is actually quite simple. You have to beat the standing Jade Stones without being beaten by the scarab. Pick up the stone and place it on the white square to the right. Then place it on the white square to the down left square. Then head for the rightmost Jade Stone. Then head for the leftmost Jade Stone and finally beat the last Jade Stone. If you get beaten by the scarab, just speak to Mister Foster and try again.



All Jade Stones beaten

After you have won the game, speak to Mister Foster. Speak to him once more. Be sure to exhaust all dialogs, especially about the medallion! Exit the office. Speak to Miss Pennington once more and exhaust all dialogs. Turn to the right and walk towards the elevator. Enter the elevator to head for...



Arriving at Macao

Macao

Go forward and enter the ship. Turn to the right and go forward. Turn around and go down the stairs. Walk to the bar at the right back corner. Talk to the barkeeper to ask him about Miss Sullivan. Talk to the woman sitting at the bar. Ask her about herself and about Miss Sullivan.

Turn to the left and walk towards the two men standing at the very long table. The table turns out to be a rat racetrack. Talk to the man at your left side. Ask him twice about the rat race. He will give you a gambler's bet.

Go one step forward towards the Chinese guy dressed in blue. Turn around and speak to him. Turn to the right and walk towards the gambling table at the opposite side of the room. Turn to the right and walk to the betting counter. Hmm... nothing to bet! The guy behind the counter is vast asleep!! No way to wake him up from this side of the counter!!!

Turn to the right and walk towards the stairs. Turn to the right corner. Notice the closed curtain. Open the curtain to face a nice (?) sliding puzzle. Behind this sliding puzzle is a door to the betting room with the sleeping man. In order to open up this door you have to solve this sliding puzzle. While you are trying to solve the puzzle the Chinese guy dressed in blue will spot you from time to time. When this is the case, quickly turn around and go one step forward and return to go on with solving the puzzle. Remember that if you aren't quick enough when this guy spots you he resets the puzzle and you have to start all over again! I guess you would like to know how the image of the sliding puzzle has to look. That is the easiest part. Just look at the image on the curtains! Believe me I'm very bad in solving these sliding puzzles. So giving you the moves I've made won't do you any good. If you can't solve this one yourself just send me an [email](#) and I'll send you my saved game! After uncountable moves I finally made it...



One more click to go...



...made it!

Enter the opened door. Walk to the sleeping man. Pan to the left and examine the calendar next to the grating to find out the correct date. Take the note under the pillow of the sleeping man. Read this note. You are going to need this later to answer some questions of the Chinese guy dressed in blue. Talk to the man to wake him up. Talk to him once more. Ask him about himself and about Miss Sullivan. Give him the gambler's bet. Talk to him about the rat race to get a betting slip. Exit the room.

Walk to the man at the rat racetrack. Talk to him about the rat race. Give him the betting slip. When the race is over talk to him again. When he has given you some money talk to him once more. Exhaust all dialogs. Look who or what is coming down the stairs! Of course you hurry to the gambling table to speak with the lady. Exhaust all dialogs.

Turn to the left and walk to the bar. Talk to the barkeeper. Exhaust all dialogs. Talk to the woman at the bar. Exhaust all dialogs. Give the small sum of money to the barkeeper. Wait a little until the bottle is getting emptier and emptier and the barkeeper finally falls asleep. Talk to the woman at the bar once more. Step behind the bar and open the brown hatch.

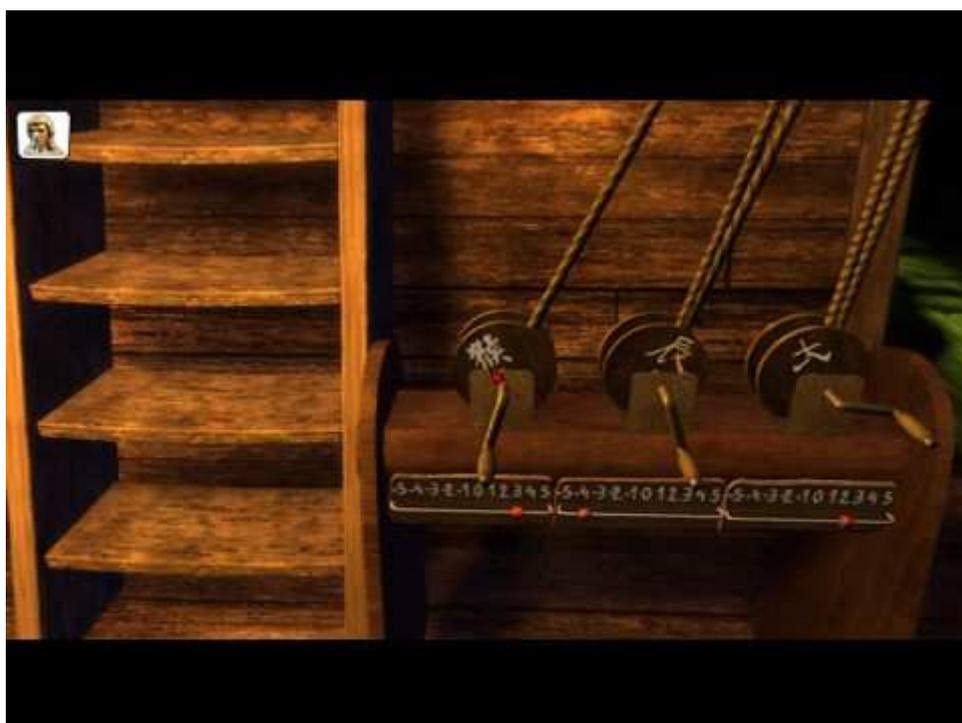
Enter the room behind the opened hatch. Pull the lever of the generator. Quickly turn a little to the right and hide in the dark corner. When the Chinese guy dressed in blue has switched on the generator exit the dark corner. Go through the opened hatch. Walk to the lady at the gambling table.

Talk to her about the rat race. After that talk to her about herself. Exhaust all dialogs. Turn around and walk to the Chinese guy dressed in blue who is standing in front of the curtain in the left back corner of

the room. Show him your large sum of money. Talk to him about the poker game. Before you may pass you have to give the correct answers to his questions. You know what date it is because you have seen the date on the calendar in the room with the sleeping man and you have read the note under his pillow. So... the correct answers are: tiger - two kings of hearts - clover ace.

After you gave the correct answers he'll give a winch code. Study this winch code! Head back to Miss Sullivan. Talk to her about the poker game. Off you go to the poker room. However, before you can enter the poker room you have to lower one of the sails. Nope... you can't just pull a rope to lower the sail. You have to turn three wheels the correct way to do this.

Study the three little wheels. Don't touch anything yet! Notice that you can turn the little levers to the left and to the right by clicking at the left side and at the right side of each and every lever. With the winch code in mind you turn the left lever three times to the right, the center lever four times to the left and the right lever twice to the right. It must look like this:



The correct winch code

When you have done this correctly the door next to the levers will open. Enter the opened door. Pan a little to the left and talk to Kate about the poker game. Have a seat! Talk to the man to the left, James Elliot. Exhaust all dialogs. Talk to the Chinese guy, Master Yu. Finally talk to the man to the right, mister rat race. Exhaust all dialogs. Before you ask him about the poker game save your game so you won't have to go through all the chitchat again if something goes wrong.

Talk to mister rat race about the poker game and... let's play!

First hand: keep on following the bet until you win and continue.

Second hand: fold and continue.

Third hand: fold and continue.

Fourth hand: keep on following the bet until you win and continue.

Fifth hand: follow the bet twice, raise stakes, follow the bet.

Now James Elliot turns out to be a bad loser! He not only takes the bas-relief with him but also Kate! Talk to Master Yu about Kate. Talk to mister rat race about Kate. Exit the room. Go up the stairs and exit the ship. Go forward twice and talk to captain Nathaniel Blackwood. Exhaust all dialogs and off you go to...



Arriving at India

India

Turn to the right and talk to captain Blackwood. Exhaust all dialogs. Turn to the right and go forward. Turn to the right and go forward twice. Turn to the right and go forward three times. Go down the stairs. Turn to the left, go forward and enter the radio room to the left. Take the pencil and the sheet of paper from the desk above the drawer. Combine the pencil and the paper. Exit the radio room.

Turn to the right and go forward twice. Turn to the right and go forward to the engine room. Enter the engine room. Look to the right and pick up the Zeppelin knife that Lou must have dropped. Turn to the right and exit the engine room. Go down the other stairs leading outside the Zeppelin.

Go forward and talk to Kate who is kept imprisoned in a cage. Exhaust all dialogs. Walk around the cage. Look at the floor at the backside of the cage. You can't do anything with it yet but remember you can find it here. Turn around and go across the bridge. Keep all walking all the way to the spiral stairs leading down. Go down those spiral stairs.

Walk towards the bookcase at the right side of the entrance of the room. Captain Blackwood appears and starts reading a book. Ask him about Elliot and about the book he's reading. Turn to the right and walk towards the statue in the distance. Turn around and go up the stairs. Go one step forward. Try to open the huge brown doors. Notice the inscription at the wall next to the doors. Use the paper and pencil on the inscription. Examine the scumble of inscription.

Turn to the left. Go forward and descent the stairs. Head back to the entrance at the left side of captain Blackwood who is still reading the book. Go up the stairs and walk all the way back to Kate. Show her the scumble of inscription. Head all the way back into the building.

Walk to the bookcase at the right side of captain Blackwood. Take the book on the upper shelf. Read the book and you see some pictures of an elephant. Of course you wonder what to do with these elephants. Well... nothing at all. Just remember the directions they are pointing to, one to the left, three to the right and two to the left!

Take the book on the third shelf from top. Read this book about precious jewels. Turn to the left and walk towards the other bookcase. On the upper shelf you'll find the Seventh Book of Knowledge, the book Kate told you about. Take the blue sapphire from the book. On the third shelf from top you'll find the book about Kama Sutra. Walk back to captain Blackwood. Talk to him about the jewels.

Turn around and walk towards the table at the centre of the room. Walk around the table and find the green statue of the elephant. Cut the pearl from the trunk with your Zeppelin knife. Walk back to captain Blackwood. Yee... the book he is reading must be much more interesting than the Kama Sutra book! Show the pearl to him. He'll give you a moonstone!

Turn to the right and walk towards the statue in the distance. Examine the base of the statue. Note that there are 15 buttons which you can press. Label the buttons from top to bottom A, B and C. Label the buttons from the left to the right 1, 2, 3, 4 and 5.



The labeled buttons

Press the buttons in this order: C5 - C1 - A1 - B2 - A3 - C3 - B4 - B5 - B4 - C5. When you have done this correct the top of the statue opens. Take the ruby from the head of the statue. Make a note of the position of the arms and the hands of the statue!



Make a note of the arms and the hands

Turn a little to the right and walk towards the seats. Turn a little to the right again and walk towards the next seats. Look at the floor to find a wooden chest. Notice that there is an image on the lid that looks the same as the statue you just opened. Move the arms and the hands to the same position as on the statue.



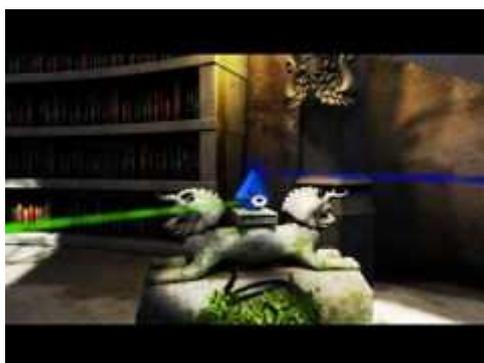
Moving the last hand into the same position

When you have done this correctly the chest opens. Take the green emerald out of the opened chest. Walk to captain Blackwood and show him all of your jewels. Turn to the left and walk towards the statue that is standing in front of the leftmost bookcase. Cut the ivy with your Zeppelin knife. Place the green emerald on the statue.



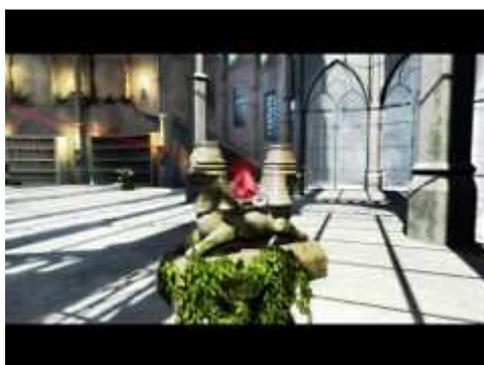
The first jewel set...

Turn to the right and walk to the statue at the end of the green beam. Cut the ivy. Place the blue sapphire on the statue.



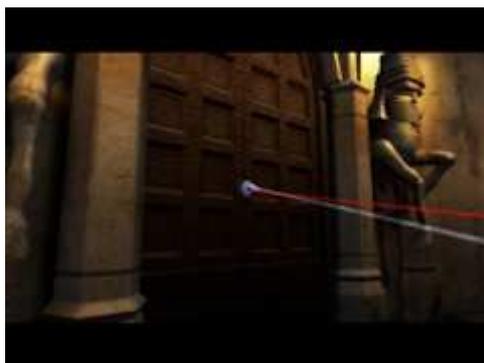
The second jewel set...

Turn around and walk to the statue at the end of the blue beam. Cut the ivy. Place the red ruby on the statue.



The third jewel set...

Notice that the red beam is pointing to the door on top of the stairs. Walk to that door. Place the blue moonstone on the doorknob.



The fourth and last jewel set...

Turn to the left and go forward. Go down the stairs. Turn to the left and notice the white beam that points to the pillar next to you. See the square on the upper part of the pillar. Open that square and take the bas-relief and...



The opened square

...now captain Blackwood shows who and what he really is. He not only steals the bas-relief but also knocks you unconscious! And not only that!! He also locks you into a sarcophagus that cannot be opened just like that!!!



A room with a view

When you study the stone tablet you seen discover that this actually is a pre-historic Sudoka puzzle! Just keep on clicking on the upper left empty square. You'll see that it has nine different images. When you do this with another empty square you'll see the same nine different images in the same order. So this means that each and every image represents a cipher. With the button on top of the puzzle you can reset the whole puzzle. Press that button. In the next table I give you the complete solution to this Sudoka puzzle. With the numbers I tell you how many times you have to press an empty square on each and every row from the left to the right. So where I say in the first row 7 - 3 - 8 - 5 - 6, it means that you have to press the first empty square on the first row seven times, the second empty square three times, the third empty square eight times, the fourth empty square five times and the fifth empty square six times. Here we go!

first row: 7 - 3 - 8 - 5 - 6
second row: 4 - 1 - 6 - 9 - 8
third row: 9 - 8 - 5 - 7 - 2
fourth row: 6 - 1 - 2 - 5

fifth row: 9 - 5 - 2 - 4 - 7 - 8 - 6
sixth row: 8 - 3 - 6 - 7
seventh row: 3 - 1 - 4 - 6 - 9
eighth row: 5 - 9 - 3 - 7 - 4
ninth row: 2 - 6 - 9 - 8 - 1

And here you can see how it should look like.



One click on the right bottom square will finish the job!

When you have done this correctly the sarcophagus opens and you'll pop out. Look at the statue in front of you. Take the trident from the statue. Go forward and examine the bas-relief. Turn around and study the tile in the floor. Walk forward and exit the room. Turn to the right and go forward. Go down the stairs. Turn to the left and walk towards the entrance. Go through the entrance once more and head all the way back to the caged Kate.

Remember you saw that strange device down the floor at the back of the cage. Place the trident into that device to lower the cage. Walk around the opened cage and talk to Kate. Exhaust all dialogs. Head all the way back into the building.

Go up the stairs and enter the opened room once more. Walk one step forward. Examine the bas-relief one more time but leave it alone after that! Turn around and see that Kate is standing on the pressure tile. Turn around and face the bas-relief. Now remember the book with the elephants you have read earlier. I told you to remember the directions those elephants. So press the bas-reliefs in that order. Huhhh... you have forgotten!? Okay... no elephants no cookies! Just kidding of course. Here is how you have to press the bas-reliefs: press the left relief once, press the right relief three times and finally press the left relief twice.

When you have done this correctly you notice that the door at the back wall of the room opens. Go through that door and go forward. Examine the fresco at the left wall. Talk to Kate and exhaust all dialogs.



Breath taking, isn't it?

Turn to the left and go up the stairs. Head all the way back to the Zeppelin. You can find it at the end of the path behind the cage where Kate was kept imprisoned. Climb up the ladder to enter the Zeppelin and set course to...



Arrival at Mesopotamia

Mesopotamia

Turn around and talk to Kate. Exhaust all dialogs. Walk towards the little wooden gate. Talk to the herbalist. Talk to him once more and Kate will translate what he's saying. Exhaust all dialogs. Give him your pearl. You'll get a herb poultice in return.

Turn to the right and walk up the path twice. Turn to the right and walk towards the first house. Examine the big wooden crate in front of the house. Pan a little forwards and go forward once. Turn to the right and take the iron bar from the wheel. Turn around and return to the first house.

Lift the wooden crate with the iron bar. Talk to the little girl called Jyan. Exhaust all dialogs. Take the smoker from the ground next to the wooden crate. Return to the house with the wheel. Turn around and pick up the wooden bucket. Turn around and walk to the houses at the end of the street. Talk to the woman by the stove. Exhaust all dialogs. Pick up the box of matches next to the stove.

Turn around and go forward once towards the house with the wheel against the wall. Try to open the door. It's locked! Take the grille from the wall. Turn to the left and go one step forward. Take the wooden hoe that is standing against the wall. Open the door and enter the house to meet poor captain Blackwood. Talk to him. Turn around and take the sieve from the wooden pole. Take the shears from the other pole. Exit the house.

Turn to the right and go forward twice along the brick wall. Here you'll face a beehive. Leave it alone for now but believe me... you are facing a nice puzzle for later on! Turn to the right and go further up. In front of the temple turn to the right and pick up four (4!) stones. Turn to the left and walk to the right side of the temple.

Use the hoe on the green plant. Pick up the red roots. Turn around and go one step forward. Turn to the right and enter the temple. Examine everything you can. Look at the blue-yellow painting on the wall. As Kate explains this bas-relief represents the Dragon of Marduk. Notice that four stones of the bas-relief

are missing. Also notice that the size of the missing stones is different. Now remember that you just picked up four stones in front of the temple. That can't be no coincidence! First we are going to measure the size of each missing stone.

Place the grille over the empty upper square. The size of this missing stone is 6 x 6. Take back the grille and place it over the empty one but upper square. The size of this missing stone is 5 x 4. Take back the grille and place it over the empty right square. The size of this missing stone is 3 x 2. Take back the grille and place it over the empty left square. The size of this missing stone is 3 x 2 too. Take back the grille.



Taking measures...

Exit the temple. Turn to the right and go down the path. You are facing the beehive again. Light the smoker with the box of matches. Use the smoking smoker on the beehive to scare away the bees. Remove the roof from the beehive. Look how cute... all those bees! Well... believe me... you can't see no bee for days when you finished this puzzle! Your goal is to get all yellow bees from the left to the right and all the orange bees from the right to the left by using the smoking smoker. The main thing is that you leave enough room for the bees to jump forward. I numbered the front row of yellow bees Y1, the second row of yellow bees Y2 and the back row of yellow bees Y3. With the orange bees I did the same but changed the Y for an O! So I numbered them O1, O2 and O3. Here we go...

Y1 - O1 - O2 - Y1 - Y2 - Y3 - O1 - O2 - O3 - Y1 - Y2 - Y3 - O2 - O3 - Y3

Put away the smoker and click on the beehive. Surprise!! Get your smoker again and here we go again...

Y1 - O1 - O2 - Y1 - Y2 - Y3 - O1 - O2 - O3 - O4 - Y1 - Y2 - Y3 - Y4 - O1 - O2 - O3 - O4 - Y2 - Y3 - Y4 - O3 - O4 - Y4

Put away the smoker and click on the beehive. Surprise!!! Get your smoker one more time and here we go for the last time...

Y1 - O1 - O2 - Y1 - Y2 - Y3 - O1 - O2 - O3 - O4 - Y1 - Y2 - Y3 - Y4 - Y5 - O1 - O2 - O3 - O4 - O5 - Y1 - Y2 - Y3 - Y4 - Y5 - O2 - O3 - O4 - O5 - Y3 - Y4 - Y5 - O4 - O5 - Y5

Put away the smoker. Take the center frame full of honey from the beehive. It might be wise to save your game here! Turn around and head back to the village. Head back to the woman by the stove. Give her the frame full of honey. Walk to the well.

Speak to little Jyan about the locked door. Great... she won't tell you anything about it! Wait a little and see how Omarim is getting his honey bread from the lady by the stove. Head back to the woman. Talk to her about Omarim. Turn to the left and talk to Omarim. Give him the bronze medallion. Talk to Omarim once more and exhaust all dialogs.

Now little Jyan starts crying for help because she dropped her doll into the well. Turn around and walk towards the first house. Go forward one more step. Go down the path at the left side of the circular brick wall. Turn to the left and cut a piece of pivot wire with your shears. Combine the twisted metal wire with the bucket. Turn to the right and go down one more step.

Talk to the herbalist about the plant and about Omarim. Turn to the right and go up the path twice. Turn around and go up the path between the two brick walls. You are standing between the beehives again. Turn around and take the plant.



The plant and the snake

While you take the plant you will be bitten by a snake. The venom of this snake is fatal! It's good you traded your pearl to the herb poultice with that herbalist!! If not... you would be dead by now! Head back to the village and walk to the well.

Place the bucket with handle on the hook above the well. Pan to the right and turn the lever of the well. Take the doll out of the bucket and give it to little Jyan. Talk to her once more about the locked door. Pan to the left and walk to the house with the wheel against the wall. Turn to the left and move the wooden pole laying on the ground. Pick up the key. Put the key into the lock and turn it around. Enter the workshop.

Take the stonecutter's tool from the windowpane. Leave everything else alone for now. Exit the workshop. Turn to the left and walk to Omarim. Give him the Aloe leaf. Talk to him once more and ask him about the first aid. He gives you a bowl of medication.

Head back to the last house at the right side. Enter the house and give Omarim's remedy to captain Blackwood. Talk to him and exhaust all dialogs. Exit the house. Turn to the left and go forward once. Pan to the left and look down the yellow floor outside the workshop. I'm sure the pattern on the floor will ring a bell! Remember you measured the missing stones of the painting in the temple. Also remember that you picked up four big stones in front of the temple.

We are going to chop those four stones one by one to the correct seize. First we are going to make the biggest missing stone with the seize of 6 x 6. Drop one of the stones for cutting on the floor. Use your stonecutter's tool twice on the stone.



One stone 6 x 6

Pick up the cut stone. Drop the next stone for cutting on the floor. Now we are going to cut the one but biggest missing stone with the seize of 5 x 4. Drop one of the stones for cutting on the floor. Use your stonecutter's tool four times on the stone. Pick up the cut stone.

Now we are going to make the two smallest stone with the size of 3 x 2 each. Drop another stone for cutting on the floor. Use your stonecutter's tool seven times on the stone. Pick up the cut stone. Drop the last stone for cutting on the floor. Use your stonecutter's tool seven times on this stone too. Pick up the cut stone. Now you should have four cut stones in your inventory. They should look like this:



Four correctly sized stones

Turn to the left and go forward twice. Go up the path between the two brick walls and head back to the temple. Enter the temple. Don't do what captain Blackwood tells you yet. But keep in mind his words that you have to place the bronze medallion in the trident. Walk to the bas-relief on the wall. Place the four cut stones into the appropriate empty squares. Great... nothing happens!



They do fit nicely but...

Well... that is because the colors are missing! Head back to the village. Enter the workshop. Place the sieve over the bowl next to the little burner. Take the pestle from the bowl next to it. Put the red roots in the bowl. Use the pestle on the red roots. Take the roots from the bowl and drop them on the sieve. Shake the sieve and take the bowl with powder from underneath the sieve. Put the powder in the empty bowl on top of the little burner. Light the little burner with your box of matches.

Now we are going to mix some paint to get the correct colors to paint the blank stones of the painting in the temple! Before you touch anything study the little burner first! Notice the two metal pipes leading down from the top. Also notice that each of these pipes has a metal tap. Both metal taps can be opened and closed. Finally notice that there is a circular valve halfway the little burner.

With the painting in mind you know that we have to make dark-blue paint, bright-blue paint, dark-yellow paint and bright-yellow paint. On the next images pay attention to the position of the taps! Only with the use of these taps you determine the color that you get!!!

Turn the circular valve on the little burner to get a bowl of dark-blue paint. Take the bowl of paint.



The bowl of dark-blue paint

Turn both of the taps to open them. Turn the circular valve on the little burner to get a bowl of bright-yellow paint. Take the bowl of paint.



The bowl of bright-yellow paint

Turn the left tap to close it. Turn the circular valve on the little burner to get a bowl of bright-blue paint. Take the bowl of paint.



The bowl of bright-blue paint

Turn the left tap to open it and turn the right tap to close it. Turn the circular valve on the little burner to get a bowl of dark-yellow paint. Take the bowl of paint.



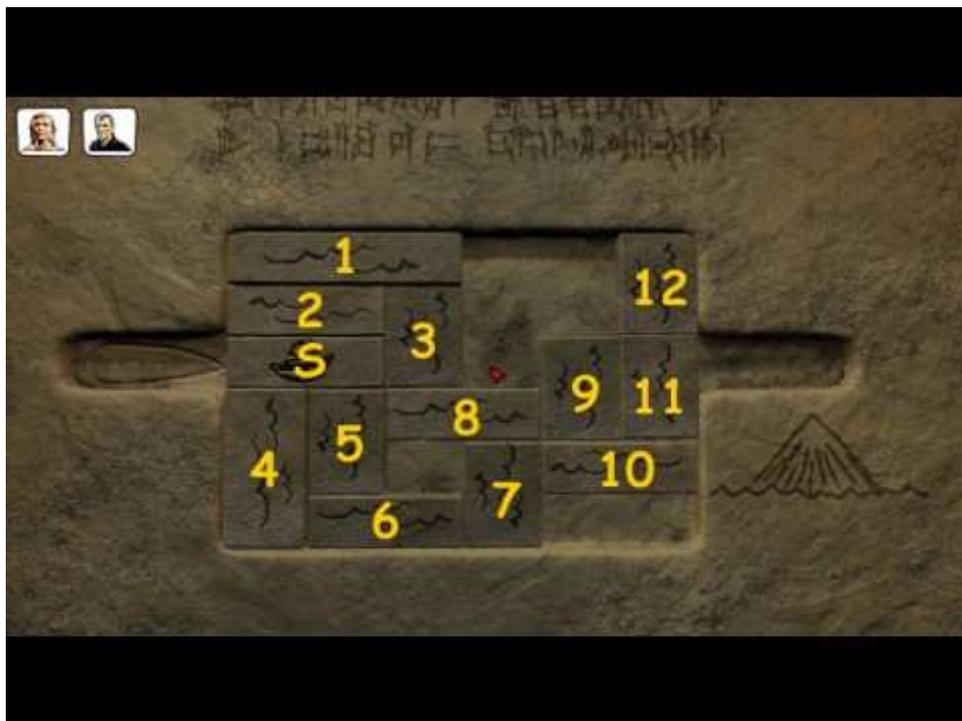
The bowl of dark-yellow paint

When finished head back to the bas-relief in the temple. Use the bowl of dark-blue paint on the upper blank stone. Use the bowl of yellow-orange paint on the one but upper blank stone. Use the bowl of light-blue paint on the right blank stone. Use the bowl of orange paint on the bottom blank stone. It should look like this now:



The fully painted bas-relief

Place the bronze medallion in the eye of the Dragon. You'll pick up a priceless blue Atlantean crystal from the water basin beneath the painting. Don't forget to take back the bronze medallion from the Dragon's eye!!! Turn around and walk to the opposite wall. Click twice with the bronze medallion on the trident. Turn to the right and walk towards the opened panel in the wall. Place the Atlantean crystal at the left side of the panel to activate it. Study the panel and I guess you know the meaning of this one. Yep... you have to move the ship from the left side to the right side. You can move a tile to the left by clicking on the left side and you can move it to the right by clicking on the right side. To move a tile up click on the top part of a tile. To move it down you have to click on the bottom part of a tile. Label the stones this way:



Moving the Ship (S) from the left to the right

Here we go again: 9 up - up, 8 right, 3 down - down, Ship right - right - right, 2 right - right, 1 right, 4 up - up - up, 5 up - up, 6 left, 3 down, 8 left - left - left, 3 up, 7 up, 6 right - right - right - right, 3 down, 7 down, 8 right - right - right, 4 down - down - down, 3 down - down - down, Ship left - left - left, 1 left, 2 left - left, 8 left - left, 7 up - up - up - up, 6 left, 10 left, 11 down, Ship right - right - right - right.

Enter the opened wall. Turn to the right and take the piece of paper out of Elliot's bag. Read the torn-out page. It turns out to be a page written by your father. This page gives you some vital information. I'll mention that later. Walk to the back wall. Remove the fake bottom medallion from the socket. Place your

bronze medallion in return. Oops... Elliot pops out of one of the tombs and jumps to the horn of a bull's head to activate a trap. You will be trapped down below in a room with a large grate on top. No way to escape from this room at the moment!

Talk to Elliot who is standing in the room above. Exhaust all dialogs. Talk to Kate and exhaust all dialogs. Talk to captain Blackwood and exhaust all dialogs again. Turn to the right and examine the extinguished torch on the wall. Talk to Kate and ask for her scarf. Put the scarf on the torch. Light the torch with your box of matches.

Remember the words on your dad's torn-out page "Three times she turns a serpent that adorns her finger". Turn the ring beneath the torch three times. Turn around and notice the raised column. Now remember your dad's words that you have to climb nine steps. Notice the tiles in the floor in front of this column. In order to leave this room you have to raise nine columns by pressing the tiles in front of this column in the correct order. Now remember the words in your dad's torn-out page:

"Then in her gaze appear fantastic images" - Look around and notice 4 heads of a bull
"I see precious stones that light the way to truth" - Notice that 8 burning torches light the room
"I see a flaming tentacle" - a tentacle has 5 sides
"I see a trident of orichalcus" - a trident has 3 fingers
"and lastly I see a big ship" - that is just 1 ship



Label the tiles like this

Number the tiles from the left to the right 1 to 10. Notice that the leftmost tile is hardly visible! Also notice that the fourth tile has a dark-brown square. Here we go...

Press the dark-brown square of the fourth tile
Press the dark-brown square of the eighth tile
Press the dark-brown square of the fifth tile
Press the dark-brown square of the third tile
Press the dark-brown square of the first tile

If you have done this correct all nine columns are up, forming a staircase leading up. Go up these stairs. Look up to see a bull's head above the grate. Use the iron bar on the bull's left horn. Walk forward. Look to the left and notice the big rock rising up in the sky with a huge red crystal on top of it. Notice that Elliot is standing behind some sort of panel high up that rock. Finally notice that the bridge towards that rock has been destroyed and is hanging down the rock. So... there is no way to reach the bastard! Walk towards the Ark. Enter the Ark. Turn to the left and examine the huge standing green crystal. Turn to the right and go forward.

Turn to the left and place the blue crystal on the panel. Now you have to make a blue connection from the upper right spot to the bottom left spot. Alas this isn't as simple as it looks. You'll find a fearsome opponent in Elliot! Each time you make a move in blue, this bastard makes a contra move in red. I can't give you the exact solution to this puzzle because the way Elliot reacts to your moves is different every time. Below you find an example. This is not just an example! With me it worked 9 out of 10 times!! If you fail, just press the red arrow to the right to give it another try. Good luck!



One more click to go...

Once you have succeeded, the road to Atlantis gets revealed. Greedy Elliot of course wants to see the road to Atlantis. While he's standing on the edge of the rock he get's struck by a falling rock and off he goes ;o). What a shame! In the meantime Kate starts drawing a map of this revealing road to Atlantis. But before she's finished the whole place falls apart and they have to run for their lives. The Ark disappears buried with tons of rock taking it's secrets of it's origins with it. But the quest for Atlantis isn't over yet!

Back at the New York State Building thanks to the map Kate drew they find a new lead. From the incomplete map Kate has made mister Foster recognizes that the symbol fits clearly to an image in one of his books in his collection. As you get ready to follow this new lead you realize... the adventure has only just begun!

The End...