

Chapter 1 - The lighthouse

The lighthouse

Take the letter at the entrance (museum of Valembois)

Take the "hammer" inside the lighthouse (on your left in the first wrap).

First floor / Kitchen

Talk to the old explorer (he explains several things, he's dying and tells you that you must bring back the white bird's egg to the Amerzone. Fortunately everything is in order for the expedition...).

Go to the phone and dial the museum's number (03 46 52 81 79).

In the right dresser, take 2 letters.

- Letter 1 is from the Amerzone's presidency to Valembois.
- Letter 2 is from David Mackowski (Valembois's priest).

Second floor

Take the explorer's notes and in the mezzanine on top of the book shelves find the explorer's will.

Third floor

Go outside and then get to the top of the lighthouse.

On the steersman, dial **145** to ax the platform of take off of the Hydraflot.

Activate the wheel after entering the code (left pad: scroll the numbers from 0 to 9 and with the right pad change spot).

It is by looking into the binoculars that you will find the data.

Only the bunker's binoculars give you the good data : **140†** (departure of the goose) thanks to the explorer's notes you will know you have to add 5† to obtain the correct orientation which is **145†**.

Lighthouse elevator with 3 levels:

- Outside on the top of the lighthouse,
- bunker
- underground of the base arrival next to the base.

Find the egg and the Hydraflot.

Go downstairs through the trap, then straight ahead then go down the stairs.

On your right in the corridor leading you to an armored door, is a room with a computer. Take the disk in the drive there.

Switch on the electricity, the computer, the screen, and click on the screen.

It asks you for a password to open the door of the base: it is 28 06 04 Valembois's birth date (you have found that information in the note book).

To find the egg

Prior to getting into the service lift seize the metal rod on the floor, on your right.

Get into the service lift and down on the left facing the handle place in a hole the metal rod.

Push the button to go down, it gets stuck. Turn around, pick up the hammer and destroy the wall. Then go straight ahead and find the egg. Thanks to the lever you can get the egg.

Come back then to the service lift, to make it work, take the metal rod on your left to start the elevator and arrive into the base.

To install the egg in the Hydraflot

On the right of the Hydraflot, make a right, then climb on a ladder, you then reach a promontory.

Activate the handle that starts the egg's installation inside the Hydraflot.

To start the engine and get out of the base

Insert the disk into the plane's system to take off, select the "plane" mode and enter the data as follows: 145.

Chapter 2 - The wreck's island

On the deck

Talk to the fisherman.

Get inside the bar and take the diving suit from a table and a knife on a target.

Then go to the warehouse and get an empty gas tank and a box spanner on the shelf at the end of the warehouse.

Fill the tank with gas at the gas station outside the warehouse. .

To dive

To dive, start the wind machine, use the box spanner on the water arrival pipe, place the diving helmet at the end of the pipe, start pumping and then lower the handle.

Under the water, cut the net that jails in the whale thanks to your knife.

To get the disk

Then you may go back to the fisherman who gives you a key.

That key opens a safety box (in a cabin in the island) in which there is a disk.

That disk is necessary to start the Hydraflot plane.

To find the new data

Bring back the gas tank to the Hydraflot, fill the trunk, throw the anchor in the water as underneath the water is a Hydraflot ruin with the data leading you to the Amerzone.

[Go back under water](#) and attach the anchor to the door of the ruin. Get back inside the Hydraflot ruin and detach the anchor.

As the door is now opened you may dive in and write of the dash-board of the ruin of the Hydraflot number 227.

To leave the wreck's island

Start your engine by introducing the disk inside the Hydraflot, enter the numbers [227](#) and start the engine in helicopter mode.

You are on your way to the Amerzone...

Chapter 3 - Pueblo

To Enter the village

Talk to the priest in the cemetery on your right prior to reaching the door of the village.

He gives you a key. That key opens the village's door.

To escape from jail

Take the cup, put inside the cockroach you found on the wall, pour some tequila in.

The guard will faint.

Take the key on his belt, and open your cell's door.

To the church

In the jeep next to the prison, take the gas tank and the rope.

Place the cord above the well, and get inside it.

In the underground, go straight ahead until you reach the stairs to go back inside the church.

In the church

On the church's table cease the key inside the bible to open the tabernacle at the center of the stage and cease a letter and a disk from it.

Back inside the village

Go back underground by going through the confession place. At the feet of the stairs on the right, cease the sword. Place the sword in the free hand of the statue located at the entrance of the tunnel then activate the hand of the statue towards the floor. The grid facing the statue opens. Follow that way to go back inside the village.

Out of Pueblo

Go back to your hydraflot, put some gas inside the tank on the left of the egg, insert the disk and then start your engine.

Chapter 4 - The River

The river's bank

Get on the river's bank, get inside the forest and enter a house to take the map and a gas barrel

Fill the Hydraflot's tank (on the left of the egg is the gas tank).

Start the engine.

Porcpotamus and Buffalo

A group of porcpotamus will stop you. Use the horn (there is a switch on the dash-board) to be able to reach the entrance of the creek.

Then take a left otherwise the buffalo that push your hydraflot will stick you.

Get into the anchor mode otherwise you will be stuck.

Grapnel mode

Go ahead thanks to the anchor you have attached on different rocks until you meet a rhinopotamus.

Attach the anchor on his horn so that you can take your Hydraflot out of the water.

To use the grapnel aim the top of the rock with the hook cursor and click time to valid. (The rock is always in front of you, drag the ancor (mousebutton pushing) from the boat to the top of the rock) and then push the level next.

If you missed try again.

Rhinopotamus and peashooter

Go back to the river's bank and follow the anchor until you meet a tree.

Take a left and a little further, find a lighter and a peashooter.

Thanks to that peashooter you can put the rhino to sleep, get back the anchor, and leave in your hydraflot.

Move your Hydraflot Make a right.

Move along thanks to the anchor you have previously attached to different rocks.

Pêchausores, bees and village...

You then will meet pêchausores who will have fun trying to disconnect the anchor from the rocks.

Get out of the Hydraflot then into the canyon Go into the rocks, there is a peace of wood lying on the ground.

A little bit right of this is lying a little wooden-stick. Take the stick and lay it on the big peace of wood then you can light up a fire to have the bees fly away and attack the pêchausores.

Go back to the Hydraflot, go straight up to the anchor until you reach the village.

Chapter 5 - Indian village

Enter the village

Take the egg with you, get out of the Hydraflot and go to the village by following the deck.

In the village walk until the entrance of a room that has a wooden bird on top of the door .

In that room open the door at the back.

The jungle

In the jungle make a right, straight until you reach a cave, and there take the red cockroach.

Climb the ladder at the back of the cave.

Once outside follow the deck and open the water pipe by activating the wheel.

Go back to the cave, get out of the jungle, take the magic herbs (2 steps after the exit of the cave on the right).

Then go straight, walk in front of the village, shake a coconut tree and get the coconut that fell from it.

Go back to the village.

Ceremony of the egg

In the first room take the disk from the drawer of the office desk.

Go toward the bottom of the bird's pole.

In one of the compartments appeared the Indian woman. Give her the egg and the cockroach.

Get in the compartment (at the entrance there is a skeleton), a wood machine works at the end of the room. Place herbs there and get the mashed herbs back from it.

Then get outside again and enter the first room on your left. There is another machine there. Place the coconuts inside and get the mashed nuts back.

Go back to see the Indian woman and give her the 2 ingredients (herbs and nuts).

After the ceremony, the egg will be in your inventory.

Get out of the village.

The snake

It will then be possible to activate the wood handle of the lock on which there is a snake, as the Indian woman will attract it with a flute (only now as the ceremony of the egg has been achieved).

Up to the swamp

Place the disk and the egg back inside the Hydraflot. Put it in the small boat mode and activate a handle at the back of the Hydraflot.

The mechanism will start and if you repeat it once again it will activate the Hydraflot up to the swamp.

Chapter 6 - The swamp

The Swamp

Go to the house on the piles to get an object that calls the giraffes.

Do not forget the egg otherwise you won't be able to call the sacred giraffes.

After going through a maze, step on a sort of loudspeaker close to an Indian cemetery and call the sacred giraffes by using the object.

Climb on the giraffes to reach the top of the trees and meet a bridge made of ropes.

Chapter 7 - Temple and volcano

The Temple

Take the dictator's medals, after his death.

Turn the mechanism (metal wheel in the front of the dictator) to open the secret door.

Then leave the temple and at the middle of the rock stairway, enter in the room, you will find wings and a forge.

Put the medals in the forge and use the forge to melt them, now you have a key.

With it, you can unlock the exit and go to the volcano.

The Volcano

Go to the cave, warm the egg and take it back. That key allows you to unlock the exit and be able to fly up to the volcano.

On the edge of the volcano, drop the egg at the end of a promontory. Use the hammer on the egg.

The white birds will come out.

This is the end of the game.