

Official Strategy Guide



LILLY & SASHA

NEXUS OF SOULS

CONTENTS

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NEXUS OF SOULS

Introduction.....	4
Lilly and Sasha: Nexus of Souls	4
Continuing your Curse of the Immortals save	5
Walkthrough.....	6
Part 1 – Zahhak's Escape.....	6
Arman Village	8
Arman Village.....	10
Arman Temple	11
Part 3 – Hingrad.....	17
Hingrad	17
Part 4 – Mehmedon.....	20
Mehmedon.....	21
Keseara's Temple.....	24
Part 5 – Skelvania.....	26
Skelvania Pass.....	26
Skelvania	28
South Quarry.....	28
East Quarry.....	28
Hakkati's Pyramid	30
Part 6 – Hobbletree Village.....	34
Hobbletree Village.....	34
Trials - Part 1	35
Trials - Part 2	35
Amairti's Depths.....	36
Party 7 - Abaddon.....	39
The Nexus of Souls	41
Side Quests.....	42

Relic Hunting – Cash for Relics	42
Relic Hunting – Summoning Items	43
Relic Hunting – The Relic Guardians	44
A Home of your Own	45
Your Party.....	48
Gear	49
Runes	53
Classic Trinkets	54
New Trinkets.....	55
Pets with Bonuses	56
Pets with Skills.....	57
Battle Skills	58
Boss Tips.....	64
Puzzle Solutions	66
Arman Temple Candle Puzzles	66
Arman Temple Multi Snake Flute Puzzle.....	69
Keseara's Sand Puzzles	70
Keseara's Shadow Puzzles	73
Skelvania Pass Painting Puzzles.....	87
Pyramid Card Puzzles	89
Pyramid Galaxy Puzzles.....	91
Pyramid Picture Puzzles	92
Pyramid Lazer Puzzles.....	98
Boxy Lazer Puzzle.....	99
Box Lord Puzzles.....	101
Jet Cave Puzzles.....	107

INTRODUCTION



Lilly and Sasha: Nexus of Souls

The Lilly and Sasha saga continues in Nexus of Souls. This installment picks up right where Curse of the Immortals left off. We're very happy with the way this game turned out and we hope you'll love it.

You can email us at dan@johnwizard.com or andrew@johnwizard.com, or you can leave a comment on our forums at www.johnwizard.com/forums.

Here are some of the new things we've added for this game:

Bank System

No more missing out on precious gold! You'll find deposit boxes all over the game where you'll be able to empty your wallet into your bank account. When you visit a town you can withdraw your money or deposit checks you've earned during your adventure.

There's also a new wallet available that will let you carry up to 1500 gold at once. =)

Usable Items

You can now use items you pick up to perform many different tasks. These are different from normal items that go into your inventory. You'll see a circle at the bottom right of the screen while you're holding a usable item, you'll also see the item in your character's hand.

You can use the item you're carrying by press ALT, the middle mouse button or clicking on the circle.

Battle System Upgrades

The battle system has had quite a few upgrades since last time. Some of them are visual - characters now hold their equipped weapons and have their own skill select graphics, runes show up on skills and so on.

Other changes make the battles more interesting like each character having their own power meter and their own skill that is modified by other characters. We've also added a battle speed option in the menu for those who like their battles a bit faster.

You also get to use two pets at once and each character can use two trinkets (except on easy difficulty).

Continuing your Curse of the Immortals save

To continue from your Curse of the Immortals save file, choose new game from the main menu. You will get an option to load a COTI save. Choose your save file and you're good to go.

Your COTI save won't be modified at all so you don't need to worry about losing it.

WALKTHROUGH

LILLY & SASHA

NEXUS OF SOULS

Part 1 – Zahhak's Escape

Welcome to Lilly and Sasha: Nexus of Souls.

After the introduction scene, you will be in control of Lilly inside the room with Zahhak's shrine. Go through the door at the bottom and you will encounter Terry.



Griffin will be forced to fight Terry 1 on 1. Terry shouldn't give you too much trouble. Use Griffin's strong attack (left on the cross sign) to deal big damage to Terry, and use his weak attack (middle of the cross) when you are low on energy or health. Griffin's weak attack is equipped with an absorb rune by default, so it will restore health to Griffin.

After the fight with Terry, you'll be able to continue into the next room. Walk down the stairs and stand on the top side of the rock. Push it down into the lazer to blow it up and then walk through the bottom door.

Continue forward until you come to another rock. Push this rock up and proceed into the next room. Walk across the bridge and then climb the sets of stairs in the room until you come to the exit.

When you get outside the temple it, it will be raining. Walk down the stairs and follow Sasha's trail of destruction. You'll need to push some of the boxes aside to continue along the path.





Keep going until you get to a blue rock. Push the blue rock to send it through the barricades and light the torch at the end of the line. Keep going along the path and you will also find a purple rock that you will need to push right and a red rock that you will need to push up. After walking past the red rock, there will be a little opening on the right side of the path that will allow you to walk into the forest. Walk around the trees until you get to another set of stairs that you will climb to get to the next area.

On the next map, walk through the water and climb the ladder on the other side. Most of Quenera has been destroyed and is now inaccessible. A wizard will tell you he saw Sasha head over the bridge, so that is where you will go. Walk down the stairs in the center of the town and onto the bridge.

Make your way across the bridge onto the next map. There will be a few rocks blocking your path that can be pushed aside to allow access.



Part 2 – Arman Village

Rockwater Pass

After this, you will end up on a beach. Walk down to enter Rockwater Pass. Inside Rockwater Pass, you will find a red flower blocking the exit. To get the red flower to move, you will first have to do a few things.

Pick up the Zinnia Seeds that are on the bench.

Plant the Zinnia Seeds next to the flower.

(Press the ALT key or click the round button at the bottom right corner of the screen while facing the patch of dirt)

Pick up a bucket.

Fill the bucket with water from the lake.

Pour the water on the seeds.

Success.





You will now be able to move into the next room. Go to the south side of the map to find another place to plant flowers.

This time you will need to plant the two different types of seeds in the right place so they match the garden of flowers below them. Zinnia Seeds, which will go in the middle, can be found on a chair near the patch of dirt.

Go through the cave at the top of the map and walk onto the beach to find the Azalea Seeds. While you're at the beach, make sure you speak to the man with the brown bandana to buy a bigger wallet to hold more money!

Once you've planted the seeds in the right spots, use the nearby bucket to water them and the red flower on that map will move out of the way.

On the next map, use the vines on the walls to get down onto the lower tiers of grass. Walk into the cave and walk around to the other side of the unfinished bridge. Pick up the hammer from the rise above you and use it to smash the three pots. You will now be able to access the Bluebell Seeds.

Plant the Bluebell Seeds in the patch of dirt outside to match the layout of the flowers on the top tier of grass on the west side of the map.



After doing this, the flower below the cave entrance will move out of your way. Pick up the Grabthorn Seeds and plant them below the flowers you just planted. This will allow a vine to grow down the side of the wall that you will be able to climb down. Once you climb down the vine, you will need to plant another Grabthorn Vine to get to the ground floor. When you get to the bottom, be sure to pick up the Grabthorn Seeds sitting on the nearby chair as you will need them later.



Walk east until you come to a map with a malfunctioning red switch and a grid of pre-planted seeds. Ignore the seeds for now and walk up into the next room. Plant your Grabthorn Seeds at the base of the cliff and return to the previous map for water. Once the vine has grown, return to the previous map again to get a bucket. Take the bucket and climb up the vine. On the next map, you will be able to fill your bucket with grease.

Take the grease back to the room with the red switch and use it on the switch. Then jump on the switch to squirt water onto the middle seed. Water the rest of the seeds to get rid of the flower. Walk onto the next map and across the two bridges to get into Arman Village.

Arman Village

When you get into Arman Village, the first thing you should do is go inside the big building in front of you and open up a bank account. This can be achieved by speaking to the lady at the middle counter inside the bank. You can take this time to explore the city and possibly buy a few runes or trinkets if you like. When you are ready to move on, go over to the north west section of the town and walk up until you come across

a man named Zang wearing a blue jacket who you need to speak to.



After speaking to Zang, you will need to go and see Chef Jun. He lives in the south west section of the town and his house can be identified by the sign with a fork hanging above the door. Go inside and speak to Chef Jun. He will tell you that he'll cook Sin Quan Do for you if you bring him 3 white truffles.

Leave his house and walk over to the pig farm to the west of his house. When you get inside, you will be given a pig whistle and a few moments alone with the pig. Walk around and keep blowing the whistle to get the pig to follow you. Lead the pig over to the piles of dirt around the farm to get him to dig up whatever is inside. Once you have found all 3 truffles, you can leave the farm.

Return to Chef Jun and give him the truffles. He will then give you the Sin Quan Do which can be taken back to the temple and given to Zang to get access to the front door.

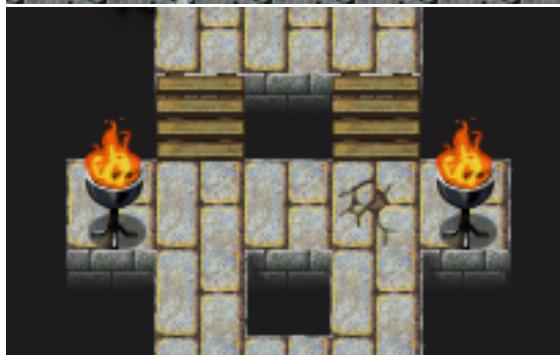
Arman Temple

Once inside the temple, walk straight up into the next room and you will encounter a monk. He's blocking the door to the vault and he says he's not moving for any reason. Go through the door on your left and walk down the stairs.

In the next room, you will need to light flames in the right colors to make your way forward. There are markings on the wall which tell you what color to light the torches to make your way out.



In order to make your way to the next room, you will need to make the path of flames match the colors on this wall.



The bottom left color is red, so the bottom left torches will need to be lit with a red torch to activate the bridges.

In order to light all of the torches along the path, you will need to unlock the other colored flames. Follow these directions or follow the markings on the walls to activate the bridges to the other colors.



Collect an unlit torch.



Light the torch at a red flame.



Light the torches below the blue flame and
light your torch at the blue flame.



Light the torches above the green flame.

After unlocking all of the colors, you may now use them to light all of the flames along the path out as indicated on the wall.

Once all of the torches are lit, you'll be able to climb the stairs. You will find yourself inside the vault with some bandits. After they leave, the monk that was guarding the door will come in. He'll ask you to bring him the bandana of their leader. Walk through opening in the wall that the bandits left through and go outside.

Follow the path up and keep following the path until it takes you through a cave and you end up in Brick's encampment. Brick will not give up his bandana easily, so you will have to fight him for it. After you defeat him, take the bandana back to the temple and give it to the monk in the vault. He'll give you a key to open the door above you.

When you arrive in the next room, you will see two animals on the wall that each require a stone to be placed in the box below them. You can get the stones in any order.

Spider Road

Going west will take to the spider road. Walk down the stairs and then follow the wooden bridge until you come to a wall covered in spider webs. Just to the east of the house is a small fire that you can pull a

burning torch out of. Use the torch on the spider webs blocking the door to the house and walk inside.

Once inside, you will find yourself in a maze of rooms with spider webs blocking the doorways. Burn down the spider webs on all of the walls to open paths through the rooms. You will also need to burn the spider webs that are on the chests to get each of the Spider's Rubies. All

paths will eventually lead to one of three entrances to a room with a red crystal in the middle. You will

need to use your Spider's Rubies on the gates on the outside edges of the room. Once you have activated all three of the gates with the rubies from three chests, the gates will disappear and you will be able to go into the room on the east side.

Walk up the stairs in the next room to find yourself back in the temple area. Walk into the next room where you will need to light all of the candles on the desk. Once the candles are lit, the spikes by the door will disappear and you can continue. [See the puzzle solution for this.](#)



Walk to the end of the hall where you will need to light another set of candles to get through. In the next room you will see a group of bandits blocking the path. They will only move if you bring them Hawk's Bandana. Walk through the opening in the wall and make your way outside.

Once outside, follow the dirt path until you get to Hawk's encampment. When you approach the houses, various groups of bandits will come outside to fight you. You will have to compete in a gauntlet-style series of fights before Hawk shows up. Once Hawk

shows up you will need to fight him too.

After the fight, return to the temple and show the bandits his bandana. They will move out of your way and you will be able to go forward. Continue forward until you come to some more stairs. Walk down the stairs and you will end up back on the spider road. Continue along the road until you get to another wall encased in spider webs. Use the nearby torch to burn the webs, then go inside.

Once inside you will need to navigate through the rooms until you come to a set of stairs. Walk down the stairs and out the door to end up on the final part of the spider road. Walk west from the spider house and loot the red chest to receive a Spider Stone. Now you will need to return to the room with the snake and spider on the wall. You will be able to get back following the spider road. There will be switches along the way that you can pull to remove the spikes so you can get through.



Snake Road

Going into the east room will take you into the snake road. The first doorway on the snake road will take you into a room with a snake in a basket. Walk into the doorway at the top of the room and pick up the snake flute. Push the basket to the right side of the room and push it up so the snake is facing the orange switch. Then face the basket and blow the flute. This will cause the snake to press the switch.

In the next room, use the first snake to pull the green switch, then blow the flute onto the empty basket to get a snake to come out and serve as a ladder. Climb the snake and then use the snake on the top floor to pull the switch on the other side of the bridge.



In the next room, make the snake in the middle face down and then blow the flute onto the basket. This will cause a chain reaction and the bottom snake will pull the switch. Then blow the flute into the basket at the top to make another snake ladder. Climb the snake and push the basket on the top floor around to the bottom so the snake faces the one in the middle. Use the snake to pull the red switch.

In the next room, use the snakes to first pull the red switches, followed by the blue, and finally the green switch. Then position the two remaining snakes so

they are facing the orange and purple switches. Walk over to the furnace in the corner and blow your flute into the opening. This will cause the sound to come out of the pipe at the top and activate both snakes at once.

After going through the next room you will end up back on the snake road. Continue into the next room in the snake road which will have four snakes and four switches. The numbers and colors on the wall tell you which order the switches will need to be pressed in. To press them in this order you will need to line the snakes up so that when they are all activated at once, some will get there sooner than others.

[See the puzzle solution for this.](#)

Go into the next room and climb the ladder to end up back inside the temple. You will need to light candles in the following two rooms to remove the spikes and advance. Then you will end up back on the snake road again.

Go into the next room on the snake road and use the flute to make another snake ladder. Climb the snake and go into the next room to get the snake whip. Use the snake whip to pull each of the switches on the platform across from you, then go around and climb up the snake on the other side. Make sure you get the whip again after.

In the next room, use the whip to pull all of the switches and lower the spikes. You can also whip the jars. Whip the green switches in the middle to form a bridge to the other side and cross it. Climb onto the platform



and use your whip to pull yourself onto the platform across from you.

In the next room, whip the orange switch, then stand on the red switch to form a bridge. Walk across it and whip the green switch to lower the spikes.

Next you will arrive in a room with a lot of jars. Whip them all to find a red switch. Jump on the switch to make a bridge to the red switch in the middle of the room. Use that switch to form a final bridge that lets you exit.

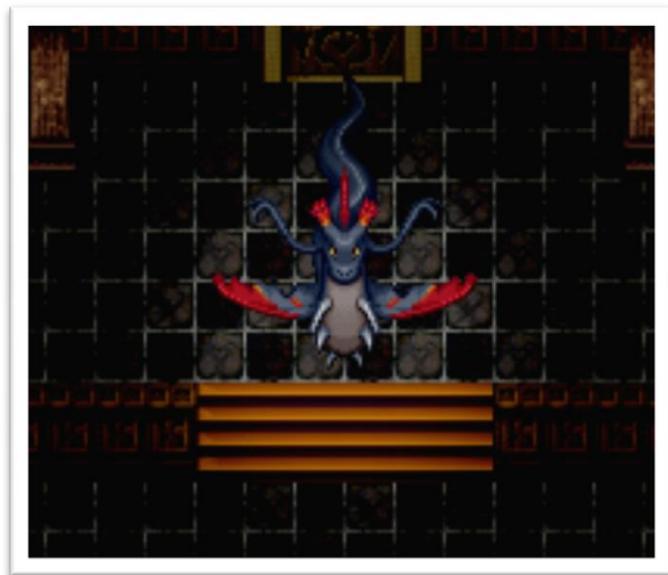
You'll end up in a room with multiple platforms. Use your whip to get over to the blue switch and press it. Then pull the red switch and walk up the stairs. You'll end up back in the temple. You will need to light the candles to continue. [See the puzzle solution for this.](#)

You'll get to another group of bandits that want Rat's bandana. Go outside and follow the dirt path until you find Rat. Fight him to get his bandana and return it to the bandits. After that, continue forward until you arrive back on the snake road. Loot the green chest to get a Snake Stone and then return to the room with the snake and spider on the wall.



Tien Lung

Once you've used both the Spider Stone and Snake Stone, the door will open. Enter the door to go into the next room where you will fight Tien Lung. After that, you'll go into the final room where you will see Sasha. [See the boss guide for Tien Lung.](#)



Part 3 – Hingrad

The Fields

After the cut scene is over, you will need to start following Sasha. In the room to your right there is a portal that will put you outside Arman Temple. Leave the temple and go into the south west section of Arman Village. At the bottom of the town, there is an exit.

Once you're out of the town, go south into the second field and head towards the bridge in the south east corner of the field. Once you get near Hingrad, Viper will notice the sign and run inside. Follow her inside.

Hingrad

The ogres inside are very powerful, so you will not be able to fight them. Instead, you will need to use various potions to sneak past them. You will come across small rooms where you will need to make these potions using the ingredients found around Hingrad. Below is a list of the potions and their ingredients, all in one place for your convenience.

Potion	Ingredients
Flame Walker Potion	Flame Leaf x 2 Thistle x 1 Springwater x 1 Berries x 1
Sheepshift Potion	Moon Leaf x 2 Thistle x 1 Mild Poison x 1 Covey Balm x 1
Sleepytime Potion	Thistle x 4 Mild Poison x 1 Barb Blood x 1
Wind Walker Potion	Spicy Bail x 2 Thistle x 1 Barb Blood x 1 Grapes x 1
Lightspeed Potion	Spicy Basil x 7 Mild Poison x 1 Onion x 1

The first thing you'll need to do is walk south until you come to a dirt area. Walk right and you will see an ogre guarding chest. He'll attack you if you try to get to the chest, so you'll have to sneak around the back. Walk into the nearby cave and make a Firewalker Potion. Step outside, use the potion and then run across the fire to get the chest.

Walk right onto the next map and use your key to open the metal door blocking the entrance to the cave. Enter the cave and make a Sheepshift Potion. Step outside and use the Sheepshift Potion, then walk through the sheep pen while disguised.

Walk through the grassy area and go back down into the dirt area on the right side. At the bottom of the map, near the top of the wall you will see a ladder that you can climb down to get to the beach.

Walk along the beach until you get to a potion table. Use the nearby ingredients to make a Sleepytime Potion, then walk up the stairs located nearby. Push the rock aside and walk up the stairs to the north to arrive back on the first map.

Stand in the middle of the pile of sandbags and launch your potion at the ogre across the lake. You will now be able to cross the bridge and continue into the next area. You'll need a second Sleepytime Potion once you got across to knock out the ogre in the following room. Once he's out, continue into the next room.

You'll get to another cave. First, you will need a Sleepytime Potion to knock out the ogre nearby. Then you will need a Firewalker Potion to activate the red switch and trap the second ogre blocking you. Then return to the cave and make a Windwalker Potion. You can use the Windwalker Potion in the previous rooms where there were gusts of wind blocking you from getting to places.

Once you use your Windwalker Potion to get inside a cave, you'll be able to read a book that informs you that you can use a Sleepytime Potion to poison the meat laying around Hingrad and get past the dogs.



Meat #1 – Near the first wind walking location.



Meat #2 – On a table near the ladder that takes you down to the beach.



Meat #3 – Just outside the area the dogs are guarding.

You can only collect one piece of meat at a time, so you will have to take them to the dogs as you get them. Once you get a piece of meat, go to garden being patrolled by the dogs. Put the meat down on the red circles and dogs will eat it and pass out.

After all three dogs are asleep, make another Sleepytime Potion and use it to knock out the ogre guarding the door to the keep. Once inside the keep, go into the small room and make a Hyperspeed Potion. Use the Hyperspeed Potion to quickly run past the dogs and get to the other side of the keep.

Once over there, you will need to fight the jailor to get his key. Once you have the key, unlock the nearby metal door and find Fox inside. Fox will take you back outside and give you a pass that will allow you to get into Mehmedon. Viper will also leave your party to stay with Fox.

Part 4 – Mehmedon

Mehmed Jungle

The Mehmed Jungle is situated back in the first field outside Arman Village. You will need to go through the Mehmed jungle to get to Mehmedon where you may find Sasha. To get there, just leave Hingrad and walk north to the next field, and then go over the bridge on the east side.

Once you get inside the Mehmed Jungle, you will encounter a little boy. He will ask you to get some potatoes from the nearby cave for his cow. Once you get the potatoes, give them to the boy and he will move the cow out of the way so you can climb the vine behind him.

When you get up to the top, the boy will ask you to help him get some food for his party. The first thing that he wants is 7 fish. Go into the east side of the jungle. On the first map, you will see a bird on a rock. Pick up the bird and walk over to the little whirlpool in the water. Face the whirlpool and throw the bird at it. The bird will fly across and pick up a fish for you. Continue to do this in the following rooms until you get all of the fish. Then return to the little jungle boy.

The next thing that he will ask you to collect is 25 apples. To get the apples, walk past the goat on the west side of the room and into the next room. You will be able to pick up some of the apples yourself, but for the others you will need to use the nearby frogs to get them for you. Using a frog throws it a certain distance. After that, the frog then starts to walk forwards. If it gets to an apple, it will pick it up. Frogs can also be used to activate switches for you that you can't get to. Once you get all 25 apples, return to the jungle boy.



After you give him the apples, he will ask the pig on the north side to move out of the way for you so you can get into the north area of the jungle to collect 10 bundles of bok choy for him.

To get the bok choy, you will first need to use the goat to help you get across to the east side of the room. Pick up the goat horn on the tree stump and the goat will begin following you around. When you are facing one of the three lone pillars, sound the horn and the goat will charge at the pillar in front of you, pushing it forward. Use the horn to make the

goat line the three lone pillars up so you can get across to the other side of the trees.

After that, you can cross over and collect all of the bok choy. Once you have all 10, return to the jungle boy. He will thank you for all of your hard work and tell you to go to room east of the place where you met him. Climb down the vine and walk east. You will see two crocodiles emerge from the water. Walk onto the sparkles near the water and your character will jump across the river. Continue forward to arrive at the entrance to ...

Mehmedon

After speaking with the guards and showing them your pass, you will be allowed to enter Mehmedon. You will need to speak to the sultan to ask if he has seen Sasha, but first you will need to gain permission to speak to him. When you first enter Mehmedon, you will see a house with two doors. Enter the house (from either door) and speak to the man behind the desk.

After speaking to the man, you will be allowed to meet the sultan. Leave the house and walk over to the east side of the corridor and talk to the guard wearing black. He will let you pass. Walk up the stairs and into the big doors to arrive in the sultan's house.



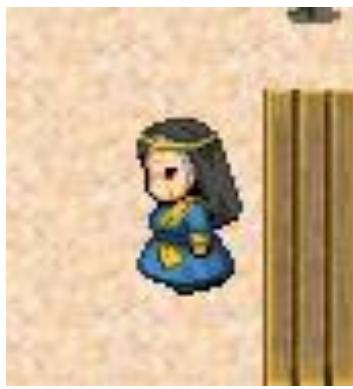
After dealing with the pestlers, the sultan will listen to you and give you a roll of fliers to put up around Mehmedon. Look for the blue squares and put the fliers up there. Once you've put up all 15 of them, return to the sultan for further instructions. He will ask you to go to the trade district to collect some tax payments.

Head over to the trade district and speak to the 4 men with green exclamations above their heads to get their payments. After you have all the payments, return to the sultan and hand them to him. He will now have one final mission for you.

First, you will need to track down the four members of the rival party. They can be found ...



Near the entrance to Mehmedon



Next to the inn.



In the trade district.



Far east of Mehmedon, by the Phoenix God.



Trade the signatures for 2 letters.



Drop the first letter in the consultant's inbox.



Give the second letter to the mysterious lady in the trade district.

After that, take the flutes that the mysterious lady gives you and hand them to each of the four people you spoke to at the start of the mission. Then return to the sultan's house.

After the people get evicted, enter the sultan's house and speak with the sultan. It turns out he isn't done with you yet. He needs one last favor from you. He wants you to find a girl named Skye and ask her if she wants to go on a date with him. Leave the sultan's house and go to the house that is being blocked by one of the sultan's guards just below the sultan's house.

Speak to the guard and he will move out of your way. Then enter the house and you will find Skye inside. After she agrees to the date, head back to the sultan's house and tell him the good news. You'll now get to watch the sultan and Skye's date. It ends in a fight where you must defeat the sultan using Skye. He is very weak so it will be easy.

After the fight, Skye is nowhere to be seen and the sultan tells you that you are free to enter Keseara's Temple. Make your way to the east side of Mehmedon and speak to the guard who is blocking the exit, then walk up and you will arrive at the entrance to the temple.



Keseara's Temple

The front door to the temple is locked so you'll need to find another way in. Start walking east until you get to a ladder. Continue to climb up the side of the temple until you reach the top. Once you reach the top, you can get inside the temple.

In the first room, pick up the spinning blade from the table and launch it along the track so it goes into the black hole in the wall and removes the blocking device so you can go into the next room. In the next room, you will have to use the spin magnet on the corners of the tracks so they line up with the path. After you've got them aligned, send the spinning top along the track to remove the blocking device.

Walk down into the next room. This track has 4 purple barricades on the tracks that can only be destroyed by sending a spinning top at them after removing the gate blocking the path to them. You will need to go through the four rooms surrounding the track to collect keys from the men wearing yellow robes. Once you get all your keys, unlock the gates, break the purple barricades, then send a spinning top

along the track to remove the blocking device in the room.



The next room will be filled with vases that you are unable to break as of yet. Go through the nearby door to discover a man with a hammer. Dak will ask him for the hammer, but he runs away so you have to follow him. Keep following him until you corner him in a room and he sets enemies free to fight you. Defeat the enemies and then fight him. After you defeat him, you'll be able to pick up one of his hammers from the table behind him. Take the hammer back to the room with vases and use them to clear a path to the door.

Go through the next room and downstairs to get to the bottom floor of the temple. This room has 3 ghost creatures that you must offer stones to. First go through the door at the south side of the room to unlock the front door of the temple. Go back inside and go into the door on the left and climb down the ladder. Each of the three paths down here will award you with a different stone.

[See west path puzzle solutions.](#)

[See north path puzzle solutions.](#)

East Path

After going through the door on the east side of the room, you will arrive in a room with a green tile on the floor. Standing on the green tile will reveal a walkable path through the room, as well as a treasure chest and a ghost standing by the door. Walk over to the chest and then speak to the ghost who will let you go past.

The following room has 3 enemies that must be defeated to lower the spikes. The enemies are, however, invisible so you will need to stand on the green tile and take note of their locations. In the final room, you will need to find a suitable book for each of the ghosts and hand it to them.

Geology for Beginners – hand to the ghost on the west side of the room. He will give you a key that will allow you to open the metal door.

Self Respect and You – hand to the ghost standing by the four bookshelves.

Contacting the Spirits – hand to the ghost in the middle of the room.

Emotional Healing – hand to the ghost in the wedding dress.

Bartending for Profit – hand to the ghost in the south east corner of the room behind the table.



After you have given a book to each of the ghosts, the spikes will be lowered and you will be able to go into the next room to get the key.

Karamaola

After you get all of the stones, return to the main room and offer them to the spirits on the wall. When all 3 spirits are happy, the door will open and you will be able to go into the next room. When you get to the end of the hallway, you will be attacked by Karamaola. After you defeat him, walk into the next room to meet up with Zahhak.

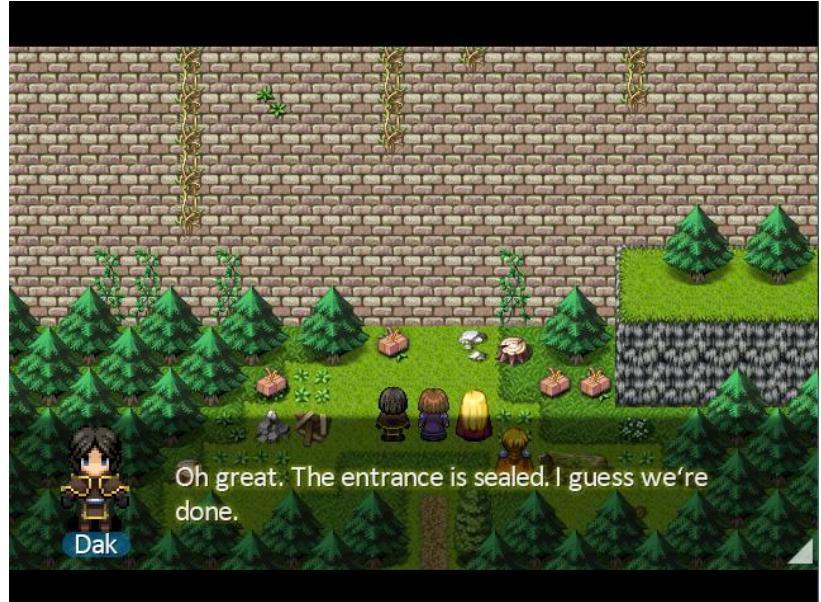
Part 5 – Skelvania

Skelvania Pass

After the cut scene, the gang will go back to Skye's house to go through her files. After that, you will need to get to the south west field. The fastest way to get there is to teleport from Mehmedon to Hingrad and then walk west from Hingrad until you see a stump with an exclamation above it. Click on the stump and Skye will burn down the trees so you can walk across the bridge.

When you get across the bridge, after the guys inspect the pyramid, you will need to go to Skelvania. You can get to the entrance to Skelvania through the north west field, so make your up to the top of the field and cross the bridge. Head over to the left side of the north west field to get into the Skelvania Pass.

When you get into the Skelvania Pass, talk to the little blue guy in the purple shirt. After that, talk to the fairy, then to the blue guy again. Once you've spoken to him again, grab the pick by the entrance to the cave and go inside. Use the pick to smash the purple rocks and collect ochre smashing. Once you've got them all, take them back to the blue guy and he'll mix them in the water to create purple paint.



Pick up the paint brush next to him and use it on the purple paint. [See the puzzle solution for this.](#)

Once the fairy removes the barrier, you'll be able to cross the bridge. Once you get across, speak to the guy in the blue shirt. He'll ask you to collect bugs for him. Pick up his bug catcher and catch all of the bugs in the pass and bring them back to him. He'll then mix the bugs in the water to create blue paint. [See the puzzle solution for this.](#)

Once the fairy removes the blue barrier, walk into the next place and cross the bridge. Speak to the guy in the red shirt, then to the fairy, then the guy in the red shirt again. After that, pick up his shovel and head into the cave. Use the shovel on the mounds of dirt to dig up madder roots or uncover stairs to lower levels. Once you have 6 of them, return to the guy with the red shirt and he'll mix them in the water to create red paint. [See the puzzle solution for this.](#)

After the fairy removes the red barrier, go into the next area and keep going until you get to a guy with a green shirt. Speak to him and he'll ask you to collect 6 buckthorn berries. Once you get all 6, speak to him again and he'll mix them in the water to make green paint. [See the puzzle solution for this.](#)

After the fairy removes the green barricade, you can go into the next area and find the entrance to Skelvania.



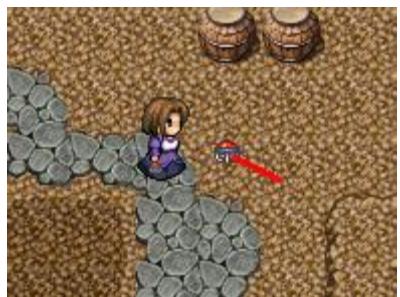
Skelvania

When you arrive in Skelvania, you will be greeted by the mayor. After your chat, make your way over to the west side of town and enter the engineer's house. Once inside, speak to Walt. He'll give you an earthquake hammer and send you into the east quarry. Leave Skelvania and use your earthquake hammer to smash the purple rocks at the entrance to the east quarry.

Once you get inside the quarry, Walt realizes that you should have gone into the south quarry. Leave the east quarry and this time use the earthquake hammer on the green rocks blocking the entrance to the south quarry.

South Quarry

Once you get inside, Walt will give you further directions on how to use the sonar beacon. You will need



to use the beacon to find 13 carbonite in the east quarry. There is a book on the desk nearby that further explains how to use the beacon if you are unsure. Once you get 13 carbonite, return to Walt in Skelvania.

After you give the carbonite to Walt, he'll hand you 2 rune scimitars and tell you to turn them into 10 tanzanine inside the east quarry. Return to the east quarry and this time go inside when you get there.

East Quarry

When you step inside the east quarry, there will be an earth train on the desk, as well as an instruction book on how to use it. Pick up the earth train and start working towards the tanzanine.

First Room

Frank – Wants the copper shortsword on the ground floor. You will have to speak to him before you can pick up the sword.

Newspaper Guy – Wants the newspaper off the table below him. You'll have to return to the surface and dig from the very bottom part of the dirt to get the newspaper.

Dad & Co. – Will take the 2 rune scimitars you came in with.

After completing those three trades, use your earth train on the dirt in the bottom right corner of the ground level and trade your 10 manzanine to the woman down there and receive a key. Use the key on the gate in the first room to open up the second room. Your next objective is to find a man for the dad's daughter. The second and third room will be unlocked at the same time.



Second Room

Sign Lady – Wants a sign from the sign guy in the third room. You will have to pay for the sign, so you need to get some panzanine before you do this one.

Red Chest – The bottom left patch of dirt takes you to a room with a red chest that gives you free tanzanine.

Reboot Guy – The bottom right patch of dirt contains a man who is rebooting his life. He gives you a sword and asks you to destroy his furniture for him.

Third Room

Manual Labor – Speak to the man in the bottom right patch of dirt in the third room and he will ask you to destroy 10 rocks and collect rock samples from them.



Once you have completed the following tasks, speak to the man in the second room whose house was blocked by the colored rocks. Pay him 10 panzanine and he will come with you. Take him to Dad & Co to receive some kilonine.

Now go to the third room and speak to the man in the top hole. He will sell you a key for 7 kilonine. Use the key to open the gate on the top level and dig back down to get a red chest containing a fancy gift. Take the fancy gift to Dad & Co. They will give you a music making device. Return to the third room and trade the child for another key.

Use the key on the gate at the bottom of the room, dig underground and collect the bluehound. Take the bluehound back to Dad & Co. and they will give you the 10 tanzanine that you needed when you came in. Return to Walt with the tanzanine.

Dealing with the Mayor

When you get back to Walt, he'll tell you that he can't make the bomb as long as the mayor is around. Leave his house and make your way to the north house with the blue door and the brown rock walls.



Walk in on the meeting and listen to the mayor discuss his plans for the town.

After you get kicked out, you'll need to go to the election office which is just above Walt's house. Speak to the lady behind the desk to discover that the mayor is holding a meeting at this very moment. Leave the house and head over to the part in the middle of town to see the mayor get evicted. Then go back to Walt's house and speak with him.

After Walt gives you the bomb, head back to Hakkati's Pyramid in the south west field. The bomb will blow open a hole in the pyramid, allowing you to enter.

Hakkati's Pyramid

Walk straight up into the second room. After getting chased by a rock, you'll be able to start exploring the pyramid. Make your way through a series of small rooms until you arrive in a larger room with two sparkling corpses on the ground.



Speak to the corpse by the door to discover that there is a spirit trapped within. Pick up the shovel that is by the door and start digging by the bucket in the south east corner to dig up a chest containing a trapping area key. Use the key, speak to his mother and then dig up another chest by the pile of bricks. You will need to release both of the spirits before you can use the gem to open the door.

Speak to the corpse in the next room to discover that there is a treasure that you will need to collect for him to get a hold of his whip. Then go into the next room and speak to the corpse in the middle of the room. Bury him near the graves in the following order.

1. Julia
2. Gloria
3. John
4. Mandy

After this, he will be released and you can move on to the next room.

Speak to the corpse in the next room to release him, then head into the room to the left and release the two spirits in there. After that, return to the previous room and this time head down into another large room. Speak to the corpse by the door to release his spirit. You will need to release all of the spirits in the three surrounding rooms to get the door to open.

West

[See the puzzle solution for this.](#)

South

[See the puzzle solution for this.](#)

Go into the next room. Pull the blue switch to lower the spikes. The other two switches cause enemies to appear.

Go into the next room where you will find a corpse who says that the ones who killed him are still in this room. The enemies are hidden in the form of a sign, a rope and a wooden barricade. You will need to defeat them to release him.



East

Pull the switch on the wall to save him, or the green switch to condemn him.

After you have released a total of 10 spirits, you'll be able to open the grey door back in the large room. When you get inside, you will need to reform the snake picture to open the door to the next room. [See the puzzle solution for this.](#)

Go into the next room to find the treasure. Take it back to the skeleton with the whip and fedora, then take his whip. Go back into the room where you buried the corpse, then west from there into the next room. Use your whip on the ladder to pull you over to it, then climb over to the door and go into the next room.

[See the puzzle solution for this.](#)

After adding the numbers up to 27, walk up the stairs to open the trap door. Use your whip on the four sets of red switches around the pyramid and press the switches to light the four flames in the main room. Once you've lit all of the flames, the door will open and you will be able to go into the next area.



#1 – In the room with the trapdoor.



#2 – In the room to the east of the trapdoor.



#3 – In the room where you ran away from the boulder.

#4 – East of the room with the stone door and 4 torches.

Second Floor

Walk around the blue tiles to get to the door. If you walk on any of the tiles, you'll be sent back to the other side of the room. In the next room, use your whip to pull the statues onto the white squares so you can move past them. In the next room, you'll have to complete another card puzzle which leads into an animal picture puzzle.

[See the puzzle solution for this.](#) (Cards)

[See the puzzle solution for this.](#) (Picture)

You'll arrive in another room with statues. Once again, use your whip to move them out of the way so you can get through the room. Next you'll arrive in a room with a broken picture puzzle and two slimes. Battle the slimes to get more globs of goo. Go into the next room and fight two more slimes for more globs of goo. Use the globs on the shaped holes in the walls to create shaped goos, then use the shapes on the matching stone gates to open the metal door.

In the next room, you'll find a closed door with two pillars next to it. Go into the room to the left and position the lazers according to the positions shown on the signs. [See the puzzle solution for this.](#)



After you've done that, head back to the previous room and the door will now be open. Go into the next room, pick the King's Bounty up off the table and then use the portal to get back to the first room.

Third Floor

When you get back to the first room, the King's Bounty will activate and blast a hole in the floor, revealing a set of stairs leading down to a lower level. Press the red switch below you to lower the spikes and then head down the stairs. Complete the following card puzzle to proceed. [See the puzzle solution for this.](#)

You'll then go down another set of stairs and end up in a room with a locked door. You'll have to find the hidden enemies in the room to proceed.

The door will soon lead to the dragon picture puzzle. [See the puzzle solution for this.](#)

After the picture is restored, go down the stairs to get to the bottom level of the pyramid. You'll need to find the hidden enemies again to lower the spikes before continuing into another large room with multiple paths.



First walk over to the door on the south side of the room where you'll need to solve a card puzzle to advance. [See the puzzle solution for this.](#)

After completing the card puzzle, continue into the next room and fight all of the hidden enemies to lower the spikes and loot a brown key from the red chest. After getting the key, head back to the large room and this time go through the south east door.

You will get to another small room with a brown chest behind red spikes. Find the hidden enemies to lower the spikes and use your key to open the brown chest and receive a shifting key. Return to the large room once more and use your shifter key to open the large metal door. Proceed through a series of small rooms until you fall through the floor and need to be rescued by Fox and Viper.

Tika Taka

After getting rescued, head back upstairs and go into the opening in the wall to fight Tiki-Taka. After defeating him, head into the next room to meet up with Zahhak again. After the cut scene, go through the door at the top of the room to end up back in the north west field.



Part 6 – Hobbletree Village

Hobbletree Pass

Walk down to the south west field, and then make your way to the south west corner where you'll see an opening that heads to the dock. Walk over to the dock and step onto the raft.

Fox

After a cut scene, you'll take control of Fox at the top of a cliff. Walk left and deal with the skeleton that attacks you, then chase his son, Diego, until you finally corner him at a graveyard. Walk into the graveyard and fight Diego to receive a skeleton key.



Return to the previous map and use the skeleton key to get through the wooden door and then head west until you get to a set of stairs. Go down the stairs and you'll end up back on the ground. Walk west until



you get into a fight with a big ogre. Fox will start the fight by stunning the ogre. Use the three objects lying around to throw at the ogre until he is defeated. Then keep heading west until you get to another set of stairs.

Climb the stairs and walk along the top of the mountain to save Lilly, Sasha, Griffin and Skye. After a cut scene, you'll take control of your party again. Now head west, through the fire swamp, making sure not to stop on the lava bubbles along the way. In the third room you will need to fight a mouse to lower the spikes and leave the forest.

Hobbletree Village

After you arrive in Hobbletree Village, head over to the west side of the town where you will discover that you'll need to get a badge to enter the meeting area where something important is going on. Walk further west until you arrive on the nice side of town. Speak to the children outside the south east house.

After speaking to the girls, go inside the house and open the blue chest by the bed to receive a trial badge. Show the badge to the man who is blocking the entrance to the meeting place.

After the meeting, head back over to the house that you got the badge from and speak to the girls again. This will begin a cut scene in which Dak and Griffin receive a makeover to make them eligible for the trials. After the cut scene, take your newly beautified Dak and Griffin back to the meeting and get permission to enter the trials.



Trials - Part 1

Walk up the hall and into the door to receive your first instructions. For the first trial, you will need to go into the room on the left and pick up the 'Makeover' sheet music. Return to the previous room and place the sheet music by the piano to summon a man and start him playing the song. If you accidentally (or intentionally!) start the wrong song playing, you can bring a different song to the man to change it.



After you put the right music on, speak to the lady again. She will ask you to collect place mats for their dinner. The place mats are in the room on the right. After you've brought them both their place mats, you will be asked to go into the kitchen to prepare dinner.

Talk to the chef in the kitchen, then collect all of the ingredients from the list on the table. They can all be found in the kitchen and the pantry. Speak to the chef again and he will make you a pear soup which you can take to the lady in the previous room. After you give her the soup, you'll be able to go through the door on the right side of

the room. Walk to the end of the hallway and go through the left door to end up outside.

Trials - Part 2

For the second part of the trials, you'll need to make your way through the four fields and activate the pillar in each field. In the first field, you need to fight the elementals to turn them into statues which you'll then push onto matching colored tiles. After lowering all of the spikes, use the pillar in the north west corner to lower the spikes and go to the next field.

In the second field, walk across the bridge and speak to the man by the box to challenge him to a game of wits. To defeat the man, you will have to offer him something better than he offers you. He will then try to counter your offer with his own offer. This will keep going until an offer cannot be topped. Once you defeat him, you'll get a key to set the girls free. After setting them free, continue into the next field. You don't need to activate the pillar this time as the girls already took care of it.



Once you get into the next field, the girls will go missing again. Fight the green elemental and push her onto the green tile. Then cross the bridge, fight the blue elemental and push her across the bridge. Now push the green elemental over to the green tile on the right side of the field which will allow you to push the blue elemental onto the blue tile. Walk into the small fenced area and fight the purple elemental, then push her onto the purple tile to access the pillar. Move into the next field.

In the next field, you will need to defeat the four elementals and push them onto their corresponding tiles. After they're all on the right tiles, the spikes will be lowered and you can activate the pillar to move forward up into Amairti's Depths.

Amairti's Depths

Walk up into the next room to discover that the women are now trapped inside the temple. Over to the left side of the room, you will find a vial of switch grease. Pick up the switch grease and return to the previous room to use the switch grease on the rusted switch. This will allow you to go into the room on the side.

In the next room you'll come across an aggressive boxy. After defeating him, you will be able to get inside the empty box to move it around. Place the box in a place where you can use it to push the rock into the water below the switch. Then walk across the rock and press the switch to open the passage to the next room.



In the next room, you'll have to fight another box, and this time push 2 switches before the spikes will go down. After that, go through the exit that the spikes were blocking and pull the switch. Then return to the room where the girls are trapped and go through the north east door.



You will need to use the various boxes in this room to push two switches and lower the spikes to get a silver key. [See the puzzle solution for this.](#)

Take the silver key back to the room where the girls are trapped and use it to set them free. After you set them free, follow them into the next room. After they fall through the floor, open the nearby chest for another silver key and use it to get through the door. Use the red boxy to walk through the laser and go downstairs.

Level 2

When you get to the bottom of the stairs, you'll see that the girls have become trapped again. Ignore them for the moment and go through the door on the east side of the room. In the next section, you will have to defeat the tiny fairies in each of the rooms. After you defeat a fairy, the nearby cat will go and get a box and bring it over to you. You will then use the box to get past the laser and change the number on the gates to match up with the ones in the first room.

Change the gates to the following numbers.

Red: 1

Purple: 2

Blue: 3

Green: 4

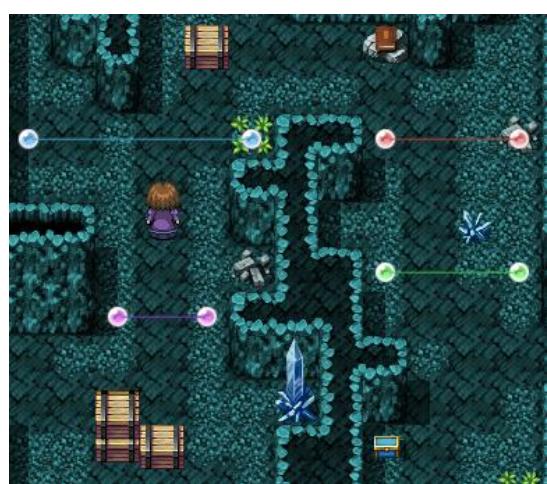


Once you have done that, return to the first room and open the blue chest to receive a silver key. Free the girls from prison once more and follow them onto the map to the east, then go south. You'll see them flick the switches and run down the stairs. Follow them down the stairs to find them in prison once more.

Level 3

To release the girls, you will need to go through the room to the east to get a key. But that room is currently being blocked by lasers, and there are no boxies around, so you'll need to get the essences of

the boxlords. To get the essences, explore the surrounding rooms to find the 4 boxlords. You'll need to push the boxes onto the center enlargement area before you can fight them.

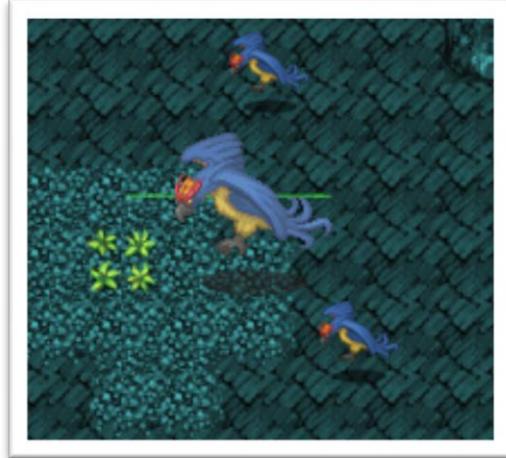


[See the puzzle solution for this.](#)

After you've got all of the essences, make your way to the room with all of the lasers. Walk past the lasers and open the blue chest to receive a silver key. Return to the previous room, release the girls from prison, then go back through the lasers and into the next room to find the girls again. They'll pull the four switches and lower the spikes blocking the entrance to the next room. They'll also run into the next room.

Aurelius

Follow them into the next room where you will fight Aurelius. After you defeat Aurelius, continue into the next room where Lilly will claim the Ice Queen's Powers. After the cut scene, go into the next room and open the blue chest to receive a silver key. Use the key to release the girls from prison, then step on the yellow star to teleport out of the dungeon.

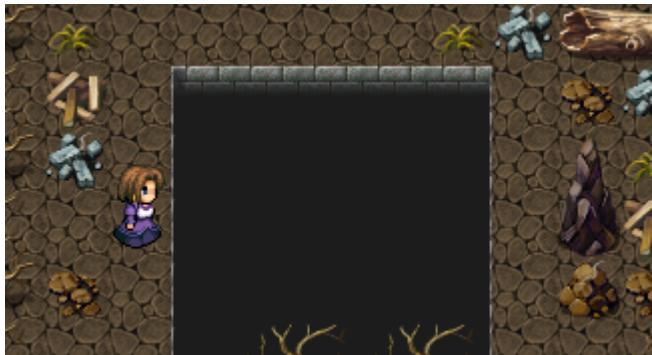


Party 7 - Abaddon

To Abaddon

To find out where Abaddon is, you will need to speak to the researcher. He lives in the house just outside Hingrad, so the fastest way to get to him would be to teleport to Hingrad and then walk out. After

speaking to the researcher, you will need to return to Quenera, the town you passed through at the beginning of the game.



In Quenera, you will now be able to go north through a part that was previously blocked. When you go inside, Lilly will jump into a hole in the ground and you will arrive in Abaddon. After you get greeted by the man, walk over to the north east house in the middle of the town. To get to the Nexus, you will need to collect 99

souls in Abaddon. Complete quests for demons to earn enough souls.

Once you have all of the souls, go to the north edge of Abaddon where you will encounter a ghost who needs all of the souls. Give him the souls and he will let you go into the Nexus.

Ghosts

Starts At:	Tasks
 Ghost House Guy	<ol style="list-style-type: none">Chase the Naughty Ghosts – Use the ghostwave on a ghost in Abaddon to get a key.Recover the Stolen Sheets – Use the ghostwave on 7 different ghosts inside the ghost house and take their sheets.Make the Beds – Use the sheets to make all of the beds.
 Terrabaddon	<ol style="list-style-type: none">Checking Things Out – Enter the well to check things out.Return to Terrabaddon – Return to Terrabaddon in Abaddon.Destroy the Holy Nodes – Destroy 10 Holy Nodes in the well.Meet Terrabaddon Inside – Find Terrabaddon inside the well.



Champion

1. **Defeat 5 Undead Swordsmen**
2. **Defeat 5 Soul Sorcerers**
3. **Defeat Nekromen** – Use the Divine Debarricader to get to Nekromen, then destroy him.
4. **Look for an Answer** – Find the Soul Sucka inside the well in Abaddon.
5. **Return to the Champion** – Return to the champion in Abaddon.



Wizard

1. **Complete the Summoning Rituals** – Help the three other people in the room summon their demons.
2. **Summon Prince Raum** – Find all of the things needed to summon Prince Raum and return them to the wizard to complete the quest.



Rick

1. **Buy a Rumble Lazer** – Buy a Rumble Lazer from the south east house in Abaddon – opt to kill the shopkeeper to obtain the lazer.
2. **Take the Rumble Lazer to Rick** – Return the Rumble Lazer to Rick in Abaddon.
3. **Destroy the Generators** – Use the Rumble Lazer to destroy the generators around Abaddon.

The Nexus of Souls

Walk through the Nexus and you will eventually meet up with Zahhak. This time there will be no escapes ... for either party.

EXTRA QUESTS

LILLY & SASHA
NEXUS OF SOULS

Relic Hunting – Cash for Relics

You can sell these items to the researcher for some quick cash.

Pet	Source	Reward
	<p>You'll find a mysterious object near the end of Hakkati's Pyramid. It's behind some spikes and you'll need to battle a sign, a rope and a wooden barrier to get it.</p> <p>Take it to the researcher and he'll identify it and cut you a check.</p>	A check for 3000G.
	<p>You'll find a perplexing object in the first outside area of the Arman Temple.</p> <p>Take it to the researcher and he'll identify it and cut you a check.</p>	A check for 3000G.
	<p>You'll find a baffling object at the entrance to Keseara's Temple under a rock.</p> <p>Take it to the researcher and he'll identify it and cut you a check.</p>	A check for 3000G.
	<p>In the undead graveyard in Abaddon, you'll find a puzzling object.</p> <p>Take it to the researcher and he'll identify it and cut you a check.</p>	A check for 3000G.
	<p>On the bottom floor of Amairti's Depths, you'll find a cryptic object in a room left of the second Box Lord puzzle.</p> <p>Take it to the researcher and he'll identify it and cut you a check.</p>	A check for 3000G.

Relic Hunting – Summoning Items

These items are found in chests like relics but they are not relics themselves. They are items that can be used to summon bosses. Defeat the boss to get a new relic. You'll find the boss locations on the next page.

Pet	Source	Effect
 Moon Stone	You'll find an ambiguous object in an empty house in the residential area of Hobbletree Village. Take it to the researcher and he'll identify it as the moon stone.	Use to summon the Moon Dog.
 Phoenix Talon	After you upgrade your house in Skelvania, you'll find a chest containing an enigmatic object. Take it to the researcher and he'll identify it as the phoenix talon.	Use to summon the Phoenix God.
 Wanderer's Boots	Any time after arriving in Hobbletree Village, go back to the area where the raft lands. There's a path on the left that leads to a room where you'll find a paradoxical object. Take it to the researcher and he'll identify it as the phoenix talon.	Use to summon Igor the Wanderer.
 Serpent's Harp	After you upgrade your house in Arman Village, you'll find a chest containing an obscure object. Take it to the researcher and he'll identify it as the Serpent's Harp.	Use to summon the Ultra Python.
 Masterclass Staff	Find the brisket in the madder root cave in Skelvania pass, then take it to the girl in the south west fields. Complete all puzzles in the jet cave and you'll find an abstruse object. Take it to the researcher and he'll identify it as the Masterclass Staff.	Use to summon the Mighty Wizard.

Relic Hunting – The Relic Guardians

These bosses will each give you a relic. Four of them are powerful weapons for your characters, the last is a special pet.

Pet	Where to summon	Reward
 Moon Dog	Requires the moon stone. Find this boss in the middle of Brackenfell.	Lilly's ultimate weapon – Arman's Fist.
 Phoenix God	Requires the phoenix talon. You've probably already seen this guy, he's in the very far right area in Mehmedon.	Griffin's ultimate weapon – Maytha's Blade.
 Igor the Wanderer	Requires the wanderer's boots. You can find Igor in Rockwater pass in the area with the bees.	Skye's ultimate weapon – Amairti's Tome.
 Ultra Python	Requires the Serpent's Harp. Go to the Mehmed Jungle, then into the area with the hawk friends. On the third map, you'll find the Ultra Python statue.	Dak's ultimate weapons – Hakkati's Cleaver
 Mighty Wizard	Requires the masterclass staff. In Hobbletree Village, you'll find the mighty wizard in the area between the farming side of town and the residential side of town.	Simba the Slime pet. Arba's Sun Hat to sell to the researcher for 4000G.

A Home of your Own

The House



McFarlow Manor

The Info

Purchase Info

Location: The Fields
Price: 3000G

Update Info

Carved Planks: 3
Clay Bricks: 3
Cloth Bolts: 2
Gold: 300G

Rewards

Play Script
Boris the Bat



Arman Village House

Purchase Info

Location: Arman Village
Price: 6500G

Update Info

Carved Planks: 4
Clay Bricks: 5
Cloth Bolts: 5
Gold: 650G

Rewards

Play Script
Obscure Object

The House



Skye's House

The Info

Purchase Info

Location: Mehmedon
Price: 7500G

Update Info

Carved Planks: 5
Clay Bricks: 5
Cloth Bolts: 5
Gold: 750G

Rewards

[Play Script](#)

Purchase Info

Location: Skelvania
Price: 9500G

Update Info

Carved Planks: 5
Clay Bricks: 5
Cloth Bolts: 6
Gold: 950G

Rewards

[Play Script](#)
[Enigmatic Object](#)

Skelvania House

The House

The Info

Purchase Info

Location: Hobbletree Village

Price: 12500G

Update Info

Carved Planks: 7

Clay Bricks: 7

Cloth Bolts: 7

Gold: 1250G

Rewards

Play Script



Hobbletree House

YOUR PARTY

LILLY & SASHA

NEXUS OF SOULS

Gear – weapons, armor and charms

You'll find new gear for your party throughout the game. All gear is automatically equipped if it is better than what you have on.

You'll find a full list of gear in the pages ahead.

Runes

Use runes to augment your skills with new effects. You can use one rune on your quick attack and one rune on your strong attack.

You'll find runes to buy in each town, check the in game map to find their locations.

You'll find a full list of runes in the pages ahead.

Trinkets

Each character can equip 2 trinkets (1 on easy). Any trinkets you collected in Curse of the Immortals will still be available to use in Nexus. You'll find some trinkets for sale in towns but the best ones require a little more work on your part.

You'll find a full list of trinkets in the pages ahead.

Pets

You'll be able to find 10 companions during the game to help you out in battle. You'll start with the 3 you had in Curse of the Immortals.

You can choose one passive pet and one active pet for your party.

You'll find a full list of pets and where to get them in the pages ahead.

Gear

Lilly



Item	Stats	Location
Weapons		
Lightmare	11 STR, 6 DEX	Initial weapon
Nahura's Lightmace	15 STR, 12 DEX	COTI save
Sultan's Baton	23 STR, 20 DEX	Mehmedon
Ice Queen's Wrath	30 STR, 28 DEX	Amairti's Depths
Arman's Fist	36 STR, 34 DEX	Relic Reward
Armors		
Decorated Robe	7 DEF, 10 AGI	Initial armor
Featherhand Coat	10 DEF, 15 AGI	Hakkati's Pyramid
Ice Queen's Gown	13 DEF, 20 AGI	Hobbletree Trials
Charms		
Enchanted Catseye	11 LCK, 6 SPI	Initial charm
Carp Tunnel	15 LCK, 10 SPI	Mehmed Jungle
Diamond Necklace	18 LCK, 15 SPI	The Fields

Griffin



Item	Stats	Location
Weapons		
Chaos	9 STR, 10 DEX	Initial weapon
Maytha's Claymore	13 STR, 15 DEX	COTI save
Ancient Slasher	21 STR, 23 DEX	Hakkati's Pyramid
Hellrager	28 STR, 30 DEX	Abaddon
Maytha's Blade	33 STR, 37 DEX	Relic Reward
Armors		
Valiant Superguard	8 DEF, 10 AGI	Initial armor
Divine Cuirass	17 DEF, 8 AGI	Keseara's Temple
Hellish Defender	18 DEF, 15 AGI	Abaddon
Charms		
Champion's Pendant	8 LCK, 10 SPI	Initial charm
Wastemaker's Mittens	10 LCK, 15 SPI	Keseara's Temple
Macaroni Necklace	14 LCK, 19 SPI	Hobbletree Trials

Enoch



Item	Stats	Location
Weapons		
Balance of Power	10 STR, 10 DEX	Initial weapon
Staff of Triba	14 STR, 14 DEX	COTI save
Club-tipped Lifestaff	18 STR, 18 DEX	Mehmed Jungle
Armors		
Lifegiving Vestments	10 DEF, 8 AGI	Initial armor
Nature's Girdle	14 DEF, 11 AGI	Rockwater Pass
Nature's Defender	16 DEF, 13 AGI	The Fields
Charms		
Python Eye	11 LCK, 6 SPI	Initial charm
Plume of Divinity	11 LCK, 14 SPI	Arman Temple

Viper



Item	Stats	Location
Weapons		
Deliverance	8 STR, 11 DEX	Initial weapon
Hakkati's Fang	12 STR, 15 DEX	COTI save
Sacrificial Poker	17 STR, 21 DEX	Arman Temple
Armors		
Shadowguard	10 DEF, 8 AGI	Initial armor
Shadowstep Cloak	9 DEF, 16 AGI	Hingrad
Charms		
Veil of Deceit	9 LCK, 9 SPI	Initial charm
Deadly Cuffs	13 LCK, 12 SPI	Arman Temple

Dak-Ho



Item	Stats	Location
Weapons		
Arman Fistbusters	12 STR, 12 DEX	Initial weapon
Bonetusk Handblade	19 STR, 21 DEX	Hingrad
Stalactite Bo Staff	29 STR, 29 DEX	Amairti's Depths
Hakkati's Cleaver	35 STR, 35 DEX	Relic Reward
Armors		
Arman Genji Moto	7 DEF, 8 AGI	Initial armor
Shekan Super Moto	12 DEF, 13 AGI	Skelvania Quarry
Oxidomo Mega Moto	16 DEF, 17 AGI	Abaddon
Charms		
Arman Edicts	12 LCK, 13 SPI	Initial charm
Moto Super Domo	16 LCK, 17 SPI	Hakkati's Pyramid

Skye



Item	Stats	Location
Weapons		
Baby's First Tome	13 STR, 11 DEX	Initial weapon
Jeweled Tome	23 STR, 20 DEX	Keseara's Temple
Twinkle Tome	31 STR, 27 DEX	Abaddon
Amairti's Tome	37 STR, 33 DEX	Relic Reward
Armors		
Donovan's Old Robe	7 DEF, 8 AGI	Initial armor
Floral Barricade	8 DEF, 17 AGI	Skelvania Pass
Pyromaker's Garb	13 DEF, 20 AGI	Hakkati's Pyramid
Charms		
Essence of Frost	17 LCK, 8 SPI	Initial charm
Essence of Flame	21 LCK, 12 SPI	Amairti's Depths

Fox



Item	Stats	Location
Weapons		
Concealed Weapon	27 STR, 27 DEX	Initial weapon
Armors		
Sneaky Cape	16 DEF, 17 AGI	Initial armor
Charms		
Vial of Poison	19 LCK, 6 SPI	Initial charm

Runes

Runes	Rank	What it does	Source
 Poison Poisons the target	Rank 1	3 dmg / turn	COTI only
	Rank 2	15 dmg / turn	Arman Village Rune Shop
	Rank 3	25 dmg / turn	Skelvania Rune Shop
 Damage Add extra damage to attacks	Rank 1	+8 dmg	COTI only
	Rank 2	+30 dmg	Mehmedon Rune Shop
	Rank 3	-	
 Splash Attacks also damage other enemies	Rank 1	6 splash dmg	COTI only
	Rank 2	15 splash dmg	Mehmedon Rune Shop
	Rank 3	30 splash dmg	Hobbletree Rune Shop
 Absorb Absorbs health on each attack	Rank 1	10 health	COTI only
	Rank 2	32 health	Arman Village Rune Shop
	Rank 3	-	
 Critical Increases critical chance	Rank 1	18 extra dex	COTI only
	Rank 2	30 extra dex	Arman Village Rune Shop
	Rank 3	50 extra dex	Hobbletree Rune Shop
 Power Generates extra power	Rank 1	1 extra	Skelvania Rune Shop
	Rank 2	-	
	Rank 3	-	
 Burn Burns the target up to 5 times	Rank 1	12 dmg / turn	Mehmedon Rune Shop
	Rank 2	16 dmg / turn	Abaddon Rune Shop
	Rank 3	-	
 Blind Causes enemies to sometimes miss	Rank 1	10% chance	Skelvania Rune Shop
	Rank 2	-	
	Rank 3	-	
 Stun Chance to stun enemies	Rank 1	25% chance	COTI only
	Rank 2	-	
	Rank 3	-	

Classic Trinkets

Trinket	Source	What it does
	Sold in Skelvania	You will always get at least a good hit.
Dexterous Cuffs		
	Find in the cave in the South East Fields.	You have a chance to gain an extra attack after each turn.
Lucky Red Cap		
	Sold in Hobbletree Village	Increases your damage while you have full health.
Mask of Chaos		
	Sold in Arman Village	You have a chance to dodge incoming attacks.
Sonic Boots		
	Sold in Mehmedon.	Increases your maximum stamina by 10.
Crown of Vigor		
	Only in Coti	You always get the first attack in each battle.
Prestigious Hat		
	Only in Coti	You do increased damage to stunned enemies.
Tiger's Wrath		
	Only in Coti	Turns your party into slimes for each battle.
Slime Outfits		

New Trinkets

Trinket	Source	What it does
	Return to the pig farm a second time and find this in the bottom left corner.	Instead of becoming exhausted, you gain 10 stamina.
	Reward for the making cactikins in Mehmedon.	10% Chance to fill your power bar on each attack.
	Reward for fairy matchmaking in Skelvania.	Damage is increases after each attack (up to 5 times).
	Sleep in the far left haystack at the back of the Hobble tree barn/inn.	Chance to gain 100% stamina on restore.
	Find in the ghost house in Abaddon.	50% chance to apply burn to your target.
	Find in the second cave in Rockwater Pass.	You do 25% more damage to poisoned enemies.
	Find in Amairti's Temple. See below.	Turns your party into boxies for each battle.

Finding the Boxy trinket in Amairti's Depths:



Get the boxy in the room where the girls fall through the floor



Take the boxy back to the first room and go through the laser on the left

Pets with Bonuses

These pets give you a bonus.

Pet	Source	Effect
 Peter the Snake	Python Village in Curse of the Immortals You start with this pet	Increases damage of all party members by 5%
 Susie the Sparrow	Python Village in Curse of the Immortals You start with this pet	Increases gold earned from battles by 30%
 Charlie Chicken	Arman Village Chicken Grounds Use the egg hatcher on each of the eggs, then talk to the old lady with the golden chicken. She will give him to you.	Heals the party throughout each battle
 Boris the Bat	The McFarlow Manor After buying (or trading your deed) for this house, you will find Boris inside.	Increases speed of all party members by 50%
 Wolfgang the Frog	Mehmedon Markets Buy Wolfgang from the frog seller above the bank for 500G.	Increases dodge chance of all party members by 15%

Pets with Skills

These pets have a skill that they will use only once per battle.

Pet	Source	Effect
 Richard the Dog	The race track in Haven Hills in Curse of the Immortals You start with this pet	Adds 2 power bars to each party member at the start of each battle
 Shawn the Sheep	The Fields (South East) Just outside Hingrad, you'll find a cave entrance. Once inside, go to the back of the cave to find a scared Shawn. Follow him and he will be yours to keep.	Puts an enemy to sleep at the start of each battle
 Fungo the Great	Skelvania Right at the top of Skelvania and to the right, you will find a cave house. Go inside and you'll find a man who will give Fungo to you. He's a fighter.	Poisons all enemies at the start of each battle
 Percy the Pig	Hobbletree Village Behind the barn you will find a path leading to a hidden area. You'll learn how Percy gets his powers, then his owner will disown him. He's yours for the taking.	Revives a single party member during each battle
 Simba the Slime	Relic Quest After you defeat the powerful wizard in the relic hunting quest, you'll find this little guy in a hat.	Charges forward and attacks all enemies at the start of each battle

BATTLE SKILLS

LILLY & SASHA

NEXUS OF SOULS

Lilly

Special Skill

Attacker	Skill	Effect
 Lilly	Revitalize	Restores 25 stamina to each party member

Power Skills

Attacker	Skill	Effect
 Lilly	Healing Wave	Heals all party members for 1.5 x Lilly's strength
 Lilly + Griffin	Strong Healing Wave	Heals all party members for 2.5 x Lilly's strength
 Lilly + Enoch	Restorative Healing Wave	Heals all party members and restores 10 stamina
 Lilly + Viper	Dexterous Healing Wave	Heals all party members and gives them 30% extra dexterity for 3 turns
 Lilly + Dak	Focused Healing Wave	Heals all party members and reduces damage taken by 20% for 3 turns
 Lilly + Skye	Fiery Healing Wave	Heals all party members and reduces damage done by 20% for 3 turns

Griffin

Special Skill

Attacker	Skill	Effect
 Griffin	Fighter's Call	Charges 3 power bars and gives a random bonus to each party member

Power Skills

Attacker	Skill	Effect
 Griffin	Vengeful Strike	Attacks the target for 2 x Griffin's strength
 Griffin + Lilly	Restorative Vengeful Strike	Attacks the target and restores 20 stamina to all party members
 Griffin + Enoch	Draining Vengeful Strike	Attacks the target and heals each party member for 20% of the damage done
 Griffin + Viper	Strong Vengeful Strike	Attacks the target for 2.8 x Griffin's strength
 Griffin + Dak	Wild Vengeful Strike	Attacks all enemies for 1.5 x Griffin's strength
 Griffin + Skye	Fiery Healing Wave	Attacks the target and lights them on fire

Enoch

Special Skill

Attacker	Skill	Effect
 Enoch	Nature's Grace	Heals the targeted party member for 1.5 x Enoch's Strength and heals other party members for half as much.

Power Skills

Attacker	Skill	Effect
 Enoch	Summon Totem	Summons a totem that will heal one party member each turn
 Enoch + Lilly	Summon Healing Totem	Summons a totem that will shield a party member reducing their damage taken by 25%
 Enoch + Griffin	Summon Stamina Totem	Summons a totem that will restore 10 stamina to one party member each turn
 Enoch + Viper	Summon Blind Totem	Summons a totem that will blind one enemy each turn
 Enoch + Dak	Summon Hymn Totem	Summons a totem that will apply a healing hymn to one party member that will heal after each turn
 Enoch + Skye	Summon Fire Totem	Summons a totem that will attack one enemy each turn

Viper

Special Skill

Attacker	Skill	Effect
 Viper	Incapacitate	Stuns the target for 3 turns, attacking the enemy will break the effect.

Power Skills

Attacker	Skill	Effect
 Viper	Misfortune	Attacks the target for 2 x Viper's strength
 Viper + Lilly	Restorative Misfortune	Attacks the target and restores 20 stamina to all party members
 Viper + Enoch	Powerful Misfortune	Attacks the target for 2.8 x Viper's strength
 Viper + Enoch	Draining Misfortune	Attacks the target and heals each party member for 20% of the damage done
 Viper + Dak	Wild Misfortune	Attacks all enemies for 1.5 x Viper's strength

Dak-Ho

Special Skill

Attacker	Skill	Effect
 Dak	Healing Chant	Applies a healing effect to each party members that will heal them after each attack

Power Skills

Attacker	Skill	Effect
 Dak	Mantis Claw	Attacks the target for 1.8 x Dak's strength and reduces their defense by 20%
 Dak + Lilly	Debilitating Mantis Claw	Attacks the target and reduces their damage done by 20%
 Dak + Enoch	Wild Mantis Claws	Attacks all targets for 1.3 x Dak's strength and reduces their defense by 10%
 Dak + Enoch	Precise Mantis Claw	Attacks the target and makes them susceptible to 'good' hits
 Dak + Viper	Incapacitating Mantis Claw	Attacks the target and stuns them for 2 turns
 Dak + Skye	Fiery Mantis Claw	Attacks the target and burns them for 3 turns

Skye

Special Skill

Attacker	Skill	Effect
 Skye	Magma Rain	Fire will rain from the sky and damage all enemies for 1.4 x Skye's strength

Power Skills

Attacker	Skill	Effect
 Skye	Summon Fiend	Summons a fiend that will attack one enemy each turn
 Skye + Lilly	Summon Healing Fiend	Summons a fiend that will shield a party member reducing their damage taken by 25%
 Skye + Enoch	Summon Stamina Fiend	Summons a fiend that will restore 10 stamina to one party member each turn
 Skye + Enoch	Summon Natural Fiend	Summons a fiend that will heal one party member each turn
 Skye + Dak	Summon Singing Fiend	Summons a fiend that will apply a healing hymn to one party member that will heal after each turn

Boss Tips

LILLY & SASHA
NEXUS OF SOULS

Dungeon Bosses

Boss	Strategy
 Tien Lung	<p>Tien Lung has a big healing ability which can restore a large amount of his health. Make sure you are doing maximum damage in this fight to counter the effects of his healing and slowly work him down.</p> <p>If you find yourself running low on health, you can use Viper's incapacitate ability and use potions on your party members while Tien Lung is stunned.</p>
 Kramaloa	<p>Kramaloa can be a very dangerous foe if not taken seriously. Combining Skye's fiends and Enoch's totems on this boss allows you to lay a good foundation for the fight.</p> <p>With Enoch's totem and Skye's fiend, poison and burn runes are helpful on this boss, as they get 2 extra turns to go off when the totems attack.</p>
 Tiki Taka	<p>Tiki Taka has a powerful ability that hits all of your party members at once. Some passive healing abilities, such as Chicken Charlie, Dak's special ability and one of Skye's healing fiends help to lessen the effects of Tiki Taka's big attacks</p> <p>This will allow you to focus your healing on the party members who take damage from his direct attacks, rather than spreading them across the whole party.</p>
 Aurelius	<p>Aurelius has 2 smaller birds with him. With all of them alive, you will find yourself taking a lot of damage, so it is best to take out the 2 smaller birds first. Focus your big attacks on a single bird until it goes down and things should become easier after that.</p>
 Zahhak	<p>Zahhak will deal strong damage to all party members simultaneously. However, Sasha will also pop out from time to time and heal your party members. Sasha is weak and is easily killed, so make sure you don't target her or use any attacks that hit all enemies or she will die.</p> <p>Zahhak will kill Sasha from time to time, leaving you to fight him alone. Have Lilly's special party heal ready for this to help you survive until Sasha returns.</p>

Relic Bosses

Boss	Strategy
 Moon Dog	<p>Moon Dog will often summon little helper dogs that deal significant damage. Make sure to eliminate these small dogs as soon as they are summoned, as they can take out your party in a small number of turns.</p>
 Phoenix God	<p>The Phoenix God will cast an aoe ability that burns all of your party members and makes them take damage over time for the rest of the fight. He casts this spell 3 times during the fight, increasing the burn damage each time.</p> <p>Passive healing abilities such as Chicken Charlie and Dak's healing ability are very helpful on this boss as your whole party will constantly be taking damage from the burn.</p> <p>Putting the Energizing Sprout trinket on Lilly will allow her to cast as many heals as she needs to and will make this fight much easier, as losing just one turn could have serious consequences.</p> <p>Griffin's special ability can also be used to increase Lilly's power bar and allow her to cast her aoe healing spells more often.</p>
 Igor the Wanderer	<p>Igor will summon a different totem on his first three turns. Each totem has more health than the last, but destroying a totem increases attack by 200% so they should be taken out fast. First destroy the healing totem as it has the lowest health. Then destroy the curse totem, as it is the second most deadly.</p> <p>After all of the totems have been destroyed, you should be able to easily deal with Igor as you will doing very high damage.</p>
 Ultra Python	<p>The Ultra Python hits hard and puts a poison on party members that will damage them over time. Make liberal use of healing and potions to overcome this tough boss.</p>
 Mighty Wizard	<p>The Mighty Wizard will attempt to destroy you with a plethora of aoe spells. Use passive healing abilities such as Chicken Charlie and Dak's healing spell to help keep your party members alive through the onslaught of spells.</p>

PUZZLE SOLUTIONS

LILLY & SASHA
NEXUS OF SOULS

Arman Temple Candle Puzzles

Candle Puzzle #1



Press the candle at position 1 from the right side.

Press the candle at position 2 from the top.

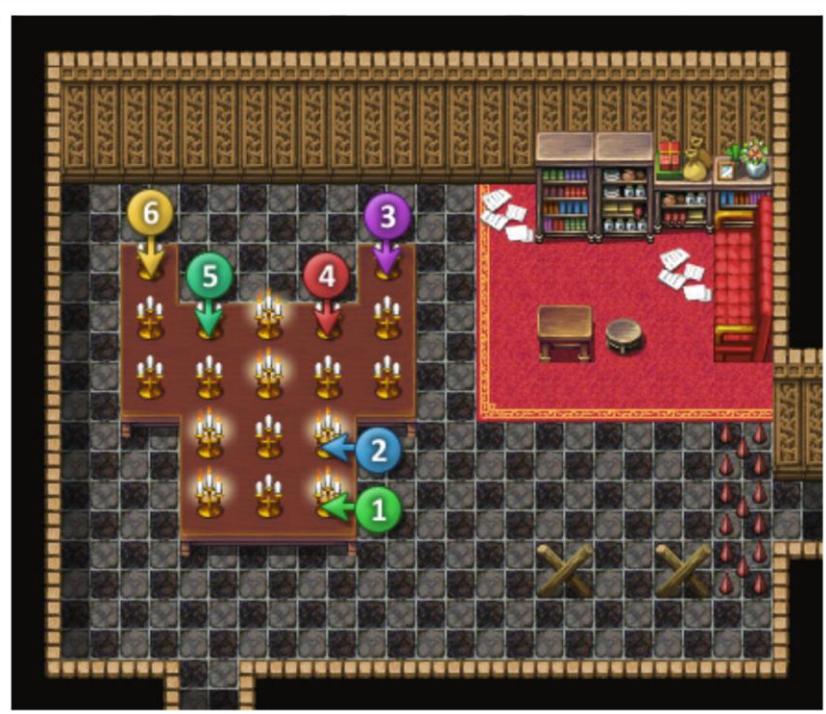
Candle Puzzle #2



Press the candles at positions 1 and 2 from the bottom.

Press the candles at positions 3 and 4 from the right side.

Candle Puzzle #3



Press the candles at positions 1 and 2 from the right side.

Press the candles at positions 3,4,5 and 6 from the top.

Candle Puzzle #4



Press the candles at positions 1 to 9 from the bottom.

Press the candle at position 10 from the top.

Candle Puzzle #5



Press the candles at positions 1 and 2 from the left side.

Press the candles at positions 3 to 7 from the bottom.

Press the candle at position 8 from the right side.

Press the candles at positions 9 to 11 from the top.

Arman Temple Multi Snake Flute Puzzle

Snake Flute #1



Position the snake baskets as shown in the image.

Use your snake flute on the echo chamber at the bottom right of the image.

Keseara's Sand Puzzles

Sand Puzzle #1



Use either the mouse or keyboard to follow the path shown in the image.

Sand Puzzle #2

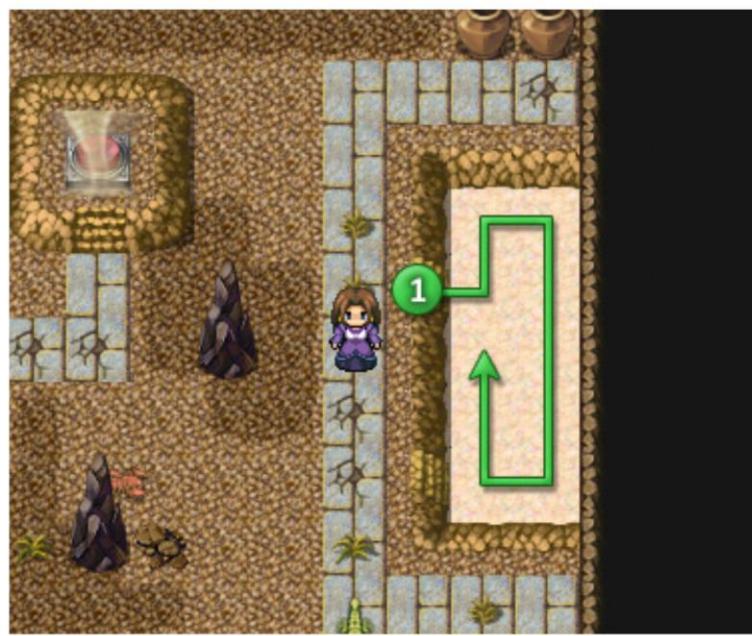


Use either the mouse or keyboard to follow the path shown in the image.

Sand Puzzle #3



Use either the mouse or keyboard to follow the path shown in the image.

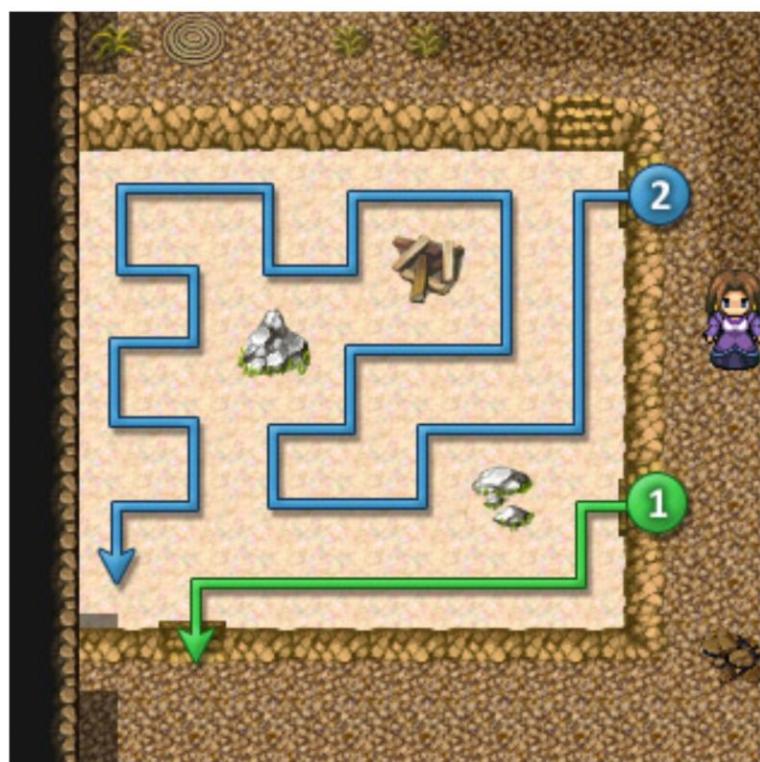


Use either the mouse or keyboard to follow the path shown in the image.



Use either the mouse or keyboard to follow the path shown in the image.

Sand Puzzle #4



Use either the mouse or keyboard to follow the path shown in the image.

Keseara's Shadow Puzzles

Shadow Puzzle #1



Push the shadow in position 1 up four squares.



Push the shadow in position 1 left eight squares.



Push the shadow in position 1 down one square.



Push the shadow in position 1 right five squares.



Push the shadow in position 1 left two squares.



Push the shadow in position 1 down four squares.



Push the shadow in position 1 right three squares.

Shadow Puzzle #2



Push the shadow in position 1 right five squares.



Push the shadow in position 1 up three squares.



Push the shadow in position 1 left five squares.



Push the shadow in position 1 down one square.

Push the shadow in position 2 right two squares.



Push the shadow in position 1 down two squares.

Push the shadow in position 2 right one square.



Push the shadow in position 1 up three squares.



Push the shadow in position 1 left one square.

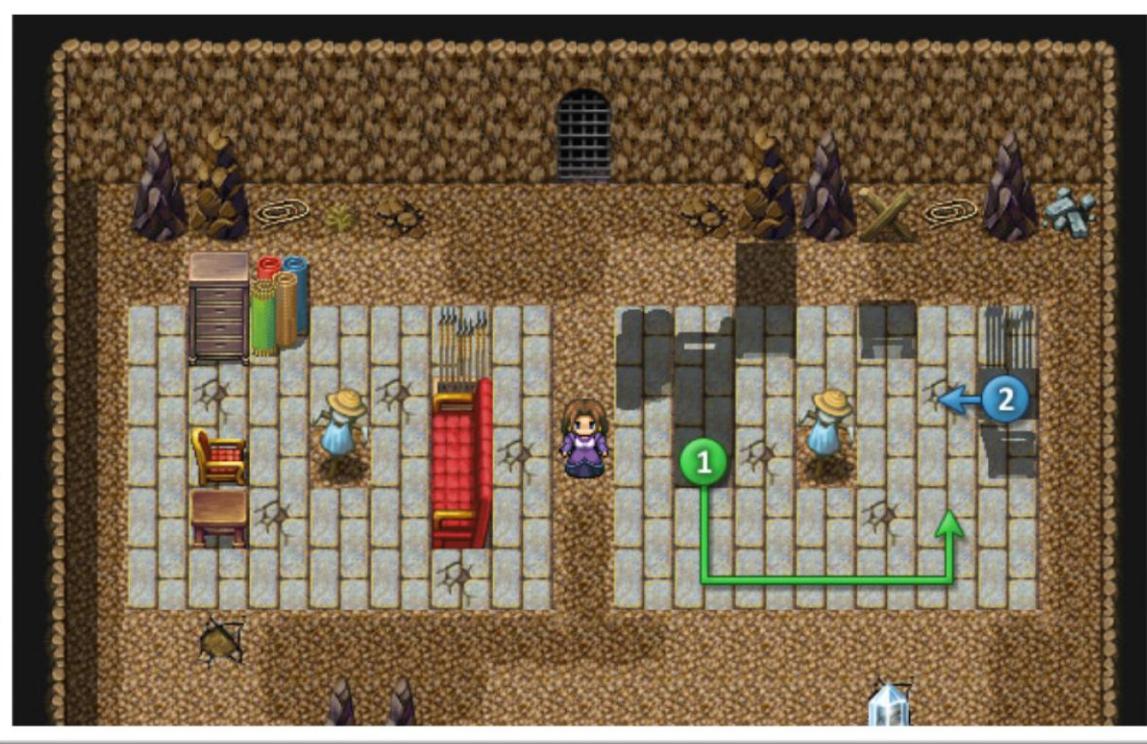
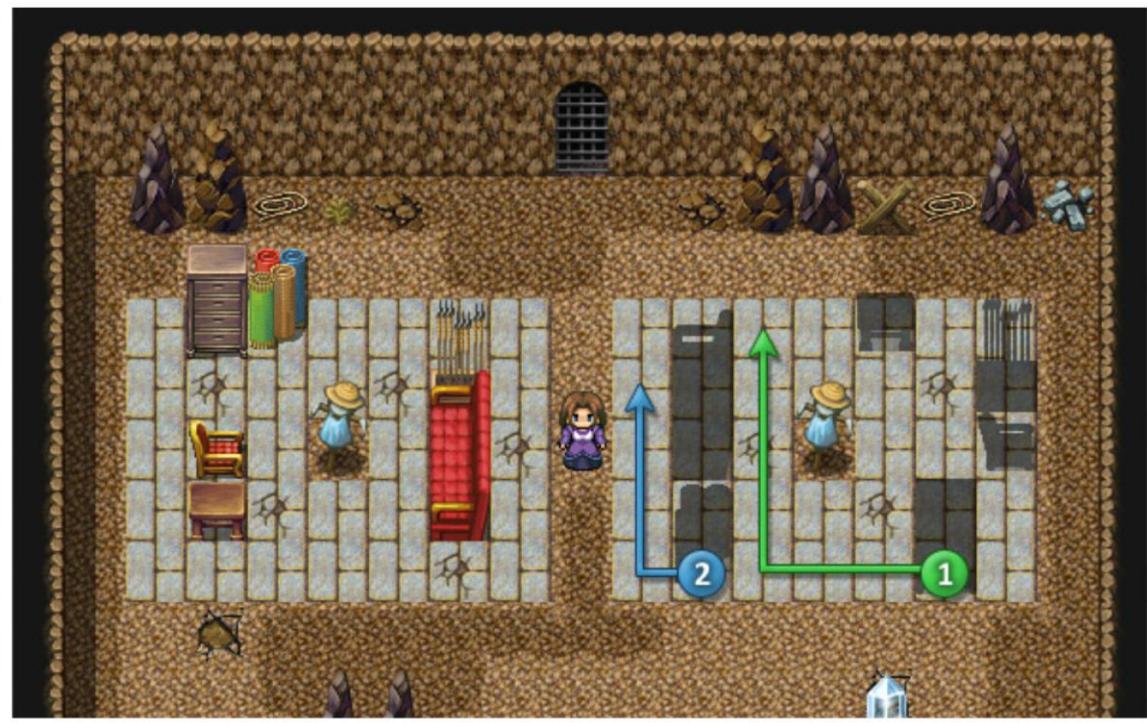
Push the shadow in position 2 down four squares.

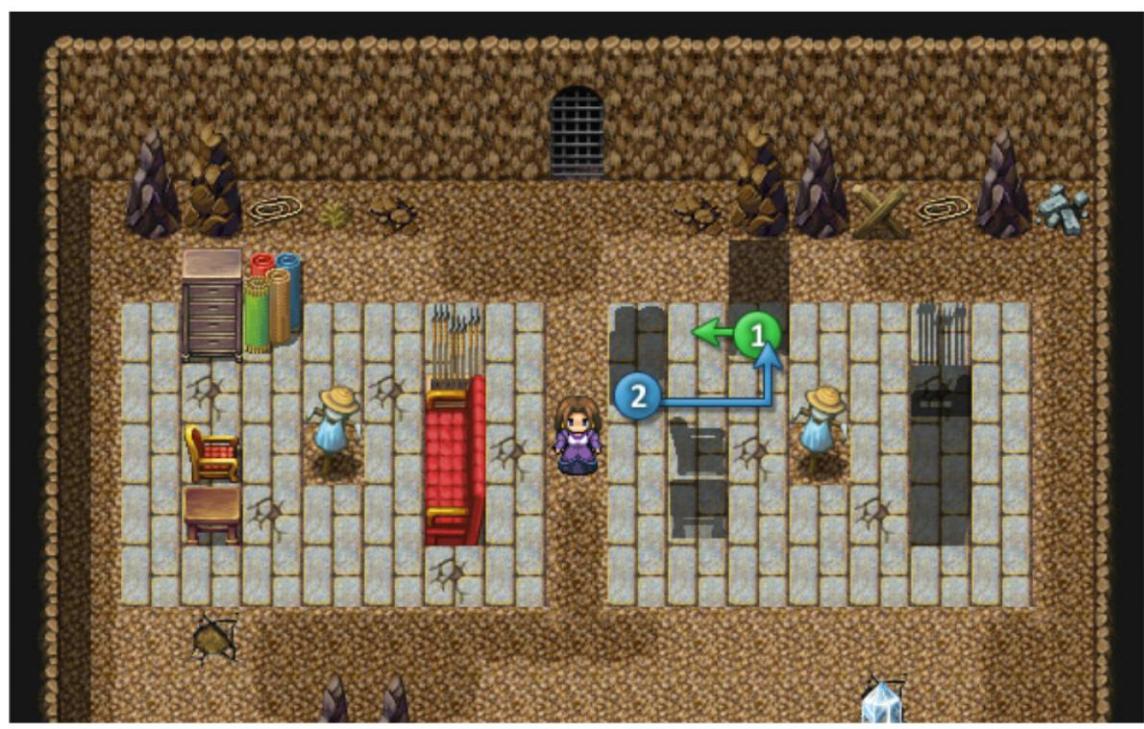
Shadow Puzzle #3





Shadow Puzzle #4





Shadow Puzzle #2



Push the shadow in position 1 up six squares.



Push the shadow in position 1 right six squares.



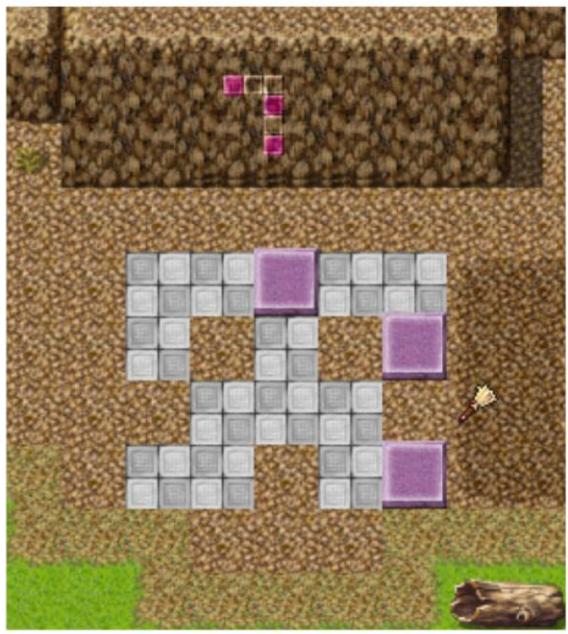
Push the shadow in position 1 left, then down.



Push the shadow in position 1 left three squares, then down.

Skelvania Pass Painting Puzzles

Mural Painting Puzzle #1



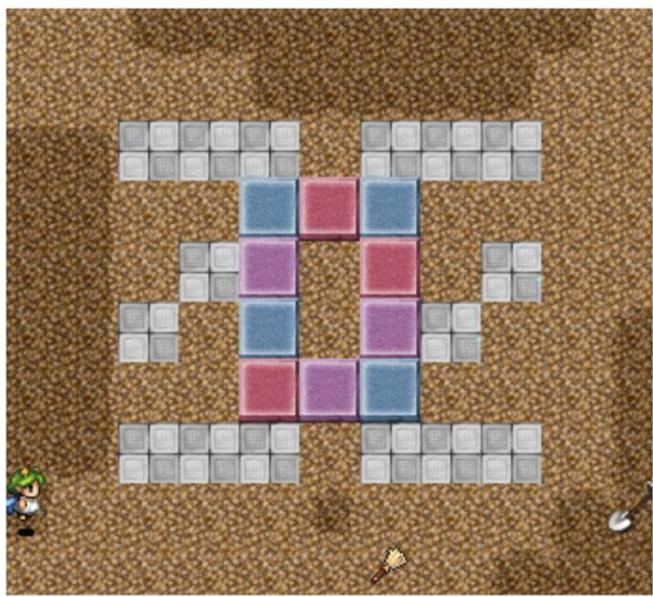
Paint and position the tiles as shown in the image.

Mural Painting Puzzle #2



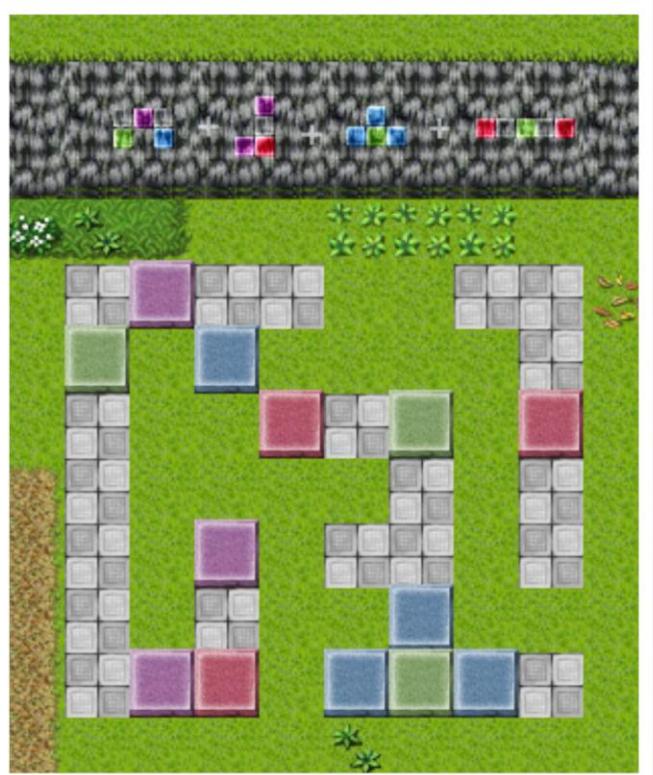
Paint and position the tiles as shown in the image.

Mural Painting Puzzle #3



Paint and position the tiles as shown in the image.

Mural Painting Puzzle #4



Paint and position the tiles as shown in the image.

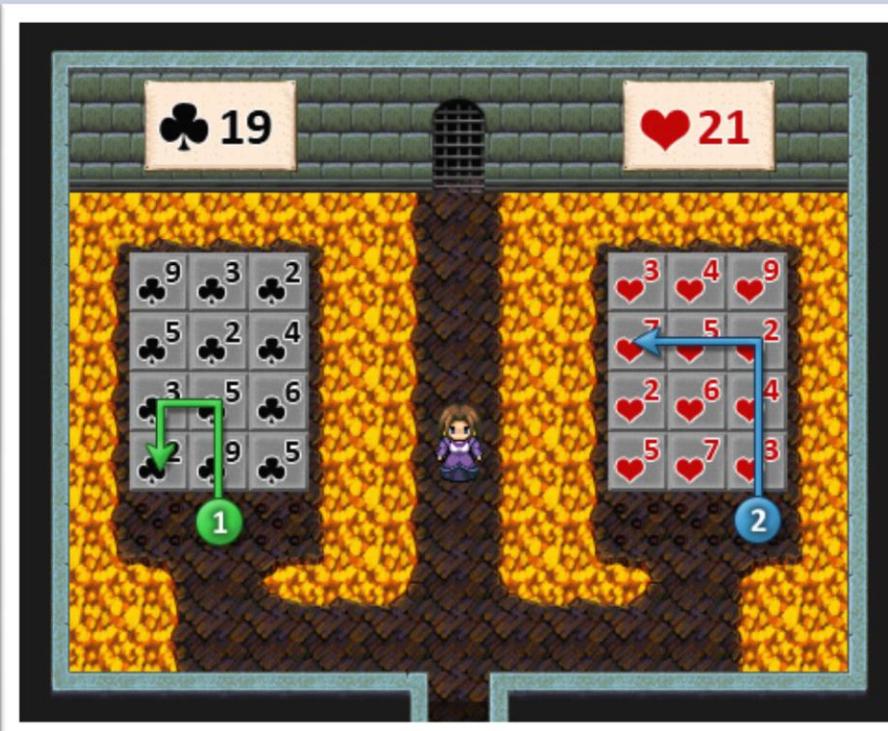
Pyramid Card Puzzles

Card Counting Puzzle #1



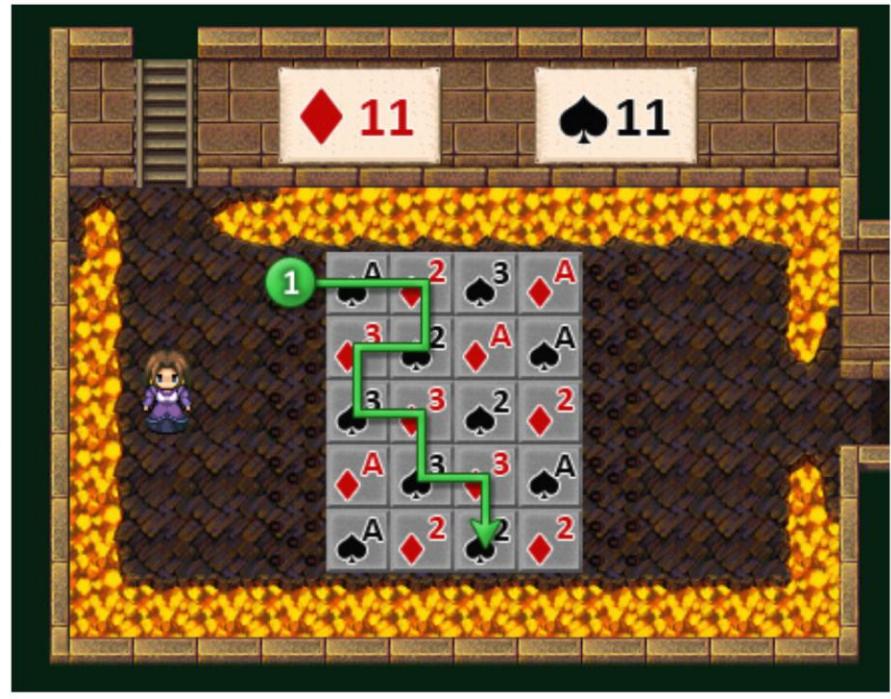
Use either the mouse or keyboard to follow the path shown in the image.

Card Counting Puzzle #2



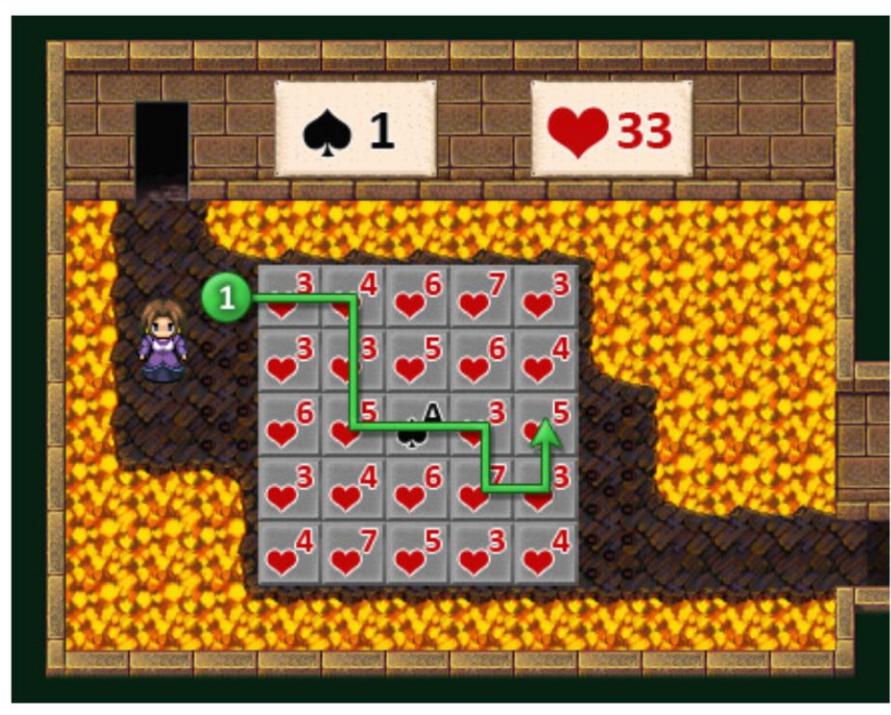
Use either the mouse or keyboard to follow the path shown in the image.

Card Counting Puzzle #3



Use either the mouse or keyboard to follow the path shown in the image.

Card Counting Puzzle #4



Use either the mouse or keyboard to follow the path shown in the image.

Pyramid Galaxy Puzzles

Galaxy Puzzle #1



Position the tiles as shown in the image.

Galaxy Puzzle #2



Position the tiles as shown in the image.

Pyramid Picture Puzzles

Picture Puzzle #1



Press the button at position 1 three times.

Press the button at position 2 four times.

Press the button at position 3 four times.

Press the button at position 4 one time.



Press the button at position 1 one time.

Press the button at position 2 one time.

Picture Puzzle #2



Press the button at position 1 one time.

Press the button at position 2 three times.



Press the button at position 1 two times.

Press the button at position 2 one time.

Press the button at position 3 two times.



Press the button at position 1 three times.

Press the button at position 2 three times.

Press the button at position 3 one time.

Press the button at position 4 two times.

Picture Puzzle #3



Press the button at position 1 four times.

Press the button at position 2 three times.

Press the button at position 3 one time.

Press the button at position 4 two times.



Press the button at position 1 one time.

Press the button at position 2 four times.



Press the button at position 1 two times.

Press the button at position 2 two times.



Press the button at position 1 one time.

Press the button at position 2 one time.

Press the button at position 3 one time.

Press the button at position 4 two times.

Press the button at position 5 one time.



Press the button at position 1 two times.

Press the button at position 2 one time.



Press the button at position 1 one time.

Press the button at position 2 one time.

Press the button at position 3 two times.

Pyramid Lazer Puzzles

Place the orbs in the same positions as the images below.

Laser Orb Positioning

Left Room



Right Room



Boxy Lazer Puzzle

Boxy Lazer Puzzle



Jump into the blue box and use it to walk through the blue lazer. Then push the gray rock into the water to form the first part of the bridge.



Walk back to the other side of the blue lazer and place the blue box on the red lazer.

Then get into the red box and walk through the red lazer.



Place the blue box in the position shown in the picture, then switch to the red box and walk down through the red lazer.

Push the gray rock up into the blue box, then right. The bridge is now complete.



Place the red box in the position shown in the picture. Then switch to the purple box from the other side of the water.

Push the gray rock into the red box. Then push it up and walk through the purple lazer.



Switch to the green box and place it in the position shown. Then switch back to the purple box and push the gray rock right, then down.

Jump onto the orange button.



Switch to the green box and place it on the lazer.

Use the purple box to get through the purple lazer.

Then switch to the green box.



You can now cross the green lazer and use the green box as shown, to reach the second orange button.

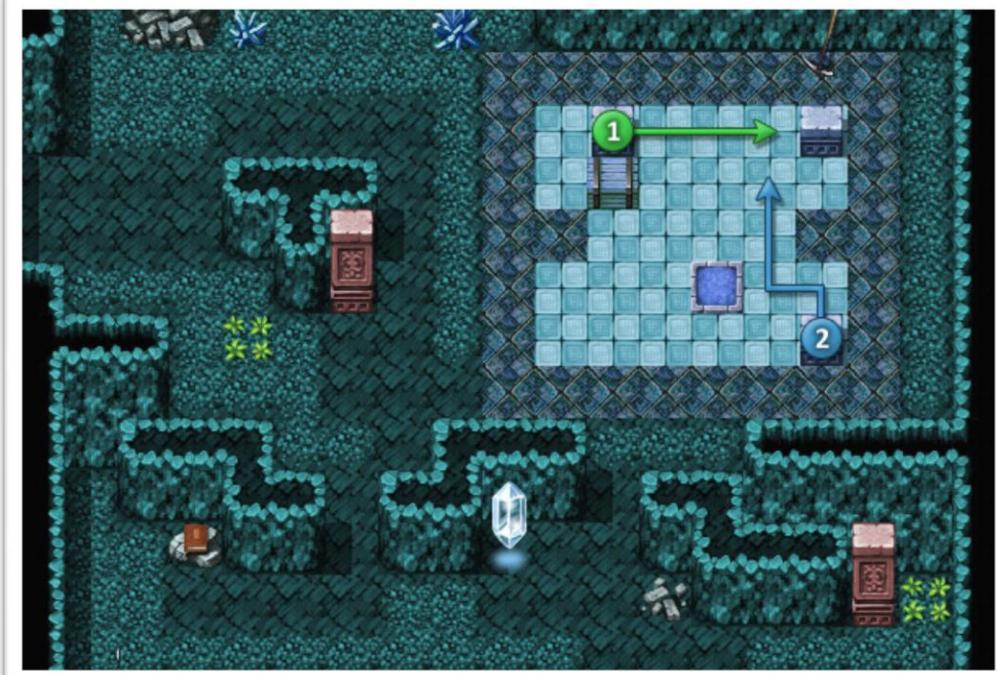
Press the button and then head back over to the left side where you'll find your reward.

Box Lord Puzzles

Box Lord Puzzle #1



Box Lord Puzzle #2



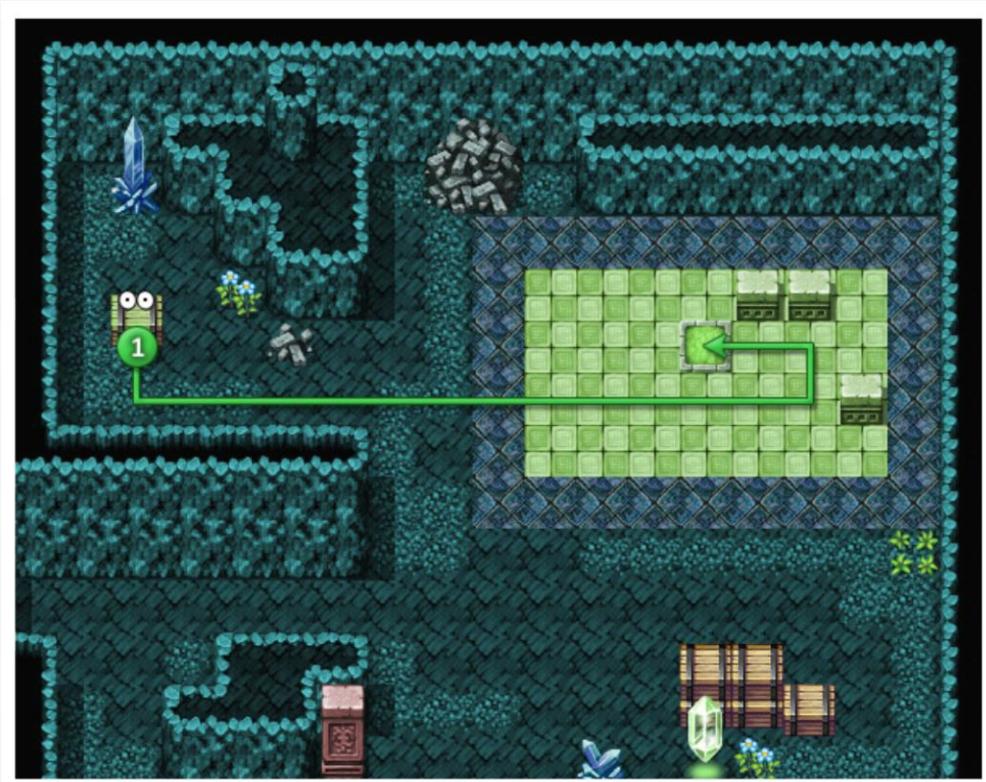
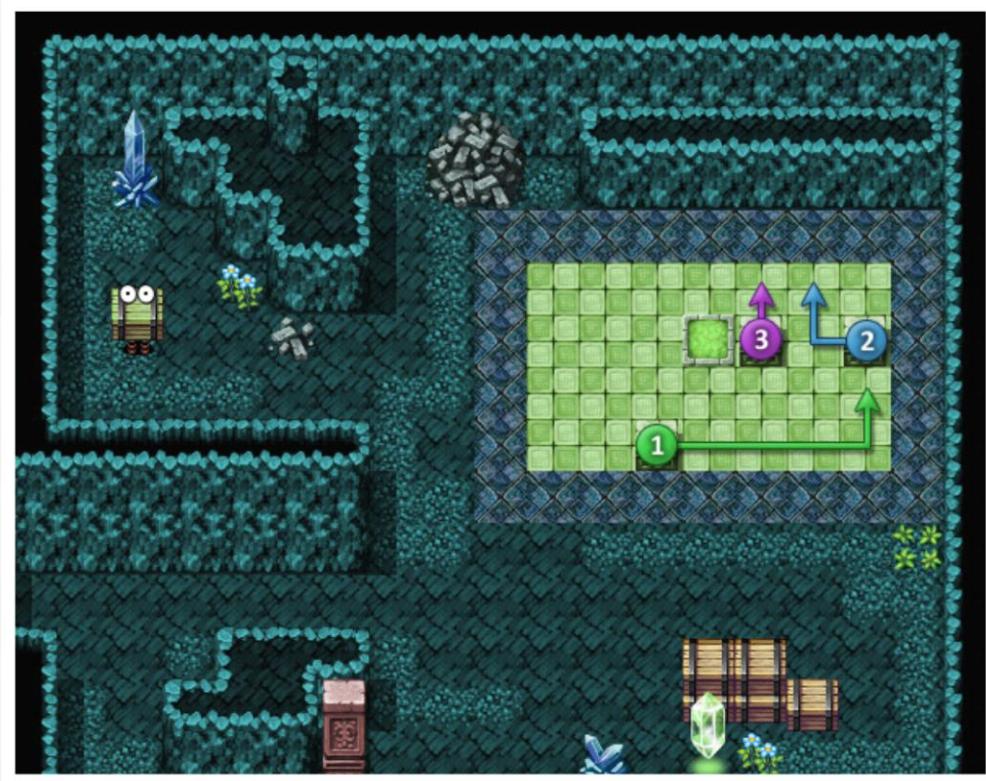


Box Lord Puzzle #3





Box Lord Puzzle #4

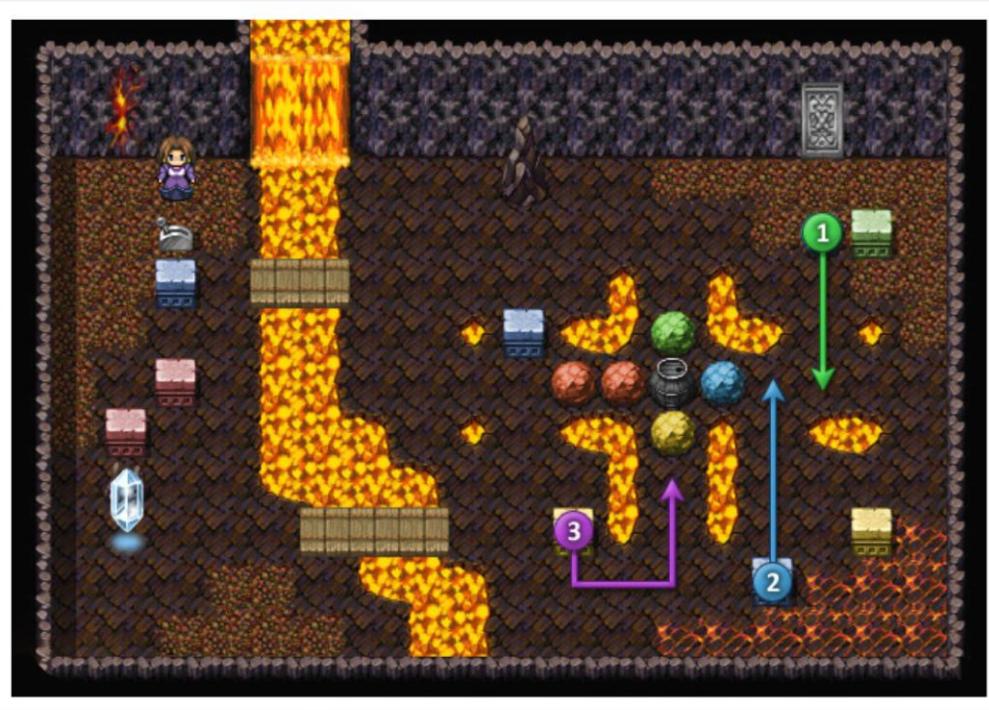


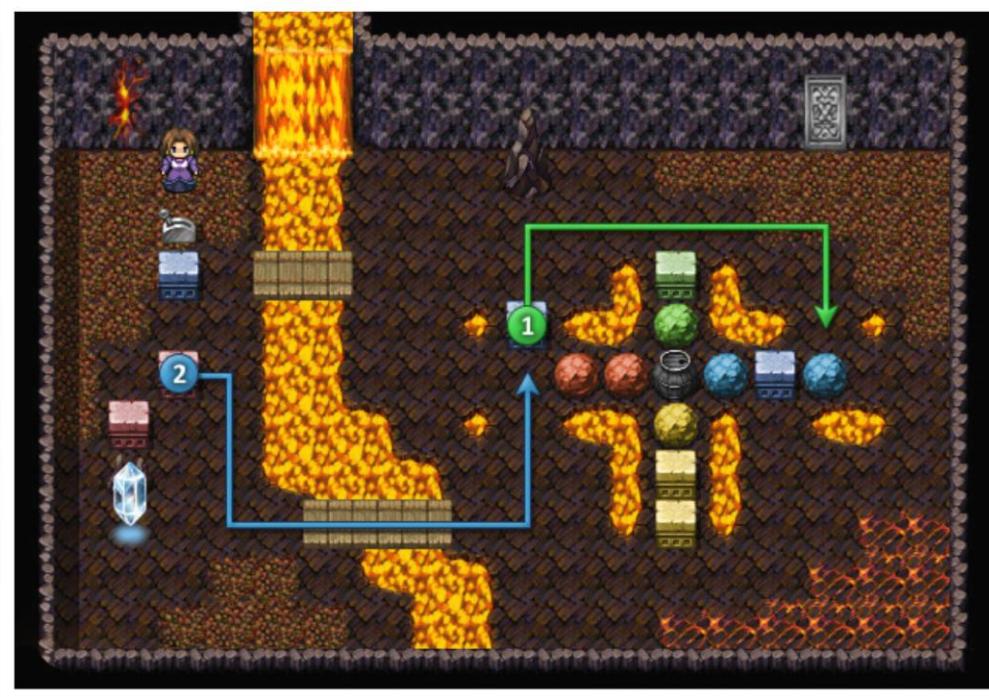
Jet Cave Puzzles

Jet Cave Puzzle #1



Jet Cave Puzzle #2







Jet Cave Puzzle #3

