

ALIDA

A Spyglass Unauthorized Guide

By

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Introduction

A wildly popular rock band, Alida, in their height of fame & fortune, built a theme park based on their music. Alida never opened to the public and was considered a frivolous endeavor by critics. The theme park was actually a mammoth working guitar built into the rocky outcrops somewhere off the coast of Australia. The band split over financial squabbles, but not due to the theme park. The band's manager invested poorly using the band's money, without their consent. The remaining undivided fortune lies in a sealed vault in the park. Arin, one of four band members, was summoned recently to Alida by Kivas. Kivas, Arin's twin brother and the band's manager, promised to rectify past problems with the band, split the remaining money, and finally open Alida. Julia, Arin's wife, has asked you to find him. Arin left a week ago & hasn't been heard from since. With that, you arrive on Alida facing a balcony over the ocean.

Installation and Controls

Alida has a strange install and comes on five discs. You copy the Alida Game folder from Disc 2 onto your hard drive & once copied, use it to start the game. It will then take you through a setup to adjust your sound & graphics to optimize your gaming experience. Once done, you're launched into the game. You can do a full install, if you have a lot of space on your computer. I highly recommend it. You will no longer need the discs to play, therefore, alleviating any need for disc swapping. With five discs involved, you can bet there will be quite a bit of that. Insert each disc into the drive & copy the "V" folder on each of the five discs to the Alida Game folder on your hard drive. To make the playing screen larger, set the resolution to 800 x 600 on your desktop before playing. The game is point & click, with the occasional drag. The menu is to be found at the top of the playing screen. Mousing over it brings it into view. There, you can further adjust your sound/sight settings, save/load, and quit. There is a nifty feature under 'Transitions' called 'rocket mode'. Once you have traversed a path, you will be given the option (via a rocket cursor) to quickly jump from one place to the next, if you have it enabled. I also set my transitions to "none", which greatly helped with choppy sound & graphics.



There are unlimited saves and, at one point in the game, you can die. I will try to give you ample warning. It is always a good idea to save often. There is no inventory, however, you will pick up and carry (via cursor) an item and you only need to click it on the appropriate spot to use it. After you do things several times, you might wish to skip longer, repetitive animations. Do so by holding down the ALT key while clicking on the triggering object.

Bridge / Pickup - Main Area (Jukebox Puzzles)

From the balcony, you can go left or right. Turn right & walk forward once to the archway on your right. Enter the archway. Walk through the dark tunnel. Once inside, turn left. You will see a jukebox-looking machine & a metal sphere up a few stairs. Walk toward the jukebox. Zooming in for a close up, you will see it resembles a piano. Guess it is a reallllly old fashioned jukebox. There are some tiny triangles with symbols inside them associated with each key, do not worry if you cannot read them. We will see a larger picture later. Pressing the keys makes sounds, how unexpected! Back away from the puzzle, & walk toward the metal sphere. We cannot do anything here yet, so turn around. Walk back the way you came. Notice on the back of the jukebox there is a small plaque. Click on it for a close up. The numbers **87523** are written upon it. Move around to the front of the jukebox. From left to right, number the keys 1-8. Press the keys in the order of the plaque. Once you have pressed them correctly, a second set of keys will lower. These are the black minor keys on a piano. We do not have any more information for this puzzle, so we must come back later once we get a clue. Back away and head to the left, once you get out of this alley.



Next up is an archway. Entering it brings you to a dead end. Whoo. That was fun. Head back & continue left, down the room. Next left, you will come to another alley with another metal sphere and jukebox. This jukebox has eight numbered squares on it. Clicking a square will change the numbers between 1 and 4. Hold down the button beneath. The numbers change to dots. We do not have the information needed to solve this puzzle yet. Back away and head to the next archway. Walk to the end & turn right. Walk in and turn left. Head over the long bridge, which runs under the neck of the giant guitar. Walk into the next building across the water. You will come to a door. It has a picture of a dome-house on it. You also see a peephole. Take a peek. Not much to see really. Return the way you came, back to the main room, and head left to the last alley.

Another jukebox, another metal sphere! This jukebox contains three buttons. Pressing any of them elicits the same response. They show a little filmstrip of a crescent moon. Hmm...when you mouse over it, the cursor changes to an open hand & a light flashes. Press the same button again. The picture changes to a comet. Mousing over it makes the light flash twice. Seems like there is something to this. Cycle through the shapes, noting down the pictures and the flashes of light they elicit.

Crescent Moon - 1 quick flash
Comet - 2 quick flashes
Full Moon - 3 quick flashes
Planet with swirl - 1 long and 1 short flash
Saturn - 1 long and 2 short flashes
Star - 1 long and 3 short flashes
Blob - 1 long, 3 short, 1 long
Black full moon - 1 long, 3 short, 1 long, 1 short
Nothing - 1 long, 3 short, 1 long, 2 short



Back away from the puzzle & turn around toward the main room. Walk forward into the corner, toward the giant pick, until you cannot move forward anymore. Turn right. Walk forward. Notice on two of the pillar backs are some light grey boxes. Click on the closest one, to zoom in. Click the lever inside the grey box. You will hear some machinery move. Walk into the archway that is visible from the grey box. When you get to the end, you will see what that lever did. Turn left, then right. The lever changed the path to a new area. Follow it to the hut. Inside you will see what looks like a radar screen & three balls, to the right. Closer inspection of the radar screen shows ladders at various spots. The balls can be rotated up, down, left, and right. We do not have the clue for this puzzle yet, so head back out.

Go to the other grey box behind the pillars and move the lever inside it. Enter the archway, visible from that grey box. You will come to a hall with a window. Looking inside, you can see loads of cash, artwork, and treasure. This must be the undivided fortune. Walk down the short hall & you will see a door on the left. It's locked. A keypad is beneath the handle with red and green balls. You can press the green buttons but they do not do much. At the end of the hall, turn left, into an elevator. You will automatically spin around & face the exit. To the right of the door is a button. Press it & you'll rise to the top. Walk in & click on the control panel there for a close up. Click the lever. Time to jam! The giant pick will play the enormous guitar. You're no Jimi Hendrix. The round screen will show a photo of the locked door below and you will see a man in a black T-shirt. Take the elevator back down, but the man is gone. Exit back out to the main room.

Arin's Cell - Lights/Ladder Puzzle

Exit the main room back to the balcony overlooking the ocean. Turn right at the balcony & head to the doorway. Turn right when you cannot go forward any farther. Turn left at the next stop. Four steps forward and you will see a small white glowing circle on the right side of the railing. This is the light switch for this room. Click it on and have a look around. Looks like there is a ladder right in front of us, but it is stuck in the floor. Click toward the doorway leading outside. There is a blue button on the left. Similar to the white one we just pressed.



Walk back toward the white light & look down at the center. There is a panel here with some dials. We need to turn off the white light so it is dark again. Once you get the light off, blindly head back to the blue light. Click on the blue light to turn the night lights on. Ah! Now we can see a little better. Head back to the center with the panel of dials. Look down at it. Now you can see arrows. **The object is to line up the three sets of arrows with each other.** Very simple. Once the arrows are aligned, the ladder unlocks from the ground and the lights will automatically turn on.

Walk to the other side of the ladder and climb it. You will come to a landing with another ladder to climb. When you are finally at the top, you will see another of those sealed vaults, and a key padded door. Look in the window to the room & the same man you saw earlier will come to the window. He is wearing a grey T-shirt this time and he pulls out his necklace when he looks at you. Julia, Arin's wife, gave you a similar necklace so when you found Arin, he would know she had sent you. So he knows we are here, but we cannot get the door open to talk to him. Exit back down the way you came & head outside.

Manhole

Climb the very long staircase to the top & turn around, like you are going back down, to see the path continuing. Follow it to a ladder. Go up the ladder. Turn right. Follow it to the end. Turn right and go down another ladder. Turn left at the bottom and take one step in. On the right side of the railing there is a telescope to click on. Look inside & you'll be reminded of the radar screen we saw earlier...only this one is much larger. The object must be to line up that ladder. Back away from the close up & look at the ladder ahead. There is a manhole cover that is blocking our way. This must be the ladder we saw inside the telescope. We do not yet know the secret to solving this puzzle, but we have an idea of what needs to be done. Return the way you came, all the way back to the starting balcony overlooking the ocean.



Bridge / Pickup - Main Area

Once there, head straight across to the only opening we have not yet explored. Walk in until you cannot move forward farther, then turn left. You will see what looks like one of those hamster balls. Only this one is large enough for a human & made of sticks. Walk toward it. You'll end up inside it & automatically turn to face a handle. Down at the bottom of the handle is the hot spot to move the handle. Click & drag the mouse to move it. You will start the hamster ball rolling to the next area.

Ghost Town - Cube/Cone Puzzle

Exit the hamster ball and head left, out the archway. You will find yourself in a sort of ghost town. Buildings are spread around and look in dire need of maintenance. Immediately upon entering, turn left. There is a concrete column topped with a pinkish cone and a lever that you can click on. Behind that, is an archway in the side of the mountain. Clicking on the lever brings you closer so you can read the symbols upon the cone. There are different sets of boxes upon it. Turning the lever changes the boxes. There is also a pinkish rod on the ground here. Interesting....Back away, to the right, & head toward the archway in the side of the mountain.



Click until you cannot move forward any farther, then turn right. Climb the large spiral ramp to the top. Once at the top, turn right. Head toward the part of the path that overlooks the deserted town below. At the edge of the outlook, look down. You get an overview of the town below. Check out the shapes of the different buildings. Notice any similarities between those and the box symbols on the levered cones below?



Draw a little map of the town for reference in solving this puzzle. Note that scattered around this round walkway are small rods of various colors. Starting at the ramp heading clockwise, write down the colors of the rods. They are: Red, Blue, Purple, (platform), Purple, Blue, White, Yellow, and Green. Go back down the ramp and into the town, and turn the levered cones to the correct settings.

Walk to the first cone that we looked at. Turn the lever until it shows two boxes side by side. Pick up the pinkish rod on the ground, in the closeup, if you have not picked it up already. Back away. The next "building" to the right is really just a foundation...there is no building to speak of. This makes it really easy to see the shape we need, which is two squares diagonal to each other, or connected at the corners. Adjust this lever so the correct symbol for this building shows. Back away & turn around. Go to the small house on the left. This one is a single square. Adjust the lever to reflect that. Now cross the path to the house on the opposite side. This one is large. Enter the house & turn left at the end. Pixel hunt around for the close up cursor. Click and drag the mouse, once you find it. It will move a piece of wood that is covering the levered cone you need to adjust. Once you get it moved, click on the lever to adjust it to the L shape. This one is hard to see in the shade, so adjust your brightness level if you are having too much difficulty. Once adjusted, head back out & to the right to the last building. This one is also just a foundation so we can see it is a pyramid of three boxes. The cone here is missing its lever, but we picked it up by the first cone (a pinkish rod). Your cursor should automatically change into the rod when you mouse over the contraption. Click to put the rod into place. Adjust the cone to the pyramid shape, on its side.

Doesn't seem like much happened, but it did. From here, there are two more archways in the sides of the surrounding mountains. There is one straight ahead from the close up of the cone, and another to the right of it. Back away & turn completely around. Take one step forward & turn left. You cannot really see it if your brightness is low, but there is an archway there. Head into it and cross many, many stick bridges until you get to a gap. Part of the bridge is missing here. To the left is another of those levered cones. Click on it & drag the lever. The missing chunk of bridge raises from below & you can cross. Adjusting all those levered cones in town made this active. If you cannot get the bridge to raise, your levered cones in town are not set correctly.



Round Crossroads - Lamp Vault

Cross the bridge. Follow the path around the edge of a mountain and down inside. You will come to a round crossroads where you can take a left or right doorway. There is also a ladder to a platform with a window. Take the right doorway. Follow that all the way to the end & you will see another of those sealed rooms with a keypad door. This keypad is damaged. The green buttons are missing! Look in the window of the room. A lamp is on the table. It is flashing. Pay attention....it is a repeating pattern. Write it down. **Short, Short, LONG, Short, Short, Short, LONG, Short, Short, LONG, Short, Short, Short.** Remind you of anything? The jukebox with the planets flashed lights in a pattern. I bet this is the clue!

Return to the crossroads and take the archway on the right. Walk the long corridor to the end & you end up in what looks like the crossroads area again, only there are not any archways. There is, however, a strange machine that looks like a helix. It shows a picture of a guitar with the strumming (pickup/bridge) area highlighted. Click and drag the curved handle on the right of the round picture part. You will see a short movie of the panel that controls the giant pick that strums the guitar. Guess we need to go back there again. Let's finish exploring this area first. There is nothing else to do, so return through the only archway in this room. When you get to the crossroads, take the right archway back to the mountainside walkway. Take that all the way back to the ghost town...it is a long walk. Once back, turn right & enter the last, unexplored archway.

Jacktower (Lower Level - Cabins)

Once you reach a dead end, turn left. Ahead, you will see a bridge leading to a tall tower. The bridge goes directly to it and circles it completely. Four cabins are set on the circular path. The tower is inaccessible at the moment, so when you can, turn left. Walk clockwise to the first cabin and click on the doorknob to enter. Turn left inside. You will see an oval panel with a button. Pressing the button opens the panel. Inside is a mini solar system. You can click on a planet and it will rotate. The sun in the center is a button. Press it so it is down. Back away and turn left from the panel. Something is sitting on a chair. Zoom in for a closer look.



It is a strange object with a ball on the top and three blue buttons beneath. Click on the top blue button. The ball now resembles one we saw earlier, near the ladder/radar screen. The blue button has a number 1 on it. Move the ball around and the number changes. Record the numbers in relation to the black dot on the ball. Do the same for the other two blue buttons. They are all different. There are six positions in all, 0-5. The only similarity is when the black dot is facing you. It is always number 1. The zero does not show. It is blank.

Directions are the way you turn the ball from the center dot.

Middle button: Center - 1 1 right - 4 2 right - 5 1 left (3 right) - 0 1 up - 2 1 down - 3	Top button: Center - 1 1 right - 0 (blank) 2 right - 2 1 left (3 right) - 3 1 up - 4 1 down - 5	Bottom button: Center - 1 1 right - 2 2 right - 4 1 left (3 right) - 3 1 up - 0 1 down - 5
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The object is to rotate the ball from 1-5 without hitting a number twice. The zero, or blank, spot is to aid you in doing that. So for the top blue button, you are already on number one. Move right twice to two (going through the blank spot). Right again to three. Up once to four. Right once to five. We need to remember those moves to enter them in the puzzle back in the starting area. Figure out buttons two and three.

Nothing else to do here, so exit the cabin and continue to the left, clockwise, to the next cabin. Enter and turn left. This cabin also has an oval panel with a mini solar system inside. Open it, pick a planet, and press the center button. Check out the table in here. Upon it is a book & some sort of machine demonstrating pictures and sounds of various insects and amphibians. Click on it for a close up. Move the lever in the center. Pulling the lever will change the picture of the insect or frog.



In the very center of the lever is a button. Pressing it yields the sound the insect/frog makes. This would be a very good time to turn off the extra sounds (ambient & music) in the menu if you have them enabled. Listen to them all. Read the book when you are done. It does not really help much. Rather, it confuses even more...like you're expected to know about this stuff before hand...quantum physics...sheesh! It does tell you one tidbit of useful information on the last page. **The vault door locks are sound activated!** Perhaps it relates to the giant guitar? I bet if we play the right tones, the doors will unlock. How to adjust the tones remains a mystery. When you are done reading & playing with bugs, back away. A mobile of the solar system is hanging here. Pixel hunt around for the hotspot, which is toward the bottom center of the mobile. Pull it to see it in motion. Resist the urge to play Borg. Head back outside and continue clockwise to the next cabin. The only thing inside is an oval planet panel like the others. Pick a planet and press the center sun button. Keep going to the fourth, and final, cabin. Jackpot! Lots of things to play with here.

Open the oval planet panel, pick a planet, and press the center sun button. Inside this cabin is another of those machines, like the one with the bugs/frogs, only this one's for the birds. Pun intended. Listen to all the bird calls, some you may recognize from outside. There is a little chest of drawers, a holographic projector, and some posters on the wall. Check out the posters. One is a map of the island. Zoom in on the holographic projector and press the play button. You will see the man again, wearing yet another shirt. It sounds/looks like he is composing. Press the fast forward button. The next recorded segment appears. Press play. Keep pressing the fast forward button, followed by the play button, to view all of the recorded segments. This must be Arin. The last segment shows Arin, but he looks and behaves differently than in the prior recordings. Also note, which hand he uses on the remote control. So these cabins are the band member's cabins. This one obviously being Arin's. Each band member also has a vault in separate areas of the guitar. Arin has the switch. Juno has the rotating potentiometers. Luke has the peghead. Leval has the pickup.



Back away and move in on the drawers. The top drawer contains nothing useful. The second drawer contains the letter written by Kivas asking Arin to come to Alida. **There are also four pictures to look at, one of which is the close up of those triangular piano key symbols.** Write them down now that you have a clear view of them. The bottom drawer contains a newspaper article on Alida, a photo, and a diagram telling us that all the vaults respond to the same codes. Okay, we are done here. Back outside and to the front of the tower.

Make sure your ambient sounds are enabled in the menu. Now walk slowly on the circular path around the tower. You need to listen for both bird and insect &/or frog sounds. Draw a little circle map & record exactly where you hear which sounds. Most of the sounds are two steps from a cabin, in other words, exactly between cabins. You can hear one bird sound in *every* spot, no matter where you are. Try to ignore it. The four bird sounds you need are very different & should be evident when you happen upon them. Head back to the fourth cabin, if you're not sure what the birds look like that make the sounds you recorded. Note down what the birds look like that you heard.

Between cabins 1 & 2 (going clockwise from the tower door) is a bird call: ree ree roo roo - tall, black with 2 small white dots on wing, right facing, standing

Between cabins 2 & 3 you hear: laughter or monkey sounds - yellow with big eyebrow, left facing on perch

Between cabins 3 & 4 you get: loud screech - short fat green, left facing, no feet (sounds like someone I dated)

At the tower front (in towards the door): song bird - mostly black with large white spots, tallest, right facing, standing

Now listen for the insect/frog. This one's easy. The only sound you can clearly hear in all places is the cicada, which sounds like a rattle or hum. It's the one with the wings spread wide open.



Take the path exiting this tower area back to the ghost town. Exit the ghost town, via the hamster ball, back to the starting balcony overlooking the ocean.

Bridge / Pickup - Rotating Ball Puzzle

Enter the main area with the jukebox puzzles and the metal spheres. Take the first archway and then the elevator up to the pick and strings control panel. Click on it to play it again. This time, the increasingly familiar man talks to us. He says he is Arin and he cannot leave Alida until he rescues his brother, Kivas, from one of those locked vaults. He thinks someone named Leval is behind it all and he has locked Leval in the conservatory. Arin also tells us that he does not know how to open the doors. Exit back down to the main area.

Let's try out the rotating ball puzzle, now that we have the solution. Enter the 2nd archway in the main area. The way should be open to the left, toward the radar/ball puzzle. Once there, move the ball like you worked out on the practice machine in the cabin. Directions are which way to drag the mouse. Here is the solve:

Ball 1: R-R-R-U-U-U

Ball 2: U-L-L-L-U

Ball 3: R-U-U-R-U

When each ball is rotated correctly, you will hear beeping, and one bridge piece in the radar screen will rotate. Once all are in place, a movie will play showing the manhole cover opening. Let's go check it out.



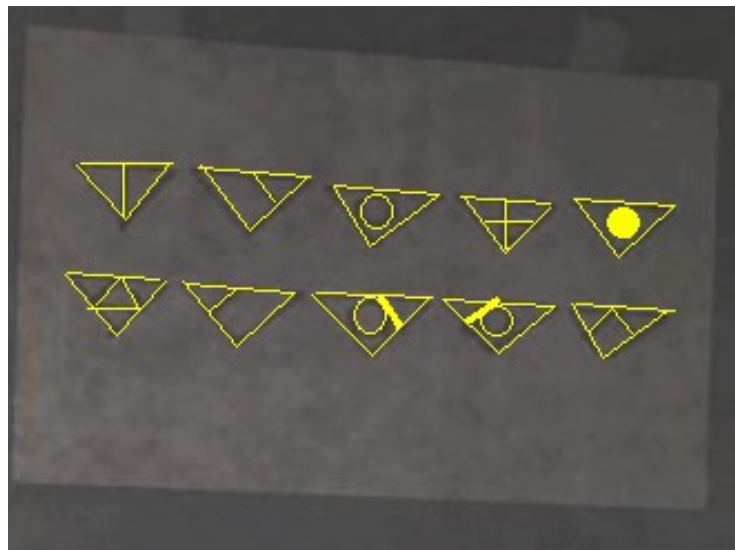
Arin's Cell / Manhole (Red Guitar Vault)

Return to the main area & out to the balcony. Turn right. Climb the stairs and ladders to the manhole cover. Go down the newly opened area. At the first landing, you will turn around to get to the next ladder. Look up before you go down farther. **Make a note of the triangle symbol on the ceiling and where we are at, so we know later where it came from.** Continue down the ladder. At the bottom, you will find another sealed vault. Look in the window at the red guitar. **On the neck of the guitar are some dots. Those resemble the dots on the numbered boxes jukebox puzzle in the main area.** Note them down. Bet this is the key to the numbers/dots jukebox puzzle!

Look at the vault door. The green buttons are missing. Looks like we are not opening this door. In the corner is another ladder down. Climb down & walk to the fence. There is a switch on it. Flip the switch and you will see the door with the peephole, which was blocking the path in the 2nd archway, raise up. Let's go see what was behind it.

Climb back out of the manhole. On your way back to the bridge/pickup, stop at the blue light ladder to visit Arin in the vault. He will post a clue to the piano jukebox puzzle on the window. Write down the code.

(Note: To trigger (grey shirt) Arin's clue, you must have seen (black shirt) Arin's video above the treasure vault and played the piano keys, all of them. If he is not there, try playing the piano jukebox keys and returning, or heading to the strummer if you did not see the video.) Return to the bridge/pickup.





Bridge / Pickup - Main Area (Experiment dome & Piano Puzzle)

Flip the pillar switch for the 2nd archway so the path leads to the right, toward the peephole door. Enter the archway. Remember the experiment we read about earlier in the book from the cabin? This must be it. **Note the triangle symbol on the top of the dome. Write it down & also note our location.** Nothing to do here, just watch the stuff orbit around the room. Turn around to leave. On the right side of the railing, there is a small button, one step up from the broken door. Press it. A panel lowers. Press either of the rectangular buttons, on the top or bottom. Then press any of the small round buttons in the center. Press the largest button in the lower right corner. You will hear some beeping. Look up. A letter is projected upon a screen. Try a different setting combination & see what results you get. **This must be an alphabetic key to a code.** Try to establish the pattern, or note down what each setting does if you are crazy and have far too much time on your hands. Noting the most common letters would be a good idea. Press the button on the railing to raise the panel again. Return to the main area and the piano jukebox puzzle.

We need to play the keys Arin posted. The problem is the black keys do not have symbols written on them. Look closely at the keys and symbols you wrote down. The first key is a vertical line through the triangle. The second key is a horizontal line through the triangle. So the black key between the two is a plus symbol, or a combination of the two white keys it touches. The second black key would be an inverted triangle inside the triangle, etc....Using the code you wrote down, enter the correct combination. Number the keys, from left to right, 1-13.

1- white, 2-black, 3-white, 4-black, 5-white, 6-white, 7-black, 8-white, 9-black, 10-white, 11-black, 12-white, 13-white. **The correct combination is: 1, 10, 8, 2, 13, 4, 6, 9, 7, 5.**



Once you have entered it correctly, the metal sphere will rotate around & become accessible. It is some sort of chair. Sit on it, Fonzie! Once seated, pull the handle in the upper right corner. The sphere closes, rotates to the back, and takes off. This must be the T-runner we read about earlier. You travel to a new land.

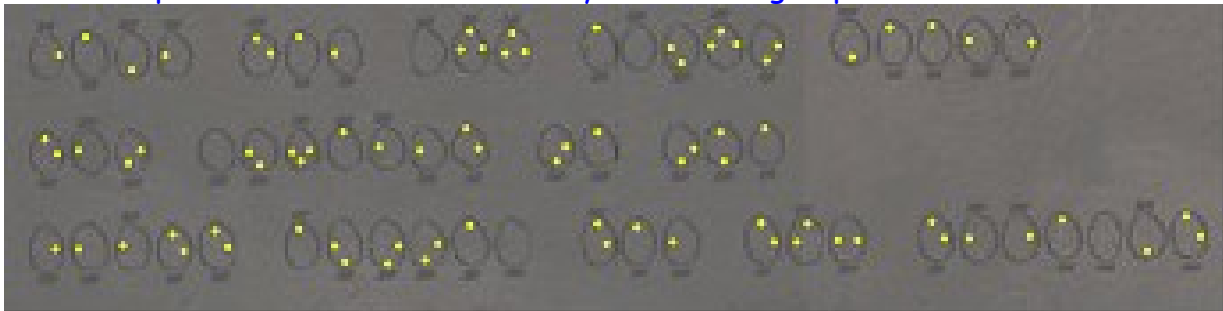
Switch - Keyboard/Triangle Tone Puzzle & Bird T-Flyer Puzzle

Exit the sphere. You can turn left or right. Go right. Walk toward the next room. Go up the stairs, turn left, and see a long handle and [a picture of a keyboard with one key highlighted](#). Pulling the handle does nothing at this point. Remember which key was highlighted. Walk around on the platform to the back side. There is a hotspot here that you can look up, not that there is much to see. Exit back down the stairs and go to the left.



In the center of the next room is a large cylinder. There is a hotspot to look down the cylinder, but again, not much to see. Walk around the room and stop when you get next to another keyboard picture. Examine the keyboard picture. It resembles, but does not match, the one we saw in the middle room. A different key is highlighted Turn to face the center cylinder, keeping the keyboard graphic directly behind you. You should be facing a control panel, when you look down. Press the button. The white bead rolls around inside the triangle and stops in a new location. A loud sound emits from the center cylinder, which must be the musical note. Turn around and look at the keyboard graphic. The highlighted key is changed! **Keep pressing the button on the panel until the keyboard graphic matches the one you saw in the middle room.** Go back to the center room platform and pull the long lever. The sphere rotates and now you can enter it. Climb to the top. To the left is an important clue. Look at the picture carefully. It is the numbered squares jukebox puzzle. The code above it must be a clue for it. Write it down.

We saw a panel with similar features by the orbiting experiment room.



Look out the window. That building over yonder looks like a greenhouse....or conservatory. That is where Arin said he locked up Level. We've gotta find a way over there to say "hi". **To the right of the window, is a large triangular symbol with a black dot inside. Make note of it and where you found it.** Well, there is nothing else to do here so exit back toward the T-runner.



Pass it into the next room. Another sphere-chair is found here. Sit in it. This one has a lever in the upper right corner, but it also has another circle in the upper left. Pull the lever and you get a short movie of the tower/cabin area. It will stop on a picture of some birds that we saw on that bird machine. Click on a bird. It changes. **We need to put in the bird shapes that we recorded earlier around the Jacktower.** Once you have them set correctly, turn the handle again. This T-runner is actually a T-flyer and you are in for a fun ride! Wheeeeeee!!!! You arrive in the Conservatory.



Bird T-Flyer Setting

Conservatory - Prison Puzzle

Exit the T-flyer and head up the stairs. At the top of the stairs, is a large round room. A miniature of Alida is in the center, and four openings are around the outer edge. One opening has a metal grate over it (window). The other three doorways you can enter. The area with the T-flyer you just came here on is in the doorway left of the grated window. The middle doorway contains Arin's study. Inside, you will find a desk, and on it, a letter containing a clue to opening the vault doors. Make sure to check that out. **(To open vault doors, first set the doors to receive the musical tone, then play the tone on the giant guitar.)** Also in this room is what appears to be a fireplace with a large hood and an odd round door, but it is locked.

Exit back to the main room & head to the last, unexplored, door. Down here is a large locked door with a peephole. To the right of the door is a control panel. Look at the control panel, then look back at the door. The peephole will open. Leval will tell you that Arin locked him inside. He will ask you to get him out & offer to help unlock the main vault if you do. **He also says he heard the numbers 21 or 22 being mentioned.**



I am going to warn you now that this is where you can die. **SAVE YOUR GAME!** Directly after solving this puzzle....do not even breathe first. I say, directly after solving this puzzle because I'm sure you will not wish to solve it again. It will not hurt to save before the puzzle, just in case. Back to solving the prison door puzzle....

Turn to the control panel. There are two dials and a button that you can manipulate. The left dial is connected to the outer arrow. The right dial, the inner. Press the button once you think you have it set correctly. Leval said, "21 or 22", so let's try those. **Set the outer dial to 21...there is NO ZERO on this dial. Where you start is #1. Set the inner dial to 22. Press the button.** The door opens & you're automatically turned to face it. **SAVE SAVE SAVE!!!!** If you enter the prison, Leval will knock you out, & you'll have to restore an earlier save. Try it for fun. **Notice on the floor is another of those triangle symbols. Note it down & the location where you found it.** This is all we want from here. Exit back to the main conservatory room.

Head to the center of the room. There are a café table and chairs here, a sundial, and a miniature of the island. Zoom in on the miniature. The guitar is normal size, but no matter how much you pull, it will not come unglued. You stick to playing air-guitar. You will see a spot beneath the neck of the guitar lit up. It looks like the wild experiment dome. A switch is on the bottom left and the panel on the bottom right should look familiar. It is the same as the piano/tone puzzle in the switch. Pressing the triangular button makes the white ball roll around and stop in a new position within the triangle. The left switch changes the lit up area from the experiment dome to the manhole area, inside the guitar neck. It also lights up the switch, the peghead, and the conservatory. **The idea here is to program the bead triangle for each of the lit up areas.** We have written down triangular symbols for most of the lit areas, but we do not have the peghead's symbol. We should come back here when we do.

Find your way back to the T-flyer. Take it back to the switch. Jump in the T-runner and take it back to the main room.



Bridge / Pickup - Main Area (Number Squares Puzzle)

Once you get moving again, head to the numbers jukebox. Now look at the clue you wrote down. You did write it down, didn't you? No, that is what guides are for! It is an alphabetic substitution code. Use the information you collected earlier to solve the code.

'A' starts the code as a blank circle with a line above. The dots move in a clockwise direction, so 'B' would be a circle with a single dot on the right side and a line above. 'C' would be the same but the dot would be on the bottom. Once full circle, add another dot. 'F' would have a dot on the top and one on the right. At the letter 'N', the line over the circle switches to the bottom and the cycle of dots starts over.

Want a hint? The third word is ALL.

Want a complete spoiler?

CODE FOR ALL VAULT DOORS
SET NUMBER TO TWO
PRESS BUTTON FOR SIX SECONDS

Set each number square to 2, then hold the blank button down for at least six seconds. The numbers will turn to dots right away, keep holding it until some of those dots disappear. You should be left with only a single dot on each square. Note which position it's in, up or down. The solution with U=up and D=down, is:

U D D U D U D D

Well, this does nothing to open this sphere at the jukebox. However, it does tell us how to setup the vault doors to receive the tone from the giant guitar. We have another clue for the numbered squares jukebox from the red guitar locked in a vault. Enter the code: **1-2-1-3-1-2-1- 4** The T-runner rotates around for easy access. Let's find out where this one takes us.



Peghead

You arrive in the peghead area of the guitar. Ahead of you is what appears to be a large screw & a button. We can't resist a delightful button like that, now can we? Press it. The three lights on the left switch over to the right. Back away from the button & turn right. Walk to the wall. There is an opening here, although difficult to see. Go inside and down the stairs. Yippee! Another button to push. There are two symbols on the circular portion & when you press the button they switch positions, one being next to an arrow. The giant screw moves...looks like we are attempting to tune the giant guitar. Exit the room to the T-runner area again. This time, walk straight across, past the center button, to the opposite wall. There is another hidden opening here. Same as the other side. Pressing the button does nothing at all. The reason is, the button in the main room controls which side has power. Right now we have got power running to the right side. If we want to fiddle with this, we would need to press the button in the main room to switch it back over to the left. Exit back to the main room. Go back to the left side, past the button. Turn right before you enter the hidden doorway. Take one step and then, turn left again. Another hidden opening. Enter and descend the stairs. Lo and behold! Another of these duo symbolized machines. Exit and turn left. One step again and turn left. Yet another hidden opening. Enter and find another similar machine. So there are three of these hidden rooms on the left side of the main room. According to the lights on the main room's button panel, there should be three on the right side of the room as well. Exit and head back toward the T-runner.

Go straight, past the button again, & turn left. Move one step forward and turn right. Enter that hidden opening, which should be the 2nd opening on the left side. The machine down here looks the same as the others from far away but on closer inspection, it has an arrow, not two symbols. Click the button. The arrow turns. Click the button again. The arrow turns again. Click again, turn again. There are five settings on this machine. Interesting. Set the arrow so it points at the 12 o'clock position and back away. As you walk toward the exit, there will be an oval doorway on the right side. Enter and climb the stairs to the top.



Look out the window. You should see a colored light flashing at you. Return to the arrow panel & press the button. Go back to the oval door and up the stairs. Look out the window again. You should see a different colored light flashing at you. Keep doing the same for all five of the settings on the arrow. **Record the colors and positions of the arrow.** Once you have all five, return to the main room. Turn right, take one step, turn right again. Enter the hidden opening. This is another button panel that looks like the first two we saw, only it has different symbols. Write down the symbols, noting which one it is set to before pressing the button. Press the button so the symbols switch positions. Return to the main room. Turn left, take one step, turn left again. Go to the oval doorway & up the stairs. Look out the window. The light changed from yellow to a pinky-peach color. **Write down which symbol from the machine in the other room is associated with yellow, and which is with this pinky-peach color.** Okay, there are five of these hidden rooms around here with these symbol switching machines to go with the settings on the arrow. We need to figure out which color is associated with which symbol. This can be a tedious process. We do not know which setting on the arrow is associated with which room, and there are two symbols/colors for each setting on the arrow. So for the guide, I will just list the positions, colors, and symbols below.

The number/letter in parentheses is the hidden doorway the symbols are located in when facing the main button.

Arrow at 12 o'clock: Yellow - round step pyramid / Peach/Pink - square step pyramid (3R)
Arrow at 10/11 o'clock: White - M / Blue - V (3L)
Arrow at 9 o'clock: Red - box without bottom / Off (no light) - Box with point (2L)
Arrow at 7/8 o'clock: Green - House without floor / Green - quarter circle (3R)
Arrow at 6 o'clock: Orange - half circle / Lt. Blue - pointy ramp (1R)
The arrow itself (2R)

Not sure if you noticed, but when you are returning to the main room from the 3rd hidden doorway on the right, there is an opening on the right. It leads to a room behind the main tuning area. Head there now. Inside this room is a spiral staircase leading down, and a big metal-barred ball with an N in the center. **We saw something similar to this way back in the ghost town.** Up at the top of the mountain, we recorded some colored rods surrounding it.



Peghead - Gear Puzzle

Go down the stairs. At the bottom, you can turn right or keep going straight. Keep going straight. Go up the short stairs and to the end of the walkway. Look down. Ah, the final triangular symbol we need for the conservatory miniature puzzle. Note it down & where it is found. Now look at what surrounds it. Eight gears with different shapes arranged in a circle. Some shapes resemble the symbols in the hidden doorways upstairs. Go back to the control panel between the sets of stairs. Eight blank buttons are circling a central button. Pressing any of the blank buttons makes the gear associated with it rotate, and a different gear shape will show inside the circle. There are two gear shapes for each blank button. The central button does nothing at this point. Once you have the gears set correctly, you push the center button. Obviously, it is not set correctly yet. The clue to solving this is the large, metal barred, globe upstairs, just look up. We need to set the gears to reflect the colors on the rods we recorded at the other matching globe. If you wrote it down, or even if you did not, they are: Red, Blue, Purple, Purple, Blue, White, Yellow, and Green, in a clockwise circle.

Looking at our arrow/color chart we find the symbols we need. They are:

Red - box without bottom
Blue - V
Purple - hmm.....we didn't record anything for purple, it's got to be the symbol with no light
Purple - it's got to be the box with the small point on the top, as there's two of those in a row
Blue (lighter) - pointy ramp
White - M
Yellow - round step pyramid
Green - could be either the house without floor or the quarter circle, we'll just have to guess

The box shape is easy to find (Red). Set that one & going clockwise, set the rest. Here is what it should look like. The upside-down center triangle symbol is one we need for the conservatory miniature puzzle.



Once you have the gears turned like the picture here, press the center circle. The floor beneath the gears will open and a torpedo-shaped elevator will rise. Walk up the stairs, to the left of this control panel, & click on the torpedo to open it. Press the button inside. Going down!



Setting the Peghead

Follow the path straight to the end. Another of those guitar helixes here. This one has the peghead highlighted. Pull the curved handle and watch the video. It shows an animation of the hidden room symbols upstairs. We need to set the machines upstairs to reflect what we saw. This will set the peghead to play the tone that will open the vault doors. Make note of the symbols in the video. They are: [square](#) [step pyramid](#), [M](#), [the box with a small point on top](#), [the quarter circle](#), [the half circle](#), and [the arrow pointing to 7/8 o'clock](#).

Back away from the helix & turn around to head back to the torpedo elevator. Three steps in from the helix, turn left. Go up the stairs here. You climb outside, beneath the peghead of the giant guitar. There is a button here, but it is disconnected. There isn't anything else out here, except the views. Return to the torpedo & back to the main peghead room. Time to reset those pegs to what we recorded from the helix. Enter each of the 6 hidden rooms and program the



machines to reflect the recorded symbols. Once you have set them, you are done. You will not get anything telling you that you did it right. Return to the bridge/pickup main room via the T-runner.

Bridge / Pickup - Main Area (Flashing Planet Puzzle)

Let's work on the planet jukebox next. At the planet jukebox, set the planets so they flash in the pattern established by the lamp in the locked vault room.

Button 1 - Comet (2 short)

Button 2 - Nothing (1 long, 3 short, 1 long, 2 short)

The sphere will rotate, revealing another T-runner. Jump in!

Planetarium / Potentiometers - Insect T-Flyer Puzzle

Arrive in a new area. Exit the T-runner into the round room ahead. There are eight openings here to explore. The one straight ahead contains another T-runner, but its door is closed. From the open T-runner, head to the first opening on the left. It is too dark to see. Go to the next opening clockwise. A small silver dome is found here. On the right, is the hotspot to open it. Press the button inside to turn on the lights in the halls to the left and right. Return to that first hallway, once it is lit up. At the end, is a caged elevator. Click on it and the door will open. Step inside, close the door, and press the top red button. You raise to the next level and in front of you is a familiar looking panel. It is one of the oval planet panels from the Jacktower cabins. Pressing the button does nothing. It is not powered up. Enter the elevator and press the top red button again. You will raise another level and see another of those silver dome-shaped light switches. Click it on & then descend a level, back to the panel. The button works now. **Clicking on a planet rotates the area to reflect that planet. Pressing the center sun button shows a series of flashes. Record a brief description of each planet (color/size), their positions in the planet panel, and the flashes of lights associated with it.**



Before you get back in the elevator, turn to the right from the panel. You can see a ladder. Climb it. It shows whatever planet you picked below. Return to the main level, via elevator. Head to the next lit hall to the left.

Same deal here. Ride the elevator twice to the top. Turn on the light. Go down one level and record the planets. Return to the main level when you are done. Next up is the other T-runner. Click on the door to open it. Climb in. This T-runner has the standard lever, but it also has the small round screen in the upper right. Turning the lever shows a short movie on the screen. This time, it is the insects/amphibians of the tower area. We can solve this, but let's finish exploring this area before we move on to the next. Exit the T-runner back to the center. The next hallway is dark, so we cannot enter. The opening after that contains another light switch. Turn it on & then go back to the opening you skipped. At the end is, big surprise, another elevator. Again, same deal. Once recorded, head to the main level and the final opening. I think you get the hang of it by now.

After you have recorded all four elevator's planet panels, jump back into the T-flyer (closed door) with the insect panel. **Adjust it so all four pictures show cicadas (which are the long (top to bottom) left facing insect with spread wings).** The insect on the left (west) side of the panel, before pressing anything, is the cicada. The T-flyer will take off. You will arrive at the upper level of the Jacktower, which is the tower central to the cabins.

Jacktower - Upper Level (Cabin Planet Puzzle)

There are four portholes inside, each overlooking a cabin. Walk to each of them and look down. **You should see a series of lights flashing. Write them down. If you do not see the lights, you failed to press down the center sun button in the planet panel inside the cabin below.** Don't worry. We can fix that easily in a minute. Near one porthole, turn right. There will be an elevator you can take down. At the bottom, open the door. Now we have a quick path from the upper level of the Jacktower to the cabins below. Turn on any cabin lights you need to. Take the elevator back up. In this porthole room is also a control lever, behind the T-flyer. Pulling it shows to which planet the cabin below is set.



Using the flashing lights you saw looking out the porthole, locate which planet matches from the elevator panels in the last area. We need to set the cabin planet panels to reflect the planet with the same flashes as the cabin roofs. One roof flashes (S=short, L=long) **SSLSSS**. This matches a dark grey/green swirly planet on the east side of the panel, 1st circle from the center. Another flashes **LLSSSSS**. This one matches a planet resembling Earth, which is also on the east side, 2nd ring from the center. The 3rd roof flashes **SSSL** and matches a large purple planet on the west side, 5th ring from the center. The final roof flashes **SL** and matches a large burgundy planet on the north side, 3rd ring from the center. Take the elevator down & set the individual cabin's planet panels to these planets.

Once done, head back up the elevator. Pull the lever on the panel behind the T-flyer. If you have set them correctly, the T-flyer will rotate around so the opening is now facing the lever. The planet panels in the cabins will be locked, another indicator you did it right. Jump in the T-flyer again & pull the lever. It will move up another level in the Jacktower to the observatory.

Jacktower - Observatory

Here you will find Juno's desk with mostly useless pictures. There is a note from Kivas asking Juno to come to Alida, just like Arin. Juno must be here somewhere if this note is! There is another of those guitar helixes here. This one shows the potentiometers highlighted. Pull the curved lever and watch the short video. **Note down the planets (color/size) description and position in the solar system. Because the cabin planet panels are now locked, this must relate to the panels back in the planetarium(potentiometer) area.** Return to the T-flyer and take it back to the Jacktower upper level. Exit and pull the lever to rotate the T-flyer. Once rotated, climb in the T-flyer and return to the planetarium.



Setting the Potentiometers

Go to each elevator and set the planet panels to what we recorded from the helix video. They are:

1. Grey swirly planet on the south side, 2nd ring from the center on a 4-ring panel.
2. Large orange planet on the west side, 4th ring from the center on a 4-ring panel.
3. Large cloudy planet on the SW side, 3rd ring from the center on a 5-ring panel.
4. Small cloudy planet on the south side, 1st ring from the center on a 5-ring panel.

Again, no fanfare for completing this puzzle, but the potentiometers are now set to receive the tone to open the vault doors. Take the T-runner (open door sphere) back to the main bridge room.

Bridge / Pickup - Main Area

We have all the triangular symbols for the conservatory miniature puzzle now, so let's return there. The triangular symbols are piano key symbols, which need translating into the white bead symbols. The tone machine in the switch area will translate the piano symbols to the white bead symbols. Note for each of the five symbols, which key on the piano relates to the symbol. Take the piano jukebox T-flyer to the switch.

Switch

You can run over to the tone machine and translate them now. Note which piano key you wrote down is associated with where the white bead is within the triangle. Here is the relevant info:

Now head to the T-flyer (bird settings) in the far room. Fly to the conservatory and head to the miniature puzzle.



Conservatory - Miniature Puzzle

Set the white bead for each lit up area to match the graphic above. The switch and conservatory settings are the same. Once you have them set correctly, you will hear beeping. The large dome near the switch will levitate toward the conservatory on the miniature. Once it reaches the conservatory, you will see a large shadow pass overhead. The dome will attach itself to the conservatory and access is now granted through the grated window opening. Neato! Let's check it out.

Walk in and look down at the guitar helix. The switch area is highlighted. Pull the curved handle and watch the short video. *It shows the tone machine in the switch area being set to the same position as the peghead in the miniature puzzle. The switch base door is closed and then the handle is pulled. This must be the setting for the switch, to play the vault door opening tone.* We need to return to the switch & set it. Return to the T-flyer & ride it back to the switch.

Setting the Switch

Once here, exit the chair & head to the middle room. Before we set the switch, we need to *make sure the door is closed*, according to the video. Before you do, you can enter again & look out the porthole window at the top. You can see the black sphere has moved to the conservatory. Exit. Pull the handle to close the opening at the base of the switch. Go to the tone puzzle in the next room. Set the triangle so the white bead is in the top right corner. Return to the switch base & pull the handle. It is now set. Take the T-runner back to the main area with the jukeboxes.



Bridge / Pickup - Main Area (Opening the Vaults)

Everything is now set. We are ready to open the vault doors. You have three choices. Open the treasure vault door only, open Arin's vault only, or open both. I suppose there is a fourth choice to open none, but the game will not end. **Save your game, if you wish to see all three endings.** For this guide, I will open both vault doors. If you wish to relock an unlocked door, just press a green button next to the handle and the light will turn red again.

Exit the main room to the balcony. Turn right. Take that to the ladder in the center of the room, before you head outside. Head to Arin's locked vault. Press the green buttons in the order we discovered from the alphabetic code and the number squares jukebox.

U D D U D U D D

The red light on the door turns green. It is ready to receive the tone.

Return to the main jukebox area. Enter the first archway. Enter the same code into the treasure vault door. The red light on the door turns green. Take the elevator up to the strummer & flip the switch to play the guitar.

A video will play showing Kivas (black T-shirt) lowering the elevator, trapping you up here. He confesses, a la Scooby Doo, and enters the treasure vault. Arin, if you let him out, comes to your aid, locking Kivas in the treasure vault. He sends up the elevator and tells you to meet him on the balcony. Take the elevator down & out to the balcony. He thanks and congratulates you for capturing Kivas, thus finishing the game. Leval is still under the impression that Arin was the troublemaker. Those pesky twins' pranks will do it every time. Arin also mentions the severed button we saw near the peghead section, up the torpedo elevator. Paving the way for a sequel??? One can only hope.....



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