

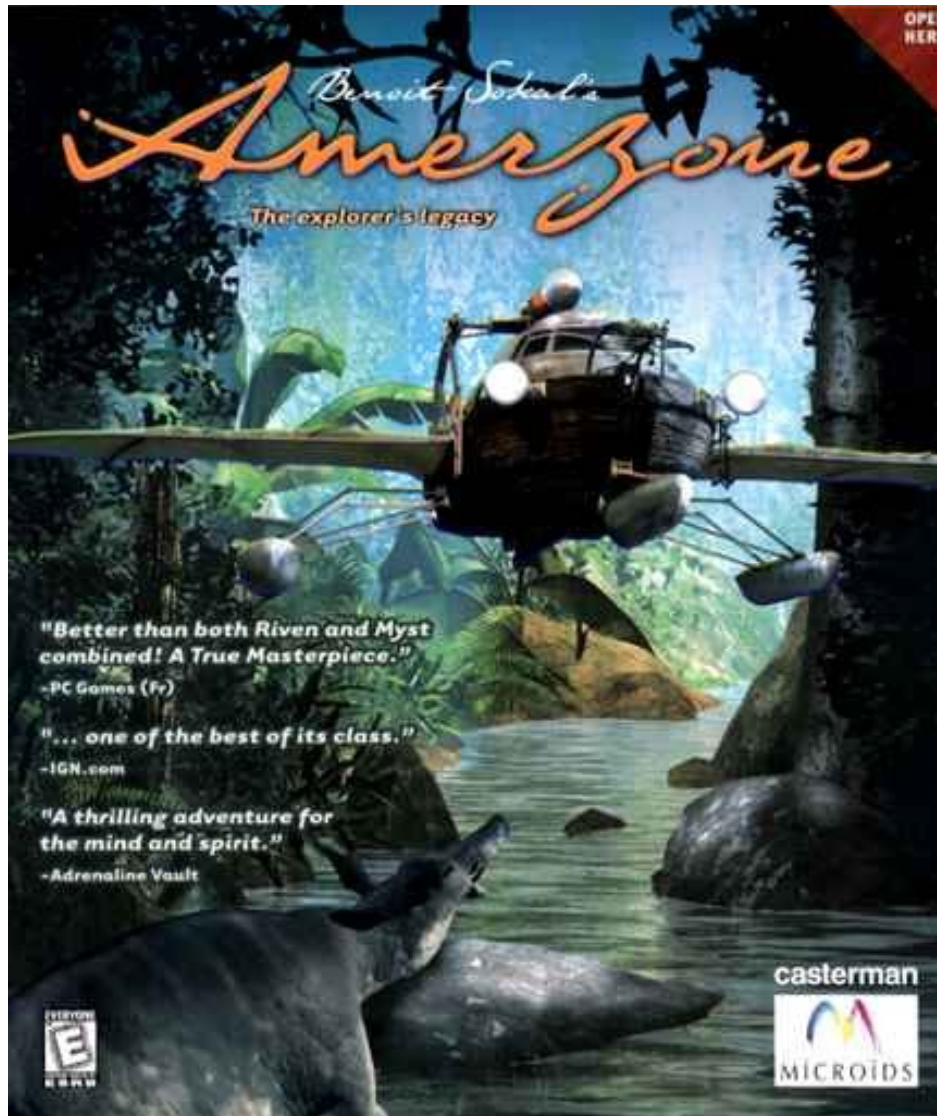
Amerzone: The Explorer's Legacy

A Spyglass Unauthorized Guide

By

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Introduction

Created by graphics artist Benoit Sokal, Amerzone takes the player on a journey through the jungles of the fictional country of Amerzone to save a supposed mythical species of bird at the urgings of a dying explorer. The skillful use of sound and graphics to establish mood and tone, and a compelling story arc are the game's key assets. Although set in the present, the game does a remarkable job of creating a sense of journeying into the past as you travel up the river Amerzone, following the path of the explorer's first expedition almost 70 years before.

The game is on the short side, and the brevity of the final few chapters makes it seem as though the developers ran short of time to properly finish the game, but it's an enjoyable yarn, if you're into this type of adventure.

What distinguishes Amerzone is that the actual "gaming", or puzzle-solving, is pushed into the background in favor of plot and exploration - this is contrast to *Myst*, which eschewed in-game plot for exploration and puzzles. The game's success, particularly during its re-release by Dreamcatcher in 2001, helped spawn a new breed of adventures that place story and mood on par with the actual puzzling.

Controls

All movement is directed by the mouse, with a forward arrow indicating movement in that direction is possible. A magnifying glass icon indicates that an object or location can be examined more closely, while a hand cursor indicates that an object can be grabbed or used. A different hand cursor at the bottom right corner of a document indicates that a page can be turned over. A box with a left-pointing arrow allows you to back away from a close-up view. An old-fashioned hearing aid icon (it looks like a small horn) indicates when a character can speak to you.

A set-of-gears cursor indicates a hotspot in which an inventory item can be used.

The inventory screen is accessed by clicking the right mouse button. To use an inventory object, click the object to grab it, and then click on the backpack to the left to return to the game screen. You can now click the object on a hotspot. If the object can be used at that hotspot, you will see the object as your new cursor.

Technical issues

There are no known technical issues or available patches for Amerzone.



Chapter 1: Valembois

Objectives:

- Find Valembois
- Learn about Valembois
- Locate the Hydrofloat
- Explore Hydrofloat dock
- Find and set the coordinates
- Retrieve the egg
- Load Egg into Hydrofloat

Locations:

- Road to Lighthouse
- Living Quarters
- Office
- Top of Lighthouse
- Underground Passages
- Hydrofloat Dock

Find Valembois

The game begins as a lone cyclist coasts along a country road. The figure comes to a stop and engages you in conversation - apparently the mailmen in this area have intimate knowledge of their customers. He identifies you as the journalist who has written to a local resident requesting an interview. The mailman mentions that the resident is currently sick and has recently received some bad news from a museum. The postie pedals away amidst the sounds of the nearby ocean.

You stare down that same lonely road surrounded by the rocky terrain and stunted vegetation typical of the coastal areas of Northern France (since Microids is a French company, I think it's safe to assume they got this right). Your only possible direction of movement is forward, so click to do so. Take another step forward, and turn to the left to see a telescope mounted on a post. Walk forward to the telescope, and click on it to have a peek (note the hand icon). You can see a tower in the distance, as well as a flock of birds sailing past at what's marked as "90°" on the viewer. Rotate around to see the full extent of the view, then find the "backing away" cursor (a box with an arrow pointing to the left) and click it.

Return to the road, and resume your travels to the left. Eventually you come to the iron gates of the tower compound that you saw in the viewer. A **letter** protrudes from a slot on the left door. Click on the letter to place it into your inventory, you mail thief! Click your right mouse button to access the inventory page, and click on the letter (your only item) to read the text. The aforementioned letter from the Museum D'Histoire Naturelle informs a Mr. Valembois that his grant request for an expedition to Amerzone has been turned down. The writer calls Valembois' proposed trip risky and foolish. Back away from the letter, and then click on the backpack to return to the game.

Click the door handle located just right-of-center on the gate, and step inside. The main tower is directly ahead of you, and a large iron anchor sits to your left. Feel free to walk around the courtyard, but there really isn't much to see. Once you're ready to enter the tower, return to the gate, walk towards the door of the tower, and click on the door to go inside.



The lighthouse's entrance room is rather bare - some sort of trap door is present on the floor in the back right corner, and a set of stairs begins its climb in the back left corner. Look on the floor to the right of the bicycle - there's a **sledge hammer** here that may come in handy later. Click on the hammer to place it into your inventory, and click on the base of the stairs to begin your ascent. Continue to your left on the landing, and at the top turn to the right to enter Valembois' living quarters.

Valembois himself sits behind a table located across the room - note the old fashioned hearing aid cursor on him. Click on it to hear from the explorer. He identifies you as a journalist, and begs you to go to Amerzone in his stead to take back some sort of live egg. The old guy passes out, and can't be prodded into more speech.

Learn about Valembois

Turn to the right, and click on the right drawer of the shelf unit in the corner of the room (note the magnifying glass cursor). Pick up both pieces of paper found inside the drawer. Right-click to open your inventory and peruse the two **letters**:

- A hand written letter from old traveling companion David Mackowski from his mission in Amerzone telling Valembois that the expedition is too risky (note - when documents are longer than one page, find the hand cursor in the bottom right corner of the page and click to advance).
- A letter from the Amerzone Presidential Office denying Valembois a visa. Apparently the President is another old traveling companion of the explorer.

The next item of interest can be found by turning to the right, and clicking on the framed 1933 photo of a young woman on the table next to the stairs. Could Valembois have left his heart in Amerzone? Continue turning to the right past the stove, and click on the wall-mounted telephone to the left of the spiral staircase. Click on the receiver to pick it up, and then dial...well, do you have any telephone numbers to dial? Only the letter from the museum included a phone number (03 46 52 81 79). Dial this number and listen to the voice on the other line. Evidently he thinks you're Valembois - he blusters and then hangs up.

Click on the top of the telephone to hang up the receiver, and back away from the phone. Turn to the right, and click on the top of the spiral staircase to go up.

You stand in a sort of library/office area, with a number of objects on the desk in front of you. Click on the left side of the desk (to the left of the open book) to see a bug (*Cafardus Horribilli*) mounted on lumber. Clicking on the book in the center of the desk sends it to your inventory. The "Journey to Amerzone" **journal** illustrates Valembois' expedition to and through the Amerzone



jungle with his two companions. He has included sketches of many of the wild and crazy animal and plant species that he encountered. Some of the more interesting facts are:

- Valembois' birth date was 28/06/04
- The explorers used a vehicle called the Hydrofloat to travel (well, almost travel) to Amerzone in 1932. They used a heading 5 degrees clockwise from the direction that migrating birds follow.
- The craft broke down on Shipwreck Island, stranding the threesome there until passage could be booked on a whaler the rest of the way.
- In Puebla, Valembois learns of the legend of the White Birds, and sets off to pursue the lead with a native guide. Overcome by sickness, he is abandoned by the guide and is nursed back to health by a native tribe (the Ovolaho). Helping them harness the power of the nearby falls, he abandons his native lover to pursue the birds again through the marshes to the volcanoes.

Click the book on the right side of the desk to view a couple of birds from the Amerzone. Turn to the left and click the globe to watch it spin. Keep turning to the left and click on the projector to walk over to it. Start by clicking on the white button on the back of the projector, and then touch the plate sticking out of the left side of the machine. You see a shot of the native woman that Valembois fell for. Clicking on the plate a second time brings up another slide. Press the white button again to turn off the projector, and back away.

Turn back to the right, and click on the ladder located to the right of the desk to travel over to that side of the room. Ascend the ladder, turn to the right, and click on the desk with the light on it at the end of the walkway. Grab the **papers** lying on the desk in the close-up view, and back away from the desk.

Open your inventory, and click on the new set of papers to view a letter for you from Valembois. He fills in a great deal of missing detail regarding his career, and his fateful expedition in 1932. Note that Page 2 of the letter is sometimes skipped over the first time through the document - if this occurs, keep turning over the pages until you begin the letter again, and then go to Page 2.

You learn more details about the explorer's trip to Amerzone, and a great deal more about the mysterious White Birds. These mythical creatures stay aloft for all of their lives, helped by their massive wingspan, and the hot gases of the volcanoes they frequent. However, the poisonous gases of the volcanoes have over time caused the birds' reproduction cycle to falter. A White Bird's egg will hatch with mutated black baby birds unless there is human intervention. Valembois' Ovolaho tribe would journey to the volcanoes, take the egg back to the tribe, perform some sort of treatment, and then return the egg to ensure that the hatchlings would be pure.

You also learn that Valembois' native lover was named Yekoumani, and that he indeed abandoned her there to steal an egg of his own. However, on returning to Europe the next year, his



discoveries were dismissed as fraudulent, and the egg was lost in the bowels of the museum. However, upon recently receiving the egg back from the museum, he discovered that it was still alive. Valembos was planning a final expedition to the country in order to return the egg to its rightful place in Amerzone, only to be done in by his rapidly failing health.

Once you've returned to the game, descend the ladder, walk into the center of the room again, look up, and click on the top of the spiral staircase to proceed to the next level. The next floor contains a small office with a drafting table and several chalkboards. Turn to the right of the chalkboards, and click on the left side of the small wood table here - this activates a small scale model of the Hydrofloat. You can also click on the Hydrofloat plans on desk to see them, and on the television set to the left to see footage of the benevolent dictator Alvarez. Turn around and exit the room via the door.

Locate the Hydrofloat

A metal grid balcony yields a nice view of the surround area. Walk around and explore the balcony, and note the ropes and pulleys straight ahead. Turn to face the doorway again, and climb the small ladder to the left of the door.

Walk forward and click on the telescope viewer here - click on it to see a flock of birds flying overhead near the 90 degree mark. Return to the top of the ladder, and climb the spiral stairs to the left. At the top, enter the glass room at the very top of the lighthouse. Look down at the center of the room, and click on the ship's wheel - nothing happens. Look up again, and click on the mechanism above the light. Note the levers to the left and right of the 3-digit dial. The left lever increases the digit in the "engaged" dial by 1, and the right lever engages the dial to the right. The levers can be used to enter some sort of 3 digit code, but you don't have a clue as to what that is as of yet.

Turn around, exit the room and descend the spiral stairs. Climb down the short ladder, and re-enter the door behind you. Descend the interior spiral stairs to the office/library floor, and then again to Valembos' living quarters where he's still slumped over the table. Cross the room to the other staircase, and descend to the front entrance room. Find the trap door in the back right corner of the room, and click to enter the door.

In the darkness beyond, turn a bit to the right, and click on the faint outlines of a white handle on a fuse box to activate the electricity down here. Move forward along the well-lit corridor, and descend the spiral stairs in the round chamber at the end of the corridor. Walk forward into the next tunnel two steps, and enter the room to your right.

This room appears to be some sort of control room - a computer sits on top of a desk to your left, and what looks to be power equipment is located along the wall straight ahead. Find the main panel



located in the center of the wall, and click on the large switch near the bottom. A yellow light come on indicating something has been powered up. Turn to the left to face a tall metal box in the corner, and click on the top right corner of the box to activate the computer system.

Click on the **large diskette** on the right side of the desk to pick it up. Next, click on the bottom left corner of the computer monitor to turn it on. Click on the screen to access the "Hydrofloat Operating System". Take out the diskette, hold it over the disk drive located below the computer screen (the cursor actually becomes the disk) and click here to insert the disk.

The computer now requests a 6-digit password. Remember any 6-digit numbers you've seen in the game? What's one of the most common numerical password people use? That's right, a birthday, which Valembois conveniently wrote in the Amerzone journal you read earlier. Using the on-screen keypad, type in "2 8 0 6 0 4" and hit the * button. Next click on the "Authentication" button, and when Disk 1 comes onto the screen, hit the Load button. A opening door graphic tells you that you've managed to gain access to Valembois' base.

Exit the room, and continue along the corridor to the right, eventually descending a staircase. Enter the door at the end, and note what appears to be an elevator directly in front of you. Look down to your right, and pick up the **metal pole** lying along the passage here. Walk into the elevator, and click on the yellow-handled switch on the wall to your right. As the elevator descends, the arrow within the gauge above the handle moves from the right to the left, stopping momentarily at the top of the gauge in the middle of the ride. After the elevator stops, walk towards the door across the room, and enter the underground Hydrofloat dock.

Explore Hydrofloat dock

You stand on a landing overlooking the Hydrofloat vehicle and a workshop. Descend the two flights of stairs, and turn to the left to see a rail line that emerges from a tunnel and crosses the room to end at the back of the Hydrofloat. A small building is situated across the rails to the left of the Hydrofloat. Walk towards the building one step, and turn to the left to examine the rails disappearing into the wall. You can try clicking on the hole in the wall, but the rails are inaccessible.

Continue forward along the wall of the building next to the water. Enter the building's door, turn to the left, and click on the plans lying on top of the desk. The schematic shows the elevator, the Hydrofloat docking bay, and a secret passage leading away from the elevator shaft about half-way between the floors. The passage appears to lead to Valembois' secret hiding spot for the egg, which sits at the top end of the rail line.

Exit the building, and make your way around to the back end of the Hydrofloat. Once you pass the Hydrofloat on your left, click to go towards a red gas can lying by the side of the dock off to the



left a bit (did I just see a mouse?!?). Walk forward once more to move to the right side of the Hydrofloat, where a catwalk allows you to access the ship's cabin. Cross the catwalk and enter the Hydrofloat.

Look around inside the vehicle - it's pretty much empty though. Turn to face the dashboard, take out the diskette, and click on the disk drive located below the computer screen. Press the Load button on the screen display, and peruse the 6 modes of transportation available to you (plane, sailing, submarine, helicopter, grapnel, and boat - talk about versatility!) Try pressing on some of these - most are unavailable at present - and finish by clicking on "Plane". The computer runs some diagnostic checks, and determines that while you are OK for fuel, you still lack Details (?), and Cargo (obviously the egg).

Find and set the coordinates

Back away from the computer screen, and examine the right side of the dashboard to locate an engine activation button. Clicking here causes the ship's engine to briefly fire, but since you're not ready to leave just yet, it dies again. Exit the Hydrofloat, cross the catwalk, and turn to the left once you've stepped off. A path leads off in this direction.

Follow the dock cavern path as it runs through the water-filled cavern. You eventually reach the large metal door that blocks the cavern's exit. Turn to your right, and proceed forward through the short hallway into an elevator. Turn around, and click on the red button to the right of the door to close it. Click on the red button again to get a close up, and press the "up" arrow to start your journey. Once the elevator comes to a halt, click on the door to open it and walk forward into the room ahead.

The small room contains another telescope, with the floor around it littered with cigarette butts. Looks like Valembos spent some time in here staring off into the distance. Click on the telescope's eyepiece, and watch the flock of birds flying away at the 140 degree compass point (it's also marked in red just in case you missed it). Get back into the elevator, close the door, and hit the "up" arrow again to resume your journey.

As it turns out, this ride takes you all the way to the top of the lighthouse. Click on the door to exit the elevator, turn to your left, and walk towards the ladder leading up to the very top of the tower. Climb up the ladder, ascend the spiral stairs, and re-enter the room at the top of the lighthouse again.

Click on the numbered dials above the ship's wheel - you've got to enter the trajectory for your flight. You got 140 degrees from the last telescope, but remember that Valembos' journal counsels to aim 5 degrees clockwise from the path of the migrating birds. Therefore you'll want to enter "145" into the dials. Use the left lever to increase the number of whichever dial you are



changing, and use the right lever to change to a different dial. [From the 000 setting, the following directions can be used: click the left lever once, the right lever once, left 4 times, right once, left 5 times.]

Click on the ship's wheel to see and hear a grinding noise. What have you done? Actually, at this point you're not really sure...but SOMETHING's happened. Turn around, exit the glass room, walk down the stairs and the ladder, and return to the elevator. Once inside, click the down arrow twice to descend, and twice again when it stops at the telescope level. Exit the elevator once it stops, and return to the docking cavern (note the great door is still closed), turn to the left, and return to the Hydrofloat dock.

Retrieve the egg

Now that you've figured out your flight trajectory, and done something up at the top of the tower, it's time to find that egg and get it into the Hydrofloat. Walk past the ship, and return to the stairs leading back to the entrance to the dock cavern. Climb the stairs, and re-enter the elevator room via the door.

Walk into the elevator and search it to find any sign of the secret passage that leads to the egg - nothing! Turn back to the elevator controls, and press the yellow button to travel back up to the top floor. Now examine the elevator again - isn't that a small hole at the very bottom of the wall to the left of the elevator controls? Take out the steel rod you picked up earlier, and click on the hole to partially insert the rod. Now press the elevator button to descend once again.

The elevator tries to descend to the bottom floor, but the rod holds up its progress. Turn to face the wall opposite the elevator controls, and note the recently repairs to the brick-work. Use your sledge hammer to bash a sizable hole to climb out onto a walkway beyond.

Follow the walkway forward until it ends at a door, and click to enter. Valembos' egg sits atop a rail car, and there's a control panel off to the left. Click on the control panel, and then turn around to face the controls. Click the main lever in the center of the panel to release the rail car and send it on its journey down to the dock (hope it has brakes!)

Exit the storage room, and return to the elevator via the walkway. Get inside, and click the yellow knob to return to the top floor. Remove the steel rod from its hole, and descend again to the bottom floor. Walk out of the elevator, return to the dock cavern and descend the stairs. The rail car with the egg sits safely behind the Hydrofloat.



Load Egg into Hydrofloat

How do you now get your cargo into the vehicle? If you've looked around the docking area on your own, you may have noticed a platform in the back right corner that can be climbed via a ladder. From the base of the stairs, turn to your right, walk forward just to the left of the staircase, turn to the right and walk into the back corner. You should see a ladder on the back of a platform here - click on the ladder to climb to the top. A simple click on the lever located at the top of the platform does all your work for you - the egg is lifted into the cargo hold of the ship. Return to the main floor, turn to your left, walk forward to the catwalk that leads to the ship, and enter the Hydrofloat.

Turn to face the dashboard, and click the ship screen - you may have to insert the floppy disk again to get the computer to work. Load the disk (if needed), select the PLANE option, and note that the Fuel and Cargo are marked "OK" during the check. The Details screen should automatically appear, and prompt you for a code. Enter your traveling co-ordinates (145), press the "*" button, and then press "Confirm Destination".

You're off! I really hope that big metal door is going to open before you face-plant into it. Once outside the cave, a large metal launcher rotates around (so *that's* what you were adjusting at the top of the tower!), and you're off into the wild blue yonder (which won't be blue for long with that black grimy smoke coming out of the back of your plane). The Hydrofloat flies along until the engine sputters and runs out of gas, and you coast down to the ocean's surface close to an island.

Chapter 1 Inventory Summary

Inventory Item	Location Found	Use
Letter	Mail slot on lighthouse gate	Info: Expedition funding rejection
Sledge Hammer	Lighthouse entrance room	Open passage to secret egg location
Letters	Drawer in living quarters	Info: Expedition related matters
Journal	On lower desk in office	Info: Valambois' first expedition
Papers	On upper desk in office	Info: Letter asking for your help
Large diskette	On table in control room	Boot control room computer
Metal Pole	Floor of elevator hallway	Stop elevator between floors
Egg	Secret hiding place	Your cargo for the Hydrofloat



Chapter 2: Shipwreck Island

Objectives:

- Enter the lagoon
- Explore the island
- Dive into the lagoon
- Open the chest
- Open submerged Hydrofloat
- Leave the island

Locations:

- The dock
- The bar
- The windmill
- The garage
- The shack
- The lagoon bottom

Enter the lagoon

You sit facing your rather inactive dashboard - click on the screen display, and select transportation modes until you find one that works. Once SAIL is selected, the Hydrofloat cruises forward - for about two seconds, and then stops again. (what? Did I miss a cut-scene?) Click on the screen and choose transportation modes until something works - this time its SUBMARINE. The Hydrofloat zips through the water, and follows a whale through a narrow opening between several shipwrecks, narrowly avoiding a collapsing wreck.

Explore the island

You've reached Shipwreck Island! Your ship cruises up to a dock on the right hand-side, and stops. Get out of the Hydrofloat, and walk along the dock to the fisherman. Click on the man to get a nasty retort - apparently your actions have trapped the whale within the island's interior harbor, and the fishing's been ruined as a result. Instead of pestering the fisherman, turn to your right and walk forward along the dock to the shore. Move towards the door of the long, low building labeled "BAR" off to your left a bit.

The bar is quite empty of people, and of objects to examine. Turn away from the main counter, and walk towards the far end of the room. About half way, note the large metal **diving helmet** located on a table to your left - click on it to place it into your inventory. Continue walking forward, and examine the dart board on the wall - this yields a **knife**, which is placed into your inventory. Once you've finished your look-see, turn around and exit the bar.

Turn to your right, walk towards the windmill, turn to your left, and click on the large black boxy item on the front of the tower. The close up view shows a pull-handle located in the center of the screen - clicking on it starts the windmill turning. Back away from the box, and then click to left of the windmill to climb onto the base of the tower.



Turn to the left and look down - there's an air hose lying on the ground here. Take out the diving helmet from your inventory, and click on the end of the air hose with it - the diving helmet is now sitting on the ground attached to the hose. Turn to face the windmill, and click on the large yellow-handled lever located directly in front of the windmill - this causes a compressor to briefly fire, but it dies out quickly. Click on the wheel valve visible on the left side of the windmill (just left of the lever). A close-up view of the gears shows that something's out of sync. Click on the wheel valve to move a gear up into position, and then back away.

Click on the yellow lever once again, and...nothing. Turn around and examine the metal pipe running from the water to the base of the tower. There's a hotspot at the far end of the pipe, but you don't yet have anything that will turn the end of the pipe so it is resting under water. Walk off the tower platform, turn to the left, and walk forward along the beach. Keep heading to the left, and walk towards a sheet metal building in the distance. Climb onto the concrete pad in front of the building, and note the gas pump located straight ahead.

Walk towards the open door of the garage and enter. A dusty airplane greets you in here. Turn to the right, and notice the **gas can** sitting on the floor between the first two windows on the right of the room. Pick up the gas can, and continue into the room. Pick up the **monkey wrench** on the shelf directly in front of you at the back of the room, turn around, and exit the garage.

Turn to the right, and walk forward along the deserted stretch of beach. You pass the wreckage of an airplane, and then eventually reach the end of the sand. A passage between two rocky cliffs is open ahead - follow the passage to the island's outer beach. Walk forward into the remains of a beach shack, look down to your left, and click on the chest on the floor. It's locked, and out of your reach for now. Turn around, and click on the paper tacked up on the wall to the right of the door. As it turns out, this is the remains of the shelter that the 3 explorers lived in back in '32 while they waited for passage to the Amerzone.

Dive into the lagoon

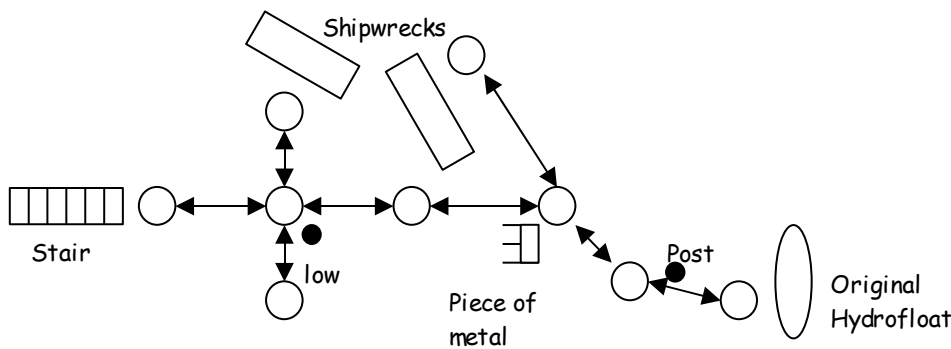
Exit the shelter, walk forward along the passage, and return to the garage. Walk one step past the door to the garage, turn around, take out the gas can and click on the gas pump located to the left of the workshop. The pump fills your gas can. Once finished, turn around, walk back towards the windmill, and climb onto the tower's base.

Turn to face the stairs descending into the water, and use the wrench on the far end of the metal pipe that runs along the right side of the stairs to "fix" it. Turn back to face the tower and click on the yellow-handled lever once more - this time the compressor fires up, and stays on. Turn to your right, click on the diving helmet at your feet, and get ready to swim with the fishes.



Turn around to see the steps that lead back up to the surface. Walk forward away from the steps, and note a low metal post with a rope attached on the ground off to the right a bit. Use the knife from the dartboard to cut the rope, thereby freeing a large net which had trapped the whale in the inner harbor. The whale swims free, and dives across the rocks to freedom in a pretty spectacular cut-scene.

You are now free to roam about the bottom of the lagoon in any manner you choose (see map - each circle represents one step). Standing with the low post on your right, you can move forward, or go to the left or right (or return to the stairs behind you). Moving to the left or right takes you to dead ends, so instead move forward two steps. You can now move to the left or right - left



is a dead-end, so turn to the right and go forward (just to the left of the scrap metal piece). Turn to the left a bit and move forward once more.

You are at another dead-end, but the wreck before you should look

somewhat familiar, since this is the original Hydrofloat the 3 explorers used to get to the island back in 1932. The wreck is inaccessible at present, so turn around and make your way back to the windmill (you will occasionally have to move a bit to the left or right to find the proper direction for your return trip). The watery maze is fairly limited, so don't panic if you lose your way.

Open the chest

Back on dry land, click forward to get off the windmill platform, and return to the dock. Walk to the Hydrofloat, and click on the old fisherman, who is happy to speak to you now that the whale has departed the scene. He tells you about Valembois' extended stay at the island, and hands you a **key** to the chest back at the dilapidated shack on the outer beach. Walk off the dock, and make your way past the bar, the windmill, the garage, the plane wreckage, through the rock cliffs to the beach shack. Grab the key from your inventory and click on the chest on the floor to reveal...a **floppy disk**? Okay, don't bother to imagine how a floppy disk ended up in a chest locked in 1932.

Turn around and make your way back to the dock and your vehicle. Get into the Hydrofloat, turn towards your egg-y cargo, take out the filled gas can, and click along the left side of the cargo area (up and to the left of the egg). With your gas tank filled, turn back to the control panel, take out the floppy disk and click on the disk drive under the computer screen. Select PLANE, and wait for the internal checks to occur. When the Details check asks you for a trajectory, type in...uh, you don't know. You don't yet know which direction to take from here to get to the Amerzone.



Open submerged Hydrofloat

Perhaps there's some information on board the original Hydrofloat vehicle. But how do you gain access - do you have to raise the wreck? Back away from the computer screen, click on it again, and choose the GRAPNEL option. After the checks all pass, click on the grapnel lever located just to the right of the on-board computer screen. The grapnel shoots out from the front of the boat, and sinks into the briny deep. Leave the ship, walk over to the windmill, don the helmet, and return to the bottom of the lagoon.

Make your way to the final resting place of Valembouis' first Hydrofloat. Find the **grapnel** to the left of the wreckage, and click on it to jam the hook into the door frame of the ship. Now it's time to return all the way back to your ship. Turn to the dashboard and click on the lever for the grapnel - the hook tears the door off of the wreck down below. Return once more to the underwater wreck, click on the now-open doorway to enter the wreckage, turn to the dashboard, and click on the dial in the center. A close-up yields the heading of the ship before it was abandoned: 227. Ah, if Jackee were only here (sorry, can't resist crappy 80's sitcom references).

Leave the island

Make your way back to the Hydrofloat, select the PLANE option, and under the details screen enter 227 followed by the "*" button. Click on the "Confirm Destination" button, and then press on the engine starter button on the right side of the dashboard (it's found right of grapnel lever).

Your ship powers up, sets off from the dock, and then coasts up onto the far beach. I guess there wasn't enough room for a take-off anyway. Click on the computer screen, select the HELICOPTER choice, and then press the engine start button again. The Hydrofloat rises up out of Shipwreck Island's inner lagoon, and sets off into the distance. The ship once again runs out of fuel just as you are entering the Amerzone delta.

Chapter 2 Inventory Summary

Inventory Item	Location Found	Use
Diving helmet	On table in bar	Use for diving in lagoon
Knife	Stuck in dart board in bar	Cut rope underwater
Gas can	On floor in garage	Refuel Hydrofloat
Monkey wrench	On shelf in garage	Turn pipe to submerge it at windmill
Key	Obtained from fisherman	Opens chest in shack
Floppy Disk	Inside chest in shack	Reactivates Hydrofloat
Grapnel	Near submerged Hydrofloat	Jam into Hydrofloat door to open



Chapter 3: The Puebla Mission

Objectives:

- Find Mackowski
- Explore the mission
- Get out of jail
- Gain access to the church
- Leave the mission

Locations:

- The cemetery
- The mission grounds
- The schoolhouse
- The jail cell
- The underground passage
- The church

Find Mackowski

Back at the controls, click on the computer screen and select the SAIL option, since you've got no gas left. You glide along the lazy river, and come to rest at the end of a dock protruding from the right bank. Climb out onto the dock and walk forward a few steps to a gate set into a stone wall. The gate is locked, so turn around, take one step back towards the dock, and proceed along the path to your left.

The path leads to a small cemetery. Click on the grizzled man standing to your right to meet David Mackowski. Regrets? He's had a few, none more so than his small part in the death of Yekoumani (Valembois' love), whose grave he tends. Valembois' abandoned lover pined away and died shortly after his return to France. Mackowski offers you fuel for your vehicle, and gives you a **key** to the Puebla mission gate. Turn around, return to the locked gate, take out Mackowski's key from your inventory, and click in the center of the doors to enter the mission.

Explore the mission

Scan the empty compound before you, turn to the left, and move towards the covered stalls. Continue ahead one more step, turn to the left, and enter the building here through the saloon-style doors. Inside you'll find an unoccupied backwater lounge. Turn on your heels, exit the room again, turn to your left and continue forward. Move forward to the left of the dead cow lying on the ground, turn to your left again, and walk forward. A small building with a staircase leading up to the door lies to your left. Move up the stairs and enter.

You've have entered a small schoolhouse complete with chalkboards and benches. Turn back towards the door you just entered, and click on the two drawings on the wall to the right of the door for a quick close-up of what appear to be white birds. Turn back to face the front of the room and walk forward. Click on the green map over to the left to see a nice map of the river and surrounding areas, and sneak a quick peek at the bust of Alvarez on your right.



Get out of jail

Back away, turn around, walk back to the door and click on it to exit. Turn to your left and walk forward. A soldier spies you and knocks you into next Tuesday. You regain consciousness inside a ramshackle prison cell. Turn to face your bunk, and pick up the **cup** on it. Now turn around and examine the area surrounding the cell door. You should find a **white bug** on the wall to the left of the door near the ceiling. Use your cup from inventory to capture the bug by clicking on it twice. Click on the hole in the door near the floor to see what the soldier has been occupying his time with - a bottle of Tequila.

Grab your bug from inventory and click on the soldier's bottle to send the critter into the liquid. A moment later, the soldier takes a swig, and immediately collapses. Click on the hole in the door again to see that the **jail cell keys** are now within reach. Collect the keys, take them out of inventory, and click on the right side of the door about 1/3 of the way up from the floor. The door opens, and you stroll back out into the sunshine.

Turn to your right, and note the presence of the soldier's jeep. Walk towards the jeep, and collect the **gas can** and the **rope** from it. Don't be tempted by the haystack behind you - the pitch fork is not accessible. Instead, walk back along the street past the schoolhouse on your right, and continue straight forward to the front door of the church.

Gain access to the church

Turn to face the doors, but you soon learn that they are locked. Instead, turn around to face the stone well opposite the doors, take out your newly acquired rope, and click on the top of the well. Once the rope is tied on, click again on the well to descend the stony aperture. At the bottom, turn around and walk forward into a dark tunnel. A locked gate lies to your left, and a statue with a hotspot on its left hand sits to the right.

Continue forward into a dusty room, and turn around to face the doorway you just entered from. A **sword** sits propped up against the wall to the right of the doorway. Pick up the sword, turn to the right, and proceed up a darkened circular stairway. At the top, click on the ladder to ascend into one of the church's confessional booths. Exit the booth and walk towards the large wooden doors of the church. Now make your way up the center aisle of the church towards the altar.

You find Mackowski here dying from a severe beating administered by local soldiers. Walk forward once more, turn to the right, and move towards the gospel on the podium. Turn to the book, click on the bottom right corner of the cover to open it, and flip 2 pages to reveal a **key** hidden inside a cavity in the book. Pick up the key, and walk over to the altar. Take out the key, and click on the cabinet located above the altar. Inside you find another Hydrofloat operating



floppy disk, and a **letter**. You can access the letter from your inventory page - it is a 1932 note to Mackowski from the Bishop of Amerzone warning him of pagan beliefs such as the White Birds.

Leave the mission

Move back to the church doors, turn to face the confessionals, and enter the one you came in through. Descend the ladder, and then the staircase, and return to the locked gate and statue. Take out the sword from your inventory, and click on the left hand of the statue to place it there. Click the sword again to trigger the opening of the locked gate.

Walk through the gate, climb the steep hill, go through the archway, and click on the ladder at the end of the passage. You find yourself in a small room with a single door. Exit the door to emerge in the cemetery where you first encountered Mackowski. Take the path back to the Hydrofloat - but before departing, enter the mission again. Steer to the left towards the lounge, and enter the doors. On your left a drunk soldier sits slumped over his bottle. Click on the soldier to hear his rambling confession of the murder of Mackowski. Afterwards, exit the room, and walk back to your ship.

Get into the craft, take out the gas can from your inventory, and click on the refueling hotspot located up and to the left of the egg. Once you have refueled, turn towards the dashboard, take out the new disk, load it into memory, and select the GLIDER option to coast your way upriver.

Chapter 3 Inventory Summary

Inventory Item	Location Found	Use
Key for gate	Obtained from Mackowski	Unlock mission gate
Cup	On bunk in jail cell	Capture white bug in jail cell
White bug	On wall of jail cell	Put into soldier's tequila
Jail cell keys	On ground outside cell	Escape jail cell
Gas can	In soldier's jeep	Refuel Hydrofloat
Rope	In soldier's jeep	Climb down water well
Sword	In dusty underground room	Open underground gate
Key	Hidden in gospel	Opens cabinet behind altar
Floppy disk	In cabinet behind altar	Reactivates Hydrofloat
Letter	In cabinet behind altar	Info: archbishop's letter to Mackowski



Chapter 4: The River

Objectives:

- Refuel the Hydrofloat
- Travel Upriver
- Retrieve the Grapnel
- Get past the pechosaurus

Locations:

- The river
- Refueling stop
- Blocked river passages
- Side Channel
- Jungle Paths
- Shallow rocks & cliff

Refuel the Hydrofloat

After a long journey, the Hydrofloat sputters to a stop as you reach a dock on the left-hand side of the river. Exit the vehicle, and sneak a peek in the shack on the dock (enter to your left). Someone's been here recently, but there isn't anything to see or do. Exit the shack to return to the dock, and move to the right of the shack to enter the jungle.

Find the magnifying glass icon just to the right of the path ahead, and click here to see a Suckerer make short work of a passing bug. Move forward along the path, and enter yet another hut in the woods. Inside the hut, click on the **white paper** on the table - open your inventory and click on the item to view. This is a map of the section of the river you are currently in. After viewing, grab the full **gas can** to the left of the table, exit the hut, and return to the boat. Use the new gas can to fill your tank, confirm with your computer that the fuel is OK, and then turn on the engine to continue your journey.

Travel Upriver

You cruise up to a herd of porcopotamuses hanging out in the water in front of a narrow passage. After coming to a stop, click on the engine start button on the right side of the dashboard to sound a horn. These passive creatures eventually move out of the way, allowing you to continue your journey. The euphoria is short-lived though, as you are challenged by a few tricorn buffalo at the next narrow passage. Click the forward arrow on the windshield to call their bluff - unfortunately, the one in the way gives the Hydrofloat a knock-out punch, damaging the engine.

Well, you certainly won't be going forward any longer! Turn to your left towards the channel that leads off in this direction. Clicking on the arrow icon will turn the ship towards this direction. Since you have no power, the only option is the grapnel - click on the computer screen, and select the GRAPNEL option. Once the checks are completed, your cursor turns into a min-grapnel when present on the windshield.



Have some patience, because maneuvering with the grapnel on the river is one of the most challenging aspects of the game. In order to use the grapnel to pull the ship upriver, you must first position the hook on an object that you will be able to anchor to (i.e. a rock), click on that object, and then click on the grapnel release lever to the immediate right of the computer screen. If successful, the hook will shoot out, catch on the object, and the ship will be dragged forward a set distance. If you choose an incorrect target, the grapnel will shoot harmlessly into the water in front of the ship.

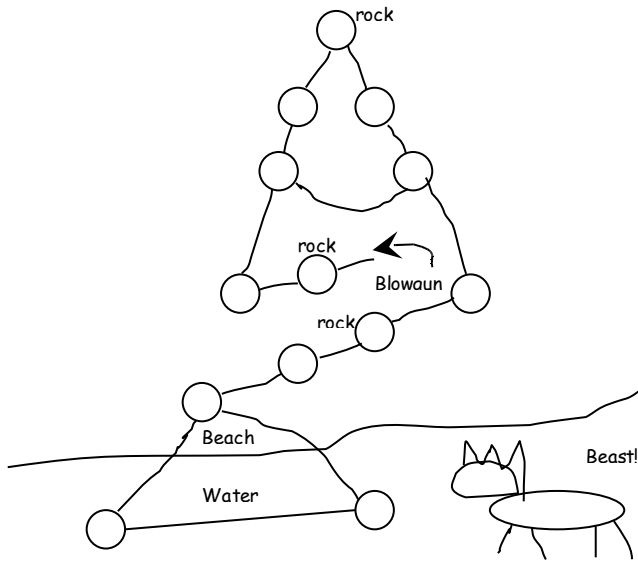
- For your first target, there are three rocks present in the middle of the channel ahead - position the hook on the top of the left rock, click the cursor, and then click on the grapnel release lever. The hook should catch, and the Hydrofloat propelled forward.
- For the next target, three rocks are again in front of the ship in its next position - the one on the right is quite close, with the other two a little further upstream. Click the cursor on the top of the left-most rock, and pull the release lever to propel forward.
- At the next position, click on the rock directly in front of the ship and pull the lever to move forward.
- At your new position, note the low black rock in the water almost directly in front of the Hydrofloat. Click the hook cursor on the rock and pull the lever.

As it turns out, this was actually a rhinoceros hanging out in the water. The beast decides to take off with the grapnel lodged in its horns, and the rope soon breaks - fortunately, you arrive at a dock on the left just as the rope snaps. Since the grapnel is your only means of transportation, you must retrieve the hook.

Retrieve the Grapnel

Exit the ship, turn to the right, and move forward to the right of the cliff face. Keep moving forward along a side channel of the river until you can see the beast ahead in the distance. Move forward to the rhinoceros, and then click on the animal to go wrestle the hook from its horns. Except...it charges and bops you on the head. After waking up, retreat one step. If you are still in the water, turn to your right, and click forward to get onto the beach.

At the beach, turn to your right, and find the path that leads into the jungle (this is a min-maze - see the map below). Go forward three "steps" (clicks), turn to the left, and go forward once. Turn around to face the way you came, and note there are two separate paths that lead away in this direction. Since you came via the left path, take the right path forward. Next, turn to your left, go forward, turn to your left again, go forward again, and go forward once more to arrive at a cliff wall.



Beneath the cliff, you will find **a blow gun and a set of darts** - pick them up, and turn around. Go forward twice, turn to the right, forward once, turn to the right, forward once, turn to the right, and go forward. Turn to your right again, and move forward three steps back to the beach.

Turn towards the water, and take the left path back to the rhinoceros. Take the blow gun out of your inventory, and click on the animal to send it to la-la-land. Once the beast has fallen, retrieve the **grapnel** hook from its horns. Back away, turn around, and retrace your steps back to the Hydrofloat along the water.

Get past the pechosaurus

Enter the ship, turn to the dashboard, and click the forward arrow on the windshield. The grapnel cursor returns, allowing you to resume your journey up-river.

- Click the hook on the lone rock directly in front of the ship and pull the release lever to move forward.
- Click on the only rock in the river in front of the boat and hit the lever to move forward again.
- The next position has a distinct lack of rocks in the water ahead - try clicking on the base of the distant rock cliff directly in front of the boat, and hitting the lever to move forward.

The Hydrofloat comes to a stop near several birds perched on shallow rocks in the river. Clicking on the rocks and then the grapnel lever shows you how these pechosaurus can use their long noses to dislodge the hook and prevent your progress forward. You will have to displace these animals before you can move ahead. Exit the craft and walk forward through the opening in the rocks ahead of you. Soon you begin to hear the lazy drone of bugs - take another step forward and turn to your left to see a number of nests on the cliff wall.

I bet those pesky critters blocking your path on the river wouldn't appreciate a mouthful of these buggies. Spot the pile of wood and grass at the base of the cliff below the nests. Now pick up the **small piece of wood** down and to the right of the pile. Grab it from your inventory, and then click on the **large piece of wood** located down and to the left of the pile. Rubbing the wood pieces together ignites the pile, and the smoke drives the bugs out of their nests and towards the river.



The swarm makes the pechosaurus decide to depart the scene. Walk back to the Hydrofloat, get in, click the hook on the rocks directly in front of the Hydrofloat, and hit the release lever to propel forward.

The next anchoring point is a little tough to find - there's a rock faintly visible in the distance directly in front of the ship. Click on it, and then the lever to move forward. Next position, same thing - click on the faintly visible rock straight ahead and pull the lever to move forward. At the next position, there's a rock off to the left a bit, but instead click on the edge of the cliff to the right and pull the lever to move forward.

The next two anchoring points are rocks that are located directly in front of the ship - click your targets and pull your lever to advance at both locations. You'll note some sort of waterfall off to your right as you move forward. At the next location, there's a large rock located to the right of your position. Click just to the left of this rock, and pull the lever to move forward. The hook hits a dock located beyond the rock, and the Hydrofloat is pulled directly into it, and then bounces down a narrow man-made chute. The ship comes to rest beside the dock.

Chapter 4 Inventory Summary

Inventory Item	Location Found	Use
White paper	On table in hut	Info: Map of river
Gas can	On floor in hut	Refuel Hydrofloat
Blow gun & darts	Below cliff in jungle maze	Knock out rhinoceros
Grapnel	From rhinoceros	Resume travel upriver
Small piece of wood	On ground below cliff	Start fire below cliff
Large piece of wood	On ground below cliff	Start fire below cliff



Chapter 5: The Ovolaho Village

Objectives:

- Find the village
- Explore the ruins
- Collect plants and insects
- Perform the egg treatment
- Climb the waterfall

Locations:

- The docks
- The village
- The forest
- The lifting mechanism
- Top of the waterfall

Find the village

Turn around to face the **egg**, and note the hand icon when you mouse over it. Click on the egg to pick it up, and exit the Hydrofloat. Standing on the dock, turn to your right and move along the walkway one step. Note the large lever on your right that controls the wooden gate - complete with a very large snake that hisses at you when you try to use it. Turn back to the walkway and continue in the same direction. Ascend the short ladder, and examine the base of Valembois' waterfall lifting apparatus. Nothing seems accessible here, so return to the Hydrofloat.

Follow the walkway past the Hydrofloat until it eventually ends on the shore. Walk forward several more steps to an approaching building, and enter the door. The sound of a woman's laughter greets you as you enter. Walk forward, and take in the large carving/contraption in the center of the village celebrating the existence of the white birds.

Explore the ruins

The village appears to be devoid of life, but you can't be sure until you look around. Begin by turning to your right, and entering the first shelter in this direction. The room contains some lonely debris, and a white skin stretched out on a frame. Click on the skin to see an illustration of the villagers "treating" one of the white bird eggs. Walk into the adjoining shelter - nothing in here but some decrepit beds. Turn back towards the center of the village, and walk back out into the sunshine.

If you look off to the right from your present position, you'll spot a wood-frame doorway leading into darkness beyond. Walk towards the door and enter. Proceed to the left of the wooden apparatus that appears to be a large pulverizer. Click on the stump located directly under the large wooden mallet - an empty bowl sits below the stump on the ground. Continue into the room, turn towards the apparatus again, and note the hotspot on the large container at the top of the ladder. You may need to smash something a little later.



Walk back to the door of the room and exit. Turn to the right, walk along the wall, and enter the next building (also check out the skeleton on the ground to the right of the doorway if you like). Walk to the left of the large wooden apparatus, and note the hotspot on the treadmill-like machine to your right. Again, you'll need to come back here later. Turn around, walk back to the door, and exit the building.

Once again, hug the right side of the inner village wall, and enter the next door you come to. You hear more laughter as you enter this building. Walk into the room and examine the object present on a table at the foot of the bed. This looks like a plan of Valembois' lift mechanism, which confirms that this is the home he shared with Yekoumani. Open the drawer on the front of the table, and pick up the Hydrofloat control **floppy disk** inside.

Approach the door at the back of the room and proceed through. You appear to be outside the walls of the village now. Walk forward a step, and note that paths lead off to the left and right. Before you go exploring, look down at your feet - a **bug** is present on the ground. Pick up the bug, and take the path to the left.

Collect plants and insects

Two steps forward leads you to a dead end - but note the low tree with **green fruit** located opposite the village wall. Click on the tree several times - the rocking eventually causes a fruit to fall to the ground. Pick up the fruit, and return down the path the way you came.

Two steps take you back to your starting point (the door will be visible to your right). Walk forward two steps, turn to your left and spot a low fan-shaped grayish plant on the ground by the side of the path. Steal a **sprig** of the plant, and move forward another step. Enter the cave ahead, and walk forward again. Turn to your left to pick up a **red bug** and move forward again.

You've entered a larger chamber with a ladder visible on the far wall. Walk to the ladder and climb it - you emerge in a treed area with the sound of the waterfall present. Turn to your right, and move towards a wooden walkway. Move forward along the walkway until you reach a metal wheel valve on the ground. Click on the valve to activate...something!

Turn around, walk back along the walkway to the top of the ladder, click to descend, walk through the cave and out the entrance. Walk two steps into the jungle, turn to the left, and re-enter the village through the back door in Valembois' former home.

Perform the egg treatment

Walk out the door into the center of the village, and note that opening the wheel valve has caused the center statue to begin turning. Turn to your right to view the next building on this side of the



circle, and note the girl sitting cross-legged on the floor. Is this the spirit of Yekoumani? Approach her and click - she utters one word: "ovo", which means egg in I-don't-know-how-many languages. Take the egg out and give it to her. She points at the bowl and asks for "munka", "locuto", and "chico". Use Valembouis' journal to discover that munka is the green fruit, locuto is the red bug, and chico is the sprig of the gray plant.

You've got to prepare some of these ingredients before the egg treatment can begin. Turn to your left, and walk forward around the village circle until you reach the doorway leading to the pulverizer. The hammer is smashing away now! Take out your green fruit, and toss it into the hopper at the top of the ladder to set the process in motion. The fruit makes its way down the chute, and is smashed by the hammer, leaving a bowl of white **Munka liquid**. Pick up the bowl and exit the room.

Continue to the right, and enter the next building. Move off to the left, take out the gray plant sprig, and click on the treadmill object at the back of the room. Nothing much happens, but walk back towards the door, turn around, and pick up the bowl of green **Chico leaves** sitting at the end of the apparatus.

Exit the room, and walk to the right until you've reached Yekoumani again. Take out the two bowls and click each one on the egg. Finally, click the red bug on her. She inserts a straw into the egg and performs the treatment using your ingredients. A trail of black smoke represents the impurities that are forced out of the egg.

Climb the waterfall

The girl is suddenly gone. Pick up the egg, and exit the village by going left, and then to the right. Walk back to the river, and follow the walkway back to the Hydrofloat. Return to the lever with the snake, and click on the lever - the snake hears the phantom Yekoumani's flute, and slithers off to follow the sound.

Click the lever again to raise the gate, and return to the Hydrofloat. Get into the ship, and place the egg back into its harness. Turn to the dashboard, take out the new disk, and load it into the computer. Choose BOAT as your option, and then click on the release lever located on the right side of the dashboard above the engine start button. The Hydrofloat coasts along and into the wooden lift structure.

Turn to your right, and locate the very shadowy lift activation lever located along the side of the lock, left of the egg. This triggers the lifting mechanism, carrying you up the waterfall. At the top you sit at the start of an overhead track that will pull the craft upriver. Turn to your right and click another lever to the left of the egg to activate the track. You slowly are dragged into



the swamps described in Valembois' journal - that is, until a break in the track sends your ship down into the water.

Chapter 5 Inventory Summary

Inventory Item	Location Found	Use
Egg	In Hydrofloat	Take to village for treatment
Floppy disk	Drawer in Valembois' room	Reactivates Hydrofloat
Bug	On ground outside village	Not needed
Green fruit	On low tree in forest	Use to make Munka liquid
Gray plant spring	On plant in forest	Use to make Chico leaves
Red bug	On floor of cave	Ingredient for egg treatment (Locuto)
Munka liquid	At base of pulverizer	Ingredient for egg treatment
Chico leaves	At end of treadmill	Ingredient for egg treatment



You now must enter the swamp beyond the first pole to locate the third and final pole to call the water giraffe to your aid. Turn to the right of the first pole, and move forward into the swamp. Follow the map below. Head to the left two "steps", and choose the path to the right after seeing the short movie of the frog. Continue heading to the right, and move forward until you reach your destination.

Approach the pole located to the right of a rickety platform, take out the pouch again, and click on each of the three objects. This time the bottom object triggers the signal horn, and the water giraffes respond. Once they arrive, click on the closest giraffe to mount it, and then click on its harness to begin your magnificent ride.

The giraffe stops at a small wooden platform mounted on a tree to your right. Dismount, climb the ladders leading upward, and begin moving forward along a precarious-looking rope bridge.

Chapter 6 Inventory Summary

Inventory Item	Location Found	Use
Egg	In water next to wreck	Continue journey
Pouch	On wall of hut	Sound horns on giraffe-calling poles



Chapter 7: The Mountain

Objectives:

- Visit the temple
- Prepare to Fly
- Free the White Bird

Locations:

- The temple
- The lower temple
- The crater
- The throne room

Visit the temple

After the bridge, continue up the ravine until a stone temple comes into view. Climb the stone steps and enter the temple.

A solitary figure sits slumped against the wall ahead - President Alvarez, who apparently has nothing better to do than to sit in an abandoned temple waiting for you. Click on him to hear his rambling lecture while waving a pistol at you. He either passes out or dies (you don't have very much luck with the members of that 1932 expedition, do you?). Click on Alvarez again, and grab the multitude of **medals** from his chest.

Turn to your left, and click on the wheel mounted on the wall. Nothing seems to happen, so turn around and exit the temple. Walk down the stairs, turn around, and note the doorway that has opened within the stone steps. Walk forward and enter the new doorway.

You stand on a wooden platform, with a staircase straight ahead, and one to your left. Walk forward and have a look at the large wings placed here. It may be prudent to look around before donning these. Walk back down the stairs, and take the short staircase to your right.

Prepare to Fly

At the base of the stairs, note the fire (the eternal kind, apparently) on the ground. A mechanism for melting metals has been set up here. Click on the bucket to the left of the fire - this raises and lowers a metal pot. Time to make use of Alvarez's "gift" - take out his medals, and click above the metal pot to place the medals inside. The mechanism works its magic, and a **gold key** is forged. Pick up the key from the mold on the right side of the fire.

Walk forward over the fire, forward again, and turn to your left. Click on the stone on the wall, and insert the key into the slot provided. Click again to turn the key, and then keep clicking on the five short lines until they reset themselves to form a straight line again. The wind is now howling, indicating that something has been opened. Turn back towards the fire, walk back to it, and continue up the wooden staircases to the wings. Click to put them on and set off on your flight.



Free the White Bird

You sail across the terrain, and just squeeze through a crevice into the crater of an active volcano, only to crash land next to it. Dust yourself off, and note that the wings have been destroyed. Head to the right of the crater - take 5 steps, and then turn towards the pool of lava. A small object sits on the edge of the crater. Pick up the object - it's a small **metal bird**.

Walk to the right an additional step, and note the building visible straight ahead. Walk to this building, through the doorway, and continue up to the stone throne at the back of the room. Take the egg out and place it on the top of the throne. The egg descends, and something activates within the throne. Once the excitement ends, pick the egg up and return outside to the crater.

Continue moving to the right of the crater three more steps until you reach a ledge that juts out over the molten lava. Walk out onto the ledge, and place the egg on the end of the ledge. Finally, take out the metal bird and click on the egg. At last, the egg hatches, and the glorious white birds soar into the sky. Sit back, relax, and wait for the helicopter...uh, right?

Chapter 7 Inventory Summary

Inventory Item	Location Found	Use
Medals	From Alvarez in temple	Melt to create
Gold key	Made from melting medals	Unlock overhead doors
Metal bird	Edge of crater	Frees the white bird from the egg



Step-by-step Guide

Chapter 1: Valembois

- After the postman pedals away, walk forward along the road. Sneak a peek into the telescope by the side of the road.
- Continue forward until you reach the front gate of Valembois' lighthouse.
- Pick up the letter protruding from the mail slot, and read about Valembois' loss of funding for his latest expedition (access it from your inventory).
- Open the gate and step inside. After walking around the compound, open the front door and go inside.
- Pick up the sledgehammer that is next to the bicycle.
- Walk up the stairs to Valembois' living quarters, and listen to his pleas for you to finish his egg-quest to Amerzone.
- Open the right drawer of the corner shelf unit, pick up the documents, and learn about what Valembois' former traveling companions think of his latest trip.
- Examine a photograph of a long-lost love and the telephone. Proceed up the circular staircase.
- Examine the various items on Valembois' desk, and read through the illustrated journal of his first trip to Amerzone. Note his birth date: 28/06/04; learn about the Hydrofloat; trajectory of 5 degrees clockwise from migrating birds.
- Look at the projector slides (turn it on at the back, and then click the left plate).
- Climb the ladder located to the right of the desk and reach the office balcony.
- Pick up the papers on the desk, and read the personal note from Valembois, who outlines the reasons for the return journey - the White Birds, and the recently rediscovered egg.
- Descend the ladder and climb the circular stairs to the next floor. Examine the room here for various items of interest.
- Walk out the door, and examine the rooftop area. Climb the small staircase to the right of the door.
- Walk to the left and look through the telescope, and then climb the last spiral staircase to the lighthouse room.
- Examine the levers (left one changes the number on the dial, right one changes which dial is selected) - you will enter your trajectory here after learning it.
- Exit the lighthouse room, and descend all the way down to the entrance room.
- Click on the trap door in the back-right corner of the room.
- Find the white handle on the fuse box in the dark and click to turn on the lights.
- Walk forward along the corridor and descend the spiral staircase.
- Walk forward and enter the room to the right.
- Click the switch on the panel straight ahead to turn on the power.
- Turn to the left and click on the top right portion of the corner unit to activate the computer system.



- Pick up the large floppy disk on the desk, and then click on the bottom left corner of the computer monitor to turn it on.
- Click on the computer screen, and then click the disk on the disk drive (located just below the screen).
- Enter the only 6-digit password you have found - Valembouis' birth date: 280604, and hit the * button.
- Click "Authentication" and then "Load" to unlock a door somewhere.
- Exit the room, walk forward along the hall, down the stairs, and go through the door at the end of the hall.
- Look to your right and pick up the metal pole lying along the floor of the hallway.
- Walk forward into the elevator and click the yellow switch to operate.
- Exit the elevator and use the door ahead to enter the Hydrofloat dock.
- Descend the stairs and walk to the left to reach an enclosed building.
- Enter the building and read the plans on the desk, which reveal a secret passage accessible from the elevator shaft.
- Exit the building and walk around the Hydrofloat dock to the right side. Find the catwalk and cross it to enter the ship.
- Take out the disk and click it on the dashboard (right below the computer screen). Click the "Load" button.
- Try different types of transportation before settling on PLANE. You still need Details and Cargo.
- Exit the Hydrofloat and walk off the catwalk. Turn to the left and follow the path until it ends.
- Walk to the right, and enter the elevator at the end of the hall. Click the button twice to start upward.
- Exit the elevator when it stops and approach the telescope. Note the compass setting of the migrating birds (140 degrees).
- Get into the elevator and hit the up arrow button to ascend.
- At the lighthouse roof, get out and climb to the lighthouse room at the top.
- Use the levers to enter 145 on the dials (140 degrees plus add 5 degrees as per Valembouis' journal). Something makes a sound.
- Exit the room, get back into the elevator, and take it all the way to the bottom.
- Return to the Hydrofloat dock, and then climb the stairs to the door.
- Exit the dock, get into the elevator and click the yellow handle to go ascend.
- Once stopped, note the hole just above the floor to the left. Click the metal pole on the hole, and then click the yellow handle to descend.
- After the elevator comes to a stop, turn around and knock a hole in the wall with the sledgehammer.
- Follow the path into a room containing the egg on a railway car. Click on the center of the control panel to release the egg-car.



- Walk back into the elevator and click the yellow handle to go back up.
- Remove the metal pole from the hole, and then descend using the elevator.
- Re-enter the Hydrofloat dock, descend the stairs, and walk to the right into the corner of the room.
- Find the ladder on the back of a platform, and climb up to the top.
- Click the lever to load the egg into the Hydrofloat.
- Descend the ladder, go over to the catwalk and enter the Hydrofloat.
- Turn on the computer (using the disk if you have to), select PLANE, and enter the trajectory (145 degrees) followed by an asterisk.
- Click the "Confirm Destination" button, and off you go.

Chapter 2: Shipwreck Island

- Whoops! You've run out of gas. Click on the screen display, and select SAIL to coast forward.
- Once you stop again, click the SUBMARINE option to enter the island's lagoon.
- Exit the Hydrofloat and talk to the fisherman seated nearby, who's angry that the whale that accompanied you into the lagoon is scaring away the fish.
- Walk along the dock to the shore, and then enter the low building straight ahead.
- Walk to the back of the bar, and pick up the diving helmet to your left along the way.
- Walk to the dart board and pick up the knife sticking out of it.
- Exit the bar, turn to your right and walk to the windmill.
- Click the crank handle to start the windmill, and walk onto the base pad.
- Find the air hose on the ground and click the diving helmet on it to attach the helmet to the hose.
- Click the yellow handle on the windmill, but it dies. Click on the wheel valve on the left side, and push the gears back into place.
- Try the yellow handle again - still nothing. Maybe that pipe behind you has something to do with it.
- Walk off the base and continue down the beach away from the bar.
- Climb onto the garage's concrete pad and enter the building.
- Grab the gas can on the floor on your right, and walk forward to pick up a wrench on the shelf at the back of the room.
- Exit the garage, turn to the right and continue up the beach past the plane wreckage.
- Continue along the path until you come to the remains of a shack. Note the locked chest on the floor, and the paper tacked to the wall.
- Return to the garage, and fill up the gas can at the gas pump.
- Walk up onto the windmill's pad, and use the wrench on the end of the pipe sticking out into the water.
- Pull the yellow handle on the windmill to start the compressor, and click on the diving helmet to enter the water.



- Walk forward one step, and note the rope attached to a pole to your right.
- Cut the rope with the knife, and the whale swims free.
- Explore the depths of the lagoon (see the map in the descriptive walkthrough), and see the remains of the original Hydrofloat.
- Back on dry land, walk back to the Hydrofloat, and speak to the appeased fisherman, who gives you a key that Valembois left with him.
- Return to the beach shack, open the chest with the key, and retrieve the floppy disk.
- Return to the Hydrofloat and click the gas can to the left of the egg to fill the tank.
- Face the dashboard and click the floppy disk on the disk drive. Click the PLANE option when prompted. You still need a trajectory though.
- You must bust open the original Hydrofloat to learn the proper coordinates. Click on the GRAPNEL option, and then click the release lever to the right.
- Exit the craft, return to the windmill and re-enter the water. Go to the Hydrofloat wreck, pick up the grapnel, and click on the wreck to stick it into the door.
- Return to the Hydrofloat and click on the grapnel lever again. The grapnel retracts, tearing the door off the ship below.
- Back into the lagoon! Return to the wreck, enter the door, and turn to the dashboard to note the trajectory: 227.
- Return once more to the Hydrofloat, select PLANE once again, and enter the proper trajectory when prompted.
- Your take-off is rather anti-climactic. Select the HELICOPTER option to get out of the lagoon, and resume your journey.

Chapter 3: The Puebla Mission

- After running out of gas, select the SAIL option to move upriver.
- Once docked, leave the Hydrofloat and walk to the mission gate. Locked!
- Walk one step back, and follow the left path to the cemetery, where you can speak with Mackowski.
- Take the gate key from Mackowski, return to the gate and unlock it to go into the mission.
- Explore the main square, which features a church (locked) and a bar (open).
- Walk past the dead cow, and enter the school house building to your left. There are various items to examine in here.
- Exit the school house, and walk to the left, only to be brained by a soldier, who throws you into a cell.
- Turn to face the bunk, and pick up the cup that's lying on it.
- Walk over to the door, and find the white bug on the wall to the left of the doorway, near the ceiling. Use the cup to capture the bug.
- Note the hole at the bottom of the doorway, and click there to get a close-up of the soldier's bottle.



- Click the bug on the bottle to disable the soldier.
- Pick up the now reachable set of keys, and open the cell door with them (the lock is on the right side of the door).
- Walk to the soldier's jeep and grab the fuel can and the rope from it.
- Return to the church, and turn to face the water well in the center of the square. Click the rope on the well to descend.
- Walk forward along the tunnel and note the statue situated across from a locked gate as you pass by.
- Enter a dusty room and turn around to pick up a sword leaning against the wall next to the doorway.
- Walk up the stairs and climb the ladder into one of the church's confessionals.
- Exit the confessional and walk towards the main doors.
- Proceed towards the altar and note the severely beaten Mackowski speaking his last words.
- Walk to the altar, turn right and approach the gospel on the podium. Open the book, turn two pages and take the hidden key.
- Approach the altar and open the cabinet behind to grab the floppy disk, and a letter from the bishop.
- Return to the confessional and climb back down into the tunnels.
- Approach the statue and click the sword on the man's left hand. Click again to open the gate.
- Follow the path beyond the gate until you reach a ladder, which leads to a small room.
- Exit the room to find yourself in the cemetery again. Take the path back to the mission gate.
- Enter the mission and return to the bar. Hear the drunken soldier's murder confession.
- Return to the Hydrofloat, and refuel using the gas can. Use the floppy disk to access the control panel, and select GLIDER to leave.

Chapter 4: The River

- Your craft coasts up to a dock as it runs out of gas. Exit the vehicle and explore around the dock.
- Find the path into the forest and walk to the hut. Enter the building and pick up the map on the table.
- Take the full gas can on the floor to the left, and return to the Hydrofloat.
- Refuel using the gas can, and then resume your journey upriver.
- Navigate by the herd of porcopotamuses by sounding the Hydrofloat's horn.
- Challenge the tricorn buffalo blocking your way forward. A mighty blow damages the Hydrofloat!
- Find the channel leading away to the left, and click on the forward arrow to turn your craft in that direction.
- You must now use the grapnel to move forward - select GRAPNEL, which changes your cursor into a small grapnel when on the windshield.



- Find the three rocks ahead in the water, and click the grapnel cursor on the top of the left-most one. Then, click the grapnel release lever to pull the craft forward using the rock as leverage.
- At the next position, use the left-most rock as your target to move forward.
- At the next position, use the rock directly in front of the ship as your target to move forward.
- At the next position, fire the grapnel at the low black rock in front of the Hydrofloat. Whoops, that was a rhinoceros, who drags the grapnel off.
- After coasting to the dock ahead, leave the Hydrofloat, and chase the animal by following the path forward along the side channel.
- After cornering the beast, it gives you a bop on the head.
- Return one step, and take the path to the beach on the right.
- Find the path leading into the jungle. Navigate through the jungle maze to the cliff location (see map and directions in descriptive walkthrough).
- Pick up the blowgun and darts, and return to the rhinoceros.
- Use the blow gun to put the beast temporarily to sleep. Walk forward and retrieve the grapnel from its horns.
- Return to the Hydrofloat and click the windshield to get going again.
- Use the lone rock directly in front of the ship as a target to move forward.
- Use the only rock in the river in front of the boat as a target to move forward again.
- Use the base of the distant cliff directly in front of the boat as a target to move forward.
- You come to a stop in front of some shallow rocks. Try to use the grapnel, but the pechosaurus dislodge the hook each time.
- Exit the Hydrofloat and follow the path to the bug nest cliff. Note the small pile of grass at the base of the cliff.
- Pick up one of the pieces of wood on the ground. Grab it from your inventory and click on the other piece of wood on the ground.
- The grass ignites, and the bugs swarm our along the path to the river. The pechosaurus decide to vacate their spot on the river.
- Return to the Hydrofloat, and use the rocks directly ahead as a target to move forward.
- At the next position, use the faintly visible rock in front of the ship as a target to move forward.
- Again, use the faintly visible rock in front of the ship as a target to move forward.
- At the next position, use the edge of the cliff to the right as a target to move forward.
- The next two anchoring points are rocks located in plain sight in front of the ship. Use them to move forward.
- Click a little left of the large rock located a little right-of-center to move forward. You coast up to a dock.



Chapter 5: The Ovolaho Village

- Pick up the egg and exit the vehicle. Turn to the right and walk forward.
- Note the snake coiled around a lever by the dock. Continue forward to view the waterfall lift mechanism.
- Turn around and walk along the dock past the Hydrofloat. Follow the path until you reach the village.
- Walk inside and continue into the center of the village. Head to your right, and explore some of the buildings here.
- Enter a wood-frame doorway and examine the pulverizing machine inside the room.
- Exit the room, continue to your right (past the skeleton) and enter the next doorway. Examine the treadmill machinery, and exit the room.
- Enter the next doorway, which leads to Valembois' former home. Open the drawer in the table and take the floppy disk.
- Exit through the door in the back of the room, and walk forward to the jungle path. Pick up the bug at your feet.
- Turn to your left and proceed forward two steps. Pick one of the green fruit from the low tree here.
- Turn around and walk four steps forward along the path. Take a sprig of the grayish plant to your left.
- Keep moving forward and enter the cave ahead. Take a step forward and pick up a red bug on the ground to your left.
- Walk forward through the cave, and take the ladder to the surface.
- Turn to your right and move forward towards a wooden walkway.
- At the end of the walkway, turn the wheel valve sticking out of the ground.
- Return to the ladder, descend, exit the cave, and return to Valembois' home.
- Exit the building back into the village center. The big sculpture is now turning.
- Note the woman sitting on the ground to your right. Approach and speak to her.
- Give the woman the egg, and listen for the ingredients needed for the egg treatment - "munka", "locuto" and "chico".
- Use Valembois' journal to learn that munka is the green fruit, locuto is the red bug, and chico is the sprig of the gray plant.
- Return to the pulverizing machine room, climb the ladder on the far side, and drop the green fruit into the hopper.
- Walk to the front of the pulverizer and pick up the bowl of munka juice.
- Walk to the treadmill machine in the next room, and click the gray sprig on the treadmill at the back of the room.
- Collect the chico leaves at the end of the apparatus.



- Return to the woman and click the munka and chico on the egg. Then give the locuto (red bug) to the woman. The egg is treated.
- Pick up the egg, exit the village, and return to the Hydrofloat. Place the egg back into its harness.
- Walk along the dock to the lever & snake, and click on them. The snake hears a flute and slithers away.
- Click on the lever to raise the gate, and return to the Hydrofloat.
- Use the disk to access the control panel, and select the BOAT option.
- The Hydrofloat coasts into the lock. Find the shadowy lever on the wood to the left of the egg and click on it to rise.
- At the top of the waterfall, click another lever to the left of the egg to activate the track which pulls you upriver until the broken track sends you into the swamp.

Chapter 6: The Swamp

- Move to the right of the Hydrofloat wreckage and find the egg sitting in the water unharmed. Pick the egg up.
- Walk towards the small hut located along the shore nearby. Climb the ladder and enter the hut.
- Pick up the pouch hanging on the wall behind the table.
- Exit the hut, and spot the pole with ropes hanging from it located to the right of the Hydrofloat. Walk to the pole.
- Take out the pouch and click on each of the three objects mounted on the pole. After the bottom one is clicked, a water giraffe peeks out at you in the distance.
- Turn to the left, walk forward, and follow the water until you reach another pole.
- Click the pouch on the three objects - the water giraffe gives you a longer look after the middle one is clicked.
- Return to the first pole, and continue walking forward into a simple swamp maze.
- Follow the maze map in the descriptive walkthrough until you reach the last pole.
- Click the three objects with the pouch - once the bottom object is clicked, the water giraffes approach.
- Click on the closest giraffe to mount it, and then click on its harness to begin your ride through the swamp.
- After the giraffe stops, climb the ladders leading upward, and walk along the narrow rope bridge.



Chapter 7: The Mountain

- Cross the rope bridge and walk up the steep path to the temple. Climb the steps and enter the building.
- Hear Alvarez speak of the futility and foolishness of the quest. After he "departs", take the military medals from his chest.
- Turn to the left and click on the wheel valve mounted on the wall. Exit the temple and climb down the stairs.
- Turn around and look at the temple - a door has opened in the center of the staircase. Walk forward and enter the new doorway.
- Walk forward up the wooden walkway and look at the large set of wings.
- Walk back down the walkway, and descend the stairs to the right.
- Approach the fire on the ground here and examine the bucket to the left - this raises and lowers a metal pot.
- Take out the medals and click above the metal pot to place them in the pot. The medals melt, and a gold key is forged. Pick up the key.
- Walk forward past the fire, take another step, and turn to your left.
- Click the stone on the wall, and then insert the gold key into the slot.
- Click once to turn the key. Keep clicking on the five short lines on the wall until they reset themselves to form a straight line again.
- Walk back to the short staircase, and walk up the wooden platform to the wings. Click on the wings and set off on your flight.
- You crash land by the fabled crater, destroying the wings in the process.
- Head to the right of the crater - take 5 steps, and then turn towards the crater.
- Pick up a small metal bird on the ground.
- Walk forward one step, and walk to the building located away from the crater.
- Inside the building, walk forward to the stone throne. Place the egg on top of the chair. The egg drops, and something is activated.
- Pick up the egg again, and exit the building.
- Make your way around the crater to the right until you reach the ledge jutting out over the crater.
- Walk out onto the ledge, and place the egg at the end of the ledge.
- Click the metal bird on the egg, and watch as the white birds are reborn.



Cheats and Easter Eggs

In Chapter one, you can use the telephone in Valembois' living quarters. Click on the wall-mounted telephone to the left of the spiral staircase. Click on the receiver to pick it up, and dial the museum using the number in the letter (03 46 52 81 79). Dial this number and listen to the voice on the other line. Evidently he thinks you're Valembois - he blusters and then hangs up.

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