

Echoes of the Past Walk-through

Allyson's house

Bedroom: Get wallet and cell phone from bedside table
Get passport from dresser
Interact with wallet in inventory to get license and ATM card

Bathroom: Get dental floss from drawer

Office: Get map from file cabinet
Get laptop from desk

Living room: Get keys from floor

Kitchen: Get vodka from fridge
Open cookbook to get atm password

Antique Shop

After getting downstairs, open up your laptop and you will see that you have a new e-mail...open your inbox to read...enter **43140** to get the safe combo. Go over to safe and enter the combo...get the brooch and gems.

Go over to the back part of the counter and try to open the left hand drawer...it's stuck.

Go to the front part of the counter and open the left drawer to get knife. Also, get magnifying lens from right drawer and screwdriver from bottom, right shelves.

Go to back part of counter and use the knife to open stuck drawer. Get book...also, get glue from bottom, left shelves.

Go to table where you will fix brooch. Open book to last page to see design. Close book and use magnifying lens on front of brooch to reveal artist name....place gems on brooch and glue in place.



Once brooch is open, take and read letter all the way to last page. Go to laptop and do internet search for DuPontneuf (can use either lowercase or all capitals). Go back upstairs and talk to Kyle. Use cell phone to call Benito at Los Angeles museum. Do internet search for Merryland Memorial Park. Let Kyle know you are going to be gone for awhile.

Allyson's house

Get star book from living room shelves.

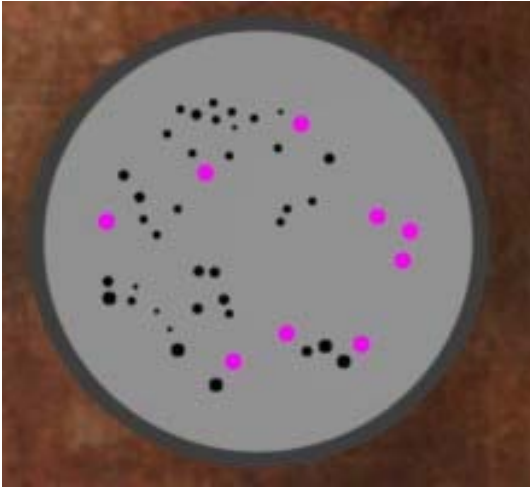
Office supply store

Use password on atm to get money

Merryland Memorial Park

Buy lemonade from kids stand, add vodka to it.

Talk to guard inside park and he wants to be a singer. Go to band stage and talk to lead singer, he needs help fixing the guitar. Use dental floss. He won't let guard sing until he loosens up.... give vodka lemonade to guard. When guard is drunk, go back to talk to singer. Now, he will let the guard sing....go talk to guard and he walks off. Interact with fountain to get DuPontneuf's box. Using the picture in the star book, put the pegs in place according to the riddle in DuPontneuf's letter....



Get statue, journal and pendant. Read all pages. Use magnifying lens on Eye of Ra in journal (can do later as Kyle). Before leaving park, get suntan lotion near band stage and contact lenses in bathroom.

Pendant puzzle (this can be done now or later as Kyle)

Using the code in the Journal:
1RR = First Right Red
3LB = Third Left Blue
2LR = Second Left Red
RA = Right Aqua
1RB = First Right Blue
Alone = the single red button above the aqua



Once the pendant is opened, collect the puzzle pieces. Put together jigsaw puzzle...



Flip picture over to see Egyptian letters

Translate according to chart (from Dummy book or museum)...type in one letter for each box...



Office supply store

Get Egypt map, make copies of journal (when have journal, just click on machine) and dummy book. Pay for all items. Open Dummy book to get cheat sheet for translating Egyptian alphabet.

Antique Shop

Do internet search for Book of Thoth to find curator's name, Dr. Na'im Mahat. Also, do a search for Valley of Fire. Use cell phone to call operator and she will connect you to curator. Ask all questions available. When done, go back and do internet search for Valley of Nobles. Talk to Kyle and go to Egypt.

Egypt

Talk to guy at camel lot and he will tell you the sheik has all camels reserved. Go to sheik's camp and talk to guard.

Sheik's camp

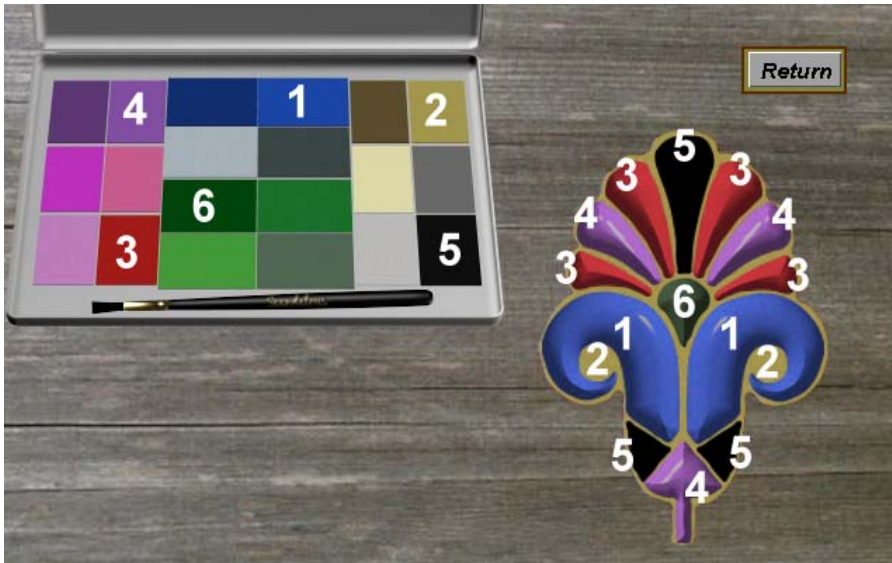
Try to go out of tent, but guards stop you...you notice wives can come and go as they please. Take charcoal from unlit fire pit. Talk to Fazima (sitting on couch) and she will give you a picture of a necklace. Go into bedroom and take clothes from chest. Change into new outfit.

Making necklace

Get beads from room with cat statue and from room with table.
Get make-up from table (when wife is not there).

Get clay from near the oasis (go past the tent on the right side of the screen).
Get gold cord from guard's locker.
Get cooking board from supply tent at back of camp.

Go to a close-up of the dresser with the fruit on it. Use the lump of clay on one of the flowers to make an impression. Combine clay flower with cooking board. Cook in the lit fire inside the women's tent. Go to supply tent and using the crates in the middle of the floor, color the hardened flower with the make-up.



Combine colored flower with the gold cord. Go back to the crate to bead necklace.

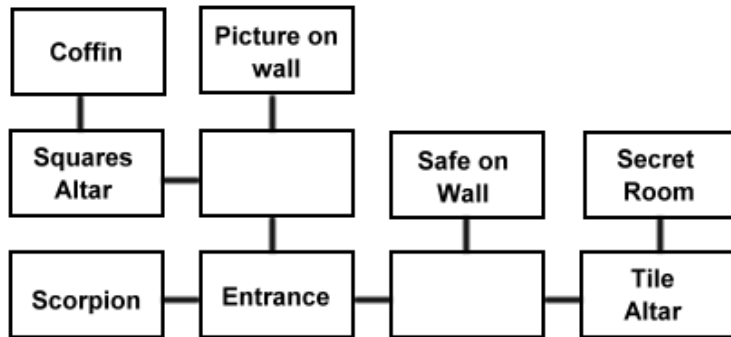


While in supply tent, get tile jar from box near the back of room. Go out to center of camp and get lighter from seat near fire. Go into guard's tent (right side) and play card game to win red glasses. It is a random game of concentration where you have to match up pairs. If, after 12 games, you still haven't won, the guard will give you the glasses as a consolation prize.

Go talk to Fazima and give her the completed necklace.

Temple

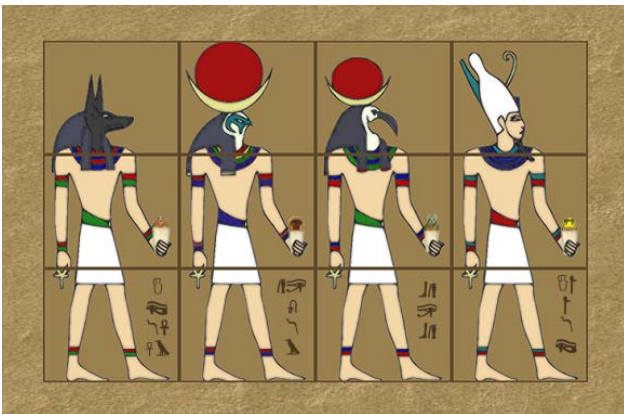
Temple Map



Inside the temple, get the pottery shard on the floor....also, try lighting and interacting with the fire pits just inside the door. Go back outside and talk to the camel guide. Ask him about lighting a fire. You need to go out into the desert and collect camel dung by scooping it up with the pottery shard.

Go back inside the temple and place a camel dung into the fire pit, light with lighter. Will need to do this with both in this first room and in any other rooms that are dark. In this first room, use translation chart from dummy book on hieroglyphics on wall. Will only need to do this one time. Also, interact with sand on floor to get a picture box.

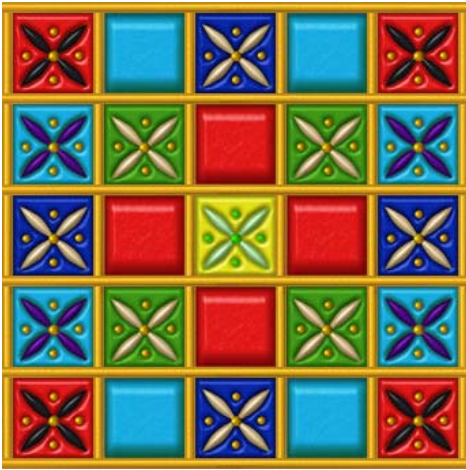
Go to room with picture on wall... then go room with safe on wall



Interact to go to close-up and flip pictures to make like wall picture above. When opened, take puzzle boxes. Take piece of wood from floor.

Go to room with crack in the floor. Interact to see a scorpion is guarding a single tile. Use the wood on the spider web then use on crack in floor. The sticky web will collect the tile.

Go into room with the tile altar. Try to pry up tile on floor, but can't with hands, use screwdriver. Get picture boxes. Look at scroll from sheik's camp and use the design around the edges to complete tile puzzle.



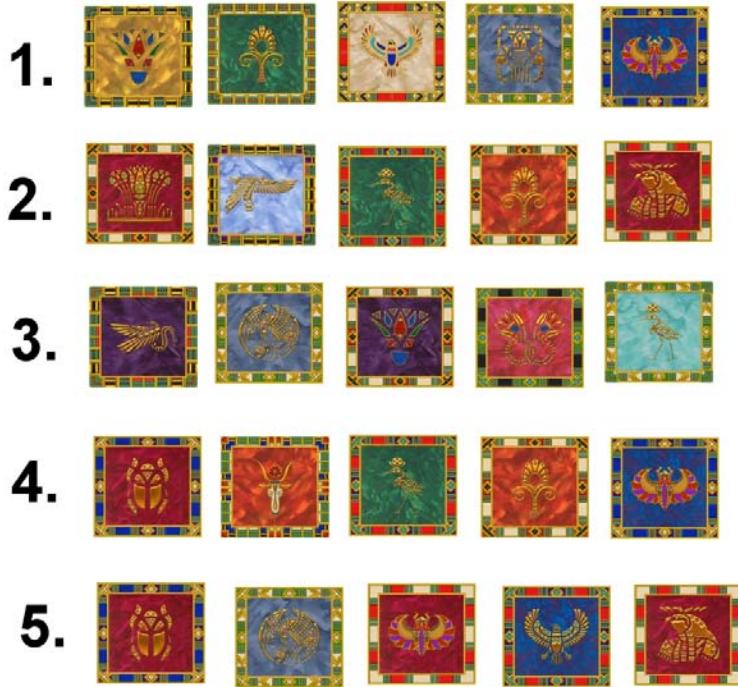
Once completed, this will open a door to the secret room. Use red glasses in here to reveal five pictures on the wall that will be used for the squares altar puzzle.

Place the five boxes into the squares until they lock into place....



Next, click on the squares until you match up the pictures from what you saw with the red glasses.....

There are five different solutions.....



When they are all correct, the door to the coffin will open. Go inside and get the statue from inside the coffin, then go back into previous room with the squares altar.

Kyle

Motel

Interact with motel door to go to close-up...use motel key to unlock. Once inside, interact with wallet in inventory to get picture and license. Turn picture over to get safe combo....go to close-up of safe and enter combination.... get all items in safe. (if haven't done pendant puzzle yet...see above).

This combo lock is based on the one from school lockers....

- | | |
|---|---------------|
| 1. Turn RIGHT 3 times past the first number, then stop at number. | 156
clicks |
| 2. Turn LEFT once past the second number, then stop at number. | 66
clicks |
| 3. Turn RIGHT and stop at last number. | 20
clicks |

Before leaving,....get trashcan from floor, matches and cup from nightstand table and white sheet from closet with safe.

Go to vending machine room and go to close-up of soda machine. Use wallet on money slot to purchase soda (only need cola and orange, but can buy all).

Go to museum.

Museum

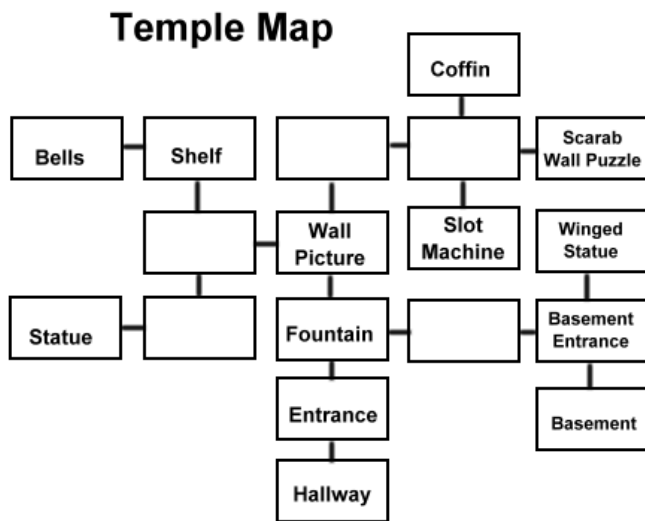
Go into gift store.....bring up close-up of copies Allyson made for you. On page 23, use the magnifying lens on the picture of the Eye of Horus. Close copies, then go to postcards...notice that one has a picture that you just saw. Purchase postcard and in inventory, click to turn over. A new location will be added to your map.

Go into museum room and play music bells on first display. Also, get a cheat sheet for translating Egyptian alphabet. If have completed the pendant puzzle....look at close-up of map on wall to locate Temple of Anubis (can't really do anything here until later).

Bazaar

After phone call, go to fabric stand and see lady closing up shop. After you convince her to stay, put the white sheet in the trashcan, pour orange soda on it, then cola...take out of trash can. Go over to room with ants and use dyed fabric on them. When you have collected the ants, go back and give it to the lady at the fabric stand. When she runs away, go into stand and go to close-up of eye on wall, interact, but can't break with hands. Purchase a hammer at the weapons stand, then go back to eye. Hit three times to break through wall.

Temple



Go to temple entrance, use matches on fire stands just outside door (do both). Will only need to do this once...all others will light automatically.

Go to room with fountain...get small pot near back of room. Use cup with fountain to get water. Go to close-up of fountain and get coin at bottom.

Go to basement entrance and take platform down to lower level. Get red scarab from skeleton hand and three blocks.

Go to room with picture on wall and interact with all (crushing grapes and pomegranate tree). Use cheat sheet from museum on hieroglyphics to be able to read.

Go into room with slot machine and use coin...get aqua scarab. Also, get mortar and pestle from floor. Go into room with scarab wall puzzle...can place scarabs at any time. (if need help with placement...look at cat statue in room with fountain).

Go into room with the statue with the food bowls...he's waiting for an offering. Go into room with bells and go to close-up, pick up wand and play a few notes...they sound just like the ones back at the museum.

Go back to bazaar and talk to woman at fruit stand, get grapes and find out that she wants a flower for her stand. Go to museum.

Museum

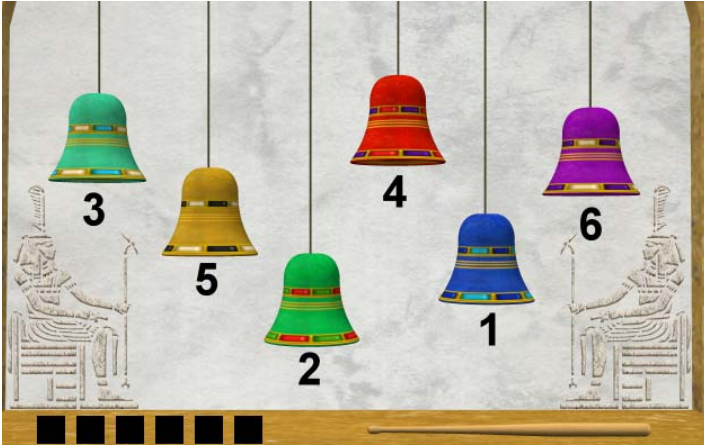
Pick purple flower on right side of the museum doors. Combine flower and pot (from temple). Go to close-up of the display with the music bells. Interact with your cell phone, then click on the mic button to bring up recorder. Click on the red record button, then click on the music button to record the music. Once recorded, you can stop, rewind and fast forward the music to hear the individual notes.

Bazaar

Give the flower to fruit lady and she will give you a pomegranate.

Temple

Go back to close-up of bells and using the wand and the recorded music, play the bells in order.

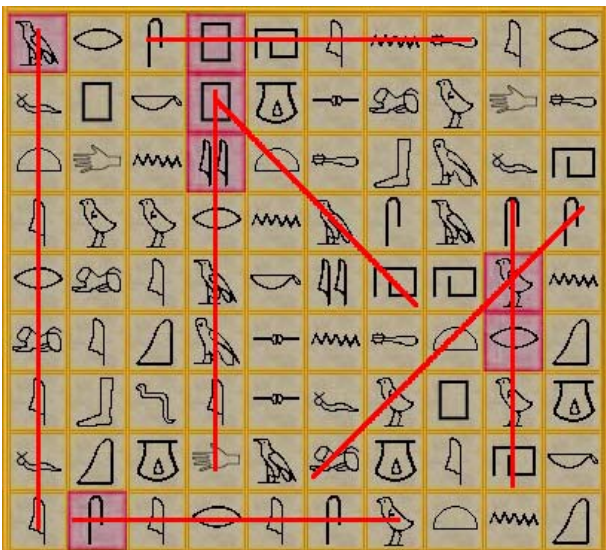


When done, get green scarab from open cabinet.

Go into room with statue needing an offering. Combine the grapes with the mortar, then use pestle to smash. Put grape goo into cup with water (from fountain)...instant wine. Go to close-up of statue and pour wine into goblet and put pomegranate on plate. When wall safe is opened, get blue scarab.

Go into room with high shelf....use bricks on floor to be able to reach. Get scroll and interact with in inventory to see that there are actually two. One is a word search, the other for the answer.

Word Search Answer:



The red letters will be used on the second scroll...

First, you need to translate the letters to English using the cheat sheet from museum, then you need to re-arrange them to form a word....



Next, go to room with winged Isis statue and go to close-up of Egyptian letters on pedestal. For this one, you don't need to translate the letters, just click them until they are same as in the picture above.

When box is open, take the purple scarab.

Go back to the scarab wall puzzle, but first look at the Bast cat statue in the room with the fountain...will show placement of scarabs....



Put all scarabs in wall and when correct it will open the door to the coffin room. Go inside and take statue.

Motel

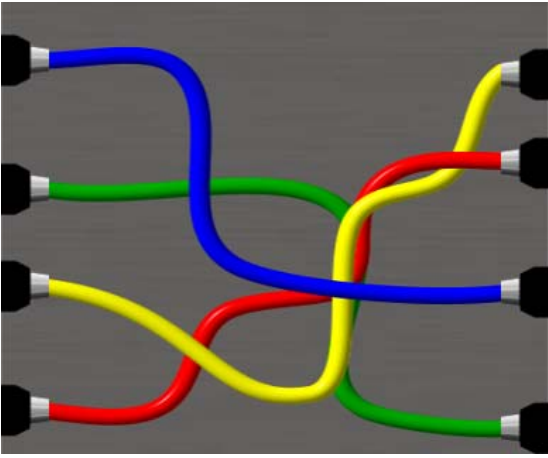
Before meeting, you need to hide the two statues....go back to the motel, but your card key doesn't work. You need to put the statues on ice....go to vending room and put the statues in the freezer. Take out of order sign and place on freezer to keep people out.

Museum

Go back to museum gift store and purchase two identical copies of the statues. If have not done already, finish pendant puzzle (see above). Go into museum display room and look at wall map to get location to Temple of Anubis (can't really do anything here until later).

Construction site

Meet up with guy and watch cut-scene....ends up in basement. Go upstairs and try to leave...door is locked. Go back downstairs and look at wall panel...it is a set of wires that need to be connected by sliding the puzzle pieces around.....

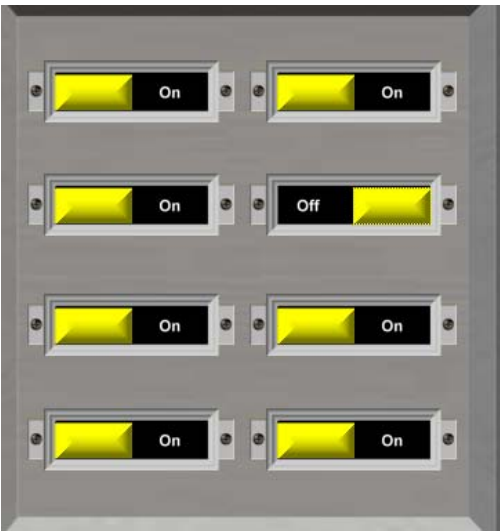


Spoiler :

If you need help with this type of puzzle, there is a failsafe I put in...click on the very top, left corner of the screen and a solve button will be revealed.

Go into next room and hear banging coming from the freezer. Talk to Allyson, then go over to the table and take the magnetic screwdriver and a nail. Get wire from boxes and move another box to get a crowbar. Use crowbar to release Allyson.

Go back into other room and go to close-up of drain...use magnetic screwdriver to get metal piece. Go to top of stairs and use the nail and metal piece to unlock door...open door to see guards. Go back downstairs and talk to Allyson. She will get into place by the fuses while Kyle goes upstairs....you will need to turn the right fuse to make it dark where the guards are.



When you have clicked the right fuse, see cut-scene....

Anubis Temple

For the final puzzle, you need to place the three statues into the pedestals.....



See end cut-scene.....