

Quick Walkthrough



Pahelika: Revelations

Version 1.0

Codename: Pahelika: Revelations

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GAMEPLAY NOTES

1. Extra items can be discarded into dustbins in some places.
2. ***You cannot get stuck.*** No matter which position you are in, the game can be completed from there*. So no need to restart.
3. The game can be made harder by unchecking 'Casual Mode' from the options menu.
4. Try turning on Animated Cursors if your PC supports it. Some times it doesn't work – the cursor disappears altogether! Its easy to recover from that:
 - Press ALT + ENTER to switch to windowed mode. The mouse cursor will re-appear.
 - Uncheck Animated Cursors and press ALT+ENTER again. Back to where we started!

* Unless the game crashes or something similarly bad happens.

OTHER NOTES

The previous game in series, Pahelika: Secret Legends, is also available from our website.

THE WORLD OF PAHELIKA: REVELATIONS

Thousands of years ago, mankind had not yet started making scientific progresses, and things like machines and guns were unthought of. Still however, there were those who could fly, those who could talk to each other through thousands of miles, those who could cause fire to rain from the skies. It was all possible through magic.

Then one day a mighty old wizard cast an incredibly powerful spell. So powerful, that there was only one thing on earth capable of reversing that spell – and the spell cleverly imprisoned that object itself. Thus all the magic and the magical objects were drawn into the vortex of that spell and removed from the earth, leaving earth barren of magic.

Time changed, and people progressed. Deprived of magic, they made great strides in technology.

Then one fine day, a nice lad discovered an ancient artefact, a contraption that allowed him to journey to the alternative world created by the spell and retrieve that special object – the mighty puzzle book – Pahelika.

No sooner than he opened the book, the old spell was reversed, and magic flooded back in. Much weaker than before, but still a force to be contended with.

Thus the world of Pahelika: Secret Legends and Pahelika: Revelations is the world of today, a world in which people trust in science and technology, but also a world in which there are increasing whispers of magical happenings.

THE OLD RACES

In the recently uncovered manuscripts in the forests of Satpura, there is one that contains mentions of several civilizations that existed in the past. Since the history of mankind and the excavations by the archaeologists have not corroborated the tales, the book is widely believed to be a work of fiction.

However, there are those who profess themselves unnerved by the level of detail and the realistic descriptions to be found in the book. Though these people prefer to keep quiet lest fun be made of them, in private they often find themselves wondering: Did the people mentioned in the manuscript really exist?

Excerpts from the manuscript follow:

The Builders

An ancient race, whose beginning is lost in time. It is said that once they were great conquerors, but with the passage of time they mellowed and turned to other pursuits instead.

In his book 'The Philosophers' historian Podki Payian has described in great detail the society of the builders. He has also put forth convincing arguments in favour of calling them 'The Philosophers', but this writer believes that the name change serves no important purpose in this case, and this book will continue the convention of calling them builders.

It is well known that as a race, they have a somewhat philosophical outlook towards life. It has been noted previously that the average citizen is noticeably more knowledgeable about arts and science as compared to the other civilizations.

When the sages decided that great puzzle houses would be built to prevent miscreants from getting hold of the magical artefacts and weapons, they turned to builders. It was their expertise that made the effort a success. The pride of their work was the 'Gyana Sthana', a massive building built to house the philosophical quizzes they had devised.

After the wizard cast his spell, the builders moved to the Sindhu river valley, and founded the great civilisation of Sindhu valley.

The Wizards

Not much is known about the enigmatic wizards. It is known, though, that they used to have academies, and it was rumoured that there was one hidden academy for dark magic.

It is speculated that the evil wizard Krur Jalaal was the product of one such academy. However, since Krur Jalaal has not been seen for many years, rumours about the academy have died out.

It is also noted in the book of wizards that the great wizard, Gogra The Invisible had studied at the fabled arcane sanctuary of Mantrashala. However no one knows its location, so its existence has not been proven. What has been proven, however, is the great power possessed by the wizard, which he famously used to help king Vikram defeat the Rakshasas.

It is well known that after Gogra the invisible cast that fateful spell, all the magic was drained from the land, including his own. It is not known what other wizards thought of that, or what happened to the academies after the spell was cast. Information about the wizards was already hard to come by even before that day, now it has completely stopped.

The Devisers

It is said that the devisers are the progeny of the great artificer, Manjuk, and as such his eccentricity runs deep in his children. Whether true or not, it is certainly true that the devisers are a race of eccentric people, or that is the common opinion anyway.

People who have interacted with them closely claim that they are not eccentric, but merely think in a different way. Indeed, the colossal machines devised by the devisers could only have been created by minds trained to think in a logical way.

Rumours float around that the island in which devisers live is a giant machine, a claim most vehemently denied by the devisers. They say that they live on the island because its peaceful environment allows them to think better. A reason most people disparage as fake.

In any case, the devisers were the people least affected by the draining of the magic. It is suggested that after the draining the devisers moved to Sindhu valley along with the builders. There is some evidence supporting this claim, but the evidence is not enough to convince. Some rumours have circulated that the island they lived on sank in water with its people, but the evidence for this claim is non-existent.

Regardless, enough evidence exists that the devisers have survived, only thing we don't know is where.

Monks of the old order

Though not a civilisation per-se, the monks of the old order came to be regarded as such. People from any walks of life and any race were welcome to join the monks.

The monks lived an austere life, spending their time in meditation and physical training. The monks believed that to attain a balance in their life, they had to attain a balance between their minds and body.

Eschewing the materialistic society, the monks formed a disciplined, close knit community. The most important and in many ways the most surprising aspect of the order was the indifference of the monks towards the money, passion and most importantly, power.

It was this latter characteristic that led people to deposit their powerful magical artefacts in the monks care. Being highly trained in hand to hand combat, and possessing resistance to magic, the monks proved to be formidable caretakers. Till date no incident of thievery in the monastery has been recorded.

The Dark Wizards

The origin of the dark magic is unknown. However, the characteristics of dark magic are well known – rituals, magic signs (also called tantras), magic traps, enhancing/reducing physical characteristics, poisons, disease and so on.

Someone somehow discovered that under certain conditions, well prepared parts of plants, stones, gems and animal parts can be used to impart certain properties to objects/humans/animals.

Dark magic quickly gained a bad reputation, mostly due to sudden, unexplained deaths, suffered by healthy people, strange disease outbreaks, and so on. The dark wizards were outcasts shunned by society. Nonetheless every village had a dark wizard living on outskirts, for they were very useful in certain type of tasks...

THE BEGINNING

It had been a long journey, but I wasn't tired in the least. I remember wondering for a moment whether the stairs that had suddenly appeared were safe, and then hurrying towards the huge rock, transfixed by the lone pedestal standing on the huge rock. I reached the pedestal and grabbed the book that lay upon it.

The book hummed with power. It had a dark red cloth cover, with the words 'Pahelika' embroidered with a gold thread in the middle. Without even realising what I was doing, I flipped the cover and opened the book. That was when all the hell broke loose.

I didn't realise it at first, of course. There was a blinding flash of light and I found myself back in the study. I flopped on the chair, suddenly tired with the weight of what I had accomplished. I closed my eyes and images of events of past few days flitted by. The chance discovery of the contraption, the running of the gauntlet, and the final success.

And then I slept.

It was way past morning when I opened my eyes. The sunlight was filtering in through the window and I could hear the chirping of the birds outside. I rose lazily, stretched myself, and involuntarily moved towards the study table. I found myself staring at the contraption. It was where I had left it, still lying on the table, open, magical energies surrounding it. It was a wondrous sight. I was looking it over, carefully studying it, when a thought took shape in my mind.

I began to wonder how the contraption came to be in my house.

This was more than a little strange, the key to such a powerful magical artefact found in an old chest carelessly stowed away in the store room of my house. Then there were the legends told by my grandfather. No one except our family seemed to know of these legends. This couldn't be just a coincidence. I began to wonder what connection my family had with those events of the past.

I was going to investigate this further, but first I needed to eat. I refreshed myself, dressed, and got out of the house.

Things were busy outside. The deodar trees were abuzz with birds, and there were people everywhere, going about their daily activities. Having spent the past couple of weeks in dark places inside forsaken ancient buildings, this seemed like a *totally different world*.

Though the short trip to the neighbourhood dhaba was uneventful, it left me in good spirits. It was good to see human faces again. Replenished, and in good spirits, I returned to the study.

It was then that my mind really started to tick again. It was possible that there was something in the store room that I had overlooked in my excitement on finding the contraption. Another visit to the store room was in order.

WALKTHROUGH

STAGE 1

The Store Room

The store room was exactly as I had left it. I looked around expectantly. Perhaps there was something else in the chest? Perhaps there was something inside the crates and the barrels? Perhaps in the almirah? I searched and searched and I searched and searched. I found nothing.

Until I noticed the big crate in the room, that is. I leaned against it, considering what to do next, and then it hit me! For an empty crate, this one sure was holding to its ground with a lot of tenacity. When I lean against an empty crate, I expect it to move a little. But not this one, no. So I pushed against it with a lot more force. The crate continued to hold its ground, steadfastly resisting my efforts...

Solution Steps

1. Find the crowbar, use it to pry the crate open. The crate will open, revealing a trapdoor.
2. The trapdoor is locked. We need to find the key.
3. The key is nearby, in a small tin box. Use the key to open the trapdoor.
4. Walk downstairs to *The Hidden Room*. The room is covered in darkness. Use the switch nearby to dispel the darkness.
5. There is a chest in the room. The chest is locked by a combination lock. Since the number of possible combinations is too large, it won't be possible to open it by trying all the possible combinations.
6. On the floor, there is a metal plate. It seems that the plate is a part of some machinery, and the lever in the room and the gearwheel are somehow related too.
7. On a bookshelf lies a strange book. The book has metal covers which are screwed shut with some bolts.
8. On a bookshelf near the chest lies a scroll. The scroll contains vague instructions about something.
9. Returning to the store room above, notice the door on the left. Use it to enter *The Study*.
10. A toolbox lies on the floor. The screwdriver on it can be used to unscrew the metal book. Inside the book is somebody's To Do list.
11. There is a door in the study that leads to a room upstairs. The door is locked. There is a number lock on it.
12. A photograph stands on the study table. There is a date on it. The clue from the scroll can be combined with the dates on the photograph to unlock the door. This

puzzle is harder if you are not in the casual mode. If you are in the casual mode, the answer is 197.

13. In the room upstairs (*The Hall*), there is a locked cupboard to the left. The crowbar can be used to break the lock. Inside the cupboard is a handle.
14. After returning to the room underground, the handle can be attached to the lever.
15. To the left of the lever, and on the wall, is a switch. The switch is missing a wire. By opening the switch with the screwdriver, the wire can be attached to it. Then replace the cover.
16. After replacing the cover, the switch can be operated. Now the lever will work. The plate on the floor turns out to be a lift. Go further down into *The Vault*.
17. The steel vault in the centre is unlocked. There is a paper inside. The paper has hints to solving the chest puzzle in the hidden room.
18. On the wall is a circuit board. The circuit is broken. Solving the circuit puzzle starts the current flow in the top room. The circuit puzzle is solved by connecting the circuit end at the top to the bottom end while avoiding the circuit breakers in the path. The puzzle is random, so clicking at the puzzle again brings up a new puzzle (unless it is solved).
19. After solving the circuit puzzle, the electricity is restored in the hall. Go there. The TV is missing a knob. The knob is on the small table to the right. The electricity cable has been used to tie up a curtain right above the TV.
20. Replacing both the cable and the knob will allow the TV to be operated.
21. Turn on the TV.

This finishes the first stage. Enjoy the small cutscene.

BACK TO THE TOWER

The Wizard's Study

I was back in the wizard's study. Things had gotten worse here. The Golem had fallen on the trapdoor, blocking the passage to the lab below. Some of the bricks had broken off the wall and were lying on the floor. Pieces of plaster were breaking from the walls. I was baffled. What had happened here?

Solution Steps

1. The beams supporting the roof are badly damaged. A previously hidden chest is now visible, standing in the beams. An iron rod protrudes from one of the beams.
2. The iron rod on the beam is loose and can be picked up. The rod can be used to push the chest down as it is long enough to reach it.
3. The chest falls down. However, it is locked.
4. The golem is too heavy to move with brute force. Nearby is a large stone fallen off from the roof.
5. Using the stone and the rod, a lever can be formed to push the trapdoor. The trapdoor is still locked, though.
6. Remember that the last time the trapdoor was opened by hanging the painting on the wall? Well the painting has fallen off again. Pick the painting and do so again. The trapdoor is now open! Descend to the *Wizard's Lab*.
7. The teleporter can be used to go to the *Tower Top*. There is a pack of white powder lying on the roof. Perhaps it fell off a broken stone box.
8. The roof is in bad shape. At one place it is really weak. Stones can be removed from that place. Underneath the stones is a journal. Digging further causes a hole to form in the roof, which can be used to jump down to the wizard's study.
9. In the wizard's lab, the cupboard to the left of the teleporter houses a magic powder, the portal meter, and a key. The key can be used to unlock the chest in the wizard's study. Inside the chest is a paper detailing how to reverse the portal.
10. Another pouch of magic powder lies to the left of the teleporter in the wizard's lab (in the zoom location). Use the portal meter on the portal to check the composition of the portal. Use the white powder to decrease the percentage of *both* fire and water elements by 5% each.
11. After achieving the desired composition, the portal is reversed. But before we leave, let us also press a protruding stone brick on the right wall. A key is revealed, which is protected by a magic barrier.
12. Enter the reversed portal. It takes you to a new hidden area. There are two exits, and a teleporter. Take the left exit, enter the *Arcane Store*.
13. Here you can see a locked almirah. The lock is enchanted by a spell, and is unbreakable, but the hinges are not. An unfortunate oversight, but very useful to us.
14. A bolt cutter has fallen into the acid vat nearby. Pick up the mug from the shelf on the right and pour water from the vessel into the vat. When the acid has been diluted, the

bolt cutter can be retrieved by those with a quick hand.

15. Use the bolt cutter to cut the hinges. The door falls off, revealing a large quantity of roots and herbs. Take as many as you want, but 8 of each object will suffice (Actually 4 of each is enough, but lets make an allowance for making mistakes).
16. Return to the portal room. This time head right through the corridor to the *Arcane Study*. Aha! So this is the real lab! Lots of books here, mostly in a foreign tongue. Pick up the loose papers from the bookshelves. Their data is automatically inscribed in the magical journal you are carrying.
17. Apparently we can create spell scrolls to cast spells! Nice. But to create a scroll, we need to prepare the paper first.
18. Use the instructions from the journal to prepare the paper. The tray on the right can be used for that, and there is a stack of papers in the room (on a small table near the fire).
19. Pick up the magic quill from the table, dip it in ink, and on the prepared paper, inscribe the only spell you can currently inscribe, Dispel Magic.
20. Return to the *Wizard Lab*, cast the spell on the protected key to pick it up.
21. Returning to the *Arcane Study*, use the key to unlock the cupboard on the left. Inside is a paper bearing another spell.
22. Prepare another paper and inscribe the 'Create Mirror Portal' spell on it. Now cast it on the mirror in the room. Voila! The mirror becomes a portal. Enter the mirror portal. You will reach the *Arcane Sanctuary*.
23. Inside is a solid locked chest. It is locked. Look around for something useful. Pick up a spell paper from book to the left. Pick up the empty bottle from the cupboard on the right.
24. Attempting to read the journal, we find that we are almost able to understand it. Only if we were smarter! That's where the Intelligence potion comes in. Head to the wizard's lab. Use the cauldron to brew the intelligence potion. Drink it, and read the journal again.
25. Now head back to the Arcane Study and make an unlock scroll. Enter the mirror portal and cast the spell. The chest will unlock. Open it and get the book. When you close it, a conversation will ensue.

A cutscene will be triggered. This stage is complete, on to the next.

A VISIT TO THE MONKS

The Entrance

It was a simple place. Apart from a monk sitting close to the door, the place was empty. Where are the seekers, come to see the seer? I wondered. I went to the monk and struck up a conversation. He told me that to meet the sage, I would need to answer some questions in the room of the Stone Heads. I would need to enter the correct door after the guardian head allowed me in.

The Questions

1. One by one click on all the guardians, and answer the questions as best as you can.
2. Once you answer all the questions, the guardian head will speak. The words it uses are circuitous and indirect. Perhaps it is a riddle which tells you which door to open...

The Riddles and The Solution

RIDDLE

- Your knowledge is perfect, but are you humble enough?
- You may proceed inside, but know this: those that are most able should also be the last.

Solution: Enter door no. 8, The last door. The Top Row, Rightmost.

RIDDLE

- Though your knowledge is imperfect, your answers satisfied. You have earned the right to meet the sage!
- This test may be over, but do not think you are done, for it is not completion, but perfection that you must seek.

Solution: Enter door no. 1, The first door (perfection). Bottom Row, Left most.

RIDDLE

- You're not the first, nor are you the second. Still, your answers satisfied, and you have passed this test.
- The door you must open is the door of progress. Progress in knowledge, and progress in position.

Solution: Enter door no. 2 (You are third, so you enter the door that is one better, so second), Bottom Row, Second From Left.

RIDDLE

- Your knowledge is perfect, your answers correct. You may proceed inside.
- But know that the right choice sometimes is not the one that is obvious, but the one that is hidden.

Solution: Enter Door No. 4, The Bottom Row, Rightmost. The number of this door is hidden.

You can meet the sage now. When you try to leave, another cutscene will trigger.

THE ANCIENT LIBRARY

You will arrive at the outskirts of a jungle. You will see a man and a water fountain. A cobblestone path disappears into the forest.

1. Talk to the man. He will mention a ghost and a mansion. Examine the waterspout. At the base of the waterspout, you can see a cover. The man will notice what you are doing and talk to you.
2. Remove the cover. A stone vault with a combination lock is unveiled. Since you don't know the combination at this point, we will ignore the vault for now. Move ahead into the jungle.
3. Notice the dry leaves to the left and the low hanging branches above them. Move up ahead and you come to a very impressive structure. No doubt the library. There is a small door on the right side. The door is open, but a pile of rubble in front of the door prevents it from opening.
4. Pick up the shovel lying nearby. The handle seems rotten. Attempting to remove the rubble results in the handle breaking. There is a metal petal stuck onto a statue. Retrieve it.
5. Head back to the man, and talk to him. He will notice the petal and offer to exchange it with the knife he is carrying. Hand him the petal and get the knife in exchange. Head back to where we saw the dry leaves. Hack at the branch above. Pick the wood piece you just cut and fit it in the shovel. Now we have a makeshift shovel.
6. Use the shovel to remove the rubble in front of the small library door. Before going in, use the knife to cut the rope on the big door. Take the rope.
7. Go in. There is some kind of mechanism here. A big pulley has fallen off the holder on the wall. Use the rope and the pulley on the roof to hoist the big pulley back to its place.
8. Retrieve the rope and shut the clamps. The big pulley will now stay in its place. The pulley mechanism is meant for opening the library gates, but how will it work? The belt connecting the two pulleys is missing.
9. Well, we have a very strong rope. Let us try to use it as a belt. Connect the big pulley to the smaller pulley with the rope. Use the wooden part of the shovel as a handle. Trying to rotate the pulley fails, because the mechanism is locked!
10. Look around in the small room. A petal has been stuck on the wall. A parchment is lying on the ground. The parchment has the clue to the vault back at the starting position.
11. Using the clue on the parchment, open the vault. Turn all the knobs towards the centre and the vault opens! Take the objects from inside. There is an empty journal and a strange seal like object. The seal already has a petal stuck on it. Interesting.
12. Talk to the man again. He is shocked to discover that you opened the vault. Bargain with him to exchange the knife back in exchange for the petals.
13. Fit the petals into the seal/stamp, and voila! We have a key. Use the key to unlock the small pulley, then turn the handle. You will hear a rumbling sound, and the mechanism

turns without problems. Go outside quickly to see the library main door opening.

14. Enter the library. You are at the *Front Desk*. It is too dark to do anything there. Let us do something about it. Pick the torches from the walls. There are three in total. Now return to the first part of the library (where there is a table) and open the door to the *Small Room* on the left.
15. Fortunately this room is well lit. Rummage around in the cupboards till you find a lens and some coal. Get three pieces of coal for the torches. Now we need to start a fire. Exit the library and return to the place where you saw the dry leaves.
16. Concentrate sunlight using the lens on the leaves and light up a fire. Put the coal into the torch and light up the torches. Return to the library and put the torches back in their stands. That's better!
17. Now that there's light enough, notice the key lying on the small circular plate (attached to the wall just below the torch). Pick it up. Also start picking up all the loose papers, you will need them.
18. Picking up the papers, you return to the library front desk, you see a ghost! Oh no! Fortunately, the ghost is only interested in ignoring you. The papers you picked up will get entered in to the journal automatically.
19. Enter the small room. Notice the big flat board which is locked. What's inside? Use the key to unlock it and find out. After unlocking it, you notice a flat wooden board with many images inside. Your task is to arrange the images in order. Use the story entries in the journal as a guide. If the task seems difficult, do note that each entry has a date associated with it in the casual difficulty. Switch to casual mode to solve it easier.
20. Once solved, the cupboard below will swing open. The pouch has something inside, so pick it up. Its a scroll showing an image of two almirahs back in the library. Before going there, fill up the empty pouch with some sand (also in the newly opened cupboard).
21. Head to the last portion of the library. Push the two bookshelves sideways. This will raise one portion of the wall, and a weighing scale will be revealed. Its purpose seems unclear. Let us return to the library front desk.
22. The ghost is still hovering around, but he has now become uncharacteristically chatty. Talk to him. He will ramble about heart of darkness. Come to think of it, one of the pans on the weighing scale was painted black.
23. That gives us an idea. Go back to the room with the weighing scale. Use the sand to put out the torch. Now put out the other torch, and now, returning to the front desk, put out the last torch. Still a trace of light remains, so shut the door to the small room.
24. The ghost will disappear in flames, leaving a dark heart behind. You will also hear a rumble from somewhere in the middle of the library. Move to the middle portion . Note that a strange pedestal has appeared in the middle.
25. Notice that the pedestal has a glass container inside which is a white heart. That will correspond to the white pan in the weighing scale very nicely. Check your inventory, there will be a scroll with a poem. Use the poem as a clue to opening the container. You need to set the buttons to specific colours to solve this puzzle. Important thing is that the colours start with the white line: The sum of all colours is the white light!
26. Once the container is open, take the white heart and move to the place with the weighing scale. Place the hearts in the corresponding coloured pans. A glowing, shimmering red rune will appear.
27. Take the red rune. Now you can watch the stage end cutscene.

HOUSE OF MACHINES

I stood on the remains of what might have been a beautiful and well kept lawn once. The stones and weeds that dotted the surface now told of years of neglect. An old road bisected the lawn, leading up to a old, dilapidated house. The house looked deserted.

Another road led away from me, to a neighbouring house. The house seemed well kept. Perhaps someone still lived there.

I entered the lawn of the old house.

The Lawn

There was a old, useless car sitting right next to the main door. Steps led up to the verandah, which ended at the one visible door. The door didn't seem to have any hinges. I noticed that there was some kind of machine fastened on to the door.

All the windows of the house seemed to have steel shutters. There was no way to open them from outside.

TIP: Talk to the girl as often as possible, as there's some interesting dialogue for you there.

I walked towards the house.

1. Get close to the door. There is a sequence puzzle lock on the door. We need to find the clues to solve it. One clue has been stuck on the wall to the right of the door. Take it. Now move right to another small area.
2. There is a fusebox on the wall. The fusebox contains a fuse and another clue. Take them both and return to the lawn. Pick up the shiny object on the floor as well. There is another clue beneath the tyre of the car. Pick it up and enter the car. Open the glove box to reveal another clue. One more clue on the bonnet. There are 5 clues in all.
3. While you are inside the car, pick up the steering wheel too. Return to the big door. Use the clues to arrange the glyphs in the sequence puzzle in the correct sequence. There are six glyphs and 5 clues, so you can easily guess the last one.
4. This unlocks the door but you are still stuck, since there is no way you can lift that door by yourself. Go right to the fusebox area, and fix the steering wheel on to the gearbox built in the wall. Okay! We're set!
5. Or are we? Rotate the steering and see what happens. Yeah.
6. We need something to prevent the door from falling. This is where the neighbours come in. Go outside to the road and from there to the neighbour's house. Knock, and a little girl will open the door. Persuade the girl to give you a iron rod.
7. Take the rod and head back to the fusebox area. Rotate the wheel until the door is completely up. Now insert the rod into one of the top holes of the wall. Enter through the open door.
8. Yes! Inside! Take the scissors from the table and the oil can from a shelf on the wall. Also pick up the steel wheel from the table. Head back outside to the car. Use the scissors to cut the wires off. Fit the wire in the fuse. Head to the fusebox and fit the fuse to the lower right fuse holder.
9. Okay! We're up and running. Enter house and head to the bedroom on the left. Pour oil in the machine on the right wall. The machine is a hydraulic control panel. You can control the oil flow through the valves. Control the valves by clicking at the handles. The main valve in the centre top is a directional valve. It does not stop oil flow, it only

controls oil direction.

10. Manipulate the valves until the bed is raised. Return to the drawing room and examine the arcade machine on the left. Take the motherboard from its slot. Re-enter the bedroom and descend the stairs. Pick up the hammer lying here. Continue on to the workshop on the right. Pick the coin from the floor. Place the motherboard on the electronic workbench.
11. Now fix the motherboard by placing the gates (Transistors, etc) on the correct slots. Take the fixed motherboard and return to the arcade machine above. Put the motherboard back in. Put the coin in the coin slot. You are ready to play!
12. Using the buttons on top right, manoeuvre the ball into the bottom right hole. The red light will start glowing, indicating that you lost! That's ok, because we wanted to do that. Hit the machine with the hammer. The ball pops out! Pick the ball and fit it in the steel bearing.
13. Fix the bearing into the steel almirah and give it a shove. The door is now accessible! Try to open it, and be ready for a shock: The door is locked with another puzzle! Its a cows and bulls puzzle, if you have played that game. Google it if you haven't, but here's the summary:
14. You need to guess the secret number correctly to open the door. Click any 3 numbers and press 'Enter' (on the puzzle, not on your keyboard!). The game will tell you how many cows and bulls you got. Use that to eventually guess the final number. Are you playing in the casual mode? Okay then, the solution is... solution is... solution ...is 851!
15. Having solved the puzzle, open the door and enter the kitchen. Take the candle and the lighter, and also the broken glass shards. Hit the trapdoor on the roof with the hammer to smash the lock. Now move it aside and let in some sunlight. A cupboard on the bottom right seems to contain something. Give it a good whack and pick up the solar cooker.
16. Return to the staircase. Pick the glue from the wall. Pick the two bowls and fill them, one with a blue and the other with the green mixture. Also pick a glass slab. Return outside and move to the lawn. Place the solar cooker on the sunny spot. Attach the cover and put the bowls of the mixture in to heat. Wait a little. Pick up the warmed up solution and move to the staircase. Place the glass slab on the tray, put solutions over it. Let it settle. Hurray, we have a mirror!
17. Pick up a bunch of keys. Move to the workshop and place the glass shards on the wooden bench Also place the glue. Now you can work, gluing the pieces together in a jigsaw puzzle. Restore the glass, and take it with you. Move to the keymaking machine.
18. It has several buttons. One of them will only turn it on/off. Others are used to cut grooves and notches on the key. The leftmost button turns the machine on/off. The second leftmost will toggle the groove cutting on/off.
19. Put the key on the keymaker. Turn on groove cutting. Start the machine and once it has finished cutting, pick up your processed key. Now light the candle with the lighter. Drop some wax on the processed key. Return to the workshop.
20. Put the key inside the keyhole. Try to turn it. It will turn, but the lock won't open. Retrieve the key. The key has marks on it where the pins inside the lock touched it. Using that as a guide, make another key with notches at right places.
21. Try to use this key to open the door. It opens! Now you can move to the next room. There are a lot of mirrors here. Take the mirror frame from the ground, and fit the

mirror we made on it. Nice. Move back to the staircase, and take some rods from the shelf. Head back to the workshop.

22. Feel free to discard any extra items in the dustbin here. Now head to the lathe machine. Adjust the Headstock and the holders by using the dials on the bottom. Put the rod in. Set the width to 2 and start the machine. Take the processed rod and insert it into the mirror frame. Head back to the room of mirrors.
23. Fit the mirror on the mount on the floor. Now you can manipulate all the mirrors. Rotate the mirrors around till you see a glowing number on top left of the wall opposite you. Make a note of the number.
24. Head back to the Drawing Room. Give the steel almirah another shove. A wall safe will be uncovered!
25. Open the wall safe by using the number you just discovered. Take the paper from the vault. Now move to the kitchen. Fit the polarised glass to the frame on the floor. Shut the frame.
26. Return to the mirror room. The beam colour will have turned yellow. Manipulate the mirrors until the beam starts falling on the big vault. A red glow will be activated. Now click on the red glow and you will notice that the panel on the vault is now active.
27. Using the paper as a guide, solve the puzzle on the vault. The vault will open with a clang, and you can see the water rune inside. Pick it up.
28. The stage will end and now you can see the cinematic.

THE DARK WIZARD ACADEMY

You will appear outside the Dark Wizard Academy.

Academy Entrance

The building was in a bad shape. Everywhere my eyes roamed, they met with rotting wood and crumbling walls and weeds and dried leaves and dirt. Unlike the other ancient buildings I had visited, this one was in a really bad shape.

The pillars supporting the entrance archway had crumbled, the archway crumbling with it. The debris had completely blocked the entrance. Fortunately, the wall of the building had greatly weakened. A long tear ran through the wall, eventually becoming wide enough that a person could squeeze through if he tried.

Walkthrough

1. Survey the area and enter the next room through the hole in the wall. This is the *Keeper's Room*. Examine the book on the table. On the wall is a vault. The vault can be opened relatively easily by pressing the buttons. Inside the vault is a journal and a key. Get both. Move into the corridor through the broken wall.
2. Use the key to open the door and move into the wizard *Rulade's Room*. Pick up the spell book lying on the table, and you will get the quill as well. Read the spell book. Now make the following scrolls: 1 Scroll of 'See Invisible', 2 Scrolls each of Levitate and Lower. Grab the scrolls and head out to the Dark Wizard Academy Entrance.
3. Cast 'Lower' and the spell will attract an iron rod into your inventory! Head to the stone on the right and magnetize the iron rod by touching the stone and holding the rod a bit. Return to wizard Rulade's room.
4. Stick the rod in the mouse hole at the left. A metal object will attach itself to the rod. Separate the object from the rod. It is a bolt cutter! Use it to cut off door hinges. Return to the Keeper's Room.
5. Cast 'See Invisible' and two strongboxes will appear! Use the Keeper's journal to guess the password. The right one is Jalaal's. From top to bottom, type 'Jalaal'. The strongbox will open. Pick up Jalaal's journal. Reading it, you will note that he refers to Rulade as 'smelly'. Try 'smelly' on the strongbox on the left. It will open as well. Get the journal inside.
6. Read Rulade's journal. It refers to a number in a cryptic way. Head to Rulade's Room.
7. Click to bring up the number lock. Enter '124' to unlock. There is a paper inside. Pick it. The paper will automatically be added to the spell book.
8. Create 6 scrolls of Transfer Elements. Take a look at the wall on the right, near the door. You will see a chart with coloured blobs arranged in a circle. Does it look similar to the stone circle outside? Sure it does. Now head through the door whose hinge we had cut.
9. The corridor is blocked on both sides, but the stones on one side are lighter than the other. Cast 'Levitate'. This will raise the stones up in the air, allowing you to pass through. Open the door and enter the store room.
10. Cast 'Levitate', then cast 'Lower'. The almirah will float up in air and then crash down, breaking open. Get 6 crystals. From the powders on the right, get 3 bowls of Water

Powder and 3 bowls of Earth Powder.

11. Pour some water into the sandstone pot. Mix the corresponding elemental powder. Now put the crystal inside. Cast Transfer Elements. The elemental power will be transferred to the crystal, resulting in creation of an elemental crystal.
12. After you have three water crystals and three earth crystals, head back to Rulade's room. Create an 'Open Planar Portal Scroll'. Again take note of the arrangement of blobs in the chart on the wall. Head to the big stones.
13. Place the elemental crystals as noted. Cast 'Open Planar Portal'. This opens a planar portal. Now to open Rulade's storage, we need his secret word. He has mentioned the secret word in his journal.
14. Speak "currin" and the portal will open, you can now see and touch the air rune. Take it.

A cutscene will now start.

THE MONASTERY

Monastery Outsides

I was standing outside the monastery. It was a huge structure, built atop a mountain. Even though I was standing quite far off the building, I had to crane my neck up to see the top.

Solutions

1. Pick up the pickaxe. Use it to dig out a flagpole. Next break the wall of the small single room building nearby. Pick up the rope that is now visible.
2. Tie the rope to the rod and lob it up the only open window. Climb in. Note the strange contraption on the wall. It seems to be missing a knob, and one is lying on the bed. You can try to fit it in, but the knob keeps falling off.
3. Pick the crumpled paper and wrap it around the knob. Now the knob will stay inside the contraption, and you can operate it.
4. The contraption is a puzzle. You have to arrange the pegs according to the numbers etched on the wooden board. Rotate the pegs using the buttons on the board. The puzzle is easier in the casual mode and significantly harder in the non-casual mode.
5. A trick is to first complete the left circle and then try to complete the right circle. When the right circle is mostly complete with only 3-4 pegs remaining, switch back to completing the left circle. Often all the pegs will magically fall into place.
6. Regardless, when the puzzle is complete, the vault will open. Inside is a paper, with some puzzles on it:
 - "If a man digs a hole 4 Ang deep in 4 Schana, the how long it will take 3 men to dig two holes 3 Ang deep?"
 - "How many flapping flags abound?"
 - "If a 4 year old kid can jump 5 Ang high and run 200 Ang in 5 Schana, what is his real age?"
7. The solution to the first puzzle is 2. The solution to the third puzzle is 4, because a 4 year kid remains a 4 year kid no matter how high he/she jumps or fast he/she runs. The solution to the second puzzle can be found by counting the flags outside.
8. Explanation of the first puzzle. A man digs 4 ang in 4 schana, this means that he digs $4/4 = 1$ Ang per schana. So three men will dig $1 \times 3 = 3$ Ang in a schana. So they will dig two holes of 3 Ang in $(2 \times 3)/3 = 2$ schana.
9. Open the drawer and take the cotton balls. Also pick up another paper from the floor if you desire.
10. Continue on into the dojo. Pick the hammer, the sword, and the stone. Return to monastery outsides. Count the flags: 6. Add 1, because we had uprooted one flag, remember? So 7 flags in total.
11. We have 2 from the first puzzle, 7 from the second, and 4 from the last, giving us a number: 274.
12. Use the hammer on the flintstone and get a small piece. Use the sword to cut some wood off the old trolley. Head back to the dojo.

13. Put the cotton, and the wood into the brazier. Set fire to it using the flintstone. A door will open. Opening it reveals an almirah with three rows of movable books.
14. On the top row, pull the 2nd book from the left. On the middle row, pull the 7th, and on the bottom row, pull the 4th book. The bookshelf will move to reveal a staircase. Pick the rod from the floor and go down.
15. Note the pressure plate in the passage. Move on to the next section of the passage.
16. A stone has fallen on a lever. Move the stone. Hit it with the hammer if you want. Hit the bent lever with the hammer twice to straighten it. Fix the rod where the lever is missing. Now you can operate the levers and move the stone rods out of the way. Put a stone on the pressure plate and climb up.
17. Put another stone on the pressure plate here. An almirah will slide out of the floor. Attempt to open it, and you will find that it is protected with a puzzle lock. In the casual mode, it is a simpler version of the famous fifteen puzzle. In the non-casual mode, it is the fifteen puzzle itself.
18. Solve the puzzle to open the almirah. You can now take the 'Sands of Infinity.'

Now the stage ends and another cutscene will start.

Cutscene

The black portal appeared suddenly, without any warning. Even Pahelika's magic could not resist it this time. We were sucked into the black portal. The portal had brought us to the hidden lair of Krur Jalaal. There was no escape.

The Final Battle

JALAAL'S CASTLE

I was teleported to a small room. Before I could even begin to take in my surroundings, I heard that obnoxious voice again.

“Aha, my friend! You have arrived at my little castle! Please do me the favour of walking in to my throne room, so I can marvel in your august presence! Aa ha ha ha ha ha!”

I did not deem it necessary to reply. I was not able to procure all the four elemental runes, so I had to make do with what I had. There was nothing to do but open the door and go in.

Solution

1. You will start in the first room of Jalaal's castle. There is nothing to do here. Go straight in. You will enter Krur Jalaal's throne room.
2. Now you can try talking to Krur Jalaal or stealing his artefacts, but soon you realise that there is only one option: Use the sands of time!
3. This is it. You're in battle with Jalaal now. Here are the rules of the fight. The battle is turn based. Each turn, you and Jalaal will choose a rune to use. Jalaal's turn will be taken by the computer.
4. If you choose a winning rune, then Jalaal takes damage. For example, if you choose Water and Jalaal chose fire, then water beats fire, so Jalaal will take damage. If Jalaal chooses the winning rune, then you take damage. If both choose the same rune, then both take half the damage.
5. Your objective is to reduce Jalaal's health to zero. Jalaal's trying to reduce your health to zero.
6. Jalaal attacks in a pattern. You can make it out if are observant. If not, well, here it is:
 - Initially, Jalaal chooses a rune at random.
 - If Jalaal wins, then he chooses the same rune next time.
 - If Jalaal loses, he uses one of the other two next time.
7. You win. Well, I am hoping you win, because, if you don't, there is no second chance, and you have to play the entire game again.
8. Just kidding!

Now you can watch the final cutscene.

Congratulations! You beat the game.