

NANCY DREW®

Last Train to Blue Moon Canyon

Her Interactive, Inc.

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HURLEY'S FINAL ADVENTURE?

More than a century has passed since prospectors found adventurer Jake Hurley's abandoned private train among the lonely shadows of Blue Moon Canyon. Legends of untold fortunes begin where the rusted train tracks end, though no living soul knows the truth. Did Hurley take the money and run away to start a new life, or was he lost forever in the dark mining tunnels beneath Blue Moon Canyon? Maybe that's why prominent socialite Lori Girard assembled the best investigative celebrities in the business, but her high-profile hunt barely gains steam before Girard vanishes among the antique artifacts. Is the Last Train to Blue Moon Canyon haunted, or is this a tacky tabloid tactic engineered to grab headlines? Now it's your turn to climb aboard as Nancy Drew and see if you can uncover the truth at the end of the line!

Don't Jump on Board Yet!

This strategy guide contains all the steps and solutions needed to solve Nancy Drew: Last Train to Blue Moon Canyon on Senior Detective Level. However, this guide is written in a format that keeps some important events at the end of the game a secret! You must complete the game to identify and apprehend the culprit or culprits. This book assumes that you know the basic game functions, including how to move, interact with characters and use the features covered in the tutorial. If you're playing Junior Detective mode, some steps in this guide will not be necessary, but the practical tips below make game play easier for players of all abilities:

- **Exclamation points (!) on the icons at the bottom of the screen tell you that there are new items in your inventory or additions to your journal. Sometimes these additions are small, but this is the first place you should click whenever you're stumped.**
- **If you need a small clue instead of a complete solution to a puzzle, try calling Bess and George on your cellular phone. Depending on how far you are in the game play, you can also ask the Hardy Boys. They're usually doing research in the dining car.**
- **This might sound simple, but even the best senior detectives forget: After completing a difficult task, click on the menu option near the bottom of the screen and save your progress. This minimizes the frustration of losing your best game accomplishments.**
- **Unlike those "Keep Out" signs that you probably ignored in other games, there are serious consequences for disregarding warning signs in this adventure. If you make a mistake, don't forget about the second chance option--it's a detective's best friend!**

ALL ABOARD!

Frank and Joe Hardy invited you along on socialite Lori Girard's momentous mystery tour of the Old West and the search for Jake Hurley's legendary treasure. Too bad Lori doesn't seem thrilled to see you. Apparently you didn't make her guest list.

Introductions and Abduction

With Lori's orientation tour over, Jake Hurley's train gathers steam and pulls away from Union Station. You missed the tour? Don't worry about it—you'll have plenty of time to explore this rolling museum after the lights go out and Miss Girard disappears.



Shadow Ranch Memories

Charleena Purcell is an expert on opening scenes and she's hardly impressed by Lori Girard's drama. You spoke to Charleena once before at the Shadow Ranch. Maybe you can leverage your minor acquaintance to learn more about the background of your absent hostess.



Charleena Purcell

Possibly the only mystery more puzzling than Jake Hurley's missing fortune is why someone as haughty and reserved as romance author Charleena Purcell would lower herself to tag along on a shallow socialite's self-promotion tour. From the moment Lori Girard screams and disappears, Purcell makes it clear she's not in the mood to placate an attention-craving minor celebrity seeking publicity. It's no secret that Purcell's publisher has her up against a huge deadline, but Purcell's insistence on polishing a manuscript on a highly publicized train ride and treasure hunt isn't exactly an effective use of dwindling writing time. While Charleena is an authority on life in the Old West, there are certainly other less-harried history experts with similar credentials, so the question remains: Why is Charleena Purcell on this train? Is she really looking for writing inspiration, or does she have a hidden obligation to Lori Girard?



A Couple of Amateurs

Frank and Joe don't allow you much time to reacquaint with Charleena. Ask her what she knows about Jake Hurley later. Go see the Hardy Boys in the next section of the dining car and find out who they followed while you were chatting up the romance novelist.

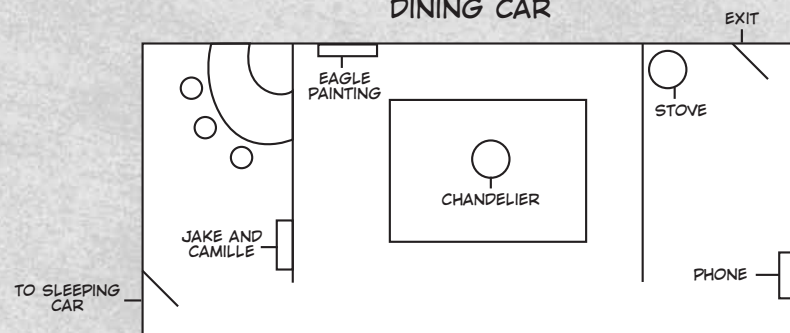


The Hardy Boys

Cross the Hardy Boys off your short list of suspects. Without Frank and Joe Hardy, you wouldn't be rolling down the rails on Lori Girard's ultra-exclusive celebrity detective tour. As amateur detectives, Frank and Joe are excellent allies, but keep in mind that they have their own hunches about the troublemakers aboard the train. Shortly after Lori Girard disappears, Joe is confident that Tino Balducci is the man behind the abduction scheme, although you certainly learn otherwise later in the game. Frank is more cautious about jumping to any quick conclusions. While the Hardy Boys seem well-intentioned about sharing information, remember that Joe tends to be impulsive, while Frank is protective and sometimes overly cautious. Like Bess and George, you can rely on the Hardy Boys for investigative facts, but try to look past their interpretations of the clues and draw your own conclusions about the case.



DINING CAR



Ain't No Stoppin' Us Now

Amble forward past Frank and Joe and you'll see an old fashioned phone on the wall. Pick up the phone and call the engineer. This Casey Jones is determined to take this train to Copper Gorge in Colorado without any stops, even if it arrives without a hostess.

Dining Car Decor

If this train isn't stopping until Copper Gorge, there's plenty of time to investigate the circumstances behind Lori Girard's disappearance. Note the interesting duck and square symbols on the stove in the back of the dining car. Enter the main dining car and examine the walls. Below the painting of the eagle you'll see a small pair of shoes balanced on the arm of an antique chair. Look inside the tiny shoes and you'll see the words "Sadie Crawford" stitched into the footbed. The eagle painting on the wall looks like it could be moved, but something holds the frame in place. Did Jake Hurley hide a secret behind it? Stroll back into the room where Charleena Purcell is working at her laptop. Look at the old photo of Jake and Camille Hurley on the wall.

History by Charleena

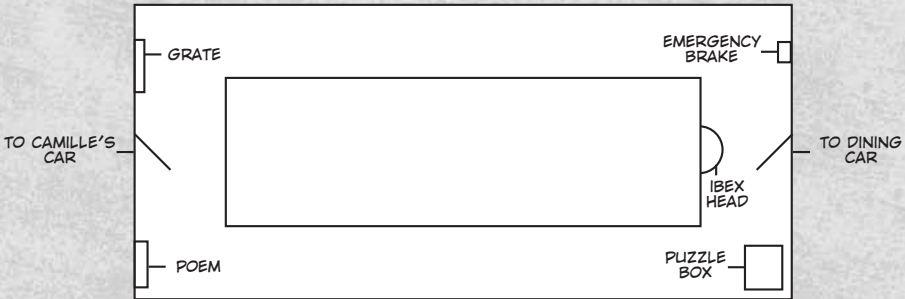
If you click on the photo of Jake and Camille Hurley, Charleena Purcell will tell you a ghost story. According to the romance novelist's research, Jake seemed smitten by his French wife Camille and never recovered from her untimely death.

Poems and Dolls

After you allow Charleena to return to her unfinished paragraph, head outside to the connecting sleeping car. Near the back of the car you'll find a poem about two dolls. Is this a century-old family joke or did the Hurleys hide a clue among the verses?



SLEEPING CAR



First Puzzle Squared Away

At the other end of the sleeping car you'll find a table with a drawer. Open the drawer and you'll find nine polished cubes with images that almost match the design on the tabletop. Rotate and replace these square puzzle pieces until you duplicate the table art.



An Old Note

When you match the puzzle pieces and replicate the tabletop perfectly, the middle block will open and you'll see an old parchment. Who is Buell and why would he have the ax and lamp? Why is lead a key? It seems like a heavy subject. Keep the paper for later.

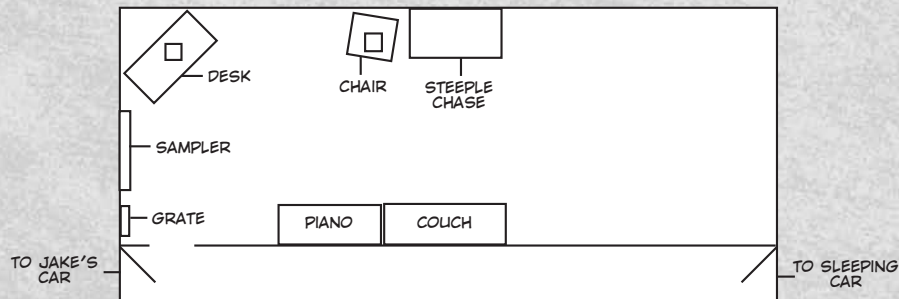


Move On Back to First Class

On the surface the sleeper car seems rather plain, but you'll find other things in the corridors later in the game. Make your way past the poem on the wall and step over the gap between cars. Now go find out what John Grey is up to in Camille's old room.



CAMILLE'S CAR



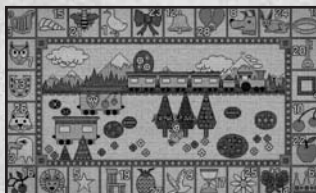
John Grey

As the host of the television cable series *Ghost Chasers*, John Grey certainly has the star power that Lori Girard needs for her Old West adventure, but does Grey really believe in ghosts or is he a treasure-hunting opportunist? Listen to his working theory about ghosts being residual psychic energy and he seems to hint that ghosts are echoes from the past, not someone or something that could kidnap a high profile socialite. If Grey doesn't buy the ghost kidnapping theory, why does he spend so much time working on taking time-lapse electromagnetic readings and background noise? Is all this techno gadgetry a cover for Grey's private investigation into Jake Hurley's treasure? Despite all his thoughtful logic, this self-proclaimed psychic scientist still trusts his instincts more than any flashy computer read-out. He admits that he has a bad vibe about you and Girard being in trouble on this trip. Is that a prediction or a threat?



Vintage Art or Secret Code?

Turn left as you walk into Camille's room and you'll see a woven sampler hanging on the wall. John Grey will want to talk to you before you can examine it closely, so finish your conversation before admiring the artwork. Each stitched box has a number and a symbol, although the numbers are in a strange order. Could it be a code? You'll need to come back and appreciate this art later in the game.



Camille's Clues

Unlike the sleeping car and dining car, Camille's private car seems cluttered with potential clues. There's a lot to go over, so take your time and consider how each examined item might relate to the Camille's sampler on the wall. Check out the small table next to the sampler and you'll see a locked box. You can't open the box (yet) but you can open the drawer on the table. Examine the lock of hair from Thomasina O'Neill and look at the note with the piano scale. At the moment John Grey is monitoring the room for noises, so save your piano playing for another time when you have some sheet music. As you make your way through the unsettled car, you'll see an open package with a certificate from the Krolmeister Doll Works. Camille collected dolls, but where did she put them? Were they lost over time? Across the car you'll find *The Little Book of Samplers* on a sofa. Open it and you'll find several pages about motifs that might have something to do with the sampler Camille hung on the wall. Next to the book is a metal slug you can keep in your inventory. Behind one of John Grey's equipment boxes is a sketch of a girl named Sara... or is Sara the name of one of Camille's dolls? Return the paper and examine the horse race game behind you.



Ready, Set... Jump!

In the upper left corner of the metal game box you'll see a winding key. Wind up the game and then press the red button to make your horse jump. Some detectives find it easier to focus on the rhythm of the jumping than actually watching and timing each leap.



The Inside Take at the Track

Whether you watch and time your leaps or listen for a rhythm in the music (get it right and you can win without looking), you'll earn some sheet music for winning the game. Why did someone write the musical notes in letters at the bottom of the page?



Locked Vents

On your way back to the exit you might spot a locked grate near the floor. Somebody used a special screwdriver to lock the vent cover. Perhaps the tool is still around.

Phone Call!

Depending on what you did in Camille's room, you should get a phone call from Bess and George when you return to the hallway. Find out more about Lori Girard's tabloid past before summarizing Jake Hurley's tragic end. Call Bess and George later if you get stuck.

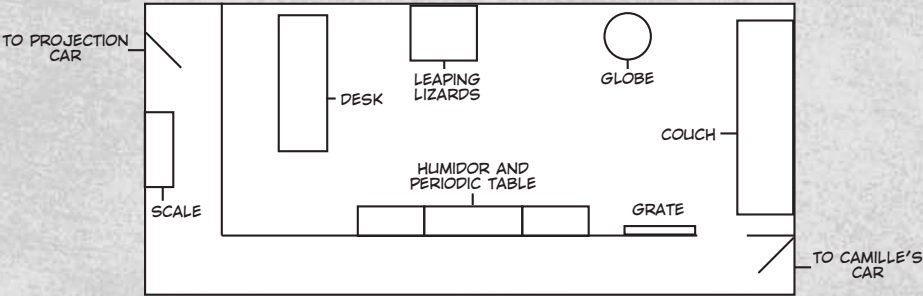


Talk to Tino

Your self-guided tour of Jake Hurley's train continues as you make your way into the next car. Apparently Tino Balducci has set up office at Jake's former desk, so you'll find that this car barely has enough space for the antiques and Tino's tough-talking ego.



JAKE'S CAR



Tino Balducci

While Tino can be a bit pompous, he's the only VIP on this train who correctly remembers your name. Not that you matter much to this troubled Chicago detective. Tino spends most of his present reliving his invented past, although many suggest that Detective Balducci's most famous arrest came after rear-ending a group of Windy City bank robbers in a traffic accident. If the FBI hadn't been on the case, Balducci wouldn't be a household name. Now this photogenic detective feels obligated to live up to a reputation embellished by the media. That sort of pressure is exactly why Tino wants to find Lori Girard and Jake's treasure before anyone else, although he won't do anything until he "gathers all the facts." Until then, he'll be at Jake's desk reminiscing about a fabled past, complaining about Charleena's sappy books and asserting that John Grey is a fraud. It's all he can do to distract himself from his own dubious distinction.



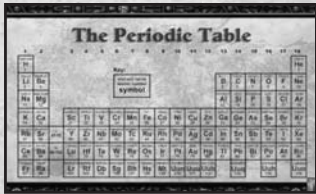
A Gift from Tino

After Tino finishes his speech ask about the item that Joe Hardy saw him pick up off the floor in the dining car. Balducci explains that it's some sort of metal slug, possibly used in an old fashioned game. It's not police evidence so he'll give it to you.



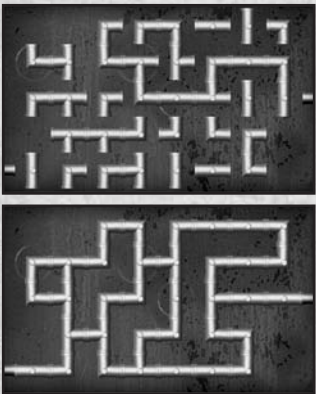
Periodic Elements

Glance behind Jake Hurley's desk and you'll spot some mining tools. Look closer and you'll see that the pick ax in the display is missing. Is this the same ax Jake mentioned in his note? Turn around and make your way to the poster of the periodic table. You'll also see an old cigar box called a humidor on the table with a combination lock. The humidor has the letters "Ag" on it, which according to Jake's periodic table is the symbol for silver. Are there other elemental clues throughout Jake Hurley's train? Before you explore the rest of Jake's car, flip through the book on gems and study the photo of Camille and her dolls.



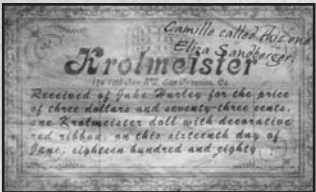
A Perplexing Pipe Puzzle (Part 1)

Look down next to the door and you'll spot another ventilation grate. You can remove the cover on this one, so pull it off and have a look inside and you'll spot a puzzle. The object is to completely connect the pipes without leaving any open ends. To do this you'll need to rotate the pieces. If you're stuck, try working from the right side of the puzzle to the left. If your potential pipe dream turns into a nightmare, inspect the photo of the completed puzzle on the right, but don't try to copy the entire puzzle unless you're completely stumped. There will be three other puzzles like this, but some detectives consider this pipe puzzle the toughest one on the trip.



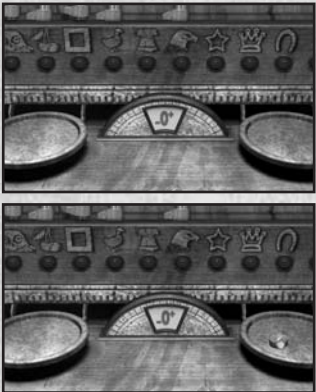
Doll Receipt

Before you leave the room, look beside the padded leather couch next to the door and you'll see a scrap of paper lying on the floor. It's another receipt from the Krolmeister Doll Works. This receipt is for a doll that Camille named Eliza Sandberger.



Tipping the Scales in your Favor

Go down the hallway through Jake's car and you'll see a strange scale next to a locked door. There are a number of symbols above the scale, including the duck and the square that you saw on the oven back in the dining car. There are also a couple of pictures that look like the stuff you saw on the sampler in Camille's car. Each symbol on the puzzle (owl, cherry, etc) has a corresponding number on the sampler. That number represents the net weight that will light up that symbol. To light up a symbol, the pointer must be pointing at it while the net weight is correct. Take the slugs from your inventory and place the 7 slug on the right scale. The slug lights up the lamp above the owl image. Now drop the 3 slug on the right scale. This lights the lamp above cherry image and unlocks a panel door with the owl and cherry carving. When you find other slugs you'll be able to open other doors and devices in the train.

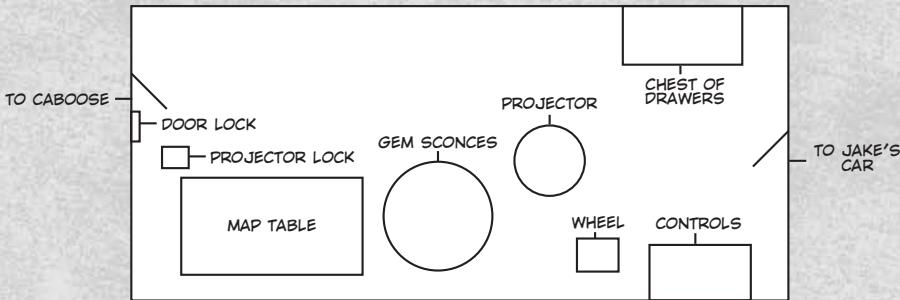


Next Stop: The Projector Car

Was Jake Hurley a fan of Jules Verne novels? This massively metallic car has plenty of strange contraptions that were high tech in Hurley's era. Will something bad happen if you tamper with the wrong gizmo? Play it safe and open the chest of drawers first.



PROJECTOR CAR



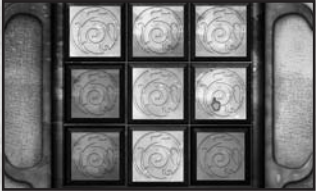
A Chest of Treasures?

Open the top drawer and take the 8 slug out. You'll find a note about "Silver is orange, blue, green, red, purple, yellow" in the second drawer. The third drawer seems empty until you pull up the false bottom that conceals a blueprint. The drawings feature components found in the room, but you'll need gemstones to make the devices work. There's also mention of a map on the blueprint. Does this strange device shed light on the location of Jake Hurley's hidden fortune? Examine the bottom drawer and you'll find a torn note covered with Jake's writing. Apparently he accidentally knocked a doll named "Naughty Tina" off a shelf and cracked its porcelain complexion.



What's Behind the Locked Door?

At the far side of the room you'll find a locked door with a random combination lock. The sequence is never the same twice, so do your best to remember the pattern for the combination by pressing the buttons until all nine buttons lock firmly into place.



Lori's Surprise!

After you press all nine buttons on the combination lock, the door will open and you can move along into the last car in the train... and discover Lori Girard! She's so amazed that an amateur detective found her that she still can't remember your name.



Lori Girard

As an aspiring tabloid queen, Lori Girard wants nothing less than the attention of the world. If she can't captivate the mass media, she'll settle for the captive attention of the author of her favorite books, the host of her favorite television show and the hunkiest detective she ever met at a party. When Lori's father bought a shipping company, this bored teen found Jake Hurley's untouched train in storage. She had to beg her father to have the train restored to working order and permits filed at various railroad offices before she could embark on her adventure to discover the fate of a fabled American adventurer. While Lori won't tell you if she tried to find the mine herself, she will admit that she likes to throw parties, and putting famous people on a train to solve a mystery is a great way to make news. Lori might not seem like a threat, but her behavior hints that she'll stop at nothing to be famous... or even infamous.

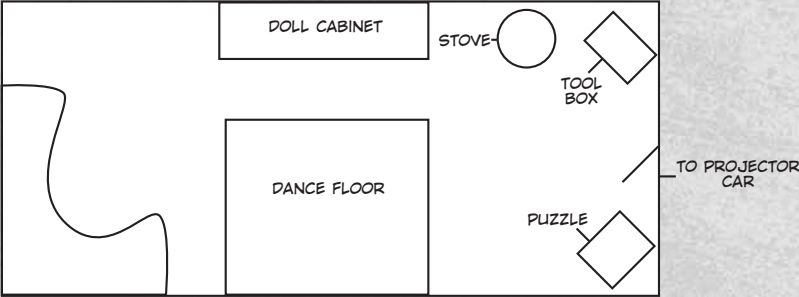


Jake's Letter to His Niece

Because you found Lori before anyone else, Girard insists on giving you one of the most important clues she found on the train: Jake's 1901 letter to his niece Ruth Kensington. The note explains that Jake's train is the key to finding his hidden fortune.



CABOOSE



Dancing Queen?

After talking to Lori Girard take a look around and examine the polished wood dance floor. Camille's dance shoes hang from one of the practice bars, but time and countless steps have worn away the name inside the shoes. You're going to need some outside help, so take out your cellular phone and call Bess and George. Tell them about the shoes, then hang up and press the CAM button on the cellular phone, but make sure that you take a photo of the faded lettering inside. Highlight Bess Marvin's phone number and press the SND button on the phone to send the image to your friends. If you did it right, they'll call you back with important information later down the line.



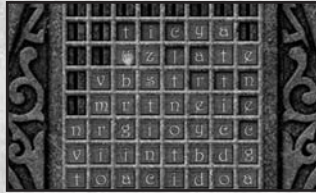
Vintage Tools

Before you leave the caboose, check out the ornate box just left of the door. Inside you'll find a tool with a head shaped like the strange screws that you saw on the vent grate in Camille's car. Could there be another pipe puzzle looming in your future?



Wild West Words

Directly across from the toolbox is a statue. Look at the grid on the statue and press the letters that spell out CALICO, SILVER-ADO, CENTRAL CITY, DODGE CITY, VIRGINIA CITY and TOMBSTONE. The letters left are NVRZTBAA—that spells something important for later.



Mapping Out a Mystery

Return to the projector room car, turn right and examine the machine that requires eight letters. The strange statue gave you NVRZTBAA when you solved the word match puzzle with Jake Hurley's note. After you correctly enter the letters, stand back and watch the mechanical show as the antique device whirs to life, pulls out a map from a high shelf and spreads the document out on the table in front of you. If this new map is the one that leads to Jake Hurley's fortune, there isn't a mark, symbol or drawn circle that resembles a mine or directions to buried treasure. Perhaps the Hardy Boys can help you out with a little background info from their dining car research.



Help From the Hardys

While you were out running around, Frank and Joe didn't budge from their comfy antique seats in the dining car. Make your way all the way back to the front of the train and show them the yellowed letter that Jake Hurley wrote to his niece over a century ago.



A Clue From Above

After your dining car discussion, take a moment to admire the fine furnishings again. Look up along the ceiling and you'll see a zircon gem in the base of the chandelier. According to the letter, you need to find other precious stones for the projector.



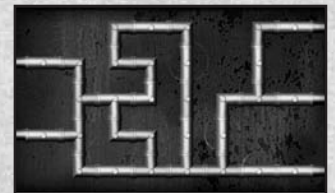
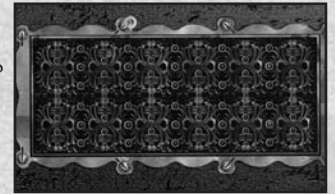
Eye of the Ibex

Return to the sleeping car and examine the ibex on the wall. The right side of the head has a normal glass eye, but if you turn and glance at the left side of the head, you'll see a green peridot stone. Reach up and take the gem and put it in your inventory.



Perplexing Pipe Puzzles (Part 2)

Keep moving back until you reach Camille's car. Use the special tool that you found in the toolbox in the caboose to open the screws on the grate below Camille's sampler. You need to line up the notches on the screw heads with the notches on the grate. Normally this would be easy but some screws move as you turn heads. To solve this puzzle you need to know exactly where to begin, so start by aligning the screw in the upper right corner first, then work your way around. The screw just left of the lower right corner screw turns on its own, so make it the last one to fall into place. Now connect the pipes on your own or use the handy photo on the right as your guide.



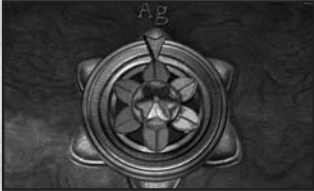
Below the South Pole

Return to Jake's car. Tino is still here collecting facts, so check out the globe. You'll see a tiger's eye stone at the base. Go ahead and pull it out. At the rate you're collecting these gemstones you'll be through this puzzle in no time flat, right?



The Combination for Silver

Stroll over to the humidor on the table where you saw the symbol for Ag (Silver) on the box. Is this the same "Silver" mentioned on the scrap of paper from the projector room? Give the combination a spin using these colors in the following order: Orange, Blue, Green, Red, Purple and Yellow. Remember that the colors are old and faded, so red looks orange. Move the cursor to the outer dial and turn it until the arrow at the top of the dial points to the Orange leaf. Now click the arrow and line up the Blue leaf. Keep going using the order of the colors on the scrap of paper. Now you can take the combination lock, open the box and grab the paper with Hurley's Whirly Burly dance steps.



Who Pulled the Brakes?

Read the note from Willson Carbide and Acetylene Works and make your way to the caboose. Someone threw the train emergency brakes! Go see what the Hardy Boys think.

Tino Talks (Again...)

Tino might be dusting for fingerprints on the emergency brake handle, but don't rule him out as the phantom brakeman. Examine the brake in the sleeping car and make your way back to Jake's car. Is our defective detective done gathering all the facts?



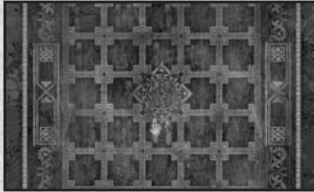
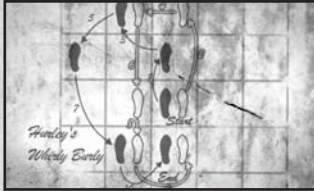
Grey Matters

Tino says that he found a thermometer that belongs to John Grey next to the thrown brake. Return to Camille's car and ask John about it. Grey seems defensive about the missing thermometer, but he's trapped in an indefensible position with circumstantial evidence.



Put On Your Dancing Shoes

Make your way back to the caboose. You'll need to dance the ten-step Hurley's Whirly Burly to open the combination, but you won't be able to make your moves and look at the dance step diagram at the same time. If you get stuck or can't remember, check out the photo diagramming the moves on the right. Once you do the steps properly, you'll open a hidden cabinet filled with Camille's dolls. Before you forget, make a call to Bess and George on your cellular phone and ask about the name on the dancing shoes. The name is Chaussettes Chatoyantes, a fancy French term that means shimmering socks. You'll need to know this name if you want to play with Camille's eleven dolls.



Small World, Big Lineup

Jake Hurley left a doll of a puzzle. Reorganizing this lineup is hardly child's play because you'll need to rearrange the dolls so the initials in their names spell out the name inside Camille's dance shoes: Chaussettes Chatoyantes. You could run around the train looking at the receipts and the old photos or you might want to take a peek at the correct order in the photo on the right. When all the porcelain faces are in their proper places, you'll unlock a locked drawer containing a 2 slug and a 1 slug. Don't forget to take the tourmaline on the floor!



True Confessions of a Chicago Cop

Did Tino finally collect all the facts in his investigation? Return to Jake's car. Wait a second... there's something on the floor next to the desk. It looks like... Hey! This is the packing material from John's crates! Ask Tino about it and he'll come clean.



What's Cooking?

Walk up to the dining car. There's nothing like a ghost sighting to make you forget all about the ramblings of a celebrity cop. Even if you don't see a ghost, you'll certainly see a cast iron square and duck on the stove. Take your slugs back to the scale in Jake's car.



Vintage Leftovers

Place the 1, 2 and 3 slugs on the left scale and the 7 slug on the right scale. If everything weighs out right, you'll turn on the square and the duck lights. Return to the galley stove and look inside. It's a contract for James Thurston, Jake Hurley's engineer.



Meeeeeow!

Talk to the Hardy Boys in the dining car and learn about the spat between Charleena and Lori. Before you run off to investigate, ask them about James Thurston, Jake Hurley's engineer. They'll agree to help you out by looking into any mention in the train's books.



Ghostly Images?

Talk to Charleena Purcell and hear her novel side of the story about Lori Girard. Make your way back to Camille's car and John Grey. Depending on what you've done, he'll show you photos or let you listen to a tape. He'll also explain the wonders of piezoelectricity.



Family Ties Down the Line

Return to the dining car and ask Frank and Joe about their research on James Thurston. James Thurston's wife lived in Copper Gorge. While she's long gone, Thurston might have had a son, daughter or other descendants who live around the old mining town.



Next Stop: Copper Gorge

There's not too much in Copper Gorge, but you'll find plenty if you know where to look. Sliding your magnifying glass cursor over the museum and the old crypt up on the hill will turn it red. Clicking on the train station moves you back onboard the train.



Trails to the Crypt

Visit Camille's Crypt and the weary undertaker will inform you that he accidentally dropped the key to the crypt entrance down the drainage grate in front of the tomb. He has a replacement key on order, but it seems unlikely that the key will arrive before Jake Hurley's train chugs away from Copper Gorge Station. If you look down into the shadows beneath the rusting grate you can see the lost key. Perhaps you can find or make a sticky or magnetic tool that can hook up with this recently lost antique. Make your way back down the hill to the Copper Gorge Museum.



Museum and Taffy Treasures

Charleena Purcell's presence on the train created quite a local commotion among the residents of Copper Gorge. Introduce yourself to the museum mascot behind the counter and you'll discover that the building is formerly Buell's General Store, the place Jake Hurley mentioned in a note about his mining lamp and pick ax. The museum also cooks up sticky sweet saltwater taffy—a gooey confection so tasty that the museum staff gives out free samples to any lucky winner who earns game tokens. Even if you're not in the mood for chewing on saltwater sweets, Copper Gorge's taffy on a stick could be exactly what you need to fish the key out of the grate at Camille Hurley's crypt.



Five-to-One Odds

Do you feel lucky? Hopefully you do because it's all you need to win the museum's horse racing game. The object is to pick the race winner among the five horses. Before the race begins, press the numbered button of the horse that you think will win then start the race by pulling down the handle. While all horses have a fair shot at winning, the yellow #11 horse is a favorite among track insiders. If you want to play your favorite color, just keep playing the game until the horse that you picked to win comes out ahead of the rest. You'll win a token for your shrewd track-side predictions. Odds are that you'll keep on playing the game, but you'll only win one token here.



The Gold Rush Game

The Copper Gorge Gold Rush Game is a pachinko-style, mechanized race to the top of a mountain. Move the magnifying glass cursor to the base of the plunger and click your mouse to shoot the balls. The trick is to pull the plunger down almost all the way before releasing. Aim for the holes in the donkey and dynamite to pull your miner to victory.



Tokens for Taffy

Once you earn your coins, cash them in at the Happee Taffee vending machine next to the cash register at the museum service counter. You'll need a gold nugget token and a horseshoe token for each slot in the machine. Now you have your taffy on a stick!



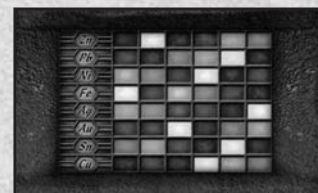
Lost Luggage Claim

Glance around the museum and you'll spot a trunk next to a door. Examine it and you'll see the same initials Jake Hurley used on his correspondence. It looks like the combination lock from the humidor might fit on the clasp, but don't mess with it right now.



Key From the Crypt

Leave the museum and return to Camille's Crypt. Use the taffy on the grate in front of the entrance to fish out the key. Slide the key in the keyhole and make your way down inside the old spooky building. Before going downstairs, look left and you'll see a 6 slug among the rocks. Pick it up and save it for later. Camille's final resting place looks like a small room, but there are important puzzles here. The stained glass window has some strange initials and colored blocks. These letters are also on the periodic table in Jake's private car. Are the colored panes of glass combinations for Jake's humidor lock? Camille's casket has an indentation shaped like the humidor lock. You'll find the word "copper" on the casket. That's creepy. If you looked at the periodic chart, you would find that the symbol "Cu" stands for copper. Now examine the four supports in each corner of the room. Jake's letter mentioned something about rubbings. You'll find a clue or two after you have a piece of paper.



An Old Compartment

Place the humidor lock on Camille's casket and enter the color combination for "Cu" from the row of colors on the stained glass window: Green, Red, Purple, Yellow, Orange and Blue. If you enter the combination right, you'll open a small drawer with the citrine gem inside.



Autograph Session

If Camille's casket had a citrine gem, maybe Jake's trunk holds other treasures. Return to the Copper Gorge museum and ask if you can look inside the trunk. After protracted negotiations, Fatima agrees to let you look if you get Charleena Purcell's autograph.



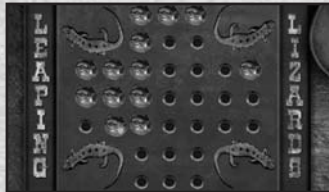
Pen Name

Charleena Purcell has a photo that she'll gladly autograph for Fatima, but she brought her laptop so she doesn't have a pen. You'll need to borrow a pen from someone. Tino seems to be a cop prepared for any possibility so maybe he has one among his gathered facts.



Leaping Lizards

Tino knows that every detective should have a pen, and he has several. He'll let you keep one if you top his Leaping Lizards score. You'll need to beat his score of five to win. Focus on clearing the marbles out of each end on the game board and you'll jump ahead.



Fatima's Brush with Fame

Take Tino's pen to Charleena Purcell in the dining car and give Charleena's autographed photo to Fatima at the Copper Gorge Museum. Depending on exactly what you did in the game, you'll meet the Hardy Boys before or after talking to Fatima in the Museum.



Part-Time Work

Frank and Joe Hardy have a lead on James Thurston's offspring. Apparently he drops in at the local diner. The cook won't point him out unless Frank fills in for the local short-order cook. Don't forget to ask Fatima about the trunk before you go back to the train.



Open Jake's Trunk

Fatima is so excited about Charleena's autographed photo that she'll let you have whatever you find in Jake's old trunk. Place the combination lock from the humidor on the trunk and use the combination for lead (Pb) to open it: Red, Green, Blue, Orange, Yellow, Purple.



Ax Job

Inside Jake's trunk you'll find an old monogrammed lamp, but the pick ax is nowhere in sight. Don't close the lid on the trunk until you grab the 10 slug at the bottom. Go back and talk to Fatima at the museum counter. Ask her if she has seen a pick ax with the initials "JH" on the head. She has the pick ax up in her kitchen and she agrees to let you have it after you sort the museum taffy for her. Go through the door next to the trunk and you'll find the taffy machine. If you memorize the taffy colors and study where each one goes, you'll have no problem finishing the assignment. The work is fairly easy and certainly beats serving up hamburgers at the local diner.



Burger Time

The peal of the dinner bell at the local café has a strange way of jarring James Thurston's grandson's memory. You can only ring the bell when you fill an order, but this isn't a fast food place, so take your time and read each order slip carefully. If you mess up an order, the waitress yells at you and distracts the old timer from telling Hurley tales. The most common short-order cook mistake you can make is forgetting the bacon. You'll find it up on the counter by the bell instead of down among the other condiments on the preparation table. If you forget an order, you can check Flo's handwriting even while preparing the food, so don't hesitate to look once or twice.

Post-Diner Discussions

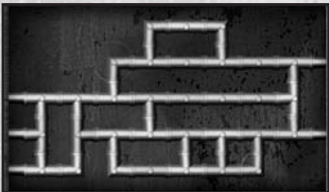
Back in the train Frank tells you about the poem that old-timer recited in the diner. You'll find this important verse in your case journal. It's the order in which you need to place the gems in Jake's projector, but first you need the last gem. Go to Jake's car.

Amethyst

With Tino out with the others looking for Jake Hurley's mine in Copper Gorge, you'll have no problem prying the amethyst gem loose from the cougar statue on Jake's desk. Since you have a couple of extra slugs now, return to the scales in Hurley's car.

Perplexing Pipe Puzzles (Part 3)

Place the 2, 7 and 10 slugs on the left scale and the 3, 6 and 8 slugs on the right scale and you'll light the eagle lamp. Remove the eagle painting in the dining car. It's another pipe puzzle! See if you can figure it out without looking at the photo on the right.



Wax Paper

You still need some paper for the rubbings. While wax paper might not be ideal, the Copper Gorge Museum has rolls of it in their taffy room. Ask Fatima at the counter if you can borrow some. For once she won't insist on making you do extra work to earn it.

Crypt Rubbings

Return to the crypt and use the wax paper and pencil on each of the four corner supports. As you complete the rubbing puzzle you'll find the words "Wisdom," "Charity," "Purity" and "Eternity" etched in the walls. Didn't you read about those words somewhere?



A Grate Lock for Sleepers

On your way back to Camille's car, look for the grate near the "Quiet" sign in the sleeper car. The four arrow motif designs on the grate latch match your rubbings. Open the grate and you'll find a combination lock. Now all you need is a combination.



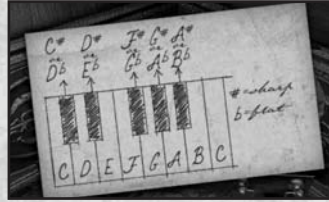
Vintage Samples

Examine The Little Book of Samplers on the sofa in Camille's car. On page 33 the respective sampler motifs for wisdom, charity, eternity and purity are owl, dove, crown and harp. Write down the numbers next to these motifs on Camille's sampler: 7-9-6-3.



Playing In the Right Key

It's tempting to return to the sleeping car grate and use the combination, but there's still one more important task left for you to complete in Camille's car. Use your sheet music on the piano. This time John Grey will let you play as loudly as you like. Strike up the last notes on the last line in the sheet music. If you're stuck and don't know the notes, examine Camille's keyboard diagram on the piece of paper inside the drawer of the lamp table in the corner of the room. If you play everything just right (remember that you can go as slow as you want) then the right piano leg will pop open and you'll be able to take Jake Hurley's spyglass for his projector.



Perplexing Pipe Puzzles (Part 4)

Return to the grate combination lock in the sleeping car. Open it up and enter the combination that you copied from Camille's sampler: 7-9-6-3. Oh no! It's another pipe puzzle! Take heart—this is the last one, and the solution is in the photo on the right.



Home Movie Time?

With all pipes connected, is it finally time to see what's showing on Jake Hurley's projector? Place Jake's pick ax next to the machine that controls the steam. Turn the round handle on the stand and place the spyglass and the lamp. You need fuel for the lamp!



Jake's Carbide

Return to Jake's car and grab the carbide from the Carson's Carbide canister behind the desk. It's just what you need to power the lamp for the projector. Use the carbide on the lamp to fuel it up. All you need to do now is place the gems... in the right order.

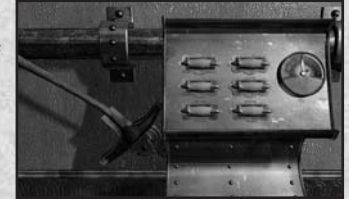


A Gem of a Puzzle

Open up the strange device in front of the projector and place the gems on each rotating sculpture in the order of the poem that you wrote down in your case journal: tiger's eye on the starfish, zircon on the talons, peridot on the hoof, amethyst on the fin, citrine on the beak and tourmaline on the vine.

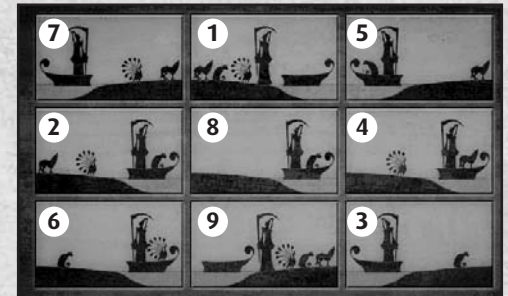
A Crushing Setback

Maybe it was a century's worth of shelf life or one too many crushed coconuts, but Jake Hurley's pick axe handle snaps the exact moment that you attempt to start the show. You need a Twentieth Century innovation and fix-it favorite: A big roll of duct tape.



A Boxed Set

Tino Balducci might have a pen or three, but he isn't packing duct tape. John Grey is the guy with the gizmos. He forgot the key for his antique toolbox, but if you can figure out the combination, his duct tape is all yours. Press the buttons in the order of the images.



Duct Tape Fixes Everything

Now that you have the duct tape, it's a quick wrap and you're ready for the show to roll, right? Just apply a generous couple of turns of tape around Jake's old wood pick ax handle and then push the shaft down and... nothing. It's easy to get steamed over these delays. You need some sort of power source. Remember all those pipe puzzles you connected throughout the cars? Don't get steamed—get steam. Head back to the dining car and turn the large round handle in the kitchen. It's the valve with the sign that says not to open unless ALL pipes are connected! With steam moving through the connected pipes, you can fire up the projector and discover Jake Hurley's secret!



Retro Light Show

Don't hesitate—you earned this moment! Throw the ax handle down on the steam vent opening and watch steam from the locomotive boiler power Jake Hurley's projector! It's a technological wonder a century in the making, so don't be surprised if all the whirling gizmos take a few moments to warm up. Spend a moment savoring the satisfaction of knowing that you beat everyone else to finding the location of Jake's mine. Sure, Charleena Purcell wrote a novel, Lori Girard read a book and John Grey recorded blurs and noises while Tino Balducci reminisced about an embellished past, but now you alone know that Jake's mine is located in Brimstone Canyon in Southern Nevada!



The Mine at the End of the Line

Maybe Lori Girard can't remember your name, but at least she was fair about giving you a ten-minute start ahead of the rest of the celebrity investigators. The weird thing is that someone moved the train shortly after you stepped off. What's up with that? Make your way down the canyon and you'll find the mine entrance covered with rubble, but there's a cannon to blast the debris away—if you can figure out the fuse combination. The combination is random but the switches are just like the lock you had to open to enter the caboose. Just click away until you guess the right order on the six latches!



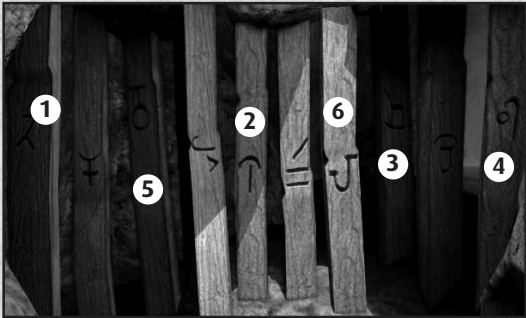
Lizards and Lock Colors

As you enter the mine Jake's humidor lock spins to various colors. On the wall you spot glowing lizards in unusual colors. Follow the lizard colors that match the colors on the spinning humidor lock. Apparently Jake carried the ultimate key for finding his hidden treasure. Along your subterranean excursion you'll see planks with carved symbols. Remember the order of the carvings as you take the elevator down the shaft. Keep following the humidor colors and even if you don't see a lizard, stay on the passage until another colorful critter appears. Considering all the color combinations and twists and turns, there's no way anyone could have followed you down here...



The Last Puzzle

You found the last puzzle, but a mistake here has deadly consequences. To avoid crushing defeat, remove the planks in the order of the symbols that you found along the way, or follow the numbers in the photo on the right.



Jake Hurley's Final Fortune

Poor Jake Hurley. All that remains of his personal possessions is a piece of yellowed parchment and a photo of Camille clutched to his chest. Remove the correspondence from Jake's skeletal hand and examine the faded contents. It's a letter from Abraham Lincoln written on the day he was assassinated! It's not gold, but this historical document is worthy of a small fortune. Too bad someone from the train followed you all the way here to take it—and trap you behind a wall of caved-in rock! Hop in the mine cart and look for warning signs along the track. The trick to staying on track and surviving this wild ride is to go the opposite way of the skull signs that you'll spot flying by your mine car. If you see a sign on the left side of the tracks, quickly click on the right side of the screen to turn away in the opposite direction. If you keep rolling through the Brimstone Canyon mine, you'll shoot into daylight and recover an important piece of American history!



YOU DID IT!