

NANCY DREW

Legend of the Crystal Skull



dare to play.

Her Interactive, Inc.

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THE SEARCH IS ON FOR AN UNEARTHLY ARTIFACT!

For decades the wealthy and retired Bruno Bolet was the proud owner of the “Whisperer”, a legendary crystal skull believed to protect its holder from almost any cause of death - except possibly murder. When Bruno unexpectedly passed away, his nephew Henry came to New Orleans to wrap up affairs, but he couldn't find the missing artifact among the clutter of Bolet Manor. Did Bruno's best friend steal the crystal skull? Did his gardener hide it in her potting shed? Or did someone else bury the Whisperer among the old secrets in the neighboring cemetery? It's up to you as Nancy Drew to team up with Bess and recover this mystical artifact before it falls into the wrong hands!

Y'all Hold Up a Spell!

There's something really cool and important that you need to know about this strategy guide. It covers all the steps and solutions for solving Nancy Drew: Legend of the Crystal Skull on Senior Detective level, but everything is written in a way that *won't give away the culprit!* You must complete the game if you want to know the identity of the true troublemaker. This guide assumes that you already know about basic game functions, including how to move, interact with characters and use the features in the game tutorial. If you're playing at Junior Detective level, some steps in this guide won't be necessary, but the tips below can make the game easier to play:

- Because all of this adventure takes place at night, it can be tough to spot important clues in the dark unless you turn the lights down while playing the game. This can help you see things that would otherwise be overlooked.
- The cemetery is a big place and it's easy to lose your way among the monuments, so use the large photo of the model on pages 8 and 9 to find your way.
- If you spot a phone number somewhere, that phone number automatically appears in your phone directory. As soon as you find a number, go ahead and call—it usually leads to the next important step in the game.
- Take a moment to save your game after completing a challenging task (like blasting those pesky wasps in the garden). This can eliminate some lost work if you decide to backtrack to check facts in an earlier part of the game.
- Tinker with everything! While this book covers the steps needed to complete the Nancy Drew: Legend of the Crystal Skull, there are plenty of other surprises hidden away in the nooks of Bolet Manor and the shadows of the nearby cemetery.

THE EYE OF THE STORM

Wow! A vacation in the Big Easy! Too bad the weather isn't the greatest, but at least you have Bess along with you to wait out the storm. Since you're waiting for the rain to stop, this might be a good time to check in on Ned's friend, Henry Bolet. Since the younger Bolet's wealthy great uncle passed away, nobody has heard from Henry.

Smoke Gets In Your Eyes

Hailing a taxi on a stormy New Orleans night is about as easy as finding a quiet hotel with a vacancy during Mardi Gras—but anything is possible with patience. Although you caught a ride out to the old Bolet Mansion, it might be tough to hitch a ride back to the French Quarter during this storm. The streets are empty and it takes a brave soul to visit a creepy house next to a cemetery. Especially at night. Someone left the door open, which seems unusual. Follow the wet footprints into the great hall and talk to the man in the skeleton costume. Your conversation seems one-sided until the power goes out, and then the skeleton tosses a smoky powder and vanishes as you pirouette to the floor!



Old Remedies

Renée Amande rouses you from your unanticipated slumber. She apparently doesn't have a clue about what happened to you, but she offers a strange greenish concoction to drink. First slumber powder, now herbal remedies... you must choose to accept or decline her eccentric Southern hospitality.



RENÉE AMANDE

Herbal remedies aside, Renée Amande must love her gardening work. She keeps potting plants right through a stormy night with the power out. It's one of those quirky behaviors that should have a good detective asking questions, although Renée has questions of her own. This superstitious gardener suspects that Henry might be dividing up shares of the Bolet estate in a less-than-fair manner, but she doesn't have proof. One thing to keep in mind is that while Amande will inherit a portion of the Bolet assets, it's the smallest portion of Bruno's estate. She might give you the impression that her share is enough, but what she tells you could be completely different from how she feels. Is Renée staying on to work as a gardener to fulfill her obligations, or is she lingering in hopes of stumbling across a lost artifact that surpasses her ten percent in the Bolet inheritance?



Talk to Henry

Whether you accept or decline Renée's yucky-looking green beverage, get up from the plush daybed after Amande leaves and talk to Henry. Bolet appears agitated about being left on hold, but at least he has time to discuss the legal complications he inherited after taking over Bruno's estate.



HENRY BOLET

Your pal Ned shouldn't be worried—at a glance all seems well with his college buddy, Henry Bolet. While Henry is the executor of his great uncle's estate, his inheritance seems to be nothing more than a stack of files filled with problems involving creditors and lawyers. That's why Henry didn't return Ned's calls. In fact, Henry seems so preoccupied with legal matters that he doesn't seem to care that you were knocked out by a mysterious intruder. He doesn't want Renée calling the police and creating more complications. It's twisted and weird, but that might be why he'll let you investigate the Bolet Mansion. Perhaps Henry is worried that the police might find something hidden in the old house, or that they would find evidence of a crime bigger than a break-in by a powder-packing creep in a costume. Or maybe he's hoping that you'll find something else that he lost.



Ashes to Stashes?

Remember Henry's warning about his great uncle's pets. Stay out of the garden for now and go through the closed doors to the foyer where the skeleton gave you the dust-off. Examine the fireplace in the great hall. Inside you'll find the remains of a sale receipt from a place called Zeke's.



A Scaled-Down Graveyard

After you recover the burned receipt from the fireplace, make your way across the room to the model of the cemetery. Move in for a closer view. You can scroll across this creepy miniature graveyard by holding down your left mouse button and moving your mouse. If you look in the lower right corner you'll find the Forty Winks Mausoleum. Pick up this building and pop open the diminutive doors. Take the glass eye hidden inside. As you explore the rest of the cemetery, move the tree branches and touch the fountain. In the upper left corner of the model you'll find a locked building with four symbols. Examine the symbols on the roof and then set it down. You'll need to unlock this tiny secret in a little bit.



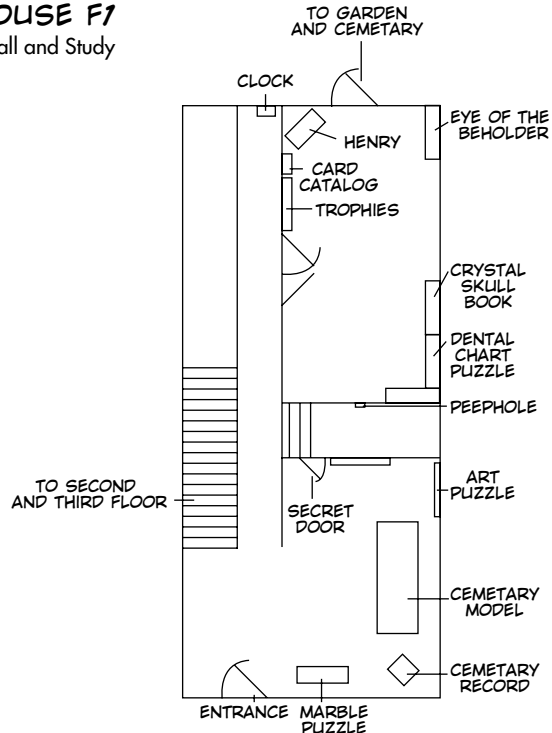
Grave Rubbings?

In the corner next to the portraits is a piece of paper on the floor. It shows a rubbing of a crow engraving. Did Bruno make charcoal rubbings from the nearby graveyard and then model the artwork on his model cemetery? That seems creepy. Some retired professionals have hobbies with model trains or detailed ships inside bottles, but Bruno tinkered in morbid models. Put away the paper and examine the portraits on the wall. Were these people real? Why are they holding certain objects? One of the picture frames is empty. Did the skeleton take the canvas? If he did, could he have dropped the charcoal grave rubbing of the crow image? Maybe someone in the garden can paint a clearer picture.



BOLET HOUSE F1

Great Hall and Study



CEMETERY MODEL



To the Garden

It takes dedication to tend plants on a stormy night, but the weather doesn't bother Renée Amande. Talk to her about your findings and ask about Henry. She seems to think that Henry will sell off Bruno's possessions before the estate is distributed to everyone in Bolet's will—including her rightful share.



A Dry Fountain

Despite the falling rain, the fountain in the center of the manor garden appears completely dry. Perhaps there is a leak somewhere. Look closely along the bottom and you'll see a hole where the water apparently drained out. Inside you'll see a key and an ugly spider! You can return here later.



The Bolet Crypt

Leave the fountain and proceed through the old cemetery gate. Walk straight past the fountain and the tree, and then turn left where you'll see the red glow from the illuminated Bolet crypt. It hardly looks warm and cheery, but the doors are locked right now. On the front of the crypt you'll see four stone squares. Do these squares hide a secret engraving? There's some charcoal in the great hall fireplace. If Renée gives you paper, you might scratch out an important clue. Return to Amande in the garden. If you're having problems finding your way to the manor, flip back a page to the model diagram on pages eight and nine—for some reason Bruno made a scale model of the cemetery next to his home!



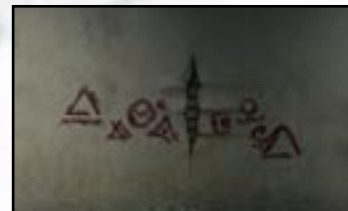
In Nancy She Trusts

Renée is still working on her plants next to the manor. Ask her for plain paper and she'll mention that she has some in her room, but that she needs to finish her garden work. If you're persistent, she'll relent and give you her room key—and ask you to bring a Koko Kringle bar back for her.



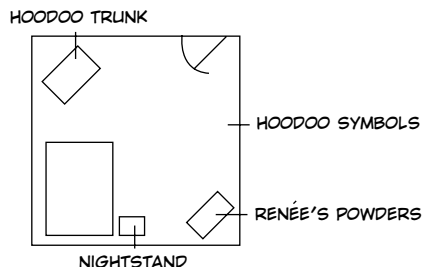
Renée's Room

Renée has a room upstairs in the Bolet Mansion, but she seems more concerned about Henry snooping around in her room than a skeleton running around with knockout dust. Go through the library (ignore Henry for now... he's busy on his laptop computer) and return to the foyer. Now climb the stairs. At the top of the staircase you'll find a vacant room. That's not Renée's room, so don't worry about it unless you want to pick up a glass eye from the drawer... but you won't need it until later. Keep it simple for now and climb up another short flight of stairs to the locked door next to a glowing candle. Use the key that Renée gave you to open the door. Compared to the rest of the house, Renée's room looks old and drab so it's easy to understand why she spends hours working around the bright garden plants. Examine the strange symbols on the wall and the weird writing on the trunk. Perhaps Renée can tell you more about it. Before you snoop around, don't forget to take the paper from the top drawer in the nightstand and the Koko Kringle bar in the cabinet beneath the drawer. Wow! Check out the stacks of Koko Kringle candy bars! If you're a hardcore senior detective, you probably remember the Koko Kringle wrappers left by that messy Sonny Joon in the Secret of the Scarlet Hand. Hopefully he's not related to Renée Amande. Once you have the stuff you need, browse around but don't worry about the locked trunk or the writing on the wall. It's all part of a larger mystery that you'll need to tackle later.



BOLET HOUSE F3

Renée's Room



All Things Symbolic

Return to the garden and give Renée her Koko Kringles bar. Ask her about the symbols painted on her bedroom wall and she'll tell you a strange tale about a spirit living inside the wall and the word it said to her. Later she researched the word and wrote the symbols in hoodoo on her wall.



Rub Away...

Take Renée's paper back out to the glowing red Bolet crypt in the cemetery. Use the paper and the charcoal from the great hall fireplace on the four stone blocks on the front of the crypt. If you didn't take the charcoal, you'll need to backtrack and grab it. If you're having trouble seeing the blocks, run your cursor beneath the two columns and the two windows until it turns red—that's the easy way to spot the four squares. Use paper on these blocks to reveal the hidden images, and then return to the miniature crypt in the great hall. Each box in the miniature crypt has a different frame around it. Match these frames to the images on this model crypt and you'll open the roof. Take the key inside.



Big Boys Do Cry

Once you have the crypt key from the miniature crypt, you should be able to unlock the full-scale version beyond Bruno Bolet's backyard, right? Test your theory by walking back to the cemetery. As you reach the crypt you'll spot Henry crying. He'll run away before you can talk to him. Maybe Ned was right—it's a good thing that you checked in on Henry. Use the key in the door and go inside the Bolet crypt. In the lower right corner you'll spot something on the floor. Pick it up and examine the painting of a couple. Could this be Henry's deceased parents? Is that why he was crying outside the crypt? You can look at the memorials, but there is nothing else here. Take the painting back to the house.



Art Restoration

Leave Henry alone and continue to the great hall. Replace the painting on the wall (the painting looks like a rolled-up tube in your inventory). You'll probably see that scorched scrap of receipt in your inventory too. There's a number on it. Maybe Bess can find Zeke's shop in the French Quarter.



A Reluctant Assistant

Click on the cell phone icon to call Bess. She'll tell you that there is a shop named Zeke's across the street from your hotel room. What a convenient coincidence! It's too bad that Bess is less than enthusiastic about snooping around. Assume the role of the reluctant Bess and investigate.



Curious Curios

Click your way over the puddles in the street to Zeke's shop. Browse around and check out the mysterious thing floating in the green fluid and the mummy in the corner. It's almost as creepy as walking around in a graveyard at night! After you're done, talk to Lamont Warrick at the counter.



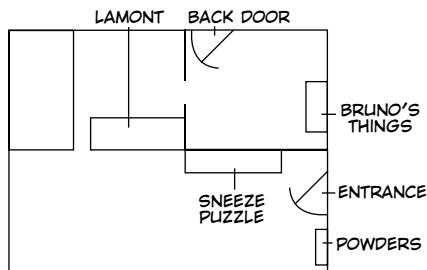
LAMONT WARRICK

Lamont Warrick loves his job. He's the proud owner of Zeke's, a colorful curio shop crammed with unusual and eclectic merchandise. Some New Orleans shops take the cheap way out and offer aisles and bins stacked with shoddy plastic imports, but Warrick dabbles in authentic—if not remarkably expensive—antiques. While Lamont seems extremely customer-friendly behind the counter, he shuts up the moment you ask about the burned receipt and a box from Bruno Bolet.



What is so important inside that box and why won't Lamont talk about it? While Warrick says that he doesn't know anything about it, the skeleton costume stashed away in the backroom makes him a suspect. He could have been dressed up in the great hall when Nancy dropped in. Did Lamont close up shop to commit a burglary, or did he assist Henry with secret sales from Bruno's estate before everything was divvied up?

ZEKE'S



A Sneaky Sneeze Trap

Ask Lamont about the receipt number and he'll start to talk about Henry, but then he'll shut up. The box with the receipt number is in the backroom, but because Lamont is too busy to get it, he won't let you see the contents. What you need is a distraction or something else that makes Lamont want to go into the backroom to get the box. Browse around the store and look for the cabinet near the entrance. You'll find some powders, but pick up the green sneezing powder on the far right. Take the powder over to the assortment of knickknacks around the piano. You can create a curio trap with merchandise and blow sneezing powder all over Lamont, but the fastest way to figure things out is by looking at the photos on the right. Once you have the sneezing powder trap set, test it on yourself by stepping on the scale next to the step. Make any necessary changes if the gizmos and gadgets roll to a stop. If the trap works on you, go ahead and ask Lamont to help you get something from the shelf. If he believes that there is a potential sale, he'll quickly take the bait.



Sneezy

Your trap automatically resets after you test it. Go ahead and call Lamont over and ask for help. He'll step on the scale that sets the antique gadgetry into motion. Spend a few moments enjoying the show and watching the shopkeeper's surprised expressions. In the end everything grinds to a halt as the bowling ball rolls into the old accordion that blows sneezing powder in Lamont's face. Warrick won't be able to stop sneezing and he'll ask you to get his nose spray from the backroom. Since this is exactly where you needed to go in the first place, take a few extra moments to snoop around back there. Lamont will keep on sneezing until you return with the nose drops.



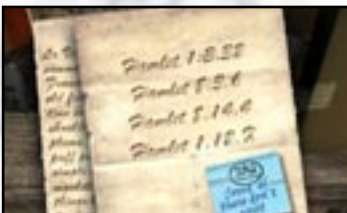
A Box of Junk?

Go behind the counter and into the backroom beyond the bead curtains. There's a box on the workbench. Open it and examine the photographs. The picture of Bruno almost verifies that this stuff is from the Bolet mansion. There's also a locked box with a strange keypad... and a skeleton costume!



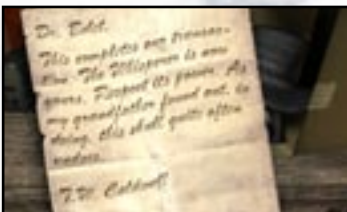
Mail Call!

Attached to the top of the locked box is a two-page letter. The first page is about a trip to France, but the second contains references to Hamlet that Lamont couldn't figure out. Is it a code? Try this—start with “Hamlet 1:3:32” and count the characters on the first page of the letter. The first number is L for the beginning of the letter, then count three more characters to the next letter (E) and so on. Then move onto the second line until you can spell out LEBENUNDTOD. What does it mean? Not much in English, but in German it spells out “Love and Death” and it's part of the German names for several translations of William Shakespeare's plays. Try entering LEBENUNDTOD on the box keypad.



It's All Inside

After you open the box Bess will call Nancy. It's important to listen to the conversation if you want to find the culprit and sort out clues without using every step in this guide. Remember that the letter to Dr. Bolet refers to a skull as the “Whisperer.” The creepy thing is that the skull-shaped indentation in the empty locked box is the same size as a human skull. During her phone call to Nancy, Bess mentions the photos and the iguana dressed up in a pirate costume. This sounds rather silly, but you might recall that Henry mentioned that his great uncle kept pets and that these pets were still alive. Finding the iguana could lead to a bigger mystery beyond fleeing figures in skeleton costumes.



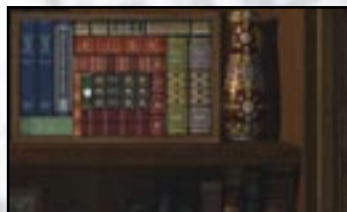
Iggy

If you want to learn more about skulls, the place to go is a library. There's one around the corner where Henry works at his desk. Examine the bookshelf and you'll spot an iguana. He was there before, but you couldn't interact with him. Henry will tell you that Iggy likes to snatch papers.



A Tight Fit

As you get closer to Iggy he'll run away. Besides snatching papers, Bruno Bolet's pet iguana knocks off heavy reading material. Henry isn't happy about the mess because he just organized and categorized those books for the estate. One hardback is about crystal skulls. Henry will let you read that book after you put everything back in the box exactly like he had it. Sorting out this task is easy if you piece everything together based on the photo on the right, but you'll need to squeeze in the books as close as they will fit along the sides of the box. If you allow the smallest gap, nothing else can be wedged in the box. After you have the books in order, read the research on crystal skulls.



The Crystal Skulls

Read the creepy history of the Whisperer Crystal Skull. Was this the noise that Renée heard through her bedroom wall? There's a piece of paper with strange writing inside the book. Take it. Someone wrote Beatrice Hotchkiss's number down. Step outside into the foyer and call the famous author.



Call Beatrice

Call Professor Beatrice Hotchkiss—the researcher that you met way back in Treasure in the Royal Tower. She can't remember your name, but she can recall all sorts of details about Bruno Bolet calling her before he died. Professor Hotchkiss thinks that Bruno's death was anything but natural.

Speak with Henry

If Bruno didn't meet a good end, could there be clues on his death certificate? Henry handles all the estate stuff, so he probably knows a thing or two about that. See him and he'll show you the document. Someone named Gilbert Buford signed it. While you're talking, ask Henry about Zeke's, too.



Where is Gilbert?

If you didn't ask Renée's about her potential share of Bruno's estate, do it before you call Gilbert Buford. This step is essential for moving the story along. When you do call Dr. Buford, his answering service will tell you that he's outside the gumbo cart on the corner of Rampart and Dumaine.

Bess to the Rescue

The corner of Rampart and Dumaine is in the French Quarter and right outside your hotel room! Make a phone call to Bess and ask her to find Dr. Buford at the gumbo cart. Switch to Bess and talk to Gilbert Buford outside Zeke's shop. Now phone Nancy and quickly summarize the important details.



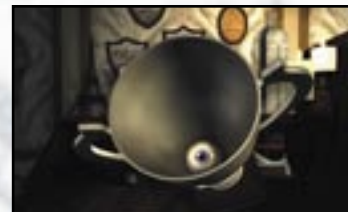
GILBERT BUFORD

Dr. Gilbert Buford wasn't just Bruno Bolet's personal physician; Gilbert was his best friend. At least that's what Henry told you, but don't take what the younger Bolet says as Goth gospel truth. What you can surmise from your interview is that Dr. Buford is charming and intelligent. He's also an exceptional storyteller, especially when he tells you his version of how he found Bruno Bolet unconscious on the foyer floor. Gilbert is candid about stuff like the pet iguana, but he wraps everything up with his suspicions about Renée Armande and her alternative medicines. Remember the circumstances: Dr. Buford wrote the death certificate and determined that there didn't need to be an autopsy. He also verified that that Bruno's body was cremated so no other doctor or medical examiner could investigate. The final twist? He insists that Nancy forget all about finding the crystal skull.



Trophy Rattlin'

If you examined Bruno's trophy collection in the library earlier, you probably noticed that one rattled when you picked it up. Head back to the library again and try opening the rattling trophy. It's another glass eye! What did Professor Hotchkiss say? Bruno told her that the "ayes" have it!



Décor Detective

Examine the card that you removed from the book written by Professor Hotchkiss. There are nine dots with a letter beneath each mark. In the great hall there are nine portraits arranged in the same positions as the dots. Return to the pictures and look at the portraits. Each subject holds an item, and these items begin with a letter that's written on the card in the book. What would happen if you arranged each portrait according to the item in the picture and the letters on the card? Go ahead and move everything. If you're stuck or not sure what to do, check out the photos on the right side of this page. When the portraits are in the correct order, a hidden door in the great hall opens.



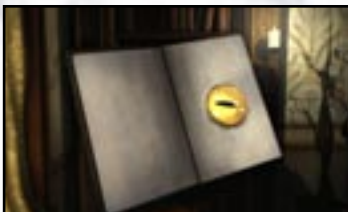
Take a Peek

As you enter the hidden passage, you'll overhear Henry talking on the phone to someone named Summer. Apparently money is a big issue in Henry's relationship, or at least it matters to his girlfriend. Look through the eyehole and flip the switch next to it. The lens zooms in on a book called "Eye of the Beholder." That's something worth reading later. Head up the stairs and you'll see a door with an iron lock and an engraved spider web design. The funnel web design looks familiar? You first saw it in the garden fountain where you found the key. Note the dashes along the strings outside the webs. What would happen if you strummed those strings in that order outside at the fountain spider web?



An Eye-Catching Title

As you walk to the garden, stop in the library and pick up the "Eye of the Beholder" book. Look inside and you'll find another glass eye! This one is red with yellow and it almost looks evil. Maybe Bruno wore it on Halloween or when he wanted to scare kids away from the nearby graveyard!



A Plucky Puzzle

Return to the drained garden fountain and pluck the strings around the funnel spider web in the order of the dashes shown on the engraved door lock. The raised dashes next to each line represent the order that you need to pluck each string, not the number of times you need to strum. If you're confused or you didn't copy down the lock diagram, check out the photo on the right. Start with string number one and then work your way to string number eight. If you end on a high note (and the right one) a hidden platform will elevate the key and the funnel spider will scamper for cover. With the aggressive arachnid gone, you can easily grab the key, and you can probably guess where you need to go next.



A Secret Study

You don't need to play with the portraits again to open the secret passage, just move your cursor around until it turns red and push against the door. Head up the stairs and use the spider key in the door. Inside you'll find Bruno's secret study! Examine the desk. You'll need quick reflexes to snatch the glass eye from the pendulum puzzle, but it's possible with a little practice. Check out Bruno's "Short Stories for Tired Eyes" book. It's a handwritten book full of strange stories, perplexing puzzles and dentistry notes. You'll need to consult this book later to figure out the mysteries locked away in the cemetery, but for now there are plenty of other things to examine in this room.



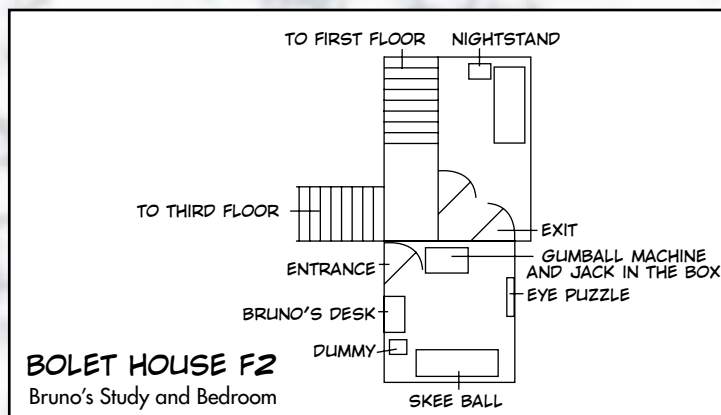
Like a Fun House

Check out the photo on Bruno's desk. There are some guys in skeleton costumes and an inscription from Gilbert. What's up with "a good time was had by all"? Did they run around town knocking people out with their potent sleeping powder? There's also an old invitation to join something called "the Jolly Rogers" and a calendar book with skull and crossbones marked on certain days. Examine the rest of the room and note the rack that holds up to 25 glass eyes. Bowl at the bowling game until you turn all the squares into eyes. If you're stuck, try flipping the eyes first on the sides and then finish with the row in the middle. Can you guess what you'll win? Add that prize to your eyeball collection.



Make An Exit

Apparently Iggy had his own way out of the study through a vent, but you'll have to find a larger, human-sized exit. Look above the jack-in-the-box on the table and you'll see a bronze sconce for a lamp. Pull down on the lamp and you'll open a secret door that leads to Bruno's former bedroom.



Bruno's Room

If you didn't take the eyeball out of the nightstand next to the bed, remember to do it now. Before you leave, think about the jack-in-the-box on the table in the study. Each time you turned the crank it played a note. Each note was similar to the notes you could pluck on the fountain spider web.



Pluck a New Tune

This webbed puzzle is tougher than the first time because you need to duplicate the notes played on the jack-in-the-box. If you didn't write down the note order (and you should have played them all) go ahead and pluck middle C, middle C, middle C, D, E, E, E, D, middle C, D, E and middle C.



The Intimidator

After you strum the itsy-bitsy spider tune at the spider web, take your eyeball prize and see Henry in the library. Ask for his glass eye keychain. If he refuses, tell him that you know about the curio shop sale and his girlfriend Summer. He'll wise up and give you what you want. Good boy.



Reading for Comprehension

Remember Bruno's stories that you found in the book inside his secret study? It should be in your inventory. Review his "Time Will Tell" tale. It sounds complicated, but there's a grandfather clock at the end of the foyer. Maybe you can turn back the clock and earn a glass eye or three.



Timely Solutions

You could read the tales and figure out the times on your own for all three puzzles, but if you're missing a detail, here are the solutions for the clock puzzles: It's important to remember to press the button above the clock face after you move the hands to a specific time. If you forget to press the button, the lock in the clock won't register the time for the combination. For the first puzzle, enter 12:00, 3:00, 5:00, 8:00, 2:00 and 11:00. For the second puzzle, enter 12:00, 7:00, 10:00, 3:00, 2:00 and 1:00. For the third and final puzzle, enter 12:00, 8:00, 10:00, 4:00, 9:00 and 11:00. If you enter the combinations correctly for all the puzzles, you'll add three glass eyes to your inventory.



A Librarian's Tale

Another one of Bruno's stories was entitled "A Librarian's Tale." Return to the library downstairs and thumb through the card catalog until you find the book with the same name. If you find the card, you can find the book. On the cover is a combination lock. Remember the line: "The title's the thing, addition's the hook." Bruno isn't talking about that title, he's talking about the titles in his card catalog—specifically all of the books with a title that includes the word "eye." If you go to the card catalog and add up the reference numbers for these books, you'll find that it equals 1,540, which is the lock combination 1-5-4-0. Use this combination on the book and take the glass eye.



Dental Chart

Move along to the next story in Bruno's book. It's actually a chronology of some dental work he did on a patient named Quincy T. Booker. Bruno makes several references to which teeth he worked on and when, but you'll need to consult the dental chart in his secret study to see which teeth he was talking about. Now here's the weird part. In the library are several bookshelves containing books with teeth on the spines in the same order as the teeth on the dental chart. Tap the books in the pattern that matches the dental work and you'll earn an eye, but click on the books in the order that the teeth were worked on. If you're confused, we marked the order of the books in the photos on the right.



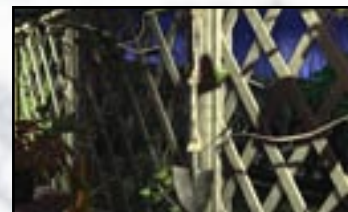
A Step in the Right Direction

Return to Bruno's book and read "Steps in the Right Direction." This looks like a trip to the cemetery in the rain, so go ahead and keep reading through "The Key to the Statues, The Statues are Key." If you're not sure where Charlie Wicker sleeps, look up his name in the directory next to the model cemetery. You can also use the model to find Seeping Meadow. Since the statues are outside in the garden and Charlie Wicker's tomb is a long walk in the rain, go to the statues first. You need to recreate the drawing of the feathers on top of the statue above Bruno's crypt. As you touch the top of each of the four small statues, you can change the positions of the feathers on the large statue. If you're stuck, imagine that the statue heads are numbers one to four from left to right, and then try this pattern: 3, 3, 2, 1, 1 and 4. If you did it correctly, a strange metal key will fall from the statue on top of Bruno's crypt. Use this key on the four small statues and you'll collect four glass eyes!



A Special Shovel

Before you wander off to Charlie Wicker's final resting place, you need a shovel. Go back to Renée Amande's and look along the right wall. The shovel is hanging up but it's hard to see. Examine the shovel, and then ask Renée if you can borrow it. She'll let you if you can finish a small chore.



Mushroom Hunt

Renée Amande will let you borrow Bruno's unusual skeletal shovel if you can collect five red Painted Conk mushrooms. You probably spotted two in the garden, but most of these mushrooms grow in boggy areas, like the swamp. You might recall a swamp on the right side of Bruno's cemetery model in the great hall. Hopefully he put that toy alligator there as a joke, but you'll soon find out for sure. Collect two mushrooms in the cemetery near Seeping Meadow and left of the large fountain. The last one is on a log near the water in the swamp. Watch your step around the shore and don't make any ripples. Once you have five mushrooms in Renée's bag, return to her and exchange them for Bruno's shovel.



Marble Madness

Now that you have the shovel, go back to the great hall and check out Charlie Wicker's directory entry and the cemetery model. While you're at it, play the marble game in the table that's in front of the sofa in the corner. There are a few tricks to completing this puzzle, but most are easy to figure out. The first thing that you need to know is that the marble closest to the laser at the start must roll LEFT, not right, then roll it UP and RIGHT. Use the square block to protect your game piece from a laser. The other thing you need to remember is that the ball on the far right side must roll left against a laser. You'll need to use your square block in front of the last laser to win the glass eye!



Need Directions?

You'll find Charlie Wicker's crypt at the far left of the cemetery in Seeping Meadow. Look closely at the list of engraved letters beneath his name and you'll notice that each letter stands for a point on a compass (W = West, N = North, E = East, S = South). Could the letters be directions to a hidden clue or a missing glass eye? Take out the paper that Renée gave you and use the charcoal from the great hall fireplace to etch out the directions. Once you have the directions (WNESWNWSENESEW) you can enter the forested area beyond Charlie's crypt. Before you explore further, this is a good point to save your game. Follow each step in the directions and check out the photos on the right. As you move, the skeletal fingers on the end of your shovel count down the number of paces that you need to move in that direction. For example, when you start, you go west four paces, then you turn and go north two. Sometimes the skeleton fingers show a wrong count when you stop and before you turn to change direction, so ignore those boney finger counts until you're facing in the correct direction and you're ready to count off paces. If you mess up, don't worry—you'll soon end up back at the crypt where you can try again. If you do everything right, you'll find a patch of grass on the ground. Most detectives still have their paper from the etching equipped, so be sure to put that stuff back in your pack and take your shovel (considering all the stuff that you found in the game so far, you may need to scroll down on your inventory list to find your shovel). Use the shovel to dig until you uncover a stone urn. Don't worry about breaking your shovel while opening the urn—but keep the skeletal handle for later in the game. Go ahead and grab the glass eye in the center of the open urn. After completing these complicated steps and reading this wall of text, you earned it!



Fancy Ironwork

Are you playing close attention to details so far? If so, perhaps you spotted that fancy rod above the wall as you enter the garden gate. It's on the right, near the cracks in the wall. The ornate rod is too high up to reach now, but it's an important clue that you'll need to remember later.

Hoodoo Trunk

Renée didn't ask for her room key back yet, so go do some extra credit snooping. In the corner of her room is a chest with a glowing orb. Around the orb are eighteen buttons that create parts of hoodoo symbols. If you use the buttons to create all four symbols on the chest, it will open.



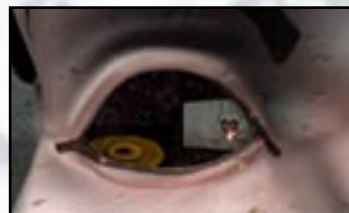
Boo-Bah-Bee-Boo

Inside Renée's locked chest is a guide to hoodoo symbols! Copy down the hoodoo symbols that Renée wrote on her wall and look them up in the guide. If you could pronounce it, the symbols would read "bah-zah-loo-pah-dee-moo-kah." Remember that weird talking dummy in Bruno's secret study?



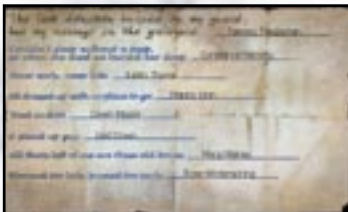
Gumball Rally

Go downstairs through the great hall and then climb up to Bruno's hidden study. Input the bah-zah-loo-pah-dee-moo-kah sequence into buttons on the talking dummy. Now press the talk button on the side. If you punched the buttons in the right order, the dummy will repeat the words and his eye (a glass eye!) will pop out. Look inside the dummy's empty eye socket and you'll find a small note and a token. The note doesn't make sense, but Bruno's book was hardly an easy read in the first place. Use the token that you found on the gumball machine and you'll earn another glass eye. You can count the total by putting the glass eyes into the wall display case or by looking at the number in your inventory.



A Grave Puzzle

So what about that note inside the dummy's head? Go back downstairs and read the cemetery directory in great hall. Tammy Tassleman was the last person buried in the cemetery while Bruno took care of it. Write Tammy Tassleman on the scrap of paper and head for her grave in Terra Siesta. Here's the part that's a little tough. The epitaph on the headstone is your next clue. In this case, it's "*Couldn't sleep without a peep so when she died we buried her deep.*" If you return to the directory and look at the names, you'll find "Constance Norring" which sounds like "constant snoring." Get it? Norring-snoring? Never mind. Write Constance Norring onto your paper. As you enter the correct names, Nancy will tell you. Now go to Norring's grave in Crowing Crypts and look at her epitaph. If you get stuck, here are the rest of the names—but you still need to visit their final resting places: Justin Thyme, Manny Kinn, Owen Moore, Neil Down, Myra Maines, Rose Winterspring and Polly Ester Givens.



Doggone!

Press on the Givens name at the Polly Ester Givens headstone and you'll find a note. It says something about a "*Same name as my dog at ten, moved from his grave and buried again.*" Gilbert was Bruno's best friend, but he's still alive! Speaking of best friends, call Bess and see if she can help.

Project Gumbo

Return to Zeke's and ask Lamont about the gumbo stand outside. He'll tell you that it's good, but that the hot sauce makes him ill. Discuss the skulls and then offer to buy him gumbo. He'll take you up on it, because after that nasty sneezing incident, nobody could be cruel twice, right?



Secret Sauce

Don't forget to add a dash of hot sauce to Lamont's dish at the gumbo stand, and then take a moment to put on the lid so the rain doesn't dilute the flavor. Go ahead and give it to Lamont, then wait for him to finish. He'll excuse himself and make a run for the restroom. This is your chance!



A Dog Named Grant

While Lamont is in the restroom, slip behind the counter and then enter the backroom. Bolet's stuff is still in the box, so quickly dump out the contents and locate the picture of the boy and his dog. Touch the photo to scoop it up in the frame and you'll see that the dog's name is Grant.



What is in Grant's Tomb?

Return to the great hall and look in the directory for someone named Grant. There's a Derek Grant buried in Writhing Roots. It's to the left of the big tree in the cemetery. Go to the grave and open the secret compartment in the headstone. Inside you'll find a glass eye and a tiny pirate hat!



Mmm... Loquat...

Remember the picture of Iggy dressed up in a pirate costume? This pirate hat is just the right size for a trained iguana—if Iggy knows how to do anything besides snatch paper and knock over books. You need a tasty treat to befriend Iggy and there's a loquat fruit tree out in the garden. There's also a wasp nest in that tree, so use the bug spray beneath the nest to temporarily knock out the wasps. Just hit the angry red insects first. After the wasps are sleeping, you'll have no problem picking fruit. Speed and accuracy are essential for winning this mini game and emerging without a wasp sting. Take the loquat fruit back to Bruno's secret study and look for the iguana-sized ramp below the open vent.



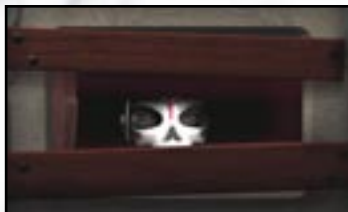
Iggy Likes Fruit

Nothing changed since you were last in Bruno's secret study, but the circumstances are about to get a little whacky. Place the loquat fruit in the vent opening. Iggy the iguana will scamper into view within a few seconds. He won't stay for long, so open the costume chest. Dress him up with a cutlass, parrot and tiny pirate hat. Arrrgh Matey! Iggy the swashbuckling iguana will run off for a moment and then return with a locked Jolly Rogers chest. Shiver me timbers! What is the word that opens every Jolly Rogers meeting? It's the same word you need to open the chest. Check Bruno's calendar and then call Bess. She'll need the password ("scuttled bones") to infiltrate the Jolly Roger's meeting.



Gain Entry

In his calendar Bruno noted that the meeting password was "scuttled bones" and the May gathering would be at Rampart and Dumaine. How convenient! Call Bess and give her the news. Zeke's is closed, so you have to find a way inside and "borrow" the skeleton costume. Head down the alley where the gumbo truck was parked and examine the keypad lock on the backdoor to the curio shop. Take the compact out of your bag and dust the keypad until you can make out the fingerprints. Buttons 1, 4, 7, 3 and 6 don't have any fingerprints, so don't use those numbers. The number 2 has the most dust, and since fingers wipe off the most oil on initial contact, that's the one you need to start with. Then go to the second-most smudged button (8) and continue down to the button that's barely touched. If you're stuck, enter 28905. Take the costume, put it on and head for the end of the alley. Listen for the word that opens the meeting, and then check out the costume on the guy leading the ceremony. His voice sounds familiar. Hey, you turned off your cellular phone, right?



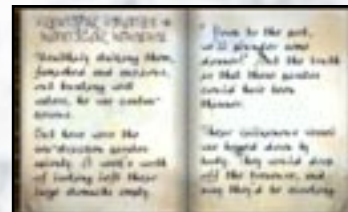
Special Delivery!

Call Nancy back and give her the name that opens the Jolly Rogers meeting and the box in Bruno's secret study (Jean Lafitte). It's another glass eye! What else can Iggy bring you? You won't find out until you feed him more loquat fruit. Go down to the garden and beat up the wasps, then return and leave the loquat fruit. When Iggy returns, dress him up as a postman, er... post-iguana. He'll leave and return with a letter. Call the phone number on the letter and you'll find out that although the document states that the crystal skull was fake, the expert on the line knows that the skull is real. Would someone send Bruno a fake letter in the hopes that he would throw away his prized possession?



The Eyes Have It!

Check your eyeball count. If you have 24, grab some more loquat from the wasp-infested tree in the garden and then dress up Iggy in his optometrist costume. If you don't have 25, quickly review the steps in this guide. Some people who end up with 21 eyes at this point forgot to put the statue key into the small buzzard statue pedestals in front of Bruno's crypt, and that's an easy way to pick up four additional eyes. If you have 25 eyes, open the cabinet with the octopus and sailing ship. That artwork might remind you of Bruno's high-seas tale in the back of his book. What does it mean? If you read the story for references to specific directions and point the eyeballs (top to bottom, left to right) in those directions, something will happen. This can be a little confusing, so if you can't see the way, try these references: South, West, South East, Left, Down, Down, Up, Down, East, East, Left, East, Down, Down, Down, Down, Left, North, West, Right, Left, Down, Right and (whew!) Left. If you're still having problems, check out the photo on the right.



Beyond the Fireflies

Remove the big eye from the cabinet. Remember that ornate rod that was near the garden gate outside? Head back to the fireflies and push on the rocks inside the broken wall. You'll find two places where the rocks move. Now go to the other side of the wall, climb up the rocks and take the rod.



Bruno's Treasure

Along with the big eye you found a piece of paper that showed you how to attach the eye, skeletal shovel handle and the ornate rod. Go ahead and put those items together on the circle in front of Bruno's crypt. Start with the ornate rod, then the shovel handle and finally the eye. When you have everything together, the crypt will open and you'll find the Crystal Skull! You'll also find the person responsible for all the trouble around here! While you might be trapped in the crypt, turn around and quickly sort out the memory matching puzzle. After you finish, head down to the swamp near the cemetery. Remember that log and the gator? Give the log a nudge and you should catch your culprit!



LAISSEZ LES BONS TEMPS ROULER!