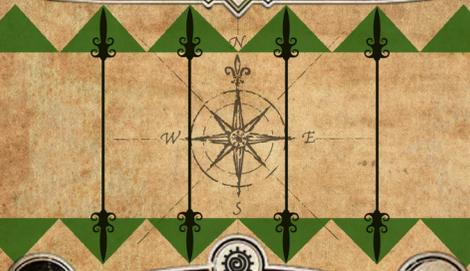
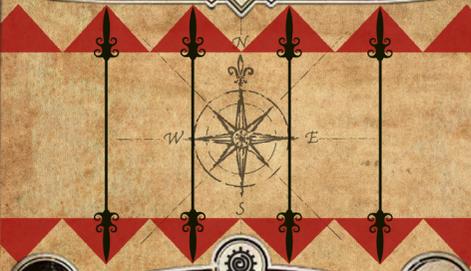


### Traces of the Flute

### Traces of the Lamp

### Traces of the Lens

### Traces of the Skull



5

LOCATION

1

*Flute. Longitudinal. Excavated.*

This location is connected to each adjacent location.  
**Forced** – If there are no clues at this location: This location has the **Solved** trait.  
**Forced** – If 2 **Flute** locations are **Solved**: Put the set-aside Charcoal Flute into play.  
This location finds all positions on its current column.

5

LOCATION

1

*Lamp. Longitudinal. Excavated.*

This location is connected to each adjacent location.  
**Forced** – If there are no clues at this location: This location has the **Solved** trait.  
**Forced** – If 2 **Lamp** locations are **Solved**: Put the set-aside Amber Lamp into play.  
This location finds all positions on its current column.

3

LOCATION

1

*Lens. Longitudinal. Excavated.*

This location is connected to each adjacent location.  
**Forced** – If there are no clues at this location: This location has the **Solved** trait.  
**Forced** – If 2 **Lens** locations are **Solved**: Put the set-aside Ruby Lens into play.  
This location finds all positions on its current column.

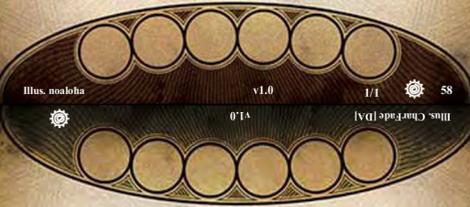
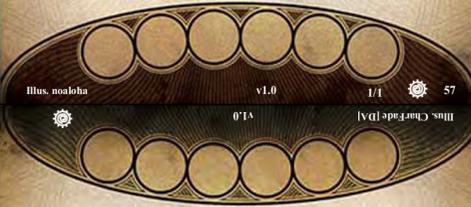
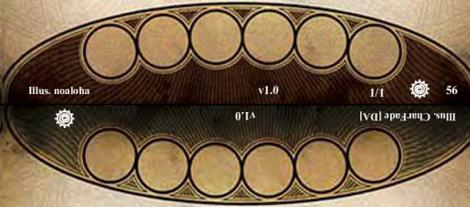
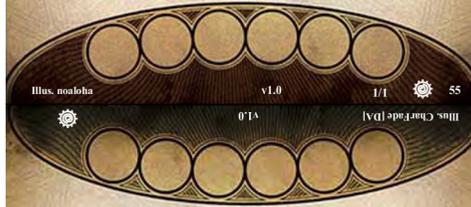
3

LOCATION

1

*Skull. Longitudinal. Excavated.*

This location is connected to each adjacent location.  
**Forced** – If there are no clues at this location: This location has the **Solved** trait.  
**Forced** – If 2 **Skull** locations are **Solved**: Put the set-aside Amber Skull into play.  
This location finds all positions on its current column.



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Miss. Charade (PA) v1.0

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Miss. Charade (PA) v1.0

Illus. nooloha v1.0 1/1 57  
Miss. Charade (PA) v1.0

Illus. nooloha v1.0 1/1 58  
Miss. Charade (PA) v1.0

This location is not revealed when you enter it.  
If this location is clear:  
: Reveal this location.

This location is not revealed when you enter it.  
If this location is clear:  
: Reveal this location.

This location is not revealed when you enter it.  
If this location is clear:  
: Reveal this location.

This location is not revealed when you enter it.  
If this location is clear:  
: Reveal this location.

LOCATION

LOCATION

LOCATION

LOCATION

Desert

Desert

Desert

Desert