Evidence of the Flute
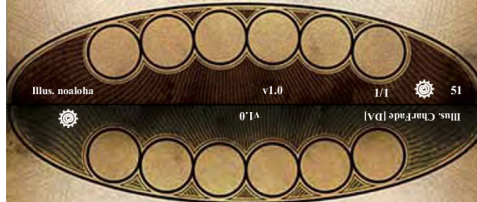
4 | LOCATION | **1** 🎩

Flute. Latitudinal. 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 row.

Illus. noaloha · v1.0 · I/I · 51

Evidence of the Lamp

4 | LOCATION | **1** 🎩

Lamp. Latitudinal. 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 row.

Illus. noaloha · v1.0 · I/I · 52

Evidence of the Lens

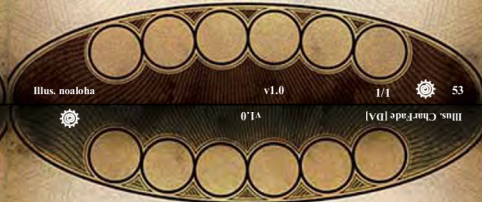**2** | LOCATION | **1** 🎩

Lens. Latitudinal. 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 row.

Illus. noaloha · v1.0 · I/I · 53

Evidence of the Skull

2 | LOCATION | **1** 🎩

Skull. Latitudinal. 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 row.

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(Card backs)

Unexcavated.

This location is connected to each adjacent location.

This location is not revealed when you enter it.

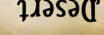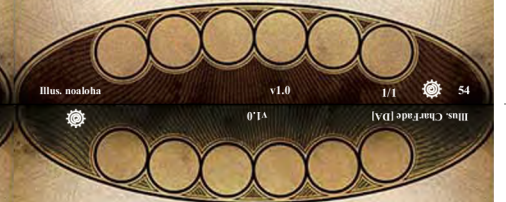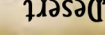If this location is clear: ◄ Reveal this location.

LOCATION

Desert

Illus. CharFade [DA] · v1.0