

## Traces of the Flute

## Traces of the Lamp

## Traces of the Lens

## Traces of the Skull

5

LOCATION

*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.

1

5

LOCATION

*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.

1

3

LOCATION

*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.

1

3

LOCATION

*Skull. Longitudinal. Excavated.*

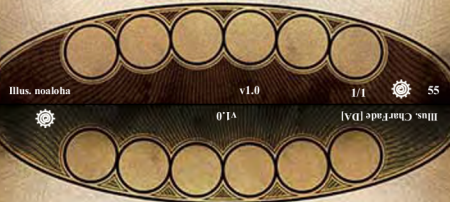
This location is connected to each adjacent location.

**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.

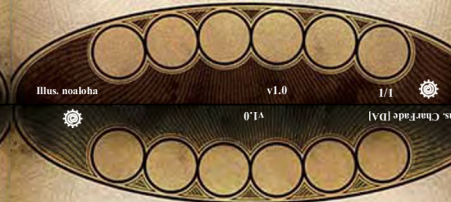
1



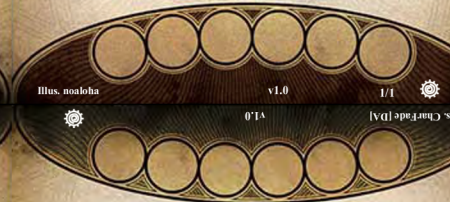
Illus. nooloha v1.0 1/1 55  
Illus. Charade (DA) v1.0



Illus. nooloha v1.0 1/1 96  
Illus. Charade (DA) v1.0



Illus. nooloha v1.0 1/1 57  
Illus. Charade (DA) v1.0



Illus. nooloha v1.0 1/1 85  
Illus. Charade (DA) v1.0

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

LOCATION

*Unexcavated.*

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

LOCATION

*Unexcavated.*

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

LOCATION

*Unexcavated.*

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

LOCATION

*Unexcavated.*

Desert

Desert

Desert

Desert