Know that your trials will be many as you battle the forces of evil unleashed in the Stevenson Museum. But you are not as alone as you might think. Temüjin's favorite concubine, Mei, was a powerful sorceress. You will discover she has been imprisoned within the jade amulet on the Capricorn Head. Your first task should be to free her so that her magic may aid you in your quest.

Once Mei's spirit is free, she will be able to provide you with magical tools: a book to help revive your memory, a camera to see things the human eye may not, and a mystical puzzle that will reveal much. If you are unsure of how to proceed, visit the crystal ball in the Main Gallery. With its power she may be able to foretell your future, and guide your next steps.

SOUTHPEAK™ INTERACTIVE

One Research Drive Cary, NC 27513 tel 919-677-4499 fax 919-677-3862 www.southpeak.com

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TEMÜJIN™

HINT'BOOK

episodes I & II

Introduction

You've broken the seal.

You've decided you can't go it alone.

We've created this booklet to help you get through Episodes One and Two. For more hints - and background information on the Stevenson Museum and Temüjin - pick up a copy of the "Official Temüjin Hint Book."

The hints should point you in the right direction. For the more challenging puzzles, we've included the solutions - they're printed upside-down.

By now, you've probably noticed that this is not your typical museum. While this guide shows you just one path through Episode One (and part of Episode Two), there are many different ways to unveil the many secrets of the Stevenson Museum.

Step into the breathtaking world of Temüjin. Take in the art. Enjoy the exhibits.

Episode 1: Free Spirit

Great Hall

Doesn't seem to be anyone in here. . . go ahead and look around. Take a peek at the Stevenson's most recent visitors - the guest book is on the credenza.

If you look on the wall, you'll see some brochures. Pick one up. When you examine it, you'll see it contains a map of the museum. This may be helpful in finding your way through the museum until you learn your way around.

While in the great hall, you might run into Laurie.

Talk about at-ti-tude! Laurie's got a wicked one.

Did you try and follow her out of the museum? Better to stay in anyway. But let us be the first to tell you, there are some strange things going on in this museum.

You might as well walk around, enjoy the art, and click on anything you might find of interest.

It seems rather cold in here. . . while you're getting clued in on things, take a moment to poke the fire. Warm things up a bit.

Note: *There are objects in the museum that have "memories." Later in the game, you will collect these items into a "memory book." Remember where you've seen them! When you put your cursor over a Memory Book Object, the cursor will change, but until you possess the Memory Book (Episode Two) you will not be able to understand these items.*

Let's move on. If you're facing the fireplace, go out the doors to your left or right. Walk through the corridor and you'll see Susanna coming out of the Capricorn Room.

She looks as if she's seen a ghost. How curious are you? Enter through the red doors at your own risk.

Capricorn Room

Straight ahead of you is the Capricorn Head. Go ahead. Get close to it. Let it feel your presence.

The big jewel on the forehead is a jade. Touch it. Rub the head for good luck.

Even though she said "free me," you can't help her without concocting a little magic of your own. But the sooner you free her, the better off you'll be.

The room is full of ancient relics of Temüjin, the great Mongolian warrior. Click on things as you explore the room.

Missing Chalice

There's a display pedestal that at one time held a silver chalice. Keep your eye out for it. Someone may blame you for its disappearance.

Don't leave the room too soon. There's still a lot to see and do. If you've ever dreamed of being a musician, here's your chance to try out your talents. There are instruments of all types at your disposal.

Okay, so you're no musician...but at least you worked out some frustrations.

Catapult

Maybe you should try your luck at launching rocks instead. You'll find a big brown wooden contraption in the middle of the room. That's a catapult used in battle during Temüjin's reign. Try it out. Use the wooden levers on either side to navigate left or right, and other levers to cock it and launch it. You'll notice you have plenty of shot in the bucket on the floor. Be careful not to break anything. These relics are irreplaceable.

Within your range are numerous predefined target areas at which the catapult will point when the levers are pulled.

Two pegs control the angle of the catapult arm and thus the height of the shot when an iron ring hanging from the

catapult arm is hooked to one of the rings. Clicking on the peg with the ring attached results in a shot being fired from the catapult, provided that shot has been placed into the pouch from the bucket.

Your targets:

- Shoot the large gong.
- Shoot the small gong.
- Shoot the Jebei display.
- Shoot the Helmed Horn (try a bank shot).
- Shoot the banner.
- Try to sink one into the urn.

Okay, so you're pretty sharp. You managed to hit a couple of gongs. Somebody should have hit one when you were playing those instruments. JUST KIDDING! Kinda got a sensitive side, don't ya?

You probably hit a big rug on the wall, and you may have ricocheted off a mannequin or two. One of the mannequins is holding a big horned hat. That's the Helmed Horn. Keep a mental note of that. It'll come in handy later.

Since you're so sharp now, notice another display in the room that's missing something? You'll have to look pretty hard.

Do you need some help finding it? Face the red doors and it's on your right. (It's to the left of the gongs.) Find

the black pedestal. There is a button you can push that will tell you more about the missing object. (The chalice.)

If you've been eyeballing that colorful box in the middle of the room and wondering if it's some sort of weird coffin—you're right. Only it's called a sarcophagus. Go ahead and click on it. . . if you've got the nerve.

Yeah, he's dead all right. Look closely and you'll find some clues. Clues to what, is the question.

Watch that inscription.

If this is giving you the creeps, get out of here . . .

East Corridor

Walk out of the Capricorn Room. Straight ahead you'll find Susanna being comforted by Jordan outside the Restoration Studio.

Be sure to listen closely to their conversation. We know, it's not nice to eavesdrop. Pretend you're just an innocent bystander.

Two beeps, he said. Too bad she locked the door behind her. She must have something to hide. A dark secret, maybe?

Go straight if you're facing the Restoration Studio, to the museum Gift Shop at the end of the hall.

Gift Shop

Meet Lorena. What a pleasant surprise, comparatively speaking that is.

You could follow her out but you might miss something. Look on the glass display case she was cleaning. If you don't have one already, take the museum brochure which has a map in it. . . in case you get lost.

There are jigsaw puzzles on the shelves, which once solved could provide important clues.

Head to the Snack Room. Remember, if you don't know where it is, you can always check your handy map.

Snack Room

That's Macy. Smug fellow, isn't he? Who's nice? You're nice? Or is he complimenting the tea he's drinking? Good, he's leaving. You can look around and take things and play with the microwave.

You may need some flatware in case one of these charming people invites you to dinner!

Take some sugar cubes while you're at it - you could use

a little sugar buzz. Once you leave here, go back to the Capricorn Room.

Capricorn Room

Don't know what to do? Talk to the head! Does that help? Check back here later and maybe it can provide you with more help.

Leave this room and take a right. Go to the end of the hall to Stevenson's office.

Stevenson's Office

Walk over to the conference table. Strange place for a sword. Even stranger that it has blood on it and a blood sample test beside it. Take a blood sample for yourself.

Haven't been invited to dinner by any of your friends yet? Then maybe your flatware can be used more efficiently here.

If you look around, you might find a missing museum piece.

Do you give up? Look at the mantle. It looks like a chalice. Go ahead and swipe it.

Remember what Jordan was saying to Susanna in the hall

before? Go for it. The phone's on the desk.

No, not 911! Boy—emergency calls are answered fast around here. That's Nick. Why is everyone treating you like a baby?

Push the page button to beep Susanna. Check voice mail while you're at it. Word has it Stevenson's a popular guy. Probably gets a lot of mail.

Okay, maybe he's not popular with everyone. . .

Are you still clueless? Go back to the Capricorn Room.

Capricorn Room

This old goat head has been missing a brain for hundreds and hundreds of years, but it seems to know more than you do. How does that make you feel?

Since you've paged Susanna, head back to the Restoration Studio where you overheard Jordan and Susanna. Go left outside the door to the second door on your left.

Restoration Studio

Well surprise, surprise. She responded to your page quickly. Don't follow her. Jordan might get jealous. Go on

into the Restoration Studio. Feel free to look around a bit.

Why not go to the New Artist's Gallery? As you leave, take a left and it's the first door on the left.

New Artist's Gallery

This place is like a maze. There are some gadgets you may interact with. Be careful not to get lost, but most importantly, be careful not to break anything you're not prepared to pay for.

Didn't we tell you not to break anything? Did you look around and find the broken pieces or did you just flee the scene? Either way, you need to get out fast.

Go back to the Restoration Studio. Maybe you can find something to repair all the damage you did. The studio is on your right as you leave.

Restoration Studio

Oops! Sorry. . . you don't always have the best timing, do ya? That's Reg. Lying down on the job again. He's not what you'd call a work-aholic.

Now that he's gone, go check out his desk. You'll know when you've found it. It's the one with the skull on it; not the pretty pink box. He's also got a chair that matches his costume.

Look next to the skull. You should find a little poetry.

Reg sure does like his liquor. He's not very discreet. He left two bottles on his desk.

He also left you a present on the table. Go to the Snack Room and run that flask under the faucet.

Snack Room

At this point you should have all the tools you need to free the tiny lady in the Capricorn head...except for some good old H_20. Chalice, blood - and life.

Do you remember what you heard when you clicked on the chalice pedestal? What about the poem on Reg's desk? And the lady in the Capricorn head?

You still don't see the big picture? Maybe this will help:

Required Items:

- any plastic utensil (from Snack Room)
- whiskey flask, miniature bottle and wine bottle (from Restoration Studio)
- foam cup (from Snack Room)
- chalice (from Stevenson's office)
- blood (use a plastic utensil on the sword in Stevenson's office)

(continued on next page)

Capricorn Room

Pour the mixture onto the Capricorn head . . .

Solution

You can fill any bottle with water from the water cooler or the tap. The first goal is to get 7 ounces of water to pour into the chalice by using the 11 ounce flask, the 6 ounce wine bottle, the 2 ounce airline bottle, and the 16 ounce foam cup. There are many possible solutions that may use any or all of the containers. One complicated but correct solution is as follows:

1) Fill the 11 ounce flask. 2) Place the empty wine split into the foam cup. 3) Pour the flask into the wine bottle/cup. 4) Remove the wine bottle, leaving 5 ounces in the cup. 5) Add two ounces from the miniature bottle to the five ounces.

Voila! You have 7 ounces! Pour the water into the chalice and add the blood. Now you're ready to go to the Capricorn Room and use the potion on the Capricorn Head to free Mei!

Episode 11: Past Tense

Great Hall

If you're facing the fireplace, take the doors to your left out of the Great Hall. The second door on your left will be Macy's office.

Macy's Office

Macy's over by the candelabra on the wall. What's he doing with it, and who's he talking to? Obviously not you. Did you see the bookcase doors shut all by themselves?

Now he's talking to you. Yeah, yeah, yeah. Yada, yada, yada. Don't take his advice. Go over to that light fixture and see what's up.

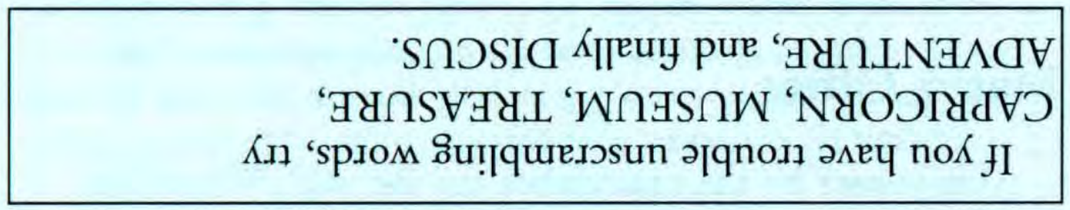
Nothing? Try the bookcase. Shake the maraca on the shelf and try looking at the books. If you come back later, you might find that there's more to this bookcase.

For now, why not take a walk through the garden? It's just across the hall.

Garden

There's your pal Nick. Is he talking to you? Sounds more like he's rehearsing something. Voices in his head? Hmmmm. . . you might want to steer clear of him. After listening to him, you'll need a break. Your brain is probably jumbled. Relax with the paper.

Nick left a newspaper on the bench to the right.



When you finish the paper, turn left, go out the doors and walk straight ahead to the New Artist's Gallery.

New Artist's Gallery

Here's the swirling mist of green energy again, Mei. She has a book. Okay—make that *had* a book. Someone (or something) must not want you to have it. Try to retrieve it and you'll find that the chest is locked.

Looks like you need a lesson in lock-picking. Go out and take a left, and walk down the corridor to the Gift Shop.

Gift Shop

Look at the counter. Nice of Mei to leave you a camera. But this is no ordinary camera. It's a magic camera, capable of taking mystical photographs. Try it out. Push the button on the interface on your desktop. Your cursor will become your camera.The photo album is for you to fill up as you go along.

Did you see the mysterious glow from one of the shelves? It came from one of the jigsaw puzzle boxes. Pick it up and see what's inside this mysterious box.

Note: *After picking up the puzzle box, you can click on the puzzle piece on the interface. This will bring up the puzzle interface. To leave the puzzle interface, hit the escape key.("Esc" on your keyboard or click outside the puzzle).*

Put the puzzle together. You may find that you're missing some important pieces. . . OK, that's enough shoplifting. . . for now.

Make a visit to Laurie's office.

Laurie's Office

Try to snoop around.

It seems all the desk drawers here are locked up.

What's this- a note from Reg? It says something about a key. That could come in handy.

It looks like you've done about all you can do. Check and see what's going on in Stevenson's office.

Corridor

Outside Jordan's door you hear giggling. Okay, more like arguing. . . and breaking glass. The door is more than likely locked. Probably a good thing.

Keep on walking. Stevenson's office is on your right.

Stevenson's Office

Caught him red-handed. You remember Reg. He's either still drunk or crazy, 'cause it looks like he's trying to break into Stevenson's desk with a screwdriver and a paper clip! Now that you scared him off, maybe you can finish the job he started.

Try using the screwdriver. You're actually going to need that paper clip as well.

Rather than hunt down and wrestle Reg for his, you can find your own in Jordan's office. Maybe the drama is over and you can get in this time.

Jordan's Office

Get the paper clips off his desk (three different sizes),

and while you've got hot hands, get that broken mirror shard and the compact. You'd hate for someone to get hurt by it.

Now get back to the New Artist's Gallery and see if you can get that book out of the trunk.

If you lose your way, check your map for help.

New Artist's Gallery

Try out your new breaking and entering skills on the trunk. Reg should have been a help here.

Combine the screwdriver and the large paper clip in the examiner interface.

Now use your new tool on the trunk.

Watch out. You should think twice before sticking your hand in there. This might take some ingenuity. Reflect on it awhile and you might come up with a sharp idea of how to retrieve that book.

Can't you figure out how to kill these nasty critters?

Give this a whirl:

> Click on the book. You must use the piece of mirror from the compact to reflect light on to the scorpions. Moving the piece of mirror causes the light to move, and the scorpion with the moving light on it will be stung and killed by one or more of the other scorpions. A killed scorpion quickly crumbles to red dust and vanishes.

When the last scorpion remains, this technique will obviously no longer work. You must then click outside the book. It will slam shut, squishing the scorpion. The book can now be removed from the trunk and it becomes part of the interface.

Once you have the Memory Book, you can start to piece together the past.

Since you're in the area, stop by the Gift Shop and see if there is anything else there to 'lift.'

Gift Shop

Do you see anything on the counter?

Somebody left a tape - what could be on it?. No doubt something helpful to you. Go ahead and take it.

Take a right out of here and go to the second door on your right to the Restoration Studio.

Restoration Studio

Lorena's talking to you about today's visit from the President of the United States. Have you noticed that every time you walk into a room, people leave almost immediately? Strange how you have that effect on people. There are some items on the desk that you'll need to get. Particularly two that are inside the pink box. . .

Need more hints?

Here's another . . .
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Call 1-800-774-6183
All you have to do is give the operator this number:
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www.southpeak.com

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