

# INCA II



## HINTBOOK



0 20626 00537 1

 **SIERRA**

# INCA II



## HINTBOOK



<sup>TM</sup> designates a trademark of, or licensed to, Sierra On-Line, Inc.  
® is a registered trademark of, or licensed to, Sierra On-Line, Inc.  
© 1994 Sierra On-Line, Inc. All Rights Reserved. Printed in the U.S.A.  
Sierra On-Line, Inc. Coanegold, California 93614

005371800



# INCA II<sup>TM</sup>



## HINTBOOK

By  
Leslie Sayes Wilson

# CREDITS

## THE SIERRA TEAM

**International Project Manager**  
Sabine Duvall

**Brand Manager**  
John Williams

**Hintbook Writer**  
Leslie Sayes Wilson

**Programming**  
Gary Kamigawachi

**Quality Assurance**  
Joe Carper  
Mike Brosius

**Hintbook Design**  
Maria Fruehe

**Scenario and adaptation**  
Yannick Chosse  
Stéphane Ressot

**Programming, M.D.O.**  
David Giraudeau  
Olivier Guerrier  
Yann Hubert  
Dennis Vacher  
Phillipe Lamarque  
Mathieu Marciaq

**Graphics**  
Yannick Chosse  
Joseph Kluytmans  
Jeff Rey

**Synthetic Landscapes**  
Bertrand Espern  
Yannick Chosse  
Stéphane Ressot

**Video Pictures**  
Yannick Chosse  
Pascal Legrand

**Sound Effects**  
Charles Callet

**Music composed and  
arranged by**  
Gilles Douieb

**Postsynchronization**  
Leslie Lanker-Streibl  
Nicole Favard  
Dana Burns-Westberg  
David Pini  
Roland Waden-Schnass  
Gilbert Levy

**Publishing**  
Manuelle Mauger  
Anne-Lise Prodel

**Lay-out**  
Anne-Sophie Bailly  
Carole Corvisy

**Public Relations**  
Emmanuelle Kreuz

**Production Supervision**  
Roland Oskian

# CONTENTS

Introduction .....	1
How to Use this Hint Book .....	2
The Story of the Inca .....	3
Space Flight Maneuvering .....	5
Puzzle-Solving Hints .....	10
Map of the Maze .....	42





# INTRODUCTION

Let your imagination run wild. A new age in computer entertainment has arrived. Sierra On-Line has succeeded in blending different game styles with a fantasy plot that will thrust you into a new realm of game-playing fun.

The stereo soundtrack, played on authentic Incan instruments, is hauntingly beautiful. The outer space flight simulation and battle sequences are so fast and smooth you'll be reeling in your chair. The cinematic sequences are smooth and realistic. The puzzles are challenging and integral to the plot of this fascinating adventure-arcade game.

So sit back and prepare to enter the remarkable world of Inca.



## How to Use this Hint Book

We hope you enjoy the world of Eldorado. Some of the puzzles are difficult or well-hidden. This may be your first experience with an adventure game. Whatever the reason you've decided to buy this book, we want to make sure your questions are answered.

When you get stuck, look through this hint book for a question close to your problem. The hints are organized from a small clue to the answer, so you should read them individually and in sequence. A piece of paper over the lower clues will lead you away from temptation.

## How Not to Use this Hint Book

Use the book only for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover to cover to learn all the answers.

# THE STORY OF THE INCA



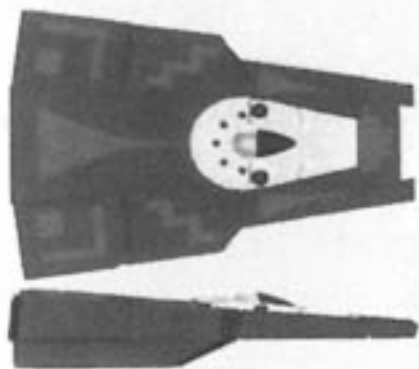
**E**ldorado became Grand Inca after he reunited the three forces hidden in space-time. He now rules over the Four Quarters of the Empire. The power of these four quarters extends across the galaxies. Only the Old Lands, where Aguirre, the Conquistador, is a high official, still refuse to join the Federation.

Under Eldorado's rule, the Incan Empire has flourished, but recently serious problems have developed. At the same time, a strange asteroid has appeared in orbit around the earth. Interplanetary communications become increasingly hazardous, and a series of natural disasters has struck the Empire. It is becoming increasingly clear that Aguirre holds some sort of dominion over the menacing asteroid.

In the face of this threat, Eldorado calls a Council of Sages, made up of representatives from the Four Quarters of the Empire. Young Atahualpa, son of Eldorado and Aclla, is of an age to participate in this Council. He is greatly disturbed by the situation. He is not in sympathy with his father's thoughtful approach to the crisis, and is swept along by his hotheaded passion.

Once again, the events taking place reflect the prophecy of Wiracocha. Will young Prince Atahualpa be the new chosen hero destined to vanquish the evil forces led by Aguirre?

# SPACE FLIGHT MANEUVERING



There are several chapters in Inca II which require you to engage in battle. Your spaceship, the Tumi, is very sophisticated and powerful. The arcade sequences in outer space are dangerous and exhilarating.

The following hints offer tips for these battles. Refer to these hints when you have a problem destroying Aguirre's space fighters. There is also extensive information in the game manual.

## How do I get to the icon bar when I'm in combat?

- The F10 button on your keyboard controls whether you are in flight mode or controls mode. Controls mode will enable you to reach the icon bar.

## I'm shooting at the enemy, but can't assess his damage.

- Refer to the Target-Information screen in the bottom left of your screen to gauge the fighter's current situation. The bottom left of the window indicates the distance between you and the enemy; the bottom right number shows the state of the enemy. A click on the space bar will show the resistance value of every enemy currently in front of the Tumi.

## I keep missing the target. Is there some way to lock on?

- You can lock on with the IA missile, accessible by selecting the F2 key. A spacecraft-target is locked on when the two parts of the image on the target-information screen are aligned, and the red sighting circle flashes red.
- For those weapons not requiring locking, the + and - in the bottom left-hand window of the combat screen can be used to zoom in on and away from the image of the enemy. The Auto key in the same window enables you to choose automatically the best view of each target you select.

## How can I shoot the craft in the center of the screen?

- You can't. That's the Tumi.



## How can I assess damage to the Tumi?

- Click F10 to get to the control mode, and depress the top button in the bottom right window. When the Tumi is displayed, use the up and down keys in the window to call up damage and shield reports. The spacecraft shield is represented in blue around the Tumi. Damage to the Tumi appears in red. The destruction of the Tumi, following repeated enemy hits, occurs when its shield is totally destroyed and the energy counter reads zero.

## Is there a way to get an overview of all the enemy spacecraft?

- F8 will visualize all the forces present on the battlefield on a two-dimensional map.

## Which weapon should I use?

- This depends entirely on your combat needs. The Atomic Disintegration Gun, accessed by pressing F1, does not cause much damage but is an easy weapon to handle. The Tumi has a limited number of IA Missiles, but they can be locked on targets. IA missiles are accessed by pressing F2. The Clean Nuclear Torpedo, accessed with the F3 key, features lots of firepower but a lack of handling ease.

- The most powerful weapon available to you is the Atomic Disintegration Bomb, accessed by pressing F4. The Tumi has very few of these weapons, which do massive damage but which are quite unwieldy. The Grapnel, accessed through the F5 key, does no real damage. It is useful when you wish to board an enemy craft.

## What are the strengths and weaknesses of the enemy spacecraft?

- The Initiation Statues you encounter in your first battle are not enemies but training targets. They are unarmed.
- The Spikes are very maneuverable with a limited range.
- Arachnospikes are the latest version of the Spike, but more maneuverable and more powerful.
- The Orbiting Base is a supply-interceptor station. It is protected by a squadron of 25 spikes.
- The Ironscorpions are very maneuverable, and can penetrate the atmosphere.
- Reactors are the latest, most powerful version of the Scorpio.
- Bombers have poor maneuverability. They can penetrate the atmosphere and have formidable firepower.



## What's the ultimate secret to winning the combat sequences?

- Practice. When you're given another chance, take it. And last but not least, kill everything in sight.



## PUZZLE-SOLVING HINTS

This section will help you overcome the difficulties you will encounter in trying to defeat Aguirre, the Conquistador.

### THE HUARACHICO:

**I'm in the Huarachico and must choose either the Gate of Wisdom or the Gate of Force. Which should I select?**

- Either one will do.
- Each gate will test a different ability.
- Behind the Gate of Wisdom is a test of logic. Behind the Gate of Force is a test of your fighting skill.

**I've chosen the Gate of Wisdom. How do I pass this test?**

- You must open the gates to freedom.
- The left statue controls the inner gate. The right statue controls the outer gate.

- Take the stone and reroute the flowing water onto the head of the left statue. When the statue weeps, touch his face with the feather. The inner gate will open. Repeat the process with the right statue, and the outer gate will open. You may now leave the cell.

### **I can't find the feather or the stone. Where are they?**

- Look closely at the guard.
- Look on the floor.
- The feather is in the guard's headdress. The stone is on the floor to the left of the statues.

### **I've chosen the Gate of Force. How do I pass this test?**

- With force.
- Follow the guard's instructions very carefully.
- You must shoot at least 26 statues to pass this test. There are approximately 50 statues on this course, and you will be given several tries to improve your score.

### **I've tried and tried to pass the test of the Gate of Force, but can't seem to do it. What now?**

- Go back to the beginning, and select the Gate of Wisdom.
- You will have to learn how to fight later in the game. If you have questions about any of the controls in the Tumi sequences, refer to your game manual.

## **THE COURTYARD**

### **I'm in the courtyard, trying to steal the Tumi. What do I do?**

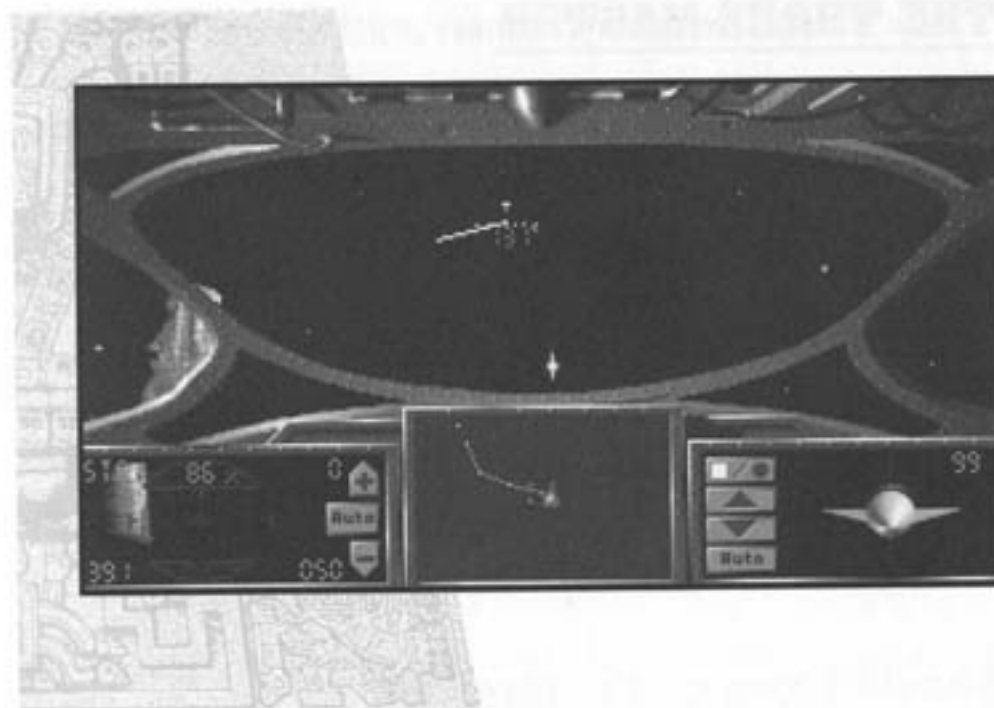
- Neutralize the guard.
- Drop the post on the guard.
- Remove the coca leaves from the rope, and pick up the post. Scroll to the right and place the post above the gate. Return to the pile of stones, and throw one at the guard. Immediately scroll to the left and click on the vegetation, or scroll to the right and click on the fence. The guard will leave his position, and walk out of the gate. When he steps out, click on the end of the rope. The post will fall on the guard, and knock him out.

## **I'm trying to hit the guard with a stone, but I keep missing.**

- Why are you trying to irritate the guard? You're supposed to neutralize him.
- The stones can serve as a diversion to make the guard leave his post.
- Throw a stone, and then immediately scroll to the left and click on the vegetation, or to the right and click on the fence. The guard will leave his post. Now all you need to do is to find some way to take care of him as he steps out of the doorway.

## **I've lured the guard out of the gate. What do I do next?**

- Drop something on his head.
- Do you see those two large pegs sticking out above the doorway? Perhaps you could put something there.
- Place the post above the doorway. When the guard steps out, click on the end of the rope. The post will fall and knock him out. Then you can take the Tumi.



## **THE TUMI**

### **I'm in the Tumi. What do I do now?**

- When you are in the Tumi, the object is to kill as many of the enemy as possible. For more information about your controls and weaponry, consult the combat section and your game manual.



## **THE THREE-MASTER**

### **I'm on the deck of Kelt's vessel, the Three-Master. How do I get into the war?**

- You must gain control of the vessel.
- Click on the control panel located on the left side of the cabin. Click on the control keys and enter any three-digit combination on the numerical pad. When the alarm sounds, Kelt will appear on the monitor and disable the locking system. You can now go through the doorway to accomplish certain other tasks.

### **Should I turn on the throttle?**

- You must accomplish other tasks on the Three-Master first.
- Before you turn on the throttle, you must go through the doorway.
- Scroll to the left. You'll find a control screen. You must accomplish something with the control screen before you turn on the throttle.

### **There's a door here, but it won't open.**

- It won't open because Kelt Cartier and Eldorado have control of the vessel.

- You must motivate Kelt to remove the constraint from the vessel's operating system.
- Scroll to the right. At the control screen, enter any combination on the numerical pad.

### **I've gone through the door into the airlock. What should I do next?**

- Scroll to the left, and look closely at the reservoir.
- At the right of the reservoir is a crowbar. Take it.
- Scroll right, back to the vodka. Open the crate with the crowbar and remove a bottle of vodka.

### **Hey, there's vodka in here. How do I open that crate?**

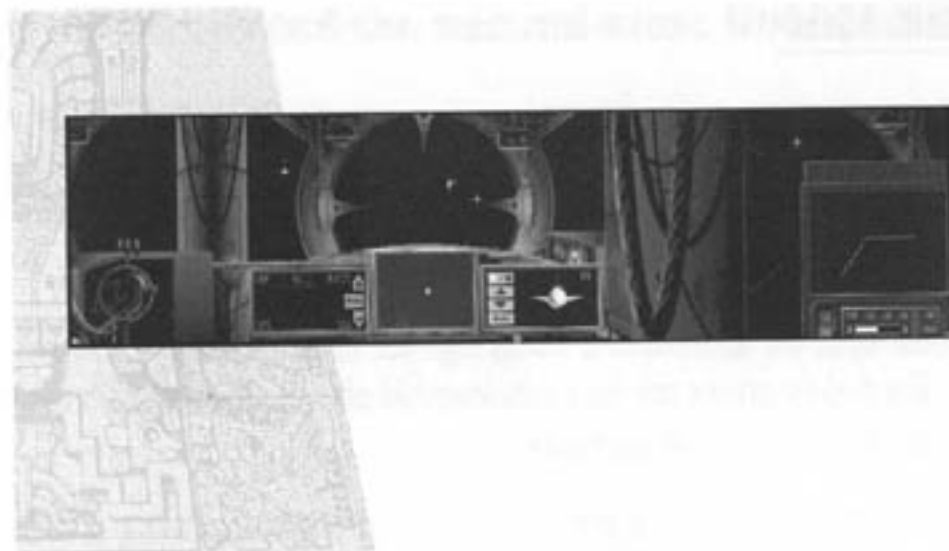
- Have you looked at the entire room?
- Scroll to the left and look closely at the reservoir.
- There is a crowbar to the right of the reservoir. Pick it up. You can use it to open the crate of vodka.

## What should I do with this vodka?

- You should put it in something you'll find in the airlock.
- If you inebriate the crew of the Three-Master, you'll have complete control of the vessel.
- Click on the top of the reservoir. When the top has come off, pour a bottle of vodka into the reservoir. Now you won't be bothered in your work. You can go back into the cabin now.

## I'm back in the cabin. Should I turn on the throttle?

- Not yet. There's something else you need to do first.
- You need to choose a gun position first.
- Go to the control panel and choose either the F1 or F2 gun position. Now turn on the throttle.



## THE THREE-MASTER TURRETS

### I'm in combat mode in the Three-Master. What should I do?

- Kill everything in sight.
- The controls of the Three-Master are quite similar to those of the Tumi.
- When you are in combat, the object is to kill as many of the enemy as possible. For more information about your controls and weaponry, consult the combat section and your game manual.

## **THE MAP**

### **What do all these colors mean?**

- The map is topographical.
- The water is represented in blue.
- The darkest greens are the points lowest in altitude. The darkest browns are the points highest in altitude.

### **I'm at the map. What do I do first?**

- Follow Kelt's directions.
- Click on the western waterhole.
- Click on the waterhole farthest to the left on the screen.

### **I've completed the first step. Now what?**

- Follow Kelt's directions.
- Measure 160 miles in a northeasterly direction.
- Click near the tip, to the left of the dark green valley.

### **I've completed the second step. Now what?**

- Follow Kelt's directions.
- Measure 100 miles in an east-southeasterly direction, past the mountain range.
- Click in the center of the light green area between the large mountain range and the two smaller mountain peaks.

### **I've completed the third step. Now what?**

- Follow Kelt's directions.
- Go south for 150 miles.
- Click on the medium dark green area.

### **I've completed the fourth step. Now what?**

- Follow Kelt's directions.
- Travel east for 330 miles.
- Click on the upper right tip of the waterhole.



**I've completed each step and still can't seem to get past this map. What should I do?**

- Some mileage instructions are preceded by the word "about."
- Directional instructions should be followed as much as possible.
- Landmark instructions are the most important to follow exactly.

## **ANTENNA**

**How do I position the gray ball correctly?**

- Use the + and - keys to position the ball.
- Position the gray ball in the center of the map.

## **LOCOMOTIVE**

**This train looks useless. How do I make it run?**

- The train is a steam engine.
- Steam is created by water and heat.
- That's a water tower to the right of the train.



**How do I get access to the tower?**

- The water tower is operated by the pulley in the foreground.
- You must oil the pulley.
- After you oil the pulley, use the crowbar on the pulley's lever.

**Where do I get oil?**

- Oil is necessary to make a locomotive operate.
- Perhaps there is some oil on the train.
- Click on the doorway of the train. There is an oil can inside.

## **What should I get out of the locomotive?**

- Get the oil can to use on the pulley outside.
- Retrieve the leather strap hanging from the inlet.
- Get the peg from the forward-reverse controls. Use the crowbar to remove it.

## **How do I operate the locomotive?**

- Fill the locomotive with water from the water tower.
- Enter the locomotive and click on the inlet. Push the ignition.
- Click on the forward-reverse controls. The locomotive will now operate.

## **RUNAWAY LOCOMOTIVE**

### **I'm in the runaway locomotive, and am under assault by airplanes. What do I do?**

- What did Yuna say about returning fire?
- Pay close attention to the red arrows.
- When a red arrow lights up, it indicates from which direction the assault will come. Click on the blinking arrow, and it will take you to the location of the attack. Aim at the planes, and fire.

## **THE CAVE**

### **I am in a cave. What should I do first?**

- Have you looked at the entire cave?
- Scroll to the right. What do you see?
- Click on the chest. Here you will find and take certain objects.

### **I am looking at the chest. What do I do here?**

- You should take the objects you find inside the chest.
- Take the mallet and razor.
- Take the bottle, key, and ballast thread.

### **I've taken certain objects from the chest. What do I do now?**

- Scroll to the left. Here you will find a rope.
- Take the rope, by force if necessary.
- Cut the rope with the razor.

**Is there anything I need to accomplish here besides cutting the rope?**

- Behind the rope is a file cabinet. There is something in it you need.
- Click on the drawer. Use the key to open the drawer.
- Take out the contents of the drawer.

**The key is rusted, and won't open the drawer.**

- The key does need to be cleaned.
- There is something beside the drawer which you can use to clean the key.
- Scrape the key along the sand. This will remove the rust.

**I've opened the drawer. The contents don't seem to have a lot of relevance.**

- Look more closely.
- Look at the bottom right of the page you hold in your hand.
- There are three numbers written in the bottom margin: 1, 8, and 3.



**I have what I need from the cabinet. Now what?**

- Scroll to the right.
- There is something that you need in the wall.
- Go to the safe in the wall and open it with the combination you found in the drawer.



**I'm at the safe, but the dials are rusted. What should I do?**

- You'll need to get the rust off somehow.
- There was something in the cabinet that you can use.
- Use the mercury bottle on the dials. The rust will come right off.

**I've opened the safe. What do I do with what I find here?**

- Listen to Eldorado and Kelt.
- These are the blueprints for the vessel of a lost civilization.
- Give the blueprints to Kelt. He will build an armada of these vessels.

**I must now continue my quest. How do I leave this place?**

- You must turn on the screen.
- Click the "on" button. Now you must power the screen somehow.
- Put a crystal in the memory socket. Now click on either Point A or Point B.

## **THE BEACH**

**I'm on a beach, but I can't see anything. What should I do first?**

- Click on the stems.
- Look at the sand. Do you see anything?
- Pick up the palm leaf and use it to brush the footprints.

**The footprints lead to the mangrove. Should I go there?**

- If a tree falls in the mangrove and no one hears it, does it make a sound?
- Someone before you felt it was important to go to the mangrove.
- Click on the mangrove.

**I'm in the mangrove. What do I do here?**

- You must frighten the ibis and get something from the nest.
- Take an oyster, and place it on the flat rock. Hit the oyster with the mallet in your inventory, and remove something from the oyster.
- Throw an oyster at the ape that appears. The ape will startle the ibis, which will fly away. Now you can retrieve something from the nest.

## How do I get the ibis to fly away?

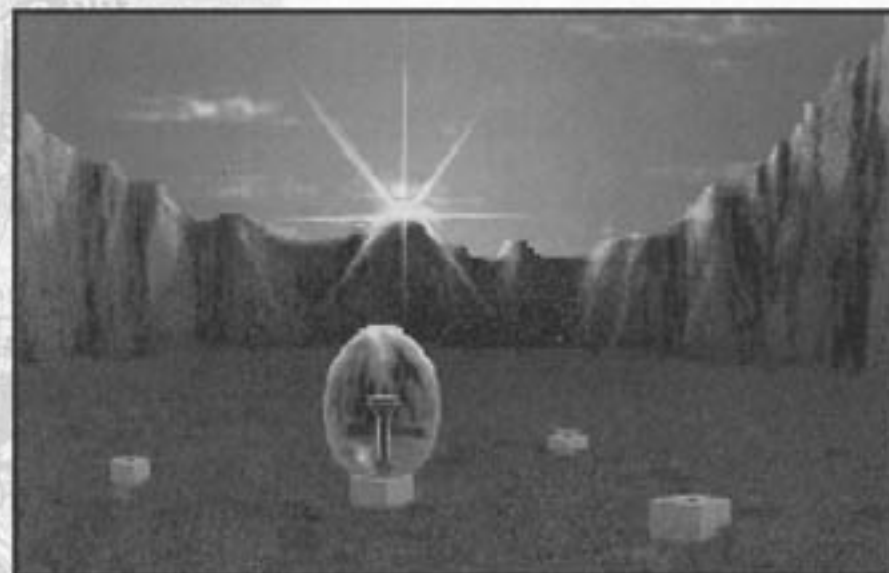
- Take an oyster, and place it on the flat rock.
- Hit the oyster with the mallet in your inventory, and remove something from the oyster.
- Throw an oyster at the ape that appears. The ape will startle the ibis, which will fly away. Now you can retrieve something from the nest.

## When I try to take the jade egg, I'm told not to be in such a hurry. Am I supposed to pick up the egg?

- There is something in the nest which you will need to fulfill your quest.
- You must find a way to pick up the egg.
- Click the magic pearl on the jade egg. A spirit will appear and instruct you.

## The native of the mangrove has told me to give to the crocodile what was once his. What does the crocodile want?

- Ask the crocodile.
- Click on the crocodile. Is he missing something?
- Put the jade egg in the crocodile's left eye socket, and the pearl in his right socket.



## THE CRATER

### The native of the mangrove has placed me in a trance, and taken me to a crater. What should I do?

- You must put a power here, in the appropriate place.
- You must find a way to burst the sphere.
- Find the scepters and the gourd/calabash, and place them on the pillars.

## **What should go on the pillars?**

- Move to the right of the pillars. There are two scepters on the wall. Take them.
- Enter the opening. Inside is a gourd/calabash. Smash it with the mallet, and pick up both pieces.
- Return to the pillars. Place both scepters on pillars, and put the gourd on a pillar.

## **I've put an object on each pillar, and still nothing happens.**

- Don't be in a hurry, Eldorado. There is something else you must do.
- You must do something with the other section of gourd/calabash.
- Place the section of gourd on the keystone. The mechanism will now function.

## **THE FORTRESS**

### **I'm on some sort of precipice, facing a fortress. How do I get there?**

- You've got an uphill climb ahead of you.
- Get to the bottom of the cliff.
- Click on the cliffs below the fort.

### **I'm on a bluff below the fort. How can I climb up there?**

- The answers are in your inventory.
- First, you'll need to find an anchor down here. That block of stone looks sturdy.
- Put the peg in the block of stone and tamp it down with the mallet.

### **I've found an anchor here where I'm standing. Now what do I do?**

- Things are looking up.
- Scroll up. There's a root jutting out. You can use it.
- Click the thread on the root.

**I want to invent a slingshot which will propel me up the cliff. Should I use the thread or the rope?**

- Use both.
- Use the thread to pull the rope over the root.
- Click the thread on the root. When this is accomplished, tie the rope to the end of the thread, and pull on the thread. Then tie the end of the rope onto the peg.

**I've created this slingshot, but have nothing with which to propel me upward.**

- Are you sure?
- Those small stones are holding the block of stone in place. What would happen if you moved them?
- Click on the small stones holding the block of stone in place. Then click on the block of stone.



## **THE TEMPLE**

**I must pray. Which scrolls will generate a prayer that the gods will hear?**

- Look closely at the prayers. Do some appear different than others?
- Some are traveling in a clockwise path, some counterclockwise.
- The three prayers traveling in the same direction are, from left to right, prayers two, four, and seven. Click quickly on those prayer scrolls.

### **The Lama has taken me to a golden lightning rod. What do I do here?**

- Click on the opening.
- Take the chain, and exit the opening.
- Hang the chain from the point at the base of the lightning rod.

### **Lightning has destroyed the lightning rod! What can I do to save it?**

- Are you certain you should save it?
- What happens to the gold from the rod?
- Perhaps the newly-cast gold can serve another, higher purpose.

### **I can't remove the casting.**

- The answer to the problem lies in your inventory.
- Perhaps if you pry the casting from the plateau?
- Click on the crowbar in your inventory, and then on the casting.

### **I am in a room of ice. The Lama says that there are many things under the ice. How can I melt it?**

- You have not the tools to melt the ice, Eldorado.
- The Lama will melt the ice if you give him the conch, and sound a gong.
- Give the Lama the conch. You must now construct a gong.

### **There are logs under here, but I can't find anything to light them with.**

- Perhaps you are not meant to light them.
- Use the logs as the base for something.
- The logs will form the base of the gong you must construct.

### **How can I get the Lama to sound the conch?**

- He must be startled from his reverie.
- Create a gong from items in your inventory.
- Take the logs, and click them on the snow. Now click the leather strap on the logs. Click the casting on the logs. Hit the gong with your mallet.

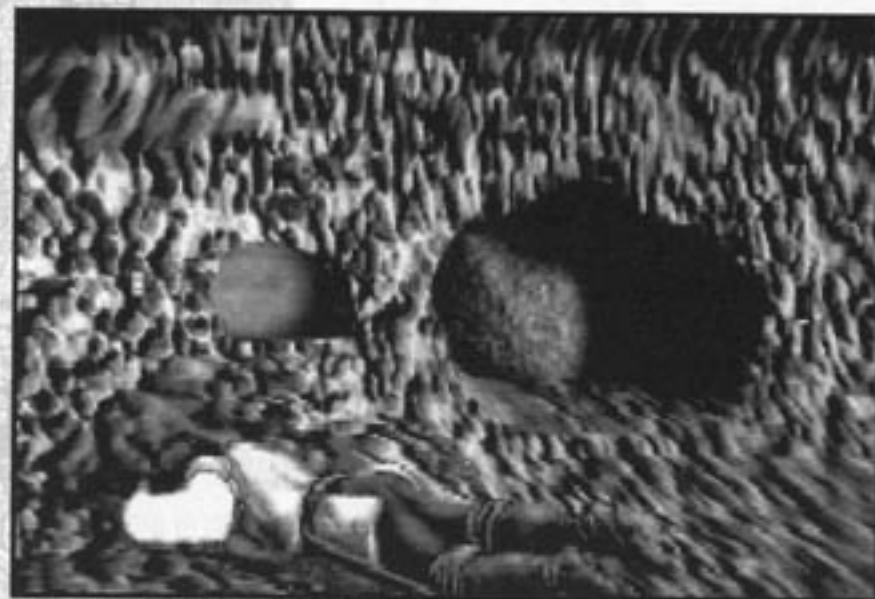


## **There is a beautiful room under the ice! But what is this goatskin for?**

- A goatskin can be used to carry liquids.
- Icicles, when melted, make water.
- That ray of sun certainly looks warm.

## **I've filled the goatskin. What do I do with it now?**

- You must find a place to put the power.
- Is the pierced bowl empty?
- Click the goatskin on the pierced bowl. When it is time to place the power in the sphere, you will know.



## **THE ASTEROID**

### **I am on the barren asteroid. How should I proceed in my quest?**

- The guard may have something you need.
- Click on the guard. Is there something he has which you might use?
- Take the pearls from the guard, and exit the screen.

**I want to open the hatch, but can't seem to do it.**

- Use force, if necessary.
- Force open the hatch with something in your inventory.
- Click the crowbar on the hatch.

**I've placed the pearls in the appropriate spaces, but they keep falling out.**

- You must force them in.
- You must force them in with something from your inventory.
- Place them in their spaces, and hit them with the mallet. Then exit the screen.

**Should I enter the opening?**

- After you have completed your task at the hatch, you should enter the opening.
- Find something from your inventory with which you can keep the mechanism from closing.
- Prop open the mechanism with either your mallet or your crowbar. Leave it in place, and exit the opening.

**I've gone into the opening and completed my task there. Where do I go next?**

- Return to where you once were.
- Go to the hatch.
- Push all the buttons in the hatch. Take the pearls, and exit the screen.

**I have the pearls again. What should I do with them?**

- Place them in new appropriate spaces.
- Return to the opening.
- Click on the opening. Remove the mallet or crowbar. Insert the pearls in the appropriate spaces.

## **THE MAZE**

**I'm at the start of a maze. What do I do here?**

- You must find your way to three rooms within the maze.
- First, find your way to the room with the statues.
- When you get to the room, click on one of the statues. Take from the statue what you find there. There is a map of the maze in the back of this hint book.

### **I've been in the first room. Now what?**

- Find your way to the room of mirrors.
- Cut a mirror and take a shard of glass.
- Cut the mirror with the diamond you found in the room of statues. Take the shard of glass. There is a map of the maze on the next page.

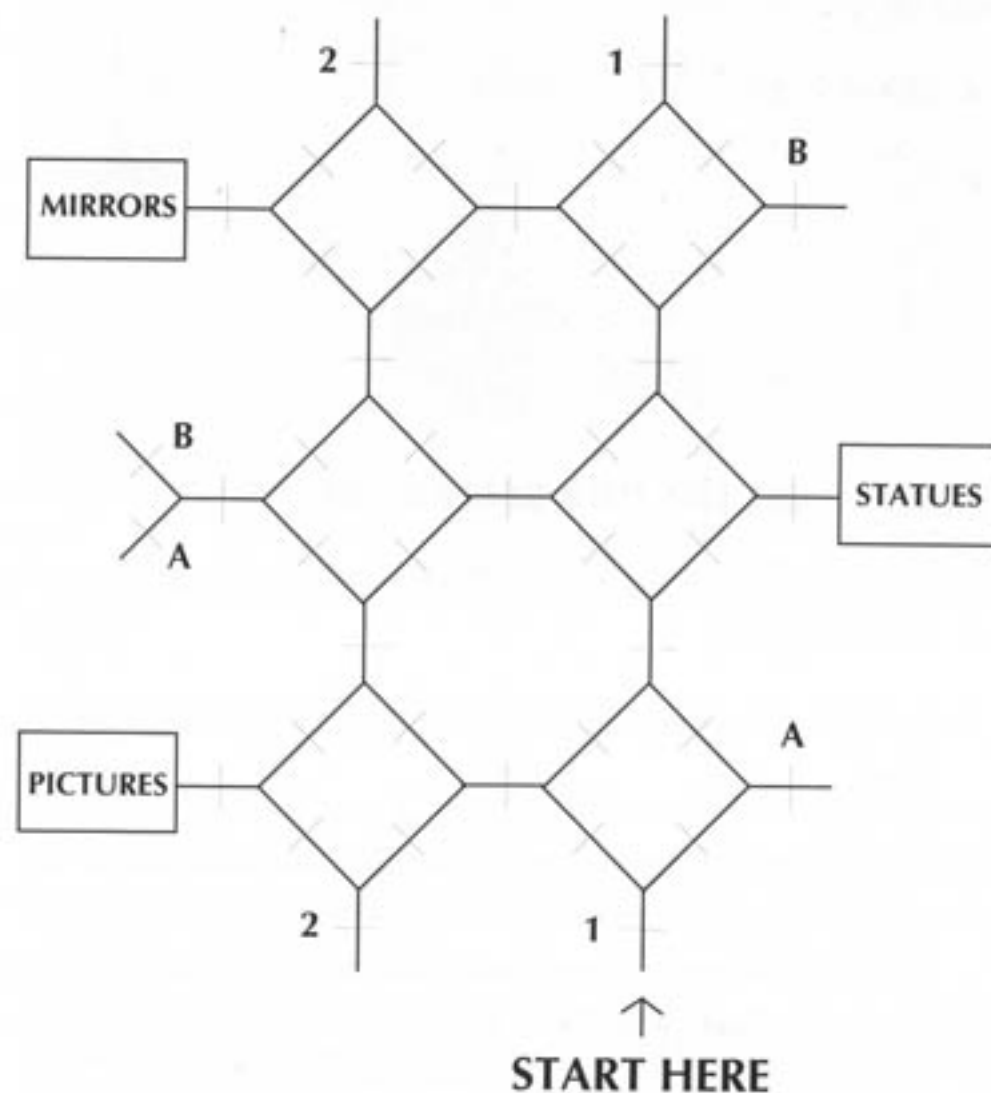
### **I've been in the second room. Now what?**

- Find your way to the room of pictures.
- Cut one of the pictures.
- Cut the picture of Atahualpa with the shard of glass. Take from the picture what you find there. There is a map of the maze on the next page.

### **I've been in the third room. Now what?**

- Return to where you once were.
- Return to the room with the statues.
- In the room of statues, use the music box on one of the two statues in front of the tunnel. Take what you find there.

## THE MAP OF THE MAZE



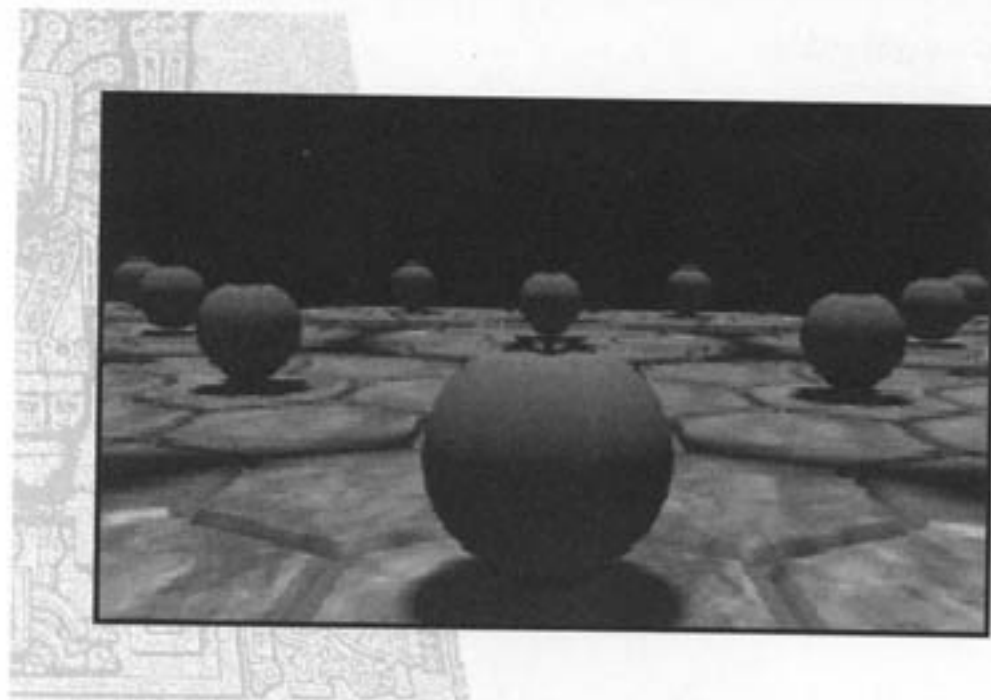
## **FLOWERS**

**I'm in a room with many flowers. What do I do?**

- Click on a flower.
- You must now reveal the true color of the flower. Use an item in your inventory to accomplish this.
- Take the stone of light and click on a petal of the flower. This will reveal the true color of the flower.

**I now know the true color of the flower. What next?**

- Take some pollen.
- You will use the pollen on a flower of a different color from the first flower.
- With the pollen, move to another flower. Click the stone of light on a petal of the second flower. If the flower's color is different from that of the first, pollinate the second flower with pollen from the first flower. Reopen the flower, and click on a petal with the stone of light. If the petals are two different colors, take pollen from the flower.



**I've cross-pollinated the flower. What do I do now?**

- Click on another flower, and reveal its true color.
- If the flower's color is different from those of the first two flowers, pollinate the flower with pollen from the hybrid flower. If the flower's color is not different, continue your search until you find a flower of a different color.
- When you have created a flower of three different colors, place the power inside it.