

Jewels of the Oracle Puzzle Solutions

5 April 1995

Last Update: 30 May 1997

[German version](#) from *Stefan Zawilla*

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Description

The Jewels of the Oracle game consists of 24 fascinating puzzles in logic, mathematics and geometry. Each puzzle may be played in Easy or Hard mode. This page contains solutions to all of the puzzles found in the game.

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General Notes

- To skip the introduction, click the left mouse button after the falling-jewels animation begins.
 - A puzzle may be reset by clicking on either horizontal bar next to the oracle triangle at the top of the screen.
 - To quickly return to the altar after solving a puzzle, ctrl-right click on the jewel at the top center of the screen.
 - When a group of four puzzles is solved, return to the well and click on the water-filled stone for animation and an oracle message.
 - The game desperately needs an Undo button during puzzle solutions (e.g., one false move with Bug Ball or Peg Solitaire and you have to start all over).
-

New Game

1. Click on door to open
 2. At well, click left
 3. Click forward
 4. Click on door twice
 5. Click on altar twice
 6. Click on jewels
 7. Return through doorway to well
-

Well Map

*: Hassuna fragment

DIRECT FROM ALTAR ROOM (TANTRAM)

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(Panditah of the 7th
Mountain)

[1234 Sliding](#)
(Hall of Order and
Succession)

[Magic Square](#)
(Square of Ganj Dareh)

RIGHT 1 FROM ALTAR ROOM (KAVI)

[Peg Solitaire](#)
(Kutu of Ekakin)

[Equal Irrigation](#)
(Parity of Jalam)

[Hassuna Assembly](#)
(Harmony of the
Hassuna)

[Circle Sliding](#)
(Seal of the Girsu Gates)

Mirrored Numbers

An easy puzzle to get you started. Each correct icon is of the form

reversed
number

normal
number

(without overlap) using the digits 1-9 left to right. Drag the icons to their respective places at the top of the display.

In Hard mode, there are seven blanks to be filled, in Easy mode, three.

Six Pairs

Find the correct six pairs using the 12 objects:

Bowl	Bracelet	Brush	Chest
Chisel	Comb	Dagger	Hammer
Quern	Sickle	Statue	Table

This problem is very difficult even using "obvious" object pairings (e.g., brush/comb, hammer/chisel) since there is no feedback given for correct pairings prior to a complete solution.

There are 10,395 possibilities for this puzzle's outcome:

If $f(N)$ denotes the number of possible pairings that can be made from N distinct objects (N even), without regard to order among or within object pairs, then first note that $f(2)=1$. Also, $f(N)=(N-1)*f(N-2)$ since the first of N objects can be paired with any one of the remaining $N-1$ objects, and the remaining $N-2$ objects can be paired off in $f(N-2)$ ways. The solution to this difference equation is $f(N)=(N-1)*(N-3)*...*1$, and in particular, $f(12)=11*9*7*5*3*1$, or 10,395 possibilities for this puzzle's outcome. If two pairings are known in certainty, the remaining possibilities number 105 (or only 15 if three pairings are known).

Clues from the Jewels of the Oracle website suggest looking for objects in the Memory of Bhandam (Blind Jigsaw) and Sowing Seeds (Mancala), but the only object found was a sickle in the latter location.

Claude-Andre Jolicoeur provided the following answer to the Hard mode puzzle:

Bowl	Chest
Bracelet	Comb
Brush	Hammer
Chisel	Dagger
Quern	Sickle
Statue	Table

The first person providing the answer to the Easy mode puzzle was *Roger Thornhill*:

Bowl	Statue
Bracelet	Brush
Chest	Table
Chisel	Dagger
Comb	Sickle
Hammer	Quern

Bug Ball

This challenging "warehouse" puzzle desperately needs an Undo button in case of an inadvertent move (for example, moving any ball into a corner prevents it from ever being moved again and so prevents a complete solution to the puzzle). Apparently there is no "no more moves" message when all possible plays have been made without a complete solution. Keyboard arrow keys may be used to orient or move the bug. The bug can move only one ball at a time and can only push it from behind.

Hard Puzzle

The initial arrangement of 29 balls is shown by the letters A-Z,a,b,c in [Figure 1](#). The bug starts at the asterisk at the upper left, and balls are disposed of into the hole indicated by an asterisk at the bottom center.

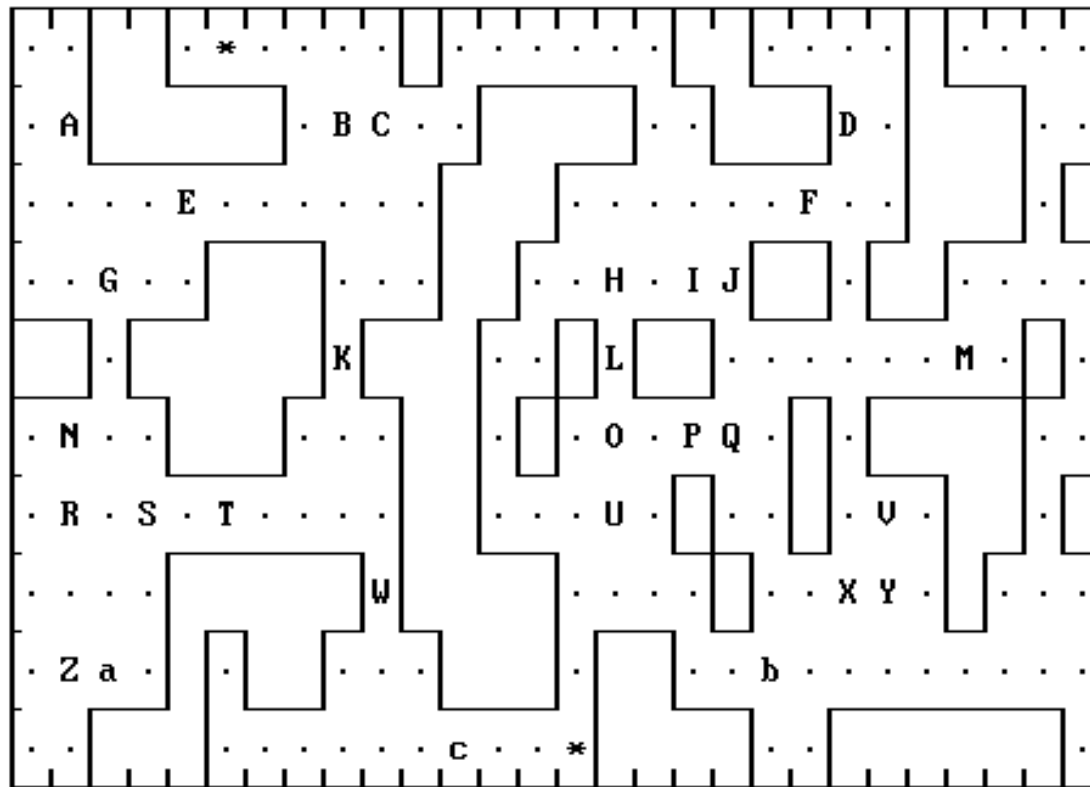


Figure 1.

Left Region

1. Move K down to wall to open up corridor; similarly for W
2. Dispose of c, W, K, B and C
3. Move E one square to the left to allow bug access to AGE region; similarly for G
4. Dispose of E by moving it first to the right
5. Dispose of A by moving it down, then to the right
6. Move G two squares to the right so we have a disposal path from below
7. Dispose of R by moving it right one square, then up; similarly for N
8. Dispose of Z by moving it up to wall, then right one square, then up
9. Dispose of a similarly by first moving it left one square
10. Move S down one square to allow access from left to tunnel containing T
11. Dispose of T
12. Move S back up one square and then dispose of it through tunnel
13. Move G left one square, down, and dispose of it through tunnel
14. This completes all balls in the left region. Note that this region is separate from the right region since a ball cannot be moved through corners in the connecting tunnel and the bug cannot jump over the disposal hole.

Right Region, Phase 1

Refer to [Figure 1](#).

1. Move b right 1, up 1
2. Move X down 1, right 5
3. Move D down 4
4. Move F right 1, up 1
5. Move J up 1, right 1
6. Move Q up 1
7. Move P right 2
8. Move O right 1
9. Move U left 1, down 3 to disposal
10. Move H left 1
11. Move L down 3, left 1, down 2 to disposal
12. Move H right 1, down 4, left 1, down 2 to disposal
13. Move O left 1, down 2, left 1, down 2 to disposal
14. Move I left 2, down 4, left 1, down 2 to disposal

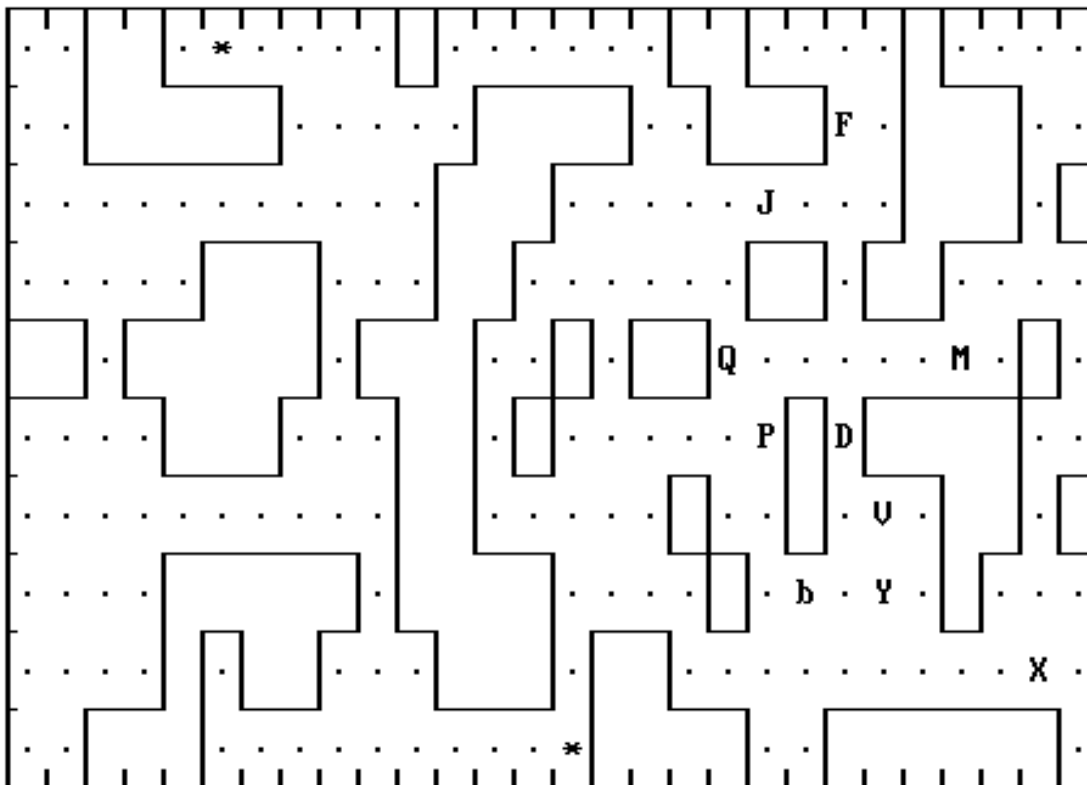


Figure 2.

Right Region, Phase 2

Refer to [Figure 2](#).

1. Move Q up 1
2. Move J left 3, down 1, left 1, down 4, left 1, down 2 to disposal
3. Move Q up 1, left 2, down 1, left 1, down 4, left 1, down 2 to disposal
4. Move F down 1, left 5, down 1, left 1, down 4, left 1, down 2 to disposal

5. Move D up 4, down 1, left 5, down 1, left 1, down 4, left 1, down 2 to disposal
6. Move P up 1, left 1, down 1, left 3, down 2, left 1, down 2 to disposal
7. Move b left 1, up 3, left 1, down 1, left 3, down 2, left 1, down 2 to disposal
8. Move X left 7, up 4, left 1, down 1, left 3, down 2, left 1, down 2 to disposal
9. Move M left 6, down 1, left 3, down 2, left 1, down 2 to disposal
10. Move V left 1, up 5, down 1, left 5, down 1, left 1, down 4, left 1, down 2 to disposal
11. Move Y left 1, up 6, down 1, left 5, down 1, left 1, down 4, left 1, down 2 to disposal

Easy Puzzle

The initial arrangement of 19 balls is shown by the letters A-S in [Figure 3](#). The bug starts at the asterisk at left center, and balls are disposed of into the hole indicated by an asterisk at lower center. Complete bug control sequences are given (U: Up, D: Down, L: Left, R: Right).

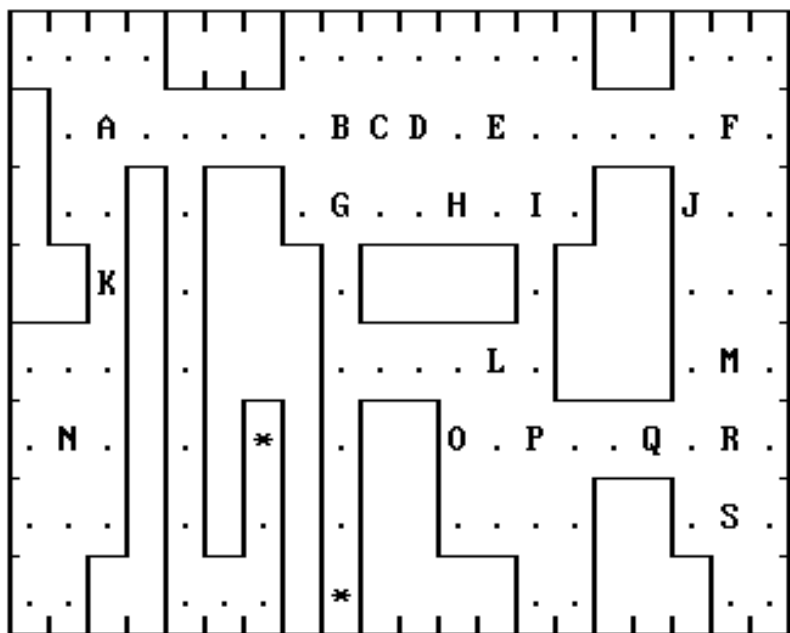


Figure 3.

Initial Preparations ("Three Colons" configuration)

E right: D L2 U6 R3 U R4 D R
 C down: U L3 D
 D right: R
 B right: U L3 D R

Upper Region

G: D5
 B: U6 R2 D L U L D6
 C: U5 R2 D L U L D5
 D: U6 R4 D L3 U L D6

H: U5 R4 D L3 U L D5
E: U6 R6 D L5 U L D6
I: U5 R6 D L5 U L D5

Left Region

A: U5 L5 U L2 D R6 U R D6
K: U5 L6 D3 L2 D2 R2 U4 L U R6 U R D6
N: U5 L6 D5 L2 U R D R U4 L U R6 U R D6

Lower Region

L: U4 R5 D2 L4 R4 U2 L5 D4
O: U2 R4 D2 L U R U L3 R4 U2 L5 D4
P: U2 R4 D2 R2 U L D L U R U L4 R4 U2 L5 D4

Right Region

F: U5 R9 U R2 D L10 U L D6
J: U5 R10 D2 L U R U L9 U L D6
Q: U5 R9 D4 L4 D L U R U L4 R4 U2 L5 D4
R: U2 R5 D R4 U2 R2 D2 L6 D L U R U L4 R4 U2 L5 D4
M: U2 R5 D R4 U2 R D R D L6 D L U R U L4 R4 U2 L5 D4
S: U2 R5 D R6 D2 L U R U L6 D L U R U L4 R4 U2 L5 D4

Sun & Moon

Click on the left shelf to obtain a Hassuna piece.

The objective of this puzzle is to transfer all six disks from the left side to the right. Neither side of the puzzle may ever be left with more black disks than white. Click on the rectangular ball carrier to complete movement (it won't move if it's empty). This 11-move solution is probably optimal:

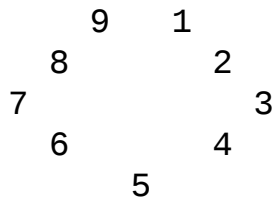
		B	W	B	W
		3	3	0	0
BB	->	1	3	2	0
B	<-	2	3	1	0
BB	->	0	3	3	0
B	<-	1	3	2	0
WW	->	1	1	2	2
BW	<-	2	2	1	1
WW	->	2	0	1	3
B	<-	3	0	0	3

BB	->	1	0	2	3
B	<-	2	0	1	3
BB	->	0	0	3	3

The Hard and Easy modes of this puzzle appear to be identical.

Locust Jump

Click on the small rock to obtain a Hassuna piece. Click on the large rock to access the puzzle. To solve the puzzle, exchange the positions of the green and yellow pieces.



This 24-move solution is probably optimal:

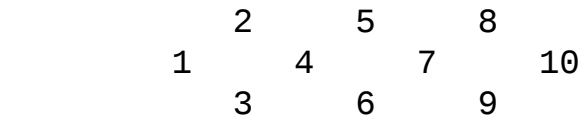
Moves: 6,4,3,5,7,8,6,4,2,1,3,5,7,9,8,6,4,2,3,5,7,6,4,5

The Hard and Easy modes of this puzzle appear to be identical.

Ten Tiles

Click on a pole for an animation. Click on the back wall for the puzzle.

Tile positions:



Hard Puzzle

In order to reach a solution, tiles must be exchanged (by dragging) - rotations alone will not suffice.

Solution:

1. Exchange positions 1 and 4

2. Exchange positions 2 and 4
3. Exchange positions 3 and 5
4. Exchange positions 4 and 7
5. Exchange positions 6 and 8
6. Exchange positions 8 and 9
7. Exchange positions 9 and 10
8. Rotate position 1 counterclockwise
9. Rotate position 2 clockwise
10. Rotate position 4 clockwise
11. Rotate position 7 twice
12. Rotate position 9 counterclockwise
13. Rotate position 10 counterclockwise

Easy Puzzle

In Easy mode, tiles are exchanged (by dragging) - no rotations are necessary.

Solution:

1. Exchange positions 1 and 6
2. Exchange positions 2 and 10
3. Exchange positions 5 and 10
4. Exchange positions 7 and 8
5. Exchange positions 9 and 10

Compass Path

		Column					
		1	2	3	4	5	6
Row	1	1	3	2	3	3	4
	2	2	2	3	3	3	2
	3	4	4	2	3	4	2
	4	3	3	4	3	2	3
	5	2	2	3	3	3	2
	6	2	3	3	3	3	X

[Compass Path](#)

When you have landed on a square showing N, in the next move you can move exactly N squares in any of the four cardinal directions as long as you don't move off the board.

This 10-move solution may be optimal:

Move	Row	Column	Operation
1	2	1	Down 1
2	2	3	Right 2
3	5	3	Down 3
4	5	6	Right 3
5	3	6	Up 2
6	3	4	Left 2
7	6	4	Down 3
8	6	1	Left 3
9	6	3	Right 2
10	6	6	Right 3

The Hard and Easy modes of this puzzle appear to be identical.

Color Balls

ALL PURPLE IN STACK 4:

Yellow: Stack 3 -> Cradle 3
Purple: Stack 1 -> Cradle 1 -> Cradle 2 -> Cradle 3 -> Stack 3
Yellow: Cradle 4 -> Cradle 3 -> Cradle 2
Red: Stack 4 -> Cradle 4 -> Cradle 3
Yellow: Cradle 1 -> Stack 1
Red: Cradle 3 -> Cradle 2
Purple: Stack 3 -> Cradle 3 -> Cradle 4 -> Stack 4

ALL YELLOW IN STACK 1:

Red: Cradle 1 -> Cradle 2 -> Cradle 3 -> Stack 3
Blue: Stack 2 -> Cradle 2 -> Cradle 3 -> Cradle 4 -> Stack 4
Blue: Stack 2 -> Cradle 2 -> Cradle 1
Yellow: Stack 2 -> Cradle 2 -> Cradle 3
Blue: Cradle 1 -> Cradle 2 -> Stack 2
Yellow: Cradle 4 -> Cradle 3 -> Cradle 2
Blue: Stack 4 -> Cradle 4 -> Cradle 3 -> Cradle 2 -> Stack 2
Yellow: Cradle 1 -> Cradle 2 -> Cradle 3
Yellow: Stack 1 -> Cradle 1 -> Cradle 2
Yellow: Cradle 4 -> Stack 4

Yellow: Cradle 2 -> Cradle 3
Red: Stack 1 -> Cradle 1 -> Cradle 2 -> Stack 2
Yellow: Cradle 4 -> Cradle 3 -> Cradle 2
Yellow: Stack 4 -> Cradle 4 -> Cradle 3
Yellow: Cradle 1 -> Stack 1
Yellow: Cradle 3 -> Cradle 2 -> Cradle 1 -> Stack 1

ALL BLUE IN STACK 2:

Red: Stack 2 -> Cradle 2 -> Cradle 3 -> Cradle 4 -> Stack 4
Red: Stack 3 -> Cradle 3 -> Cradle 2 -> Cradle 1
Blue: Stack 3 -> Cradle 3 -> Cradle 2 -> Stack 2

ALL RED IN STACK 3:

Red: Stack 4 -> Cradle 4 -> Cradle 3 -> Stack 3
Red: Cradle 2 -> Cradle 3 -> Stack 3

The Hard and Easy modes of this puzzle appear to be identical.

Horse Tiles

Click on the horse stall to obtain a Hassuna piece.

Tile positions:

1	2	3
4	5	6
7	8	9

Hard Puzzle

In order to reach a solution, tiles must be exchanged (by dragging) - rotations alone will not suffice.

Solution:

1. Exchange positions 2 and 4
2. Exchange positions 3 and 6
3. Exchange positions 4 and 8
4. Exchange positions 5 and 9
5. Exchange positions 6 and 8
6. Exchange positions 7 and 8
7. Exchange positions 8 and 9

8. Rotate position 2 clockwise
9. Rotate position 3 counterclockwise
10. Rotate position 4 counterclockwise
11. Rotate position 5 counterclockwise
12. Rotate position 6 clockwise
13. Rotate position 7 twice
14. Rotate position 8 twice
15. Rotate position 9 twice

Easy Puzzle

In Easy mode, tiles are exchanged (by dragging) - no rotations are necessary.

Solution:

1. Exchange positions 1 and 5
2. Exchange positions 3 and 5
3. Exchange positions 3 and 7
4. Exchange positions 3 and 9

Mancala

Click on the sickle for an animation.

A bell ring means you have ended a move at the right-hand bowl (Ruma) and may select any starting bowl for the next turn. Otherwise, you must begin the next turn from the bowl at which you ended the last move.

```

2   2   2   2   0
      * _ _ _ _ _ >

```

```

2   2   0   3   1
_ _ _ >          * _ _ _

```

```

3   3   0   0   2
      * _ _ _ _ _ _ _ >

```

```

3   0   1   1   3
      * _ _ >

```

```

3   0   0   2   3
>          * _ _ _

```

```

4   0   0   0   4
* _ _ _ _ _ _ _ _ _ >

```

```

0  1  1  1  5
      *-->

0  1  1  0  6
      *-->

0  0  2  0  6
      *----->

0  0  0  1  7
      *-->

0  0  0  0  8

```

The Hard and Easy modes of this puzzle appear to be identical.

Cube Maze

Move the blue ball with an arrow key held down. Capture two yellow crystals on opposite cube faces (Hard mode), or a single yellow crystal on the first face (Easy mode).

FIRST FACE

Exit spiral

At , go up

At adjacent , go up (stub only)

At , go up and exit face to the top

SECOND FACE

At , go up

At , go right (stub only)

At , go left (spiral)

At , go left

At , go up

At , go left

At , go right (stub only)

At , go right

At , facing an island: go up

At , go right and then exit face to the top

[Maze Solution 1 of 5](#)

THIRD FACE (read left to right)

At $\overline{\overline{\text{I}}}$, go left

At $\overline{\text{I}}$, go down

At $\overline{\text{I}}$, go up (stub only)

At $\overline{\overline{\text{I}}}$, go left

Now passing through extreme lower-left corner of face

At $\overline{\text{I}}$, go left

At $\overline{\text{I}}$, go up

At $\overline{\overline{\text{I}}}$, go right, then immediately down at adjacent $\overline{\overline{\text{I}}}$

At $\overline{\text{I}}$, go up

At adjacent $\overline{\text{I}}$, go left

At $\overline{\text{I}}$, go left

At $\overline{\overline{\text{I}}}$, go up

Now moving down central "spine" of face

At $\overline{\text{I}}$, continue down

At $\overline{\text{I}}$, go left (jog in path)

At $\overline{\text{I}}$, go left (stub only)

At $\overline{\overline{\text{I}}}$, go right

At $\overline{\overline{\text{I}}}$, exit face to the right

[Maze Solution 2 of 5](#)

FOURTH FACE

At , go right

Easy mode: At adjacent , go right and continue with the step marked * below

Hard mode: At adjacent , go up (first note position for return)

At , go up

At , exit face to the left

THIRD FACE DETOUR

At , go down (stub only)

At , go down (spirals)

Get crystal inside spiral

Return to previously-noted position on fourth face

[Maze Solution](#)

FOURTH FACE

At previously-noted  position, go right

(*) At , go right

At , facing an island (large white "C"):
go up, then down at both 's

At , go up (stub only)

At , go right (stub only)

At , go down

At , go down (stub only)

At , go left (stub only)

At , go up (stub only)

At , go up (stub only)

At wall gap, exit face downwards

[Maze Solution 4 of 5](#)

SECOND FACE PASSTHROUGH

At , go right

At , go up

At , exit face to the top

FOURTH FACE

At , go up (stub only)

At adjacent , go right (stub only)

At , go up (stub only)

At , go up (spiral)

At adjacent , go up (spiral)

At , go up and exit face to the right

FIRST FACE

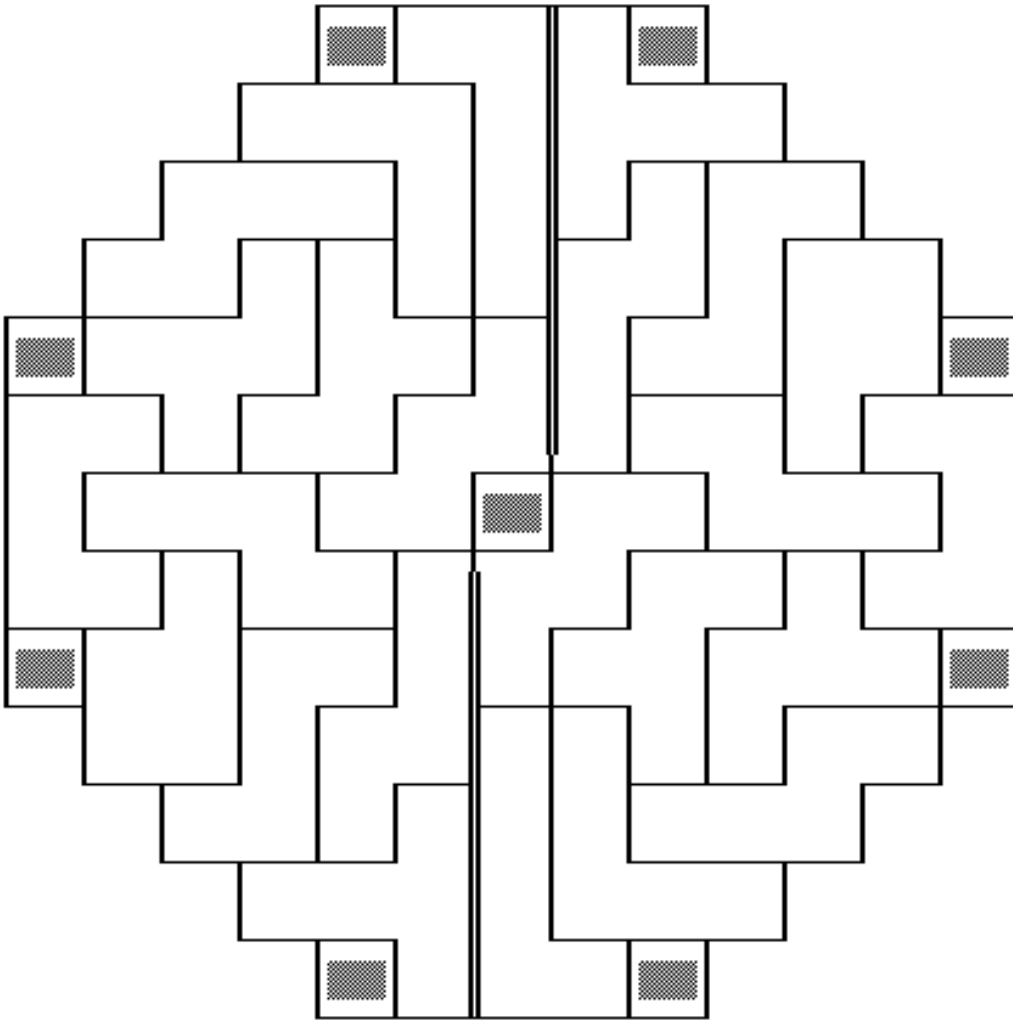
Get yellow crystal

[Maze Solution 5 of 5](#)

Pentominoes

There are 12 pentominoes of each color. They do not comprise the standard set of pentominoes in which every possible combination of 5 component squares is represented; for example, the standard pentomino with 5 squares all in a row is excluded. One shape is duplicated.

The following diagram shows an arrangement in which all pieces of one color are on one side and the pieces of the other color are arranged symmetrically:



[Puzzle Solution](#)

The Hard and Easy modes of this puzzle appear to be identical.

Blind Jigsaw

Click on the top of the yellow chest to obtain a Hassuna piece.

The Hard-mode puzzle is a blind jigsaw in which only one piece can be seen at a time. The pieces are jumbled differently each time, but the target picture remains the same. A sketchy representation of the target picture can be seen on the right-hand wall in the room containing the Pentominoes puzzle.

Solution:



[Hard Solution](#)

In Easy mode, correctly-placed pieces become visible, making it much easier to solve the puzzle. The overall image is different:



[Easy Solution](#)

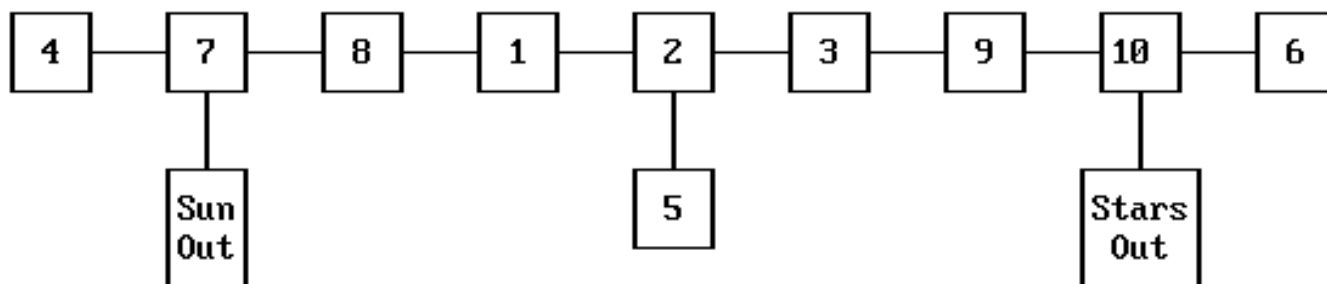
Sun & Stars

Piece positions:

1 2 3

4 5 6
7 8 9 10

Rotate or tilt the piece holders to allow movement in the indicated direction. Puzzle solutions are easier to visualize if the following connectivity diagram is used:



[Connectivity](#)

[Diagram](#)

Hard Puzzle

53-move solution:

Move suns at 2 and 10 out of the way so that stars at 5 can be disposed of:

1. Sun: 2 1 8
2. Sun: 10 9 3 2 1
3. Stars: 5 2 3 9 10 Out

Now two suns are still in the double zigzag path 7 8 1 2 3 9 10, so even if we "park" one sun at 5, there will still be one sun left to block any further movement of stars to the star disposal. Therefore we should park stars at 5:

4. Sun: 1 2 3 9
5. Sun: 8 1 2 3
6. Stars: 7 8 1 2 5

Now that the stars piece from 7 has been parked at 5, the path is open for disposing of all three sun pieces:

7. Sun: 3 2 1 8 7 Out
8. Sun: 9 3 2 1 8 7 Out
9. Sun: 6 10 9 3 2 1 8 7 Out

Finally, the last two stars pieces can be freely disposed of:

10. Stars: 4 7 8 1 2 3 9 10 Out
11. Stars: 5 2 3 9 10 Out

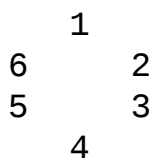
Easy Puzzle

43-move solution:

1. Sun: 9 3 2 1
 2. Sun: 10 9
 3. Stars: 6 10 Out
 4. Sun: 9 10 6
 5. Stars: 5 2 3 9 10 Out
 6. Sun: 1 2 5
 7. Stars: 8 1 2 3 9 10 Out
 8. Stars: 7 8 1 2 3 9 10 Out
 9. Sun: 4 7 Out
 10. Sun: 5 2 1 8 7 Out
 11. Sun: 6 10 9 3 2 1 8 7 Out
-

Pentagon Wheels

The puzzle allows no more than two balls per wheel. Wheels rotate pairwise in opposite directions.



Solution:

1. Add one ball each to wheels 1, 3 and 5
2. Press the lever to rotate the wheels
3. Add one ball each to wheels 6, 2, and 4
4. Press the lever to rotate the wheels
5. Add one ball each to wheels 5, 1 and 3
6. Press the lever to rotate the wheels
7. Add one ball each to wheels 4, 6 and 2

The Hard and Easy modes of this puzzle appear to be identical.

Blue Hexagon

The puzzle is randomized for each invocation, but is kept the same after a reset.

Panel arrangement:

	1	
6		2
5		3
	4	

Lever arrangement:

1 2 3 4 5 6

Hard Puzzle

The target sequence (starting at the top and moving clockwise) may be derived from the wall paintings dimly visible on entering the room:

1. 3 compasses
2. 2 wavy lines
3. Drain grille
4. Striped triangle
5. Pregnant cow
6. Palm tree with base fronds

This symbol ordering is repeated on each panel. Assuming panel arrangements in the middle of a turning operation do not have a bearing on the final solution (i.e., all that matters is the panel arrangement after all panels have finished moving), then only six distinct operations are performed by each control rod. This simplification results from the fact that moving the left side of a control rod N times is equivalent to moving its right side $6-N$ times, and the fact that the same symbols are on each panel in the same order.

The total number of possibilities thus is 6^6 , or 46,656. A solution to most randomized initial panel positions may be found by using a [computer program](#) that checks all possible rod motions. If no solution is found, a more solvable initial position may be generated by restarting the puzzle.

Easy Puzzle

In Easy mode, making all panels identical yields a jewel.

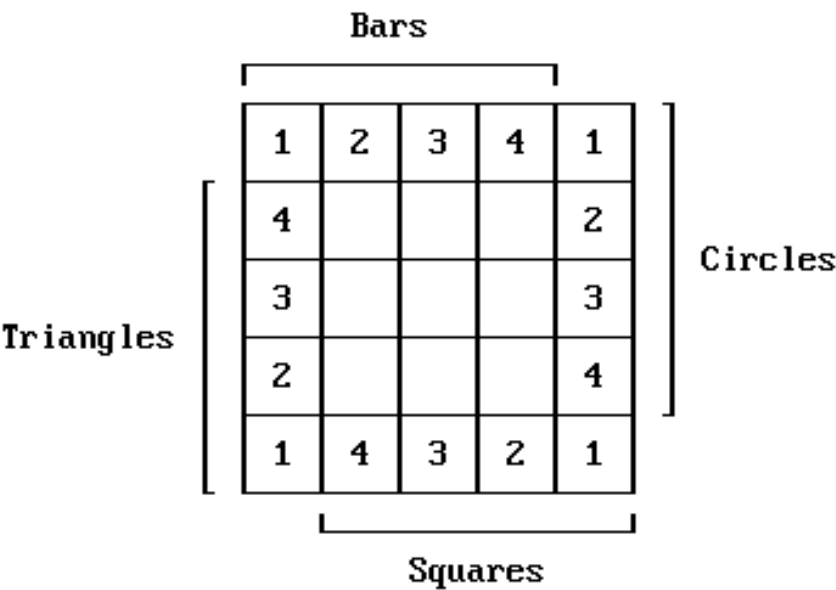
Solution:

1. Repeatedly use lever 6 until panel 6 is the same as panel 1
2. Repeatedly use lever 3 until panel 3 is the same as panel 1
3. Repeatedly use lever 2 until panel 2 is the same as panel 1
4. Repeatedly use lever 4 until panel 4 is the same as panel 1
5. Repeatedly use lever 5 until panel 5 is the same as panel 1

1234 Sliding

Enter the balcony. The puzzle will appear after a couple of clicks on the city map.

Final Solution to 1234 Sliding Puzzle



[Puzzle Solution](#)

A bonus animation in this room was found by *Jonathan Amaral*. When viewing the city map, note the orientation of the houses:

- | | |
|------------|-----------|
| 5 Kavi | 2 Tantram |
| 3 Kausalam | 1 Krida |
| 6 Sastram | 4 Paurah |

If you click on the map houses in the indicated order as soon as the map is displayed, an animation moving through the center of the model city is played. This area of the city is the same as that to which you are transported at the end of the entire game when all puzzles have been successfully solved.

The Hard and Easy modes of this puzzle appear to be identical.

Abacus

Click left to display a box. Click on the box to obtain a Hassuna piece.

Hard Puzzle

Arithmetic problem:

Circle	Square + Moon

Square	Triangle + Moon

Hexagon	Circle + Triangle

Star	Square + Triangle

Moon	

Circle + Moon + Moon	Triangle + Triangle

Circle, Hexagon, Moon, Square, Star, Triangle
are elements of {0,1,2,3,4,5,6,7,8,9,10} (drag peg)

A simple check of all 11^6 possibilities gives the only nontrivial solution as:

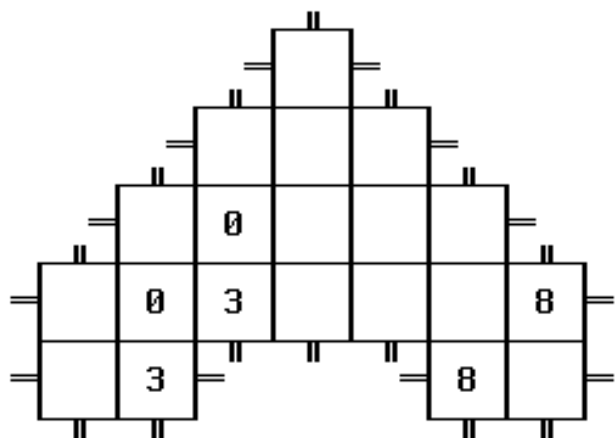
Circle	Hexagon	Moon	Square	Star	Triangle
6	10	1	5	9	4

Easy Puzzle

The Easy puzzle is identical to the Hard puzzle, with answers for the Hexagon and Star given.

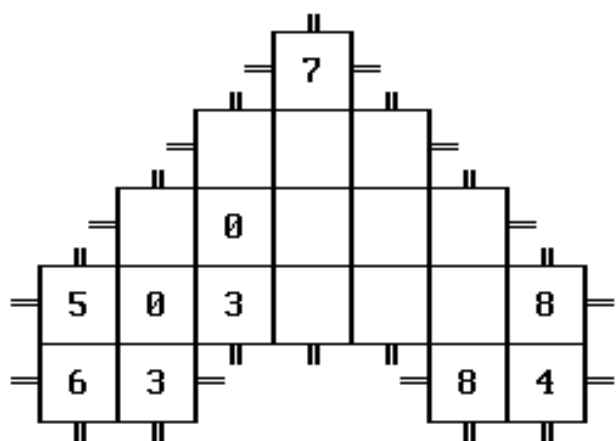
Multiples of 7

The digits in all six rows and seven columns must form numbers that are multiples of 7. Grid entries are arranged from the twenty digits {0,0,1,1,...,9,9}. In Hard mode, no preliminary answers are given, but in Easy mode, six of the twenty digits are provided up front:



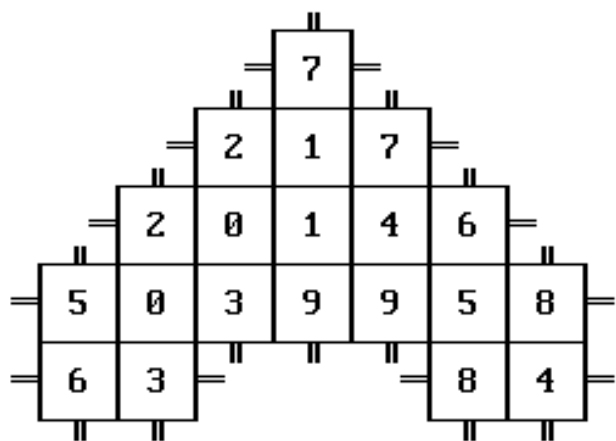
[Easy mode puzzle](#)

Entering a few obvious answers reduces the number of unknown digits to ten:



[Intermediate result](#)

There are only six distinct solutions to this puzzle; the first is:



[Puzzle Solution](#)

In Hard mode, there are 39,816 distinct solutions.

Magic Square

Click on the rod for an animation.

Click on the right-hand side of a square to increment it, on the left-hand side to decrement it.

Standard 3 x 3 magic square solution:

2	7	6
9	5	1
4	3	8

In Easy mode, the even-numbered entries are given.

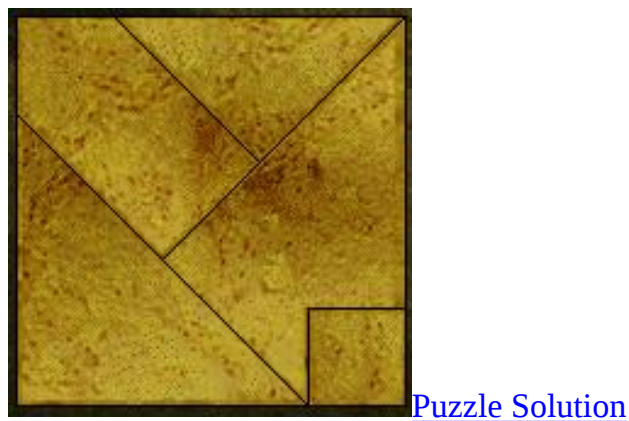
Hassuna Assembly

To solve this puzzle, you must have obtained all five Hassuna pieces from other puzzle locations:

- Sun & Moon
- Locust Jump
- Horse Tiles
- Blind Jigsaw
- Abacus

(or you can edit pnPieceTaken=0->1 in a save-game text file)

Hassuna assembly solution (requires flipping one piece):



The Hard and Easy modes of this puzzle appear to be identical.

Peg Solitaire

We found this solution to the Easy version of the puzzle (12 pegs in 16 holes):

		1		
2	3	-	5	6
7	8	9	10	11
-	13	-	15	-

Move	From	To
1	2	4
2	4	14
3	6	16
4	7	9
5	14	4
6	4	6
7	16	14
8	13	15
9	15	5
10	6	4
11	1	9

The Hard version of the puzzle has 51 pegs in 55 holes; only one peg must be left after all moves have been made. This problem is too difficult to solve using a "brute force" method; however, *Dave Myers* found this solution:

	A	B	C	D	E	F	G	H	I
1			C1	D1	-	F1	G1		
2			C2	D2	E2	F2	G2		
3	A3	B3	C3	D3	E3	F3	G3	H3	I3
4	A4	B4	C4	D4	E4	F4	G4	H4	I4
5	A5	B5	C5	D5	-	F5	G5	H5	I5
6	A6	B6	C6	D6	E6	F6	G6	H6	I6
7	A7	B7	-	D7	E7	F7	-	H7	I7

From	To	Direction
C5	C7	Down
A6	C6	Right
C7	C5	Up
A7	C7	Right
C4	C6	Down
C7	C5	Up
A4	C4	Right
C4	C6	Down

C2	C4	Down
A3	C3	Right
C4	C2	Up
A5	C5	Right
C6	C4	Up
C1	C3	Down
G5	G7	Down
I6	G6	Left
G7	G5	Up
I7	G7	Left
G4	G6	Down
G7	G5	Up
I4	G4	Left
G4	G6	Down
G2	G4	Down
I3	G3	Left
G4	G2	Up
I5	G5	Left
G6	G4	Up
G1	G3	Down
G3	G5	Down
G5	E5	Left
F7	F5	Up
F4	F6	Down
D5	F5	Right
D7	D5	Up
E7	E5	Up
F6	F4	Up
E3	E1	Up
E1	C1	Left
C3	E3	Right
D5	D3	Up
E3	C3	Left
E5	E3	Up
F3	D3	Left
C4	C2	Up
F1	F3	Down
F4	F2	Up
C2	E2	Right
F2	D2	Left
D3	D1	Up
C1	E1	Right

Equal Irrigation

The objective of this puzzle is arrange equal amounts of water among the tanks along each of the three walls. Tank sizes are fixed, but water quantities are randomized each time the puzzle is reset.

Add up three water quantities Q1, Q2 and Q3, each consisting of four tanks along one of the walls. The difference between Qi and the average $(Q1+Q2+Q3)/3$ (usually 15) determines how much water is needed or is surplus between tank groups.

Transfer water between the tanks along one wall to set up the necessary empty region(s).

Example:

Left Wall					
Used	2	2	5	8	Q1=17
Unused	2	1	0	0	
Center Wall					
Used	4	2	4	6	Q2=16
Unused	4	2	2	2	
Right Wall					
Used	4	3	1	4	Q3=12
Unused	1	2	2	0	
Average quantity: 15					
Left wall has surplus of 2					
Center wall has surplus of 1					
Right wall needs 3					

Solution:

1. Use any nonempty tank on the center wall to fill the 1-unit void in the leftmost tank on the right wall
2. Use any nonempty tank on the left wall containing at least 2 units of water to fill the 2-unit void in the next-to-the-left tank on the right wall

The Hard and Easy modes of this puzzle appear to be identical, but the Easy mode may provide water quantities that are simpler to apportion.

Circle Sliding

Sliding-block puzzle, with five open spaces and a connected-region layout.

Solution:



[Puzzle Solution](#)

A useful strategy is to work the puzzle top to bottom, left to right (but complete the lower row first). Reserve an open space at the current destination to make final positioning easier. Use other open spaces to rotate pieces around rectangular cycles.

The Hard and Easy modes of this puzzle appear to be identical.

Endgame

Jewels are reformed in a flash of white light. If no puzzles have been forfeited, wait for the rotating shard to appear at the top of the screen. Return to the Kavi section of the pool and click on the water-filled stone. Move to the Krida section of the pool and click on the triangular shard at the top of the screen. Then click on the pool ripples. This takes you through the empty well and into a city building on the surface. To display game credits, click on the stone block in the center of the city square.

A save game text file from a game in which most puzzles have been solved may be converted into a form yielding the complete endgame by changing the last parameter in the `setJewel()` reference from "I" or "D" to "V" for each unsolved puzzle (see the next section for a list of internal puzzle indices). Then, after loading the revised save game file, visit each unsolved puzzle and ctrl-right-click on the displayed jewel to insert it into the altar diagram.

The two forms of the endgame oracle message can be displayed using the QuickTime for Windows viewer `PLAYER.EXE` in the Windows directory on the files `\video\hqvideo\wellroom\07*.mov` found on the CD-ROM.

Internal Puzzle Indices

1. Locust Jump

2. Sun & Stars
4. Magic Square
6. Abacus
7. Cube Maze
8. Compass Path
9. Hassuna Assembly
11. Color Balls
12. Mirrored Numbers
14. Pentominoes
15. Sun & Moon
16. 1234 Sliding
17. Equal Irrigation
18. Six Pairs
19. Horse Tiles
20. Circle Sliding
21. Blind Jigsaw
22. Multiples of 7
24. Pentagon Wheels
25. Ten Tiles
27. Blue Hexagon
28. Peg Solitaire
29. Bug Ball
30. Mancala

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