



Pahelika



Secret Legends

Pahelika: Secret Legends

Strategy Guide

You have been put in the shoes of the unnamed adventurer, who, years ago, chanced upon a secret that had been hidden in his family for generations...

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Pahelika: Secret Legends

Strategy Guide

Preface

You have been put in the shoes of the unnamed adventurer, who years ago ,chanced upon a secret that had been hidden in his family for generations...

The Store Room

The store room has been untouched for years. Time to clean it up. The game has a built in tutorial here. Just follow it. Once you have retrieved the contraption, the game will tell you to open it. Do so. It seems that the octagonal slots in the contraption are missing the runes. Close the contraption and search for the 6 runes. After you've found them, open the contraption again and fit the runes in. Now you will automatically take the contraption to the study table.



The Study Table

Not much to do here. To activate the contraption and cast its spell, click on the Play button. When you do that, you will be teleported to the next location.

The Wizard Tower Outsid

You are standing before a huge tower. There is a door into the tower, but it is built high up in the tower. The staircase seems broken. It would seem that there is no way into the tower. But then this is the home of a wizard after all. Anything is possible!



Look into the shrubs nearby. One of them is hiding a water bottle. Use the bottle to extinguish the fire, get the key hidden in the fire and now you can ...

Pahelika: Secret Legends

Strategy Guide

finally unlock that chest. It seems to hold a spell scroll. Unfortunately, the scroll is empty! Now search the wall of the tower until you find a loose brick. Hiding behind is a magical quill! Use it on the scroll. It will write a spell into the scroll! Now you can cast the spell. Do so. And lo! The missing portion of the staircase appears! Rummage in the stone pile nearby to obtain a key. Unlock the tower door and go in.

The Wizard's Study.

This seems to be where the wizard studied. A big book rack stands in the room, filled with books. Oh! It appears that he left a huge golem as a guardian. Thankfully, the golem isn't aggressive, but it does seem that it has put its foot down on the trapdoor. Unfortunate. There is a strange door in the room, all attempts to use it fail. It seems... unreal. Another thing of note is the wooden pedestal here.



There is a chest on the left table. It has a sequence puzzle lock. Solve the sequence puzzle and unlock the chest. There is another empty scroll inside. There is a quill on an inkstand on the table. Take the quill, and use it on the scroll. Now use the scroll and cast the spell stored in it.

The golem moves! It takes its foot off the trapdoor. Try to open the trapdoor. It is locked. Did you notice the tilted painting on the wall? Straighten it. The trapdoor opens. Go down.



The Wizard's Lab

It looks like a wizard's lab, and from the stink in the air, it appears that the lab was used quite often. There is a loose sheet of paper on a tall table. Take it, and read it. It tells you a way to dispel all illusions. Illusions? Where are the illusions?

Take a look at the massive table in the centre of the room. It feels weird, almost unreal. Now pick up the red & blue potion bottles from the rack, and pour them into the big cauldron on the right. Excellent. Rummage in the dustbin and you find a spell scroll. Cast the spell.

Pahelika: Secret Legends

Strategy Guide

(continued...) The spell will act on the cauldron. Looks like we have a magical liquid in the cauldron. Find an empty potion bottle and fill it. There is a cupboard on the wall. It has a slider puzzle lock. Solve the puzzle and open the cupboard. Get the lantern. Pour the magical oil you previously made into the lantern. Grab the candle from the candle stand and light the lantern. According to the paper note, the lantern should be put on a wooden pedestal to dispel the illusions. Do so.

The big table vanishes! In its place, you see some runes marked on the floor. Remember the strange door above? Could it be an illusion too? Take the lantern and go upstairs. Put the lantern on the wooden pedestal. The door vanishes as well! In its place is a cupboard. A bag of magic dust lies inside. Take it, go down again.

Sprinkle the magic dust on the runes. Amazing! An unearthly glow appears! Step on the runes and you will be teleported to...

Wizard Tower Top

This is the top of the wizard tower. There appears to be a huge structure here. Probably it is a magical teleporter. A strange white fire seems to be burning on it. It looks dangerous, better not step in now.



There is a stone pedestal nearby. Four bags of colored dust seem to be lying on it. Get them. Pick up the note lying nearby. Read it. It tells you how to extinguish the fire, so sprinkle the coloured dust into the fire in the following order: Red, Green, Blue and Yellow. This will extinguish the fires, but the portal is still inactive.

There seem to be four slots around the teleporter. Perhaps something goes into these slots. Look around, there are 3 magic crystals lying around, but the fourth seems to be missing. Ah, ha! one of the pillars seems to have a brick loose! Pry it out. The fourth crystal is inside! Take it, and fit all the four crystals into the slots. What! The teleporter is still inactive!

There is a strange stone pedestal on the right. It seems to have a vault built in! The vault has a jigsaw puzzle lock. Solve the jigsaw puzzle and open the lock. There is a scroll inside. Pick it up, and cast the spell contained within. Now the portal is active. Use it!

Pahelika: Secret Legends

Strategy Guide

The Study Table

Back in the study! To activate the contraption and go to the next challenge, click on the Play button. You will be teleported to the next location.



The Puzzle House Outsides

You stand before a massive building. You may notice that the building was built using huge rocks, a lot like the rocks used to make the pyramids. Interesting, but are you still standing outside the building? Time to find a way in.

Rocks and stones of many type lie nearby. A sturdy steel has been set in the ground. Perhaps there is some machinery beneath. Pick some stones and place them on the plate. There is a sound, as if a stone slab moved. The sound came from near the gate. Interesting... there seems to be receptacle near the gate! There is an oil bottle inside. Take it.

Use it on the jammed lever near the gate, and then oil the lock on the gate as well. Try the gate lock. It seems to have a combination lock on it. You will need to find the right combination to open it. Look around. There is a stone lion built into a pillar, its stone tongue hanging out provocatively. Pull on the tongue. A slot appears below the lion. There is a paper note inside.

Take the note, and read it. The questions in the note give a hint to what the combination of the lock is. Set the lock to 452, or is it 542? Anyway, set the lock to the correct combination to open it. The lock falls to the ground. Now open the door. Push. Push harder. The door is too heavy! Perhaps the lever is there for a reason. Operate the lever, and the door opens. Adjust your trousers, and go in.

Pahelika: Secret Legends

Strategy Guide

The Hall of Ages

You are inside a huge hall. You see massive stone columns stretching high into the sky. Those columns are everywhere. Wherever you look, stone columns, stone columns! Some of these have stone faces chiseled into them. The faces look so real, you expect them to speak out any moment. You calm yourself, realizing they are just stone faces.



And then they start speaking! No, asking questions, and you better answer them correctly if you want to move on! Choose one of the options to answer. If you get it wrong, no worries, try again, and again till you get it right.

Once you have shown your wisdom by answering all the questions correctly, you are allowed to move on.



The Chasm

Go down the stairs and enter the underground hall. A huge chasm runs across the hall, dividing the hall into two. The bridge across is unusable, and the chasm is too big to jump across.

On the floor, a triangular rune has been etched. The rune is obviously magical. Look around. A white triangular stone is lying on the floor. Take it and try fixing it to the rune. It fits! It looks as though there might be more triangular stones.

Nearby, a set of three levers have been set in the floor. Try pushing and pulling them in different combinations. The machinery behind the lever spits out more triangular stones. Once you've gotten all three, fit them into the rune.

There seems to be a vault on the left of the room. Its a puzzle lock. Solve the slider puzzle and open the lock. There is a scroll inside. Use the scroll. Voila! The bridge is repaired.

Pahelika: Secret Legends

Strategy Guide

Now pick up the 5 tokens lying on the floor. On the far side of the room, there seem to be some slots to put them in. Click on each of the slots to get a riddle. Answer to the riddle will tell you which token goes into which slot. Here's the low-down:

Slot Riddle Object that goes into the slot

- I wax and wane with time. I bring life. I am the light. : **Sun Amulet**
- I am the sign of times, a chronicler of history. : **Quill**
- Through the ups and downs, I go on keeping time. : **Hourglass**
- A lover's give away, a keeper of the life. : **Heart**
- Red like the blood, a woman's fancy, a perfect gift. : **Ruby**

If you put the wrong token in a slot, just click the slot to pick it up again. Once all the tokens are put into the correct slots, the door opens. Go in.

The Compass Room

Enter this room, and you are greeted by a strange sight: A room full of compasses! Of all shapes and sizes, big and small, old and new, hanging and lying! Obviously, the puzzle here has something to do with the compasses, especially the big ones on the floor.



There is a pressure plate set in the floor. Pick up some stones and place them on the pressure plate. The pressure plate will be pushed down and the south compass will be unlocked. The west compass has a combination lock on it. Click on the mirror. It will show you the reflection of a number. The number is 501. Enter the number into the combination lock, and now all four compasses are working.

Click on the drawer below the mirror. There is a note inside. The note is a puzzle, solving which will tell you how to open the door. Here is the solution:

- Set the needle of the west compass to point south.
- Set the needle of the south compass to point north.
- Set the needle of the north compass to point east.
- Needle of the east compass should point to west.

This will open the door. Go in.

Pahelika: Secret Legends

Strategy Guide

The Underground Teleporter

You are in an underground cavern. Six braziers line the path. At one end you see what looks like a teleporter. However, the way is blocked by the ropes barring the gate. You try to remove them, but fail. The ropes seem to have some kind of magic.



Fortunately, there is a knife nearby. Use it to cut the ropes. Now it is possible to reach the teleporter. Near the teleporter is a chest, which has a jigsaw puzzle lock. Solve the puzzle and open the chest. There is a bag of magic dust inside. Take it, and sprinkle all the braziers with the dust. The braziers start glowing.

On one of the gate pillars, there is a hidden slot. Find it, there is a scroll inside. Try to cast the spell, it does not work. It turns out that the teleporter is protected by three guardians. A fire guardian, a wind guardian, and a water guardian.

They want to ask you three questions each. Only when you make them happy will they let you use the teleporter. How to make them happy? Butter them a little! If a fire guardian asks a question, praise the fire element as the best. Similarly praise the wind element when talking to the wind guardian. When all three have permitted you to use the portal, you can finally cast the spell.

Do so, and the teleporter will spring to life. Enter. You are taken back to the study.



The Study Table

Back in the study! To activate the contraption and go to the next challenge, click on the Play button. When you do that, you will be teleported to the next location.

Pahelika: Secret Legends

Strategy Guide

The Fairy Garden Outsidess

Oooh! The fairy garden! But don't get too excited, you are still outside the garden, and the gate is blocked by a massive stone slab which is too heavy to move.



Luckily, there is a note lying nearby which explains the method of making a strength potion. A little problem though, the note does not detail the full process of making the potion. Pick up the pot lying nearby and place it on the circular runes. We will brew the potion in this pot.

Now pickup Tulsi leaves, they are growing on the rock above the stone trapdoor. You can't pick Kandali leaves yet because it is covered with thorns.

The oak branch is too strong to break. Instead, look around, and pick up the three magic crystals lying around. To the right of the gate, there is a place where you can put them in. You can put only two of them in right now, so do that.

There is a sequence puzzle on the trapdoor. Solve it. The trapdoor opens, and now you can go down. Do so.



Fairy Garden Store Room

There is a weird machine in the centre of the room. The trick here is to get all the buttons in a pressed state. Click on the buttons till you manage to do so. A small receptacle on the machine will open. Take the magnet.

There is some fishing line lying on the centre table. Take it. Find and take a stick, also pick up a hollow stick. There is a painting in the centre of the room. It turns out that its hiding a vault, but to open the vault you need to complete a memory game. Do that, and the vault is revealed. There is a note inside, get it.

Pahelika: Secret Legends

Strategy Guide

If you read the note, you will find following words on it: 'ERIF SI DROW EHT'. Read the letters right to left, and it becomes: 'THE WORD IS FIRE'. Nice. Now you can open the chest on the table. Click the chest. A password dialog pops up. Click the buttons to make the word 'Fire' (going from top to bottom). The chest will open, and you can now take the key. *We are done here, so lets go back upstairs.*

The Fairy Garden Outsidies

Lets go fishing. Tie the fishing line to the stick. Not tie the magnet to the other end of the line. Dip it in the water stream. Something sticks to the magnet. Its a knife! Dip the rod in water again, to the right side this time. You've fished out a box!



Use the knife to cut the Kandali and the Oak branch. Put them both into the pot. Examine the oak tree closely. There is a hollow in it. Perhaps there is something inside? There is! Take the bottle and empty its contents into the pot. We are all set! Except that we still don't have the scroll. Use the knife to cut the hollow stick. It appears that the scroll was hidden inside. Cast the spell, and the potion is complete.

Find an empty bottle and fill it with the potion. Drink it! Now you are strong enough to move the stone slab. Do so. Unfortunately, the gates remain closed. Use the key you have to unlock the box. Take the blue gem. Now it is possible to put all the gems in the slot. Once that is done, the gate opens. Go in.



The Fairy Garden

Although it has not been tended to for centuries, its still a beautiful place. For a moment, you wonder how beautiful it might have been in its prime. But then you shake your head: irrelevant. You have a job to do.

There is a huge stone here, and an empty potion bottle lies nearby. Go back outsidies, and fill the bottle with the strength potion. Drink it. Move the stone, and take the scroll which was lying beneath the stone.

Pahelika: Secret Legends

Strategy Guide

Take the bucket, and put it on the well. Tie in the rope. Try to get something out of the well. Oh, No. You have pulled out a skeleton! Its alive! It has a sword in its hand! It moves swiftly, and puts itself between you and the hut door!

Luckily, you have a scroll handy. Fire the spell, and the skeleton crumbles into a heap of bones. Still shaking, you pick up the sword. Use it to cut the nearby shrub. Another bottle! Now is the time to read the journal page so helpfully left around by the fairy, Chwinki. It says that we have to balance the elements of nature to open the door. So lets do that.

Notice that the biggest pool continuously changes in color. When it becomes green, take the magic water in the bottle and pour it into one of the smaller pools. Any pool will do. Similarly, pour red, yellow and blue water to other pools. When each smaller pool is filled with water of different color, the gate will open. Go in.

Fairy Hut Insides

The very first thing you notice is the braziers, and the colorful fires on them. Looks like the fairies love bright colors.



There is a crate in the room. It has been nailed shut. Find the wooden handle and the iron hammer head. Assemble the hammer and use it open the crate. There is star inside. Take it. Notice the key lying on the floor? Use it to unlock the almirah. There is a wooden stick inside. It looks suspiciously like a fairy wand, but without a star. Try to assemble the wand with the star, you will fail. Apparently there is more to be done.

Examine the walls closely. There seems to be a vault built in the wall. The vault was cleverly camouflaged, but you've seen it (with a little help from this strategy guide, of course). Really sharp eyes you got there. Solve the jigsaw puzzle and open the vault. Another star? Attempt to assemble the wand again. Success! Note that to completely assemble the wand, you have to use all the three objects: two stars and the stick.

Pahelika: Secret Legends

Strategy Guide

Now what do we do with the wand? Touch the braziers with the wand. Interesting. The color of the fire on the wand is swapped with the color on the brazier. If you look carefully, you will notice that each of the braziers has a color strip on the bottom. Swap the fires until the color of fire matches that of the color strip for each brazier. *Voila! The doors opens! Go in.*



The Library

Messy. Really messy. That's what it is. Didn't know the fairies were so careless. That is unless, they have done so deliberately. What's that on the wall? A note. Humph. You dummy, it says. Well, we will see about that!



Let us start by tidying things up a bit. The books on the floor obviously go to the book racks. The quill goes to the inkwell, the crystal ball to the crystal ball stand, and the torch into the torch socket.

Open the left cupboard. Take out the door knob and the flower pot. Put the flower pot on the table, and fix the knob to the centre cupboard. Now it can be opened, so open it. Get the candle, place it on the candle stand. Get the ornate bottle from top of the centre book rack. Put the bottle inside the cupboard, and close it. Also close the left cupboard.

Now that the room is tidy, you will hear a unlocking sound. The two cupboards which were locked before have been unlocked. Get the magic dust and the spell scroll. Sprinkle the dust on the rune on the floor. Follow that up by casting the spell. The teleporter has been activated. Step in, and be teleported back to the study.



The Study Table

Back in the study! To activate the contraption and go to the next challenge, click on the Play button. When you do that, you will be teleported to the next location.

Pahelika: Secret Legends

Strategy Guide

The Log Cabin

You are inside a log cabin. Its incredibly cold, better do something about it unless you want to freeze. You don't want to freeze? I thought so.



Lets start by shutting that window and preventing that cold breeze from coming in. An oil bottle was hiding behind the window shutter! Let us take it. There is something metallic on the floor. It looks like a fire starter. Lets pour the oil on the coal, that will help in starting a fire. Now use the fire starter. Goody. The fire will warm up the room.

There is a strange metallic thing on a wall. Lets meddle with it. It seems to have a slider puzzle built in. Solve the puzzle. A section of wall slides away! There is a door there! Nice! There is something scratched on the door. 'EGG' it says.

Try to open the vault on the table. It has a combination lock, so we need a number. But all we have is egg. Examining the wooden wall, we notice some more things scratched into the wall: E-7, C-3, A-2, G-7. Replacing the letters by the corresponding numbers we get 711. Use the number to open the vault. Get the key lying inside, and use it to unlock the almirah.

There are books inside. Get all three of them. On the right side of the room, a pressure plate has been set into the floor. Put all the books onto the plate. The pressure plate goes down, and the door opens. Go in.



The Ice Room

Woah! A room completely made of ice. It appears that the room has been built inside a glacier. Someone has gone to a lot of trouble to hollow out a room here. There is a cave like vent in the center of the room, through which some very cold air is coming in. Also, the ice on one of the walls of the room seems a bit thinner than usual.

Pahelika: Secret Legends

Strategy Guide

Use the hammer to break the ice stalactite. Put the broken ice pieces into the pot. Remember the place on the wall with thin ice? Hit it with the hammer. The ice breaks, and reveals a metallic object. It seems to have triangular slots in it.

Okay, let us see what we can do with the pot. Go back to the log cabin, and heat the pot on fire, melting the ice into water. Now return. Pour some water into the triangular mould, and put the mould in the cold air vent. The water freezes, and now we have a triangular ice slab. Make two more, for a total of three ice slabs. Place these slabs inside the metallic object. There is a clicking sound, and a huge ice pillar rises from the floor!

It looks like it is some type of puzzle. Clicking on it will turn it around. There are two buttons on the bottom. The one marked 'x' will reset the puzzle. Let us solve this.

Towards the right side of the room, some symbols have been etched on the wall. If you notice, same symbols have been etched on the ice pillar as well. Rotate the ice pillar till the first symbol (left to right) on the wall is at the front of the pillar (It is the triangle symbol). Now press the 'O' button. Now bring the second symbol to front, press the 'O' button, and so on, till all the symbols on the wall are used up. *If you did it right, the ice door will open. Go in.*

The Grand Hall

It must have been a grand hall once, but now it just seems to be caving in. A pillar is leaning to one side, supported by an iron rod. The gate has been blocked with huge ice pillars.



To the left of the room, stands a metal machine, with puzzle activation. Solve the jigsaw puzzle to activate the machinery. A massive ice slab slides up, breaking the ice pillars which were barring the path to the gate. Some of the broken pieces of ice are small enough to be of use. Take them.

It appears that we are still stuck, since the ice slab has barred the path to the gate. Or are we? There is something built into the ice slab. It seems to be a keypad. We need to enter the correct word to activate it.

Pahelika: Secret Legends

Strategy Guide

Now examine the stone slab closely. You will see that there is a line running from left to right on the slab. The line consists of letter 'O' repeated continuously. Enter 'OOOOO' in the keypad. This activates the machinery again, and the stone slab slides down again. The path to the gate is free!

That is good. Too bad the gates remain closed. Lets open them. Take the wooden mould from the floor, and stand it against the leaning pillar. On its own, the wooden mould cannot take the weight of the leaning pillar, but when reinforced with ice, it just might work.

Put ice shards into the pot, and go back to the log cabin. Heat the pot, melting the ice. Now return and pour the water into the wooden mould. The water immediately freezes again. Do the same with the second ice shard. Now that the mould is well reinforced with ice, we can remove the metal bar supporting the ice column.

Fit the metal bar into the machinery on the right side of the room. It forms a lever! Operate the lever to open the gate. Go to the next area.

The Crystal Room

Another room, made completely of ice. Fortunately, there seems to be a door leading outside. Unfortunately, it has been covered by a hard crystal of some sort. This isn't just ice, it is something really hard. It is not going to be easy to get past the crystal cover.



There is a metallic weighing scale hung on a wall. It is tilted to one side. Let us attempt to balance it. There seems to be a small receptacle in the room, filled with powdery snow. Let us make snowballs! Click on the receptacle, and a snow ball is automatically created. Make four such snowballs. Now use them to balance the scale.

As soon as the scales are balanced, there is a clicking sound, and something falls on the floor, near the weighing scale. Its a knife! Its old and rusted, so no point in trying to cut the ice with it, that will just break the knife. Unless of course, the knife is hot. Head back to the log cabin and heat the knife on the fire. Now return.

Pahelika: Secret Legends

Strategy Guide

There is a ice pillar in the centre of the room. It appears that the ice is encasing a hammer. Hack at the pillar using the knife. The hammer falls down, still encased in ice. We can't have that, can we? Get rid of the ice by heating it at the stone in the log cabin.

Now start breaking things. Hit the ice pillar a couple of times, till its metallic spine is exposed. Then go free the chest from the ice. The vault has a sequence puzzle lock, so solve it and open the vault. Well, well, well! There is a tuning fork inside.

An idea forms in your head. Perhaps the vibrations created by tuning fork can be used to shatter the crystal on the gate! Clever. Very clever. So mount the tuning fork on the metallic part of the pillar, and hit it with the hammer.

The crystal shatters! Unfortunately, the vibration causes some ice shards to fall from the ceiling and obstruct the path. Get rid of them using the hammer. At last the path is free, and you can use the door. Do so.

The Snowman

In the open at last. It takes a while for your eyes to grow accustomed to the light. When they do, you notice that you are standing in front of a snowman. The snowman is melting. The cause of that seems to be the hot air coming from a vent near the snowman.



There is a pile of loose stones nearby. Push at the pile of loose stones. The stones will roll away, revealing a hammer.

There is large stone nearby, fully covered with ice. The ice makes it too slippery to lift the stone. Hit the large stone with the hammer. The ice encasing the large stone will now be broken, and its possible to lift the stone now. Lift the stone.

Place the large stone near the mouth of the air vent. This will block the air vent. The snowman will harden. Now pick up the sticks, the bead eyes and the nose, and put them back into the snowman. This will make the snowman heavier.

Pahelika: Secret Legends

Strategy Guide

It appears that there was a secret pressure plate below the snowman. Adding the sticks and the nose made the snowman heavy enough to push the plate down. As a result, a box pops up near the lonely tree. The box has a number lock.

To find the number, note the unnatural formation of the stone stumps. There are three groups of stumps. Perhaps they are there to point the way to the solution? Each group of stumps has a different number of stumps. Count them, they are 2, 5, and 3 in number. That gives the number 253. Use the number to unlock the box. Doesn't work!

Let us try some other combinations, for example 235. That works. The box is now open. There is a scroll inside. Pick it up and cast the spell contained in the scroll. This will activate the teleporter. *Get in the teleporter, and be teleported.*



The Study Table

Back in the study! To activate the contraption and go to the next challenge, click on the play button. When you do that, you will be teleported to the next location.

The Shores of the Yantra Nagari

The magic device has teleported you to a island. The island is covered with lush green vegetation. Sea surrounds the island from every side. This island has stayed untouched by both humans and pollution.

There seems to be some ancient equipment here. Something that looks like a blacksmith's furnace has been built into the ground. There are even some coals in it. An old blower lies on the ground, half buried by the sands.



Pahelika: Secret Legends

Strategy Guide

A hammer is leaning on a tree nearby and an iron rod lies partially buried in sands. Get them both. Something which looks like a small bow is leaning on the furnace. A plank, and two strange wooden items are lying half buried in sand. Get them all.

Use the small bow-ish thing and the strange wooden items to assemble the fire starter. Use it to set the wooden plank on fire. That's because the fire starter doesn't produce enough heat to directly set the coal on fire. Now that the plank is on fire, it can be used to set the coal on fire. Do so.

Pick up the blower. Use it to fan the fire & get the coals to red hot. Heat the iron rod in the furnace. Use the hammer on it to beat it into the right shape. The rod has a pointed shape now.

Use the iron rod to pry out the plank on the tree. There is a cog hidden underneath it. Take the cog. Fit the cog in to the lift. The lift has been fully repaired.

Now set the levers to the right combination to operate the lift. Some trial and error may be needed. Step in.

The Gallery of Many Deaths

It is immediately obvious why this place has been named the gallery of many deaths. Peril stalks every move, every corner. Death lurks in the shadow. One false move, and everything is over.



The place is squeaky clean, too clean. Things seems to be in perfect order, as if trying to convince you that everything is normal. However, you still can't dismiss a vague feeling of dread. A feeling of hidden menace hangs in the air.

There is a massive spike trap in front of the player. The spikes are long and sharp. The spike trap is too wide to jump over. There is a mount near the player. On it, jigsaw puzzle has been mounted. Solve the jigsaw blocks puzzle. A cover will slide in, covering the sliding block trap.

Pahelika: Secret Legends

Strategy Guide

There is a crate on the other side of the spike trap. Since the spike trap has been covered, you can reach it now. Rummage in the crate. There is a sharp metal shard inside. Take it.

Just ahead of the spike trap, there is a stout rope on the wall. There is a pulley on both the ends of the rope. The rope is stretched taut. The rope seems to be a part of some kind of a machine. Let us use the metal shard to cut the rope.

A heavy stone falls down on the pressure plate. Woo! Close! Now we can climb over the stone to the other side. However, a fire trap has just activated. Press the buttons on the control panel to the right to shut down the fire trap. The buttons are laid in two columns. Press the middle button of the left column and all the buttons of the right column. This shuts down the fire trap and it is now safe to move on.

Hidden Robot

It is not immediately obvious what the purpose of this room is. There is a variety of machinery in this room. Almost as if the people who made it were showing off. Some tools of the trade have been left on a rack, as if on exhibition.



On one side of the room, a solid metal plate is built on to the wall. It is not obvious how to open it. However, a metal track runs from beneath the metal plate to a heavy lever. The track is much like a railway track. It is unbroken, and in very good condition.

There is a trapdoor in the room. It is bolted shut. It has a handle on it. Close by, there is a machine with a pulley mounted on it.

A thick rope is hanging from a nail driven into one of the walls. Take the rope from the wall. Tie one end of the rope to the trapdoor handle. Run the other end through the pulley and tie it to the machine cylinder.

Some coal is lying on a rack built in the front wall. Get it. Put some coal in the furnace. There is a wooden stick leaning on the right wall. Take it.

Pahelika: Secret Legends

Strategy Guide

Go back up to the beach. Use the blacksmith's furnace to light the stick. Get back. Use it to light the coal. Now open the water valve, allowing the water to flow into the boilers.

The machine now has steam to power it. Press the button to start it. The machine will rotate the cylinder. That will pull the rope and the trapdoor will snap open. There is a button inside, press it. This opens the door to inventors room. Let us go there.

The Inventor's Workshop

This appears to be a workshop of some kind. Various kind of wrenches, keys, files, hammers, screwdrivers are strewn about. Some of them hanging on the wall, others on the benches, still others on the floor. You marvel at the ancient geniuses that must have worked here once. You wonder what would have happened if their knowledge had not been lost.



There are some metal pipes lying on the floor. Pick them up. Connect the pipes with the steam lift machine. Now the machine is powered with steam. Set the knob to reverse. The lifting machine will lower its arm. Get the robot leg.

Another robot leg, and a robot arm are lying in the room. Get them. There seems to be a parts stand in the room. Hang the robot parts on the stand. This will activate some machinery, and the drawer at the bottom of the stand will slide out. There is a button inside. Press it.

A hidden recess is now revealed. There is a strange machine inside. Pick the un-wound spiral spring and put it on the machine. Press the buttons in the correct order to wind the spring tight.

The correct order can be found by examining the metal plate above the door (in the previous area) that leads to this workshop. There is a plate with triangular markings above it. Notice also that the machine has triangular buttons. Note the sequence of marks, and press the corresponding buttons in the machine in the exact same sequence. Done correctly, this will wind the spring. When the spring is done winding, take it.

Pahelika: Secret Legends

Strategy Guide

Search around for a small key. Use it to open the vault below the workbench. There is a button inside. Press it. We are done here, so let us go back to the Robot Room.

The Robot Room

It seems that something has happened here. The solid metal plate on the wall has been torn off, and a robot is standing there instead. Unfortunately, the robot is doing nothing to help us.



The robot has small steel wheels on its feet, suitable for moving on rails. Fix the coiled spring in to the robot. Now the robot is powered. Notice the red buttons on the wall? Press the left button. The robot will move on the rails towards the door. It will stop just before the big, heavy lever.

Now press the right button. The robot will operate the lever. The door opens. Go on in.



The Teleporter

This looks to be the teleporter room of the ancients. Several old machines stand in the room. There also seems to be a coal furnace and a water boiler. How the ancients managed to make a teleporter using such a primitive technology is something you cannot understand.

The machines are in a surprisingly good condition. Guess the ancients knew how to build their machines to last. You decide to get on with the task.

There is big table in the room. It has three drawers. The leftmost one is locked. Fortunately, there is a key lying around. Unlock the drawer with the key. There is a mug inside. Take the mug.

Pahelika: Secret Legends

Strategy Guide

The center drawer is already unlocked. Open it, and get the coal inside. The right-most drawer has a jigsaw puzzle lock. Solve the puzzle and open the drawer. There is a fire starter inside. Take it. Now we are all set.

Put the coal into the furnace. Use the fire starter to start a fire. Now what we need is some water in the boiler. Use the mug to fill up the boiler. Good. Now steam starts to form and the machines are powered!

Now solve the sequence puzzle on the controller to activate it. Set the dial to 1, and turn the crank. The machine No 1 will start. Similarly start the other two machines. When all three machines are running, we are ready for teleportation. But before we do that, we need to do something else.



We need to stabilize the steam pressure, otherwise the machines will shut off. Activate the control panel by clicking on it. This will start a mini game. When the steam pressure increases, open the valve to let out steam, thus reducing pressure. If the steam pressure decreases, close the valve to increase pressure. If we can maintain pressure within limits for 30 seconds the machine will stabilize. Already did it? Wonderful!

The teleporter is now activated. Step in, and we are back to the...

The Study Table

Back in the study! To activate the contraption and go to the next challenge, click on the play button. When you do that, you will be teleported to the next location.



Pahelika: Secret Legends

Strategy Guide

The Ropeway

You are standing on a wooden platform. The platform is old, and the prolonged exposure to sun & water seems to have weakened the wood. The platform creaks as you walk over it.



The platform is broken in the middle. That is preventing access to the other side of the platform. We need to repair it. Pick up the three wooden planks and use them to repair the platform.

Get the handle from the metal basket and fix it to the spring winding mechanism.

Find all the seven bells and fix them on the wire between the two sticks (on the right). Now play the bells in a fixed pattern. If done right, the call signal will be sent. This will call the trolley from the monastery to the platform. This will also unwind the spring mechanism (because the trolley is powered by the spring mechanism), so you have to wind it again.

Now the trolley is hanging near the player but the door is closed. Solve the sliding puzzle on the door to unlock the it. Wind the spring by turning the handle a few times. Open the door and step in.

The trolley will take you inside the monastery.



The Room of Seasons

You are standing inside a huge dome. The dome is massive. The dome appears to have been made using solid rock. A path runs along the entire circumference of the dome.

You are standing at the entrance. You can see a massive rock in the middle. The rock is magically suspended in thin air!

Pahelika: Secret Legends

Strategy Guide

There is a pedestal on the right, with a button on it. Let us press the button and see what happens. The huge rock rotates, presenting a different face. Click on the rock. A puzzle will present itself. Solve it. Once the puzzle is solved, a gem will appear in the receptacle below the pedestal. Take it.

Turn around the rock completely, solving the puzzles and taking the gems. Now fit all the gems to the rock pedestal. Rotate the rock one last time, so that front of the rock is facing you once more.

A staircase appears as if by magic and makes a path to the pedestal! Go up and take the magic book, Pahelika.

Congratulations! The magic book is yours! The legends were true! The book does exist! You beat the game!



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