

# **WELL ROOM**

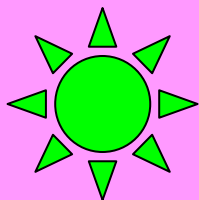
**Recommended that you Save your game here by pressing Esc and going to Save menu. Listen to all 3 hiero-trans units. Use H2Ozinator to blast rocks. Use Home key to crouch and avoid slaves. Stay straight! Do not let them surround you or it's game over!**

# **HALL of DREAMS**

**The 3 rooms much be approached in order.  
Find Dig Passes to open barricades with spacebar.**

# **COAT OF MANY COLORS Hallway**

**When you approach a hiero-trans, stop  
and listen. Use water to blast webs.**



# **DIG TENT**

**Grab the H2Ozinator.  
Approach and observe  
computer. Then go below.**



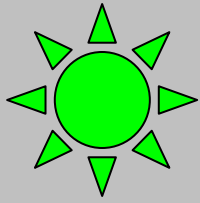
# AIRPORT

**Press F1 key to see helicopter controls. Fly to Dig Tent.**

# DORM ROOM

**- Begin Here -**

Listen to Sir Dabney's message.  
Use spacebar to open doors.

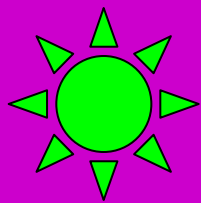


# Potiphar's House

(integrity porch)

**Try to get through the house past Potiphar's wife. Look for key to open far door and do NOT let the guards surround you or it's game over.**

# PRISON MAZE



(Hashem's Bible Study)

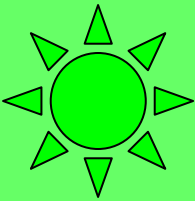
**Avoid traps. Crouch under pillar.  
Stop and listen carefully to the Cupbearer and Baker  
tell their stories. Open correct doors based on which is  
correct conclusion to each of their dreams.**

# **PHAROAH'S COURT**

**Choose the door which correctly  
interprets Pharaoh's dream.  
Stay out of the fountain!**

# PHAROAH'S MAZE

Listen to the story as you find your way out of Pharaoh's Maze and find the Cup.



## Sir DABNEY & BROTHERS

**Forgiveness & Change**

**Dabney's Bible Study**

**Climb obelisk to meet Sir Dabney at top. Follow his instructions then jump down to listen to the brothers.**

Overview of Sunday Software's Joseph's Story CD. For a complete guide and set of teaching tips, go to [www.sundaysoftware.com/tips](http://www.sundaysoftware.com/tips)