

Sir Dabney's Dig Site Secrets

for use with the Joseph's Story CD from Sunday Software
www.sundaysoftware.com

My Dear Robin...

1. Always grab an H2O-ozinator in the Dig Tent. Your mouse aims and triggers it.
2. Look for the sign to the helicopter when you arrive at the airport.
3. Helicopter controls: A = up; Z = down; K = LEFT; L = RIGHT;
S = START; B = Brake
4. If you seem stuck at a barricade or door, stand back a bit and then try walking through or past that spot again. Don't let your feet get caught around the edges of objects and doors. Remember: your spacebar opens doors.
5. Under NO circumstances should you let the slavetraders surround you, or let Potiphar's guards surround you. Keep moving fast or they can end your journey. I suggest you 'save' your spot by pressing F1 and saving once you get to the well.
6. Take your time in prison to reflect on notes left there. Listen carefully to the Baker and Steward's comments.
7. When you find yourself in Pharaoh's prison maze remember this: when you hear the narration, stop and listen. If you agree with what is being said, go the way of the Eye of Horus. If you disagree, follow the way of the scarab.
8. Never climb up on the fountain in Pharaoh's court. Your journey might end.
9. Choose wisely in Pharaoh's court or you will be sent back in the ruins.
10. When you find the cup, climb the Obelisk with it. Climbing can be difficult. Scoot side to side to center yourself on the scaffolding before you jump up.
11. When you find me, walk straight up to me so that you do not fall down. I have instructions for you.

PS... quite sorry about the raging hippos.

Sir Dabney

Consult the complete Joseph's Story Teaching and Playing Guide at
<http://www.sundaysoftware.com/joseph>