

# Notes for Robin from Grandpa Dabs

For Exodus Adventure CD Mission 2:  
Red Sea to Marah to Rock of Horeb [www.sundaysoftware.com](http://www.sundaysoftware.com)



## **Mission 2 Overview:**

Begin in the Monastery → Visit Dabney in the Library → Go to the Red Sea Room → Miriam's Library Song Game → Marah Well → Manna Cave → Find the Staff of Moses in Monastery

## **Welcome My Dear Robin!**

Thank you for helping us test the latest MacTavish Enterprises Biblical Tour! Today you'll be following in the footsteps of the Israelites across the Sinai. When you arrive at St. Catherine's Monastery, please talk to Brother Deni. Then come meet me in the Monastery Library. I'll be waiting for you there! It is just around the corner and up the stairs from Deni. I know you'd like to explore the entire Monastery, but please control yourself...we have much to do. And as is always the case with these adventures, you must do things in the correct order. Listen and read carefully!

## **Red Sea Room**

After meeting me in the Library, go to the Red Sea Experience Room. It's not easy to find, so here's a tip: go down the main stone staircase and look immediately on the right for a small stone staircase going up. Go up the small staircase and cross over toward the boxes near the tower. Look left and you'll see the red carpeted wooden staircase leading to the Red Sea room. Follow the red carpet up to the door and enter.

About the Room: The Monks have created a wonderfully mysterious space to learn about the Israelites crossing the Red Sea. Walk out into the desert and listen to the Brother Magdi seated on the Sphinx. Then go back and watch the Red Sea video clip between the pillars. If you want to get rid of some scorpions, blast them with your Archaeo-Air Blaster. Return through the door and go to the Library on the opposite side of the Monastery.

## **Miriam's Library Song Game:**

After exiting the Red Sea room, meet me in the Library. The Monks have built a song game in the book stacks for tourists and pilgrims. Read the instruction book found on the chest as you enter the center stacks. I suggest you pay close attention to the verse order and TAKE NOTES my dear. You must step on the color tiles in the correct order or you'll never open the secret door to Marah!

## **Secret Door to the Marah Trail**

After correctly stepping on the song tiles in order, a secret door will open in the Library wall revealing the entrance to the Trail to Marah. Follow it, and look for the Marah well. Read the scripture scroll and follow the instructions. After you have completed the task there, it will get dark. Look for the sign to the trail to the Manna Cave in Rephidim and follow it.

## **The Manna Cave at Rephidim**

Look for the hidden entrance into the cave. It's covered by brush to keep the scorpions out. Brother Deni has gone there to meditate. Listen to him and join him in discussion around the fire. If you're feeling tired, stay the night as the Israelites and Moses once did. Be prepared: Brother Deni will ask you, "what have you learned about God" during your journey to the Cave.

## **Return to the Monastery**

In the morning go find Brother Deni and listen to him. Then look for the "Sunday Software 1" helicopter. I've had it flown over to Rephidim so you can quickly return to the Monastery and complete your mission.

## **Find the Staff of Moses**

Back at the Monastery, you must find the Staff of Moses and strike the Rock of Horeb just as Moses did. I've never seen this done, so expect anything! Afterwards, find me and we'll talk. I'll have a few questions for you!

**Tech Notes for Robin:** Hold the shift key as you press the arrows to run faster. Press the 'home' key while pressing the forward arrow to make Robin jump forward. ESC pulls up the menu. A complete guide is found at [www.sundaysoftware.com/tips](http://www.sundaysoftware.com/tips)

## **"Sunday Software 1" Helicopter Instructions**

Home Key=Power Up; End Key=Power Down and Land; Arrow keys to change direction. You will know you are flying in the right direction when the clipboard image matches the compass image. The clipboard will always tell you the next location you need to fly to. The helicopter will only work when you have completed all the tasks in that area.

## **Save Your Position!**

Robin, I cannot stress this enough, -the desert is very unforgiving. Press ESC and Save, then click an empty location to save your current location. Should an emergency arise, "load" a saved location.

My Questions at the end will be:

1. An astonishing thing about God, my dear, is that the Lord is not stingy. Manna RAINED from heaven, and the water GUSHED from the rock. What does this say to you about God ?
2. I must say, Robin, God surely has a great deal of patience for his constantly complaining people. Far more than I would have had. What does this say their faith?