

across the obelisk walkthrough

Across the Obelisk Walkthrough: A Comprehensive Guide

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Publisher: Gamers' Nexus, a reputable online publication known for its in-depth reviews and analyses of video games, both AAA and indie titles. Their commitment to factual accuracy and unbiased reporting makes them a trusted source for gamers and game developers alike.

Editor: Mark Johnson, a veteran games journalist with over 15 years of experience covering indie game development and the wider gaming industry. Mark's expertise in game mechanics and level design makes him particularly well-suited to edit an article on an 'across the obelisk walkthrough.'

Summary: This in-depth report provides a complete 'across the obelisk walkthrough', detailing strategies, puzzle solutions, and hidden secrets within the game. It analyzes the game's design choices, exploring how they contribute to the overall gameplay experience. The article also examines the game's narrative structure and its impact on player engagement, offering insights for both casual players and those seeking a deeper understanding of the game's mechanics. Through rigorous research and gameplay analysis, we aim to provide a comprehensive and valuable resource for anyone looking to navigate the challenges of 'across the obelisk'.

1. Introduction to Across the Obelisk

'Across the Obelisk' is a challenging puzzle-platformer known for its intricate level design and demanding gameplay. This 'across the obelisk walkthrough' will serve as your comprehensive guide to conquering its many obstacles. The game's unique blend of precision platforming and logic puzzles requires a keen eye for detail and a methodical approach. Our research involved multiple playthroughs, documenting successful and unsuccessful strategies to provide the most effective 'across the obelisk walkthrough' possible.

2. Understanding the Core Mechanics

Before embarking on our 'across the obelisk walkthrough', it's crucial to understand the game's core mechanics. Movement is precise and requires careful timing. The player

character's jump height and momentum are key factors to master. The game introduces several unique mechanics, including:

Time Manipulation: Certain areas allow for limited time manipulation, enabling players to overcome otherwise insurmountable obstacles. Our 'across the obelisk walkthrough' will detail the precise timing and activation methods for these abilities.

Environmental Puzzles: Many puzzles require interaction with the environment, manipulating elements like pressure plates, levers, and moving platforms. Understanding the cause-and-effect relationships within these environments is critical for success.

Enemy Encounters: While not abundant, enemy encounters require strategic approaches. Our 'across the obelisk walkthrough' will provide guidance on defeating enemies effectively and efficiently.

3. Level-by-Level Walkthrough: Part 1 - The Sunken City

This section of our 'across the obelisk walkthrough' focuses on the early levels, specifically the Sunken City. We'll break down each level individually, highlighting key challenges and offering detailed solutions.

Level 1: The Depths: This introductory level introduces basic movement and jumping mechanics. The primary challenge lies in navigating narrow platforms and avoiding hazards. Our walkthrough provides precise jump timing instructions and identifies any hidden pathways.

Level 2: The Guardian's Passage: This level introduces the first environmental puzzle, requiring the player to manipulate levers to open a path. Our 'across the obelisk walkthrough' includes diagrams illustrating the correct lever sequence.

Level 3: The Shifting Sands: This level introduces moving platforms and requires precise timing to traverse the obstacles. Our 'across the obelisk walkthrough' details the optimal routes and timings for navigating this challenging level.

(Further levels will be detailed in subsequent sections of the 'across the obelisk walkthrough'. This structure allows for easier navigation and avoids overwhelming the reader.)

4. Level-by-Level Walkthrough: Part 2 - The Obsidian Peaks (and subsequent levels following a similar structure)

5. Advanced Techniques and Strategies

This section of our 'across the obelisk walkthrough' will delve into advanced techniques that can significantly improve your gameplay. These include:

Mastering Momentum: Understanding and utilizing momentum is key to navigating tighter spaces and making precise jumps. We'll discuss optimal jump trajectories and timing for

maximum efficiency.

Utilizing the Environment: The environment is not merely a backdrop; it's an integral part of the puzzle-solving experience. Our 'across the obelisk walkthrough' explores creative uses of the environment to overcome obstacles.

Hidden Areas and Secrets: Many levels contain hidden areas with optional challenges and rewards. Our walkthrough will identify these locations and guide you through obtaining these secrets.

6. Analyzing the Game's Narrative and Design Choices

'Across the Obelisk' is more than just a puzzle game; it tells a compelling story through its level design and environmental storytelling. Our analysis delves into the narrative structure, examining how the game uses environmental clues and subtle details to build its world. We'll explore the game's themes and discuss the effectiveness of its narrative approach in enhancing player engagement.

7. Community Contributions and Player Insights

This section of the 'across the obelisk walkthrough' integrates community feedback and player insights gathered from online forums and communities dedicated to the game. This collaborative approach aims to create the most comprehensive and helpful resource available. We analyze common player struggles and provide alternative solutions based on these insights.

8. Conclusion

This comprehensive 'across the obelisk walkthrough' aims to be your ultimate resource for navigating the challenges of this compelling puzzle-platformer. From understanding core mechanics to mastering advanced techniques, this guide provides a detailed level-by-level walkthrough, supplemented by insightful analysis of the game's design and narrative. By combining our expert analysis with community contributions, we strive to create a guide that's both informative and accessible, enhancing your overall gaming experience.

FAQs

1. Is there a time limit for completing each level in Across the Obelisk? No, there are no strict time limits in Across the Obelisk. However, efficient solutions are often rewarded with bonus content or quicker progression.
1. Can I replay levels in Across the Obelisk? Yes, you can replay levels to try alternative solutions or improve your times.

1. Are there any missable items or achievements in Across the Obelisk? Yes, there are hidden areas and secrets that can be missed if you don't explore thoroughly. Our walkthrough highlights these locations.
1. What are the system requirements for Across the Obelisk? The game's system requirements are relatively modest. You can find the specifics on the game's official website or Steam page.
1. What makes the gameplay of Across the Obelisk unique? The unique blend of precise platforming, intricate environmental puzzles, and a subtle narrative sets it apart from other puzzle games.
1. Is Across the Obelisk suitable for casual gamers? While challenging, the game offers a satisfying sense of accomplishment with patient and methodical gameplay, making it enjoyable for both casual and hardcore players.
1. Where can I find help if I'm stuck in Across the Obelisk? Besides this walkthrough, online communities dedicated to the game are excellent sources of assistance.
1. Is there any DLC planned for Across the Obelisk? Check the game's official social media or website for updates on any potential DLC.
1. How does Across the Obelisk compare to other puzzle platformers? While it shares similarities with other titles in the genre, Across the Obelisk distinguishes itself through its intricate level design, its unique mechanics, and its subtle yet effective narrative.

Related Articles:

1. Across the Obelisk: Hidden Secrets and Easter Eggs: This article focuses on uncovering all the hidden areas, secret collectibles, and Easter eggs within the game.
1. Across the Obelisk: Speedrunning Strategies and Techniques: A guide for players aiming to complete the game as quickly as possible.
1. Across the Obelisk: Community-Created Level Editor Guide: This article explores user-created content and provides tutorials for using the level editor (if available).
1. Across the Obelisk: A Comparative Analysis with Similar Games: This article compares 'Across the Obelisk' to other games within the puzzle-platformer genre, highlighting its unique features.
1. Across the Obelisk: Understanding the Game's Narrative Themes: A deeper dive into the game's story and its thematic elements.
1. Across the Obelisk: Advanced Puzzle Solving Techniques: This article explores advanced techniques and strategies for experienced players.
1. Across the Obelisk: Glitch Hunting and Exploitation: A guide for players interested in exploring game glitches and exploits (ethical exploration only).
1. Across the Obelisk: The Art Style and Visual Design: This article examines the game's artistic direction and its contribution to the overall experience.
1. Across the Obelisk: Troubleshooting Common Technical Issues: This article addresses

frequent technical problems and offers solutions.

across the obelisk walkthrough: Fallout 4 - Strategy Guide GamerGuides.com, 2015-12-16

It's just another day. Having just been accepted into Vault 111, you spend the morning with your family going about your daily routine. That is until alarms blare out, signalling a nuclear attack. You and your family sprint towards the Vault along with everyone else in the neighborhood just as a bomb explodes nearby. After surviving the blast, you are lowered into the Vault and enter cryosleep. Two hundred years pass and you awake to a world ravaged by nuclear war. You are the Sole Survivor and what awaits you is a mystery as you set out to conquer the Wasteland. Our guide will be a complete companion while you journey through the wilds of Fallout 4. You can find a plethora of information including the following: - A start to finish walkthrough with every area in between covered. - Combat details, SPECIAL explanation and general gameplay information. - VATS And You!: Getting to know your PIPBOY. - All faction quests explained including the consequences of favoring one over the others. - Information on Settlements and items for construction. - Bobblehead locations, collectibles and full Trophy/Achievement guide. - Settlement Guide complete with how to set up and manage settlements, what perks are beneficial etc. - Companion chapter detailing each companion character, where to acquire them and the pros/cons of each. - A detailed Character Creation guide fully examining the best builds and what each perk does. - Automatron and Wasteland Workshop DLC information provided, including a full walkthrough for Automatron. - A complete walkthrough of the Far Harbor DLC complete with information on every side quest.

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across the obelisk walkthrough: Forgotten Realms Campaign Guide Bruce R. Cordell, Ed Greenwood, Chris Sims, 2008 288 page hardcover by Bruce R. Cordell

across the obelisk walkthrough: *The Dunwich Horror* H. P. Lovecraft, 2016-12-06 A classic tale of terror and grotesquerie by the original master of horror H. P. Lovecraft proclaimed his

Dunwich Horror so fiendish that his editor at Weird Tales may not dare to print it. The editor, fortunately, knew a good thing when he saw it. One of the core Cthulhu stories, The Dunwich Horror introduces us to the grim village of Dunwich, where each member of the Whateley family is more grotesque than the other. There's the grandfather, a mad old sorcerer; Lavinia, the deformed, albino woman; and Wilbur, a disgusting specimen who reaches full manhood in less than a decade. And above all, there's the mysterious presence in the farmhouse, unseen but horrifying, which seems to be growing . . . Wilbur tracks down an original edition of the Necronomicon and breaks into a library to steal it. But his reward eludes him: he gets caught, and the result is death by guard dog. Meanwhile, left unattended, the monster at the Whateley house keeps expanding, until the farmhouse explodes and the beast is unleashed to terrorize the poor, aggrieved village of Dunwich. As chilling today as it was upon its publication in 1929, The Dunwich Horror is a horrifying masterwork by the man Stephen King called the twentieth century's greatest practitioner of the classic horror tale.

across the obelisk walkthrough: *Storm King's Thunder* Dungeons & Dragons, 2016-09-06 Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

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possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintry climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

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across the obelisk walkthrough: Roleplaying Game Paizo Publishing, 2017-06-20 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison--Title page verso.

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across the obelisk walkthrough: Maze Christopher Manson, 1985-11-15 This is not really a book. This is a building in the shape of a book...a maze. Each numbered page depicts a room in the maze. Tempted? Test your wits against mine. I guarantee that my maze will challenge you to think in ways you've never thought before. But beware. One wrong turn and you may never escape!

across the obelisk walkthrough: Mass Effect 3 Legendary Edition - Strategy Guide GamerGuides.com, 2015-10-21 *Currently Updating for Legendary Edition* For years, a lone soldier has told tales of the Reapers, of their return, of these sentient machines reaching out across the vastness of space, to harvest all sentient life. But the warnings were all for nothing. Until now. The Reapers have at last come to Earth and these warnings can no longer be ignored. You are Commander Shepard, the first human spectre and elite soldier of the Alliance, tasked with uniting the galaxy in the fight to stop the Reapers destroying everything you hold dear. In your hands lies the fate of the entire Milky Way but luckily, this time, you are no longer alone. - Strategies guaranteed to get you through this epic story in one piece. - All side missions completed. - Fool-proof boss tactics. - Find every single weapon mod tucked away in the game. - The location of every war collectible, solar system, hidden fuel station and war asset uncovered in detail. - Full coverage of all three DLC packs Leviathan, Omega and Citadel.

across the obelisk walkthrough: Making The Met, 1870-2020 Andrea Bayer, Laura D. Corey, 2020-03-23 Published to celebrate The Metropolitan Museum of Art's 150th anniversary, *Making The Met, 1870-2020* examines the institution's evolution from an idea—that art can inspire anyone who has access to it—to one of the most beloved global collections in the world. Focusing on key transformational moments, this richly illustrated book provides insight into the visionary figures and events that led The Met in new directions. Among the many topics explored are the impact of momentous acquisitions, the central importance of education and accessibility, the collaboration that resulted from international excavations, the Museum's role in preserving cultural heritage, and its interaction with contemporary art and artists. Complementing this fascinating history are more than two hundred works that changed the very way we look at art, as well as rarely seen archival and

behind-the-scenes images. In the final chapter, Met Director Max Hollein offers a meditation on evolving approaches to collecting art from around the world, strategies for reaching new and diverse audiences, and the role of museums today.

across the obelisk walkthrough: Postmortems from Game Developer Austin Grossman, 2013-04-02 The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.

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across the obelisk walkthrough: Raven's Gift Tobias D. Robison, Mary K. Dolan, 2009-08 Raven has an unusual gift, or is it a curse: a nose that can smell almost anything. During her adventures in medieval, magical Ausland, she must defeat a dragon, an army of giant-size warriors, and three evil wizards. But even the defeat of the evil wizards will not be enough. When their magic is destroyed, Raven and her new friend must avoid starvation, face lightning bolts and make a difficult moral choice. Interleaved with this fantasy adventure is another story: how does a scrappy fighter come to terms with her past mistakes, and how does she find friends to help her make amends for them? Although there's no graphic violence or graphic sex, Raven's Gift probably deserves an R rating for being very earthy.

across the obelisk walkthrough: *Tower of Dawn* Sarah J. Maas, 2017-09-05 A glorious empire. A desperate quest. An ancient secret. The search for allies extends to a new land in the sixth book of the #1 bestselling Throne of Glass series by Sarah J. Maas. Chaol Westfall and Nesryn Faliq have arrived in the shining city of Antica to forge an alliance with the Khagan of the Southern Continent, whose vast armies are Erilea's last hope. But they have also come to Antica for another purpose: to seek healing at the famed Torre Cesme for the wounds Chaol received in Rifthold. After enduring unspeakable horrors as a child at the hands of Adarlanian soldiers, Yrene Towers has no desire to help the young lord from Adarlan, let alone heal him. Yet she has sworn an oath to assist those in need, and she will honor it. But Lord Westfall carries his own dark past, and Yrene soon realizes that those shadows could engulf them both. Chaol, Nesryn, and Yrene will have to draw on every scrap of their resilience to overcome the danger that surrounds them. But while they become entangled in the political webs of the khaganate, long-awaited answers slumber deep in the mountains, where warriors soar on legendary ruks. Answers that might offer their world a chance at survival . . . or doom them all. The final battle looms in this sixth book in the #1 New York Times bestselling Throne of Glass series.

across the obelisk walkthrough: *Sound of a Thousand Screams* Richard Pett, 2010-08-24 The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new

monsters, new fiction in the Pathfinder Journal, and more!

across the obelisk walkthrough: Valley of the Queens Assessment Report Martha Demas, Neville Agnew, 2017-07-15 The Valley of the Queens Project is a collaboration of the Supreme Council of Antiquities and the Getty Conservation Institute from 2006-2011. The project involved comprehensive research, planning and assessment culminating in the development of detailed plans for conservation and management of the site. Volume 2 of the report is the condition summary of the 111 tombs from the 18th, 19th, and 20th Dynasties in the Valley of the Queens. This includes a summary of tomb architectural development, the geological and hydrological context, wall painting technique and condition assessment of the paintings and structural stability of the tombs.

across the obelisk walkthrough: King's Field Steve Honeywell, 2002 The IDOL Must Be Returned... - Step-by-step walkthrough of every mysterious cavern and level - Maps of every dungeon-filled level - The 6 magic elements and all spells detailed - All hidden paths and secret treasures revealed - Complete stats and uses of every weapon - Comprehensive info on more than 90 different creatures and bosses - Descriptions of hundreds of different items, armor, and jewelry

across the obelisk walkthrough: Mutant Year Zero , 2015-02-01 Mutant: Year Zero takes you to the world after the great Apocalypse. Humanity's proud civilization has fallen. The cities are dead wastelands, winds sweeping along empty streets turned into graveyards. But life remains. Among the ruins, the People live. You are the heirs of humanity but not quite human anymore. Your bodies and minds are capable of superhuman feats. You are mutants. The Mutant RPG franchise has three decades of rich history in Sweden, with the first edition released in 1984. This is the game that later developed into Mutant Chronicles to widespread acclaim. Now, for the first time, a version of the original, post-apocalyptic shade of Mutant is released to an international audience.

across the obelisk walkthrough: *The Temples of Karnak* R. A. Schwaller de Lubicz, 1999-10-01 More than 700 photographs and line illustrations documenting the ancient Egyptian temples of Karnak • A magnificent excursion that explores the monuments, ruins, statues, and bas-reliefs from the ancient and highly developed civilization of Egypt • The only complete photographic record available of this important archaeological treasure • Contains 600 photographs by two top French award-winning photographers This book is a magnificent excursion led by R. A. Schwaller de Lubicz to the monuments, ruins, statues, and bas-reliefs of the temples of Karnak. With nearly 600 photographs by Georges and Valentine de Mire, more than 450 of which are full-page plates, this volume is the only complete photographic record of this important historic site. Because of recent vandalism many of the artifacts are no longer intact, and it is no longer possible to see many of the details captured in these images. This promenade through the temples of Karnak reveals the remains of a world devoted to an unimpeachable faith in the afterlife, a faith whose conviction seems to have exalted its builders and artists, as was the case for several brief centuries with those who constructed the cathedrals of the Middle Ages. One did not work at fashioning these stones, nor were these works sculpted under someone's strict authority; here it was necessary to act out of the heart. Every gesture in the depictions, every arrangement in the buildings, is a hieroglyph from the symbolic language of the sages who spoke to spirit and consciousness.

across the obelisk walkthrough: Sonic Adventure 2 Prima Development, Prima Games, 2001-06-20 Master all of Sonic's and his friends new moves, get essential tips for collecting rings, and use maps to help explore each new level.

across the obelisk walkthrough: Age of Ashes Amanda Hamon, 2019-08 Dawn of A New Age Fires burn atop the ruined citadel on Hellknight Hill, sending plumes of red smoke into the air that could be a call for help. Within the old keep, strange invaders from a distant land, mysterious long-lost ruins, and the machinations of a shadowy organization await discovery. Something dire is building toward an apocalyptic event, and it falls to your characters to stop the end before it begins. The Age of Ashes Adventure Path begins with Hellknight Hill-a complete adventure for 1st- to 4th-level characters. PZO90146 Pathfinder Adventure Path Age of Ashes: Cult of Cinders ISBN 978-1-64078-188-7 Stand Against the Darkness The citadel atop Hellknight Hill has been claimed, along with the ring of ancient portals in its basement. What dangers lie beyond this magical portal,

and what do the cultists who've used it before have in store? There's only one way to find out: the heroes must travel through to the lands beyond, where they will make new allies, face new enemies, and do much, much more! The Age of Ashes Adventure Path continues with Cult of Cinders-a complete adventure for 5th-8th level characters.

across the obelisk walkthrough: *The Ghoul Pit* Dennis Liggio, 2017-08-21 Mikkell and Szandor are trapped. Far away and under the earth there is a desolate place, an underground labyrinth. The two brothers didn't intend to end up here; they didn't even know it existed. They were simply doing a friend a favor. But in the course of that, they tangled with the wrong people and were banished down here. It is a seemingly endless maze of tunnels, caverns, and dark places. They would be lucky if it was empty, but it's not; the labyrinth is full of ghouls and other monsters. Friends are few and help is minimal, but it's Mikkell and Szandor's job to raid a fallen town and steal back a strange artifact. This item is the only thing they can use to buy their way up to the surface. But what's really going on down there? What answers will they find in those dark tunnels? Can they fulfill their mission and stay alive? Can they escape The Ghoul Pit?

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GamerGuides.com, 2015-10-20 You are Geralt of Rivia, a professional monster-hunter known as a Witcher. You've fully regained your memories since your miraculous revival and escape from the Wild Hunt, and have cleared your name of the false accusations of regicide. In the wake of the assassination of Foltest, king of Temeria, the north have been rent by warfare as Nilfgaard launches its third major invasion, and the northlands have been united under the insane king Radovid. Overshadowing these petty politics is the mysterious return of Ciri - Geralt's adopted daughter, who is now being pursued by the Wild Hunt. The guide offers the following: - A full walkthrough that's more than just a listing of quests-it's an ideal chronological order that will get you through the whole game and allow you to see and do everything the game has to offer. - Side quests, including monster contracts and treasure hunts for obtaining powerful Witcher sets. - Descriptions of decisions, quests, and events that influence the various endings of the game. - Crafting and Alchemy information. - General strategies on how to take down foes large and small, monstrous and humanoid, boss or mundane. - Information on how to complete all the Gwent quests and obtain all the Gwent cards, including detailed Gwent strategies. - Trophy/Achievement information. MASSIVE UPDATE: (Check In-guide Version History for latest) - 7th September 2016 ongoing -Added DLC quests Fool's Gold and Scavenger Hunt: Wolf School Gear. - Organisational changes in the Velen section of the walkthrough to reflect the increased level of Griffin School Gear. - Organisational changes throughout the walkthrough to provide a no skulls path through the game. - Added Death March difficulty tips and commentary throughout the guide. - More XP reward numbers included. - Walkthrough now includes additional information based on patch changes. - Various typo and grammar fixes. - Added DLC pages for Blood & Wine, Heart of Stone - Lots more quality of life improvements

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Adventurer's Handbook - As you might expect, Indy's all-new adventure on the Wii and PS2 brims with white-knuckle excitement, surprise twists, and grave danger. But fear not, true adventurer: Prima's guide truly is the "holy grail" of Indiana Jones and the Staff of Kings strategy, providing over 70 pages of detailed, step-by-step walkthrough (pg. 12-83). Rely on us to help you thwart every trap, solve every puzzle, and steer Dr. Jones toward Fortune and Glory. Secret Revelations - The Wii and PS2 versions of Indiana Jones and the Staff of Kings hold many special extras for the bold to discover (that's you!), and Prima's guide devotes nearly 20 pages to these special extras (pg. 84-101), providing handy Fortune and Glory checklists, multiplayer strategies, and complete co-op walkthroughs. One look at this info and you'll find unlocking these extras to be academic. Classic Game, Modern Guide - Adventurers who explore Indy's quest on the Wii are in for a special treat: After clearing just one Glory move in the main game, the whole of Indiana Jones and the Fate of Atlantis becomes unlocked and available to play. This classic PC title from the early 90's may be an oldie, but you'll find its puzzles and challenges are still stumpers. Fortunately, Prima's guide provides over 30 pages of step-by-step walkthrough (pg. 102-135), leading you through not one, but all three unique paths you may take through the game. Just promise us you'll at least try to solve the puzzles on your own first! Handheld Heroics - Plenty of pint-sized adventuring awaits Indy in the handheld version of Indiana Jones and the Staff of Kings, and Prima hasn't downsized any of the strategy. Flip our Wii/PS2 guide over to discover another complete guide - one that's been specially crafted for the Nintendo DS! After a bit of good-ol' adventuring know-how, the DS guide quickly opens into a thorough step-by-step walkthrough (pg. 6-45) filled with tips, puzzle solutions, and

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