

I'm human



Legacy 2 ancient curse walkthrough text

Legacy 2 the ancient curse walkthrough. Legacy 2 - the ancient curse.

iPhone - iPad game details for Legacy 2: The Ancient Curse by David Adrian, published on November 20, 2017. This adventure game is available on both iPhone and iPad platforms. The game guide section allows users to submit cheats, hints, glitches, or level guides that can help others in progressing through the game. There are various questions from players seeking assistance with different aspects of the game. Watch this step-by-step guide for "Legacy 2: The Ancient Curse (AND)" that may help you navigate each level of the game. For further assistance or to share your own walkthrough, refer to the information provided below. From No Signal Productions comes a puzzle game where you must solve challenges in a series of rooms. Your goal is to progress through these levels by following the instructions and clues given in this walkthrough. The steps are detailed below: - Pick up the pipe section and place it across the room to connect the pipes. - Turn the handle, pull down the lever, and walk across the pit to reach room 2. - In room 2, you'll find a cabinet with a crank and two knobs. Use these to raise the stirrer over a pail. - Adjust the mirrors in the light puzzle on the bench until they hit the target, unlocking the key. - Use the key to open the door with three hexagons, then slide the bar into place. - Double-tap the door to enter room 3 and proceed through the game. For any questions or problems you encounter while playing Legacy 2: The Ancient Curse, refer to the information provided below. You can also share your own secrets, hints, glitches, or level guides with other players by submitting them. right of door a stone object is situated place your stone table on top of it note which roman numeral is next to each symbol e.g. ̸ omega underlined II fancy roman 2 X capital H Y ram's head III stylish lower-case m return room 2 examine walls for buttons labeled with symbols just noted press buttons in order you wrote down a box will open take star shaped key put it into indentation door next to stone tablet the door opens revealing room 4 turn immediately left light puzzle on wall when button is pressed the light will sequence numbers from 1 to 3 move numbers force light go through each pair red dots box next to puzzle opens take lever pick up note bench examine it'll help later puzzle install lever on opposite door first entered turn lever door opens revealing room 5 solve puzzle wall left maneuvering each red symbol matching corner sliders trigger symbols move direction slid once home door opens stairway leading down go to room 6 take note bench examine it has numbers 1 2 3 4 5 across top you'll use soon approach locked door in room solve door lock puzzle open door proceed to room 7 take key from bench use key unlock lectern slide slider open enclosure put red pyramid middle tall bronzish thing with red light start spinning look right device just opened see device 5 wires numbered I II III IV V again examine note top has numbers 1 2 3 4 5 strum all 5 wires left to right again right to left then pluck wire 2 then wire 4 gears start turning observe small platform lowered take strange looking lever next to bench receptacle in wall insert strange looking lever pull lever ladder emerges from wall climb it room 8 proceed straight ahead solve another wall light puzzle sequence numbers correctly and box will open The Cog in the Machine Insert the cog into the gap between the large gears to activate them. A platform will rise, allowing access to room 9. Solve the wall light puzzle by arranging the numbers 1-3-2-5-8 around the corresponding clock faces. Retrieve a small lever and use it to unlock a door leading to room 10. Find a grimy note with the same sequence of numbers and use it to open a globe, allowing access to a lens. Install the lens into two forks and a small lever below it. Locate a mallet near a keypad and attempt to install it on a nearby bar, but you'll soon realize you need something else. Proceed to room 11 and unlock a door leading to a windmill. Retrieve a metal piece from the floor and insert it into the corresponding slot on the door. From a box on a bench, take a yellow gem and read a note for instructions on making glue. Combine ingredients according to the recipe: 0 flame, 3 circle, 2 clover, 1 triangle, 5 equal, 2 triangle. Pour the glue mixture into an empty container and add it to a still. Heat the mixture by pressing a button beside one of the doors with exposed wires, causing the yellow gem to glow. Place the glowing gem in a mount and pull a lever, allowing glue to fill a small bottle. Use the glue to repair a pole lacking a mallet, then type 1-1-2-3-5-8 on the keyboard. Look left and find the box opens, releasing the mallet. Retrieve a knife and use it to cut a rope holding up a windmill, resulting in a "spinning handle". Place the spinning handle onto a protruding nut, then turn it clockwise to expose a slider. Lectern facing the chasm; push handle up. Cross bridge; on right, solve sliding arrow puzzle by moving arrows one place in given direction and using buttons under sliders to position them as needed. Hint: move sliding arrow to different places then use buttons to position sliders where needed. Note that you can't move sliders if sliding arrow is in cutout. Take lead ball from box; go up stairs to room 12. Solve light beam puzzle on wall; take hammer from box. Use hammer to remove nails and take star map from bench. Break urns with hammer; get strange metal device. Place device on wheel spoke; turn until symbols match circumference. Wheel starts turning; devices move out. Put star map on table in room center; press arrow button. Star map raises up; press buttons with light shining on them. Stairs appear; go up to solve door puzzle and enter room 13. Solve wall light beam puzzle; take paper from box (clue for room 8). Break urns; get lighter. Use clue to arrange spikes, opening big grill door. Note that trapezoid represents opposite end of room, not door end. Go through door into room 14; break urns; get egyptian piece. It's key to chest in room 2. Come back later for boiler. Unlock chest with "egyptian piece"; open passage down. Double-click to enter room 15. Go down stairs; you're still in room 15 but in different location. Take small hatch door from bench; put it on boiler. Light fire under boiler using lighter; use sliders to expose buttons. Ignore numbers; use clue from room 8 to know button order: press buttons and door will open. Pass through to... still room 5! Notice gears turning. Put lead ball into press; punch hole using buttons. Place lead ball where mallet was; enter sequence again (1, 1, 2, 3, 5, 8). Look left to see wall smash... and game goes black for a second before showing a new hole in the wall. Enter room 16: the pit and pendulum! The pendulums have stopped moving. Cross the room, wait for the earthquake, then solve the door puzzle. Head down the hall, through the door into room 17, and turn on the globe on the bench to see a diagram. Notice that the outline matches the shape of the current room, with "x" marks at each end and above the entrance. Take note of the symbols: ♈ = aquarius ♎ libra ♋ cancer II gemini. Next, look at the puzzle near the lectern and move the circles to match each symbol, then press the button to light it up. The door opens to room 18. Open the box on the left wall, press the button, and start the conveyor belt. Go to the other lectern and press the buttons until the dominoes display 1-4 dots. Press the single button, then head to the opposite lectern and wait for the crane to deliver stones one by one. Use the magnet to guide each stone until you have a staircase. Climb the stairs, remove the blocking stone, and go back down. Take the elevator to the top and exit. Find the magnet along the way and pick it up. Enter room 7 with the red light and chest, then cross the bridge, unlock, and open the door to enter room 7. Zoom in on the hook, put the magnet on it, pull the handle, and wait for the brass ♎ libra to appear. Place it on the lectern, and the bridge lowers. Cross, set the bonfires alight with the gun, lower the next bridge, cross again, and enter room 20. Make perfume by putting 0 drops fire, 2 drops circle, 4 drops clover, 1 drop triangle, 0 drops equals, and 2 drops triangle into the large bottle. Pour it into the small flask, heat it with the light beam, and take the perfume. Put the perfume in the flower, place gem in the hole, and open the wall to enter room 21. Read the note, which mentions Aphophis. Spell out APOPHIS backward on the letter wheels, opening a new path. Take the note, which explains how to solve the puzzle in room 20. As for the perfume, use it later... Later: Look at the moving lights fan and notice the symbols on its arms. Starting from the top right, you'll see "arched door", Ankh, an urn, and a beetle. Reproduce these symbols on the other fan, then press the button and watch the lights.