

Exodus Adventures “Cheat Sheet”



This Cheat Sheet is a condensed version of the guide with extra “cheats” on how to play/skip around in the game and otherwise look like a gamer-genius. It is strongly suggested that you play the game yourself or with students before teaching with it. If you are giving the game for home-use, provide the cheat sheet as a courtesy.

Preparation:

- Make sure you have read the **full guide** and printed the Student Worksheets from www.sundaysoftware.com. They will help you and your students make it through the game.
- Test the game ahead of time on the computers you’re going to be teaching with.

Start Exodus Adventures from the desktop icon and select from one of three games:

Game 1: Moses and Pharaoh in Egypt; (35 minutes)

Game 2: Red Sea, Marah, Manna, Rock of Horeb (40 minutes)

Game 3: *Journey to the Promised Land.* (25 minutes)

Game Plot: Robin MacTavish has been invited by her grandfather Sir Dabney to join him on an archaeological adventure through the Exodus Story. Each of the three games begins in St. Catherine’s Monastery located at the foot of Mt. Sinai.

The first thing Robin needs to do is go talk to Brother Deni, the monk who is walking in front of the library... right where Robin first appeared.

Robin must listen carefully and perform certain action and activities IN ORDER as she follows through the stories and instructions. So for example, she cannot jump past the Burning Bush to get to the Plagues. They are presented in chronological order within the game.** The game is something like a SCAVENGER HUNT.

****How to skip content:** Play through the game and ‘Save’ various locations, then when you restart the game you can advance to those saved spots. The other way is to give students the cheats/answers to help them quickly advance through an area.

Navigating the Game:

- ▶ NAVIGATE Robin using the arrow keys. Start/stop the helicopter with the Home/End keys and steer with the arrow keys or mouse.
- ▶ HOLD the SHIFT KEY while pressing the forward arrow key to make Robin run faster.
- ▶ TO MAKE ROBIN JUMP or climb -press the ‘HOME’ key while pressing the forward arrow.
- ▶ Aim the airblaster with the mouse. But That’s about all you’ll use your mouse for. PageUp/Down looks up and down, like mouse does.
- ▶ In the helicopter, when the clipboard image matches the compass image, you are headed in the right direction.
- ▶ HOLD THE END KEY TO LAND the helicopter (Hold the HOME key to start it up and take off)
- ▶ Learn to SAVE your game OFTEN. These points can be reloaded to go back and look at something with your

students, and also bail you out of a problem. To SAVE a location, go to that location and press the ESC key then click SAVE. To Load a saved-location, press the ESC key and select LOAD then one of the saved locations.

Nav Tips to the Teacher: The monastery is cool and has places to run around and look at, basically there are only four things in each of the first two games you really need to find in the monastery. See each game's notes below for help. None of the other levels are as big as they look. In the Nile River terrain, if you fly too far, the game will bounce you off its outer walls. Same in the terrains where you walk. There are boundaries.

IMPORTANT Game Play "Activation" Tips:

In each game there are things which Robin or her helicopter must "trigger" to happen. For example, in Game 1's Goshen Village she must approach several laptop computers to activate a videoclip. Sometimes you must back Robin up and approach the 'trigger' point again directly in front of the laptop. Some "triggers" are "event triggers." For example, Robin cannot reenter the helicopter in Goshen until she has completed the level's activities. Things must be done in the correct order for the game to unfold. You cannot skip activities, stories, clues or area.

GAME 1: Moses & Pharaoh

Enslaved in Egypt, Birth of Moses, Burning Bush, Confrontation with Pharaoh

1. The game begins in the Sinai Monastery.
2. Robin must find Brother Deni. He is the monk who appears on the LEFT as she starts in the game. After he is done talking, walk past him and up the stairs to the monastery Library.
3. Go up the stairs and into the Library to view the laptop video. View the video and come back out.
4. Go find the key to the helicopter -the key is up on the "Pink Patio" accessible when you walk Robin up the plank and boxes you walked past where she first started the level. Once up on the roof, turn right and cross the roof until you come to the edge and can see the Pink patio door. Jump down to collect key. The full guide has a graphic map to its location.
5. With key, jump across buildings and down stairs to the big bottom area of the monastery where the helicopter is waiting. Once inside, press Home to start and accelerate over the wall. Navigate to the sign next to the tree that says Nile River to change level.
6. Fly to the Goshen Dig Site and land on the helipad. Match picture on clipboard to picture on compass to know you're headed in the right direction. Press your END key to slow down and steer onto the pad.
7. Find Sir Dabney down in the dig. Stay out of canal and mudpits. If you get stuck, walk out or jump out using Home Key. Talk to Dabney, then pick up airblaster which has appeared.
8. Get the airblaster in the dig site and blast some of the spiders near the dig tent.
9. Go view the laptop video in the Dig Tent. Warning: stay away from Tent before talking to Dabney or you may get a glitch.
10. After viewing video, go back to Dabney in the dig site. He will tell you to go find the next video.
11. Go find the laptop video inside the Hebrew House. Note: to activate video, you have to approach it squarely. If it doesn't start, approach again. After viewing, walk out of house by guard. Guard will order you to carry straw.



12. Safely carry four bundles of straw past the guard to the pile of straw at blinking location. Use your shift key to walk fast. Stay out of mud pit.
13. Go talk to Dabney by the small mudpit and watch the last laptop video which is located directly behind him.
14. Get in helicopter and fly to Midian (Midian looks like strange rocks and ruins in the landscape)
15. Land in Midian and go read the sign on the rock. Then go look for the Burning Bush. It's a big bush that will activate a scene.
16. After the Burning Bush sequence, go to each of the tallest rock pillars in the correct order to listen to God. God will speak if you go to the correct one in the right order. There are only 3.
17. After listening to all three God speeches, Meet Dabney back at helicopter and fly to Pharaoh's Palace
18. Land outside Pharaoh's Palace on helipad and go into Palace.
19. Watch Video on laptop inside palace (on left).
20. Find airblaster in bushes to freeze guard.
21. Take the Plagues Quiz
22. Exit the Palace and fly helicopter east towards Monastery. You will see it's walls rising in landscape.
23. Land on Monastery helipad.
24. Climb to the top of Tower of Massah by going up boxes. Massah "Testing" Tower is the big white one with a walkway. Dabney is up there. Read discussion graphic.
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GAME 2: Red Sea to Marah, and the Rock of Horeb

Red Sea, Library/Miriam's Song, Bitters waters at Marah, Manna, and Rock of Horeb

1. Robin first meets Brother Deni who has a message from Sir Dabney. (Deni appears to the left where Robin first starts game.)
2. Robin goes to meet Dabney in the Monastery Library. (It is past Brother Deni and up the stairs. Look for signs and staircase to library)

3. Dabney tells Robin to go to the Red Sea room across the monastery compound (see monastery map) opposite side from the Library. Look for side staircase at bottom of main staircase for way up towards Tower and Red Sea area. Follow the Red Carpet into Red Sea Room.
4. In the Red Sea room, find Brother Madgi, then return to the two pillars and watch video clip, then exit back through door.
5. Go back in the Monastery Library and meet Dabney who tells Robin to play the Miriam's Song game.

About Miriam's Song Game:

We've taken the scriptures from the Song of Miriam/Moses, and split them up into 7 chanted verses. They must be heard in the correct order to advance to the next level (Marah). You hear them by stepping on the colored floor tiles in the Library. You learn the correct order by studying the document left on the chest at the entrance. If you step on a tile out of order, you must step on the RESET tile and start over. The point here is to get the kids to HEAR the scripture verses. They summarize the events of the Exodus and praise God.

Order of Tiles in the Library: 1. Green 2. Yellow 3. Orange 4. Purple 5. Red 6. Pink 7. Blue

If you want to bypass the Library, step on a couple of colored tiles, then run out of the central bookshelves and find Dabney. Dabney tells you to find the strange looking Book on the outer wall bookshelves. Walk along them and look carefully and you'll see a book titled: "DENI" at eye level that looks different than all the other books. Step Robin up to the book and press Enter to open the secret passageway to Marah in the wall of the library. Version 0.9/1.0 Technical Note: Don't step her TOO close to the bookshelf. In 0.9 there's a glitch where she can get stuck on that book. Try standing back from the book and pressing Enter. We recommend you SAVE your game before you press Enter! (not after).

6. After completing the Miriam game, go through the secret door to the Marah Trail which opens on the main wall of the Library. (long load time)
7. Robin first comes to Marah: Bitter Waters made Sweet. Walk up to the Hebrew and listen to him.
8. Robin finds scroll on the sign by the bitter waters with a clue about how to solve the level. It talks about finding a branch.
9. Robin must read the scroll then find a special tree branch -which is located behind rock outcropping -behind the well, -it will glow green when you approach it.
10. Robin carries branch to well. Press Enter to throw branch into water. Hebrew praises God then goes swimming singing Miriam's Song. If you get into the water, it can be tricky to get out. Try jumping up the steep rocks.
11. Soon, night falls and Robin must get to Rephedim, to the Cave of Manna. Find the big sign beyond the well and walk up to it.
12. In the Cave level, head straight for the big rocky outcropping in center of darkened landscape. Find the hidden entrance to the Cave by walking through bushes surrounding the central rock outcrop in the level. (See printed guide for extra help if you can't find it).
13. Meet Brother Deni in cave then sit by fire when he asks you to.
14. When Robin says she's tired, walk to the bed. In the morning, go find Deni who has gone outside.
15. Collect manna falling from heaven. Once she has enough she will say so. Take her back to Deni to hear a message from Dabney. Dabney has landed the helicopter on top of the cave.
16. Robin climbs rope up the rocks to helicopter on top and flies to the Monastery once again.



17. Land at the Monastery helipad and walk up to Dabney by the Rock of Horeb. He will tell you to go find the the Staff of Moses.
 18. Go find Staff of Moses laying on top of Tower of Masah -which is the tall white tower with a walkway around it. Walk up towards the main staircase and go up the narrow staircase, then climb up the boxes to get there.
 19. Pick up Moses' Staff and go down and strike Rock of Horeb in courtyard. This will cause the pool to fill up.
 20. Swim up to listen to Deni and Dabney in the pool. They have a few interesting (and humorous) things to say, including questions for discussion.
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GAME 3: Journey to the Promised Land



When leaving the monastery, fly right into the Chaos Canyon bridge sign to make the level change. You won't crash. Players fly over the Exodus terrain to find 7 question stations and answer them in order to continue on.

- Make sure you fly over the fuel cans as you play or you'll run out.
- Save your game at least once when you're full on fuel, and again when you get to the end before landing to see Dabney.
- After answering the 7th Station, fly up NE to Mt Nebo (overlooking water) and land on helipad.
- Walk over to Sir Dabney for final discussion.

The Big Cheat: Press F2 for map of question locations. In Game 3, you can press the F2 key on your keyboard to activate a map. If you are using a laptop, you may have to press the FN (function) key on your keyboard to activate the F2 key (laptop keys often have dual functions).

Cheat Sheet and free Exodus Software was donated by Sunday Software to the Supporting Members of <https://www.Rotation.org>