

LIFE OF CHRIST

Castle Game – Tips

*Created by
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Rotation.org*

Zoom In – CTRL Key

Zoom Out – SHIFT Key

**Click on small map at
anytime to see exactly
where you are.*

**stairs to go up click
top area, to go down
click bottom area.*

**8 Clues found in
castle (see ☒)*

Coach ☒

Just click on it to enter

Book - Clue #44 –
"Repent"

Chapel ☒

Questions: Christmas,
Jesus Boy, John the
Baptist

*Cabinet only open by
Master Explorer*

Book - Clue #25 –
"Calvary"

Royal Apartments ☒

Ground - 1st apartment
in hallway, under plate,
Glue - go to stables to
look for an "utterly"
impossible clue #48.

2nd floor apartment
Axe – Clue #52 **Miracle**

Crosswalk

No clues here.

But, can move back &
forth between the
Northern & Southern
Towers.

Northern Tower

Tip: no entrance quiz!!

No clues here.

Ground
2nd Level
Tower (Top)

Stables ☒

*Enter through middle double-
doors.*

Cow – Clue #48 - Faith

Blacksmith Shop

Door with note on it.

Bucket – go to middle
prison cell/2nd level to
find Clue #50.

North East Tower ☒

*Entrance through
Storage*

Ground Level

*2nd level – Clue #60
Worship*

Tower

Storage

To enter you need to
click on tower wall to
left of door.
North East Tower you
will find Clue #60, on
one of the levels, either
under a bucket, crate or
barrel.

Eastern Gatehouse

Exit – Yes or NO

Prison Tower ☒

Entrance is through
small wooden raised
door in wall.

Prison Tower Dungeon

All 3 doors lead back
out to same location.

*Doorway to left of
lighted torch – Prison
Tower 2nd Level.*

Prison Tower 2nd Level
Brick opening leads out.

#1 Left Door

#2 Middle Door -Shovel
Clue #50 "Gospel"

#3 Right Door – go to
King's Coach by Chapel
to find Clue #44
Stairs to Prison Tower

Prison Tower Top
Check out the view



Southern Tower

No clues here.

Ground
2nd Level (has door to
Hall's 2nd Level)
Tower (Top)

Courtyard

Clickables:

- Cauldron
- Well
- Log with Axe – go
to Great Hall for
Clue #19 attached
to long wooden
object

Great Hall ☒

Access through Kitchen

Bucket – Clue #19 "Blasphemy"

Beside Knight:
Stairs - takes you to Southern Tower.
Wooden Bannister takes you back to hall.
Door with flags above -goes back to kitchen.

Kitchen ☒

Entrance is to the right of
the Prison Tower entrance
(see below).

Plate - Clue #32 "Christian"

*Door with note in kitchen
goes to Great Hall.*