

## Jules Verne's Secrets of the Mysterious Island iPHONE WALKTHROUGH

### **As Jep**

#### **Save Mina.**

Mina is unconscious and the pilot is slumped on his chair.

Pull the knob of Mina's life jacket by her shoulder. This inflates the life jacket.

Click on the clasp of the seat belt to release Mina.

The pilote is dead.

Click on the window beside Mina.

Automatically, Jep clings to Mina's leg as she floats to the surface. Jep pulls her to shore.

Talk to Mina. The volcano has awakened, the lake has risen and Granite House is under water.

Mina's leg has a wound. Mina asks to bring back a bandage for her leg.

#### **Care for Mina.**

Find a bandage for Mina's leg.

Turn around and take the leaf of a tree from under some boards.

**Meet Slugger:** Turn left to go back to windmill crossroad. Go to windmill at right.

Left of the path by the steps is a large broken branch. Take the branch.

To the left is a big monkey, Slugger. He is eating a carcass and there's a rifle beside him.

Turn around and see pine nuts on the ground under a tree. Take pine nuts on the ground.

Take the blade of grass near Slugger.

Slugger is very angry. Go left to the next cross road.

**Scarecrow crossroad:** Go left to another crossroad.

Look up and see a scarecrow hanging on a tree and a hornet's nest beside it.

Turn left and get the orange.

**Windmill area** Go back to the windmill area where Slugger is located. Climb up the stairs to the windmill.

See a chest right of a dug hole. Open it and take a hook, dirty rag and the slough-skin of

snake.

**Wash dirty rag:** Go back down to the kiln, near the scarecrow crossroad and wash the dirty rag.

Give clean rag to Mina.

**Beach crossroad:** Turn around at the crossroad and go to the next one with a view of smoke in the sky.

Go forward from the crossroad. See the hot spring. Take the tinder from under the roots of the tree at right.

Turn around and go back to the crossroad.

Turn right. Go forward. Turn right and take the short branch from under the plant.

Continue forward to the downed tree to get to the beach. Go down the steps. Pick up broken stoneware bottle, jerry can of gasoline, pipe, seaweeds, sextant sight and wheat mixed with sand that washed ashore.

### **Fill Jep's energy**

**Muddy lake:** Go back to crossroad and left to scarecrow area. Turn left and forward to muddy area of the lake.

Take bamboo stick. Turn right and take raw egg from nest.

Turn around from nest and take clay. See on the water is a tree branch with purple fruit. Use the bamboo stick to get the tree branch with purple fruit.

Pick up 2 soiled blue fruits.

Take the dried twigs between the kiln and the destroyed shed. Pick up worms and ocarina.

**Amber, young female monkey:** Enter the workshop and see Amber cracking nuts.

Turn left and see a tub with water.

Talk to Amber and then groom her. She liked that.

Beg for food. She gives nuts. Do it several times.

In inventory screen, take pine nuts and seeds then click them on Jep's picture.

Feed Jep until his energy becomes 5 green.

**Find the source of the motor sound that Mina and Jep heard.**

Talk to Mina. Hear a sound of a machine.

Go right to the crossroad. Jep turns right. Go forward towards the hot spring where the sound came from.

Go forward closer to hot spring and see a robot.

**Discover what happened to Mina.**

Go back to Mina. Go forward to windmill crossroad and go left. See that Mina is gone.

Go forward to the crossroad.

Go forward to the steps. See and hear Mina up at the windmill. There's a jaguar prowling up there.

Pick up the soiled bandage from bottom of step.

Turn right and climb the tree with no leaves. See Jep jump to the windmill.

**Care for Mina and get her to leave the mill.**

Talk to Mina. She asks for antiseptic.

**Austral thyme:** Exit through the window. Go forward to the crossroad.

Turn left at crossroad and then right to chasm with broken bridge.

Turn around and see austral thyme under some fronds.

**Snake:** Try to take thyme. A snake emerges from behind the thyme.

Take the ocarina and click it on snake.

Take austral thyme.

Go back to Mina. Give her an austral thyme.

**Catch carnivorous ants:** Mina says that there are ants that eat meat used by Indians to heal wounds.

Go out the window and turn right to the porcupine carcass.

Throw the slough-skin of snake on Slugger. Slugger runs away. Take the rifle.

Take blade of grass right in your inventory and use it on the porcupine.

**Carnivorous ants:** Look close at dead porcupine and see ants crawling about.

Use the blade of grass to catch-touch on ants.

There are 10 ants that can be caught with the blade of grass.

I select an ant, lay in wait on the path it takes and touch when it passes.

**Wash bandage:** Go back to the kiln. Clean the soiled bandage.

**Suture the wound:** Go back to Mina at the windmill and give her the ants.

She wants Jep to place the ants on the wound and immediate cut their head off.

Touch an ant on the open wound. Immediately touch again to cut the head off.

Start at one end. Place another close to the placed ant.

There are left over ants, they can be food for monkeys.

**Scare the jaguar:** Give Mina the clean rag. Mina wants to go outside.

Exit through the window. Go to the scarecrow crossroad.

Use the bamboo stick from the muddy lake on the hornet's nest of the scarecrow crossroad to get the nest on a stick.

Go forward to the mill crossroad. Immediately touch the jaguar. See Jep throw nest on a stick on jaguar. Take the stick. Take hornet larvae from the broken hornet's nest.

Climb inside the mill and talk to Mina.

**As Mina and Jep:**

**Find the robot seen through the mill window.**

Exit the mill through the floor. Go to the crossroad and left to the next one.

Turn to the left and see the broken robot. This is the one that thinks Mina is Captain Nemo.

**Repair the robot and interrogate it.**

Touch the robot. The robot is deactivated.

**Recover equipment in the wrecked helicopter.**

Look close again at the top of the robot. Mina says to remove the screws and she needs tools.

**Lake:** Go back to the lake at next crossroad. Dive in. Play Mina and Jep is left behind since he hates water.

Pan right and take the steel cable from below the helicopter's nose.

Enter through the window.

Take the plastic envelope and the multiblade knife under the pilot.

Take the spool of string that rolled off. Take the handle on the door of passenger side.

Take the crawfish(3) from the back of the pilot.

Exit through the window. Look up and touch to surface.

In inventory, disassemble the plastic envelope with the multiknife blade to see the delivery slip of the cargo the helicopter is carrying.

### **Open the robot:**

Go back to the robot. Look close at robot.

Use the multiblade knife.

See that the circuits are burned.

### **Look for components:**

**Beach:** Take the path right of the robot.

Go forward until the beach.

See that the water has risen. Look at the water fall and see that it is the water from the lake coming out of Granite House.

Look close at robot neutralized in RTMI 1. Use the multiblade knife on the robot.

Take the parts of the circuit.

### **Fix the robot:**

Go back to the malfunctioning robot at the crossroad.

Use the parts of the circuit on the robot.

The robot gives his report. When he deactivated the screen, he suffered a malfunction that eventually caused the geothermal motor to stop. This caused the volcano to be active again and if not stopped will destroy the island.

The robot gives directions to the geothermal motor. *In the cliff on the north plateau, look for a passage at an altitude of 340 feet... to the inlet... and cross the sanctuary... to the geothermal motor.*

The map he gives is burned. The robot burns out.

**Explore the island to find a route to the geothermal motor.**

**Scarecrow crossroad:** Turn left and forward to the scarecrow crossroad.

See a volcanic bomb. There's a new path going north.

**Mud flats:**Go back to crossroad and turn right.

Try to go do down and Mina says that her leg might get infected.

Tell Jep to go to the other side.

**As Jep:**

**Cross the mud flats.**

Look down and jump in the mud.

**Find safe route:** click on active (gears) spots to see how deep the water is.

Jep must find a safe route

**Help Mina get to the other side of the mud flats.**

Turn right and forward to the broken bridge.

Jep needs more energy to push the post.

**Raise Jep's energy:**

Eat food to raise Jep's energy. There're oranges, egg, honeycomb and crawfish.

**Watch out, you need at least one fruit (orange or purple fruit) for the rest of the adventure.**

**As Mina and Jep:**

**The robot mentioned a passage located at an altitude of 340 feet.**

Go forward to the path.

**Geyser:** Turn left and forward to the end. See the dirty pool.

Look up and see the monkey on top of the cliff hide or leave.

Turn right and look at the kiln building.

**Large kiln:** Go forward and look around.

There are tools here for working the kiln.

**Pool:** Go back to the path and turn right.

**Make 340 feet marker.**

**Sawmill:** Continue forward to the sawmill.

See a still, empty cooling tank and saw table.

**Chest:** Look at the slab right of the saw table.

Push the heavy slab to access the chest.

Open the chest.

Take red pigments, grindstone, plumb or weight, rusty axe, Journal and chalk.

Read the journal.

**Sharpen the blade:** Take the blade off, sharp the blade with grindstone (combine the blade and the grindstone in the inventory.)

Place the sharpened blade in place.

Press the pedal on the ground. Use the axe on the grindstone to get sharpened axe.

Sharpen the axe: In the inventory, combine the axe with the grindstone, the axe is sharpened.

**Pine forest:** Turn around and go forward to the cliffs. Turn to the left and see a pine forest.

Use the sharpened axe on the pines to make a pile of 21 foot long pole. Take 2 21 foot poles.

15 foot pole: Go back to the saw mill.

Lay the 21 foot pole on the table, touch the button near of the blade, and select 15 foot pole. You get a 15 and 6 foot pole.

Press the pedal and then pull down the lever to get a 15 and 6 foot pole.

**Make a stone mason level:**

Use the multiblade knife on spool of string to get cord.

Combine cord + weight + sextant sight = level.

Put the 6 foot level on the stone base at the large kiln crossroad.

Use the level to sight the top of the pole.

The path on the cliff is revealed.

**Fill Mina's energy:**

Mina needs to have more energy to climb the cliff.

**Make containers:** It is time to make containers for liquids. Go to workshop.

**Make pottery:** Use clay on the wood wheel on the table. Make some pottery.

**Fire the potteries:**

Go to the kiln outside.

In inventory, drag and drop the level on disassemble icon (the wheel) to get plumb, cord and sextant sight.

In inventory, combine: twigs or tinder or illegible sheet of paper + large broken branch or pole + sextant sight = fire ready to burn.

Place fire ready to burn in the kiln.

Touch the bellows string to make a bigger fire.

Place one pottery to be fired in the kiln.

**Ingredients:**

**Water:** Fill 3 vases with water from the tub inside the workshop.

**Blue dessert:** Wash the dirty blue dessert on the tub inside the workshop.

**Palm oil:** Go to windmill. Place oil palm kernels in the top bin. Use a vase on the palm oil in box on the floor.

**Wheat:** Combine wheat with sand with water to get wheat and sand.

**Flour:** In the windmill, place wheat in the top bin. Use a vase on the flour in box on the floor.

**Prepare the still:** Go to sawmill.

Attach the pipe from the beach on the still.

In inventory combine: twigs or tinder or illegible sheet of paper + large broken branch or pole + sextant sight = fire ready to burn. Place fire under the still.

**Alcohol:** Use any fruits (oranges, trulca or blue dessert) on the still. or sugar or honeycomb available.

Use vase to collect alcohol.



**Perfume:** Place Tahitian Gardenia or Austral thyme in still.

Use vase to collect perfume.

**Red paint:** Combine red pigment and alcohol = red paint.

**Fish:**

In inventory, combine multiblade knife and broken bottle to get cork.

Combine 6 ft pole + cord + hook + red cork = fishing pole.

Jump to the lake. Combine fishing pole + worm = fishing pole with lure.

Drop the baited fishing pole on the lake.

Wait for red cork to bob. When the cork goes under water, touch or shake your iPhone/iPod touch to get the fish.

You can do this several times.

Give Mina the cooked crawfish, nuts, fruits or cooked fish for raise her energy.

**Explore the inlet to find a way to the motor.**

**Passage:** Now Mina has full energy. Go to the cliff.

**Inlet:** This is the inlet the robot mentioned. Climb down using the liana-vine.

Turn around and see a termite hill, fresh water and wild peas.

Use vase to get water. Pick the cliff reed growing in the water and the wild peas from the plant at right. Use vase to get water.

**Get some termites:**

In the inventory, combine the short branch and the multiblade knife to get the pointed stick.

Use the pointed stick on termite hill.

**Strange object:** Look down in the sand and see an object with square slots. A token was on the side but it disintegrated when touched.

Pick up the empty coconut shell.

**Basin with potting soil:** Turn to the cliff and see a basin with potting soil on the ground.

**Green crystal mold:** Turn to the right see something glowing green under the sand. Mina clears the sand and sees a green crystal mold.

Use clay to make a mold and get plaque of 6 unfired tokens.

Go forward to the beach and look up the palm tree.

Get Jep to climb the palm tree and check that face on the cliff.

**Jump to cliff side:**

On the cliff ledge, look up and see something shiny under the vine.

Look close and see another green crystal mold.

Use clay on the mold to get plaque of 9 unfired tokens.

Jump back to the palm tree and then go down to the sand.

**Make tiles:** Now that there are imprints of the 2 green molds, it is time to fire them.

Go to workshop.

Place the plaque of 6 unfired clay tokens in the kiln. Get 6 terracotta tokens.

Place the plaque of 9 unfired clay tokens in the kiln. Get 9 terracotta tokens.

**Strange object:** Jump back to the inlet. Go down to the beach and forward to the strange object in the sand.

Pick up the can of dried green paint and the sea shells.

**Terracotta tokens:**

Look close at the terracotta puzzle. Take the 9 tiles fired.

The object of the puzzle is to place the tiles in specific slots that would show specific combination of lines.

Lines on a tile on the top row and lines on a tile on the first column should be seen combined on a tile placed in the intersected position of those 2 tiles.

For example: Lines on tile placed in top right and lines of bottom left tile should be seen combined on tile placed at bottom right.

Place the 6 top tiles at the bottom in correct place at top row and left column.

Place the bottom tiles in slots that would show that those tiles have combined lines from the top row and left column.

**Plant the sprout:**

Turn around and go to the cliff wall under the face.

Plant the young sprout on the basin filled with potting soil. Water the plant.

Use a vase to collect the turquoise liquid.

Fill vases with water from the pool beside the termite hill.

Climb back up to the cliff ledge.

**As Jep:**

**Leonard, the painter:** As Jep, go to the far side of the ledge and see Leonard.

Look around and see paintings on the cliff wall. S

To the right is an empty space ready for another drawing. They look like a history of the island.

The rock by Leonard has indentations for different colors.

Give him the turquoise liquid.

Paint the drawing Leonard did on the wall inside the vine.

The wall with the drawing pushes out.

Touch on that large button and enter the Sanctuary.

Push the button and enter. See an old temple.

A sentinel monkey calls out. The rest of the monkeys appear. There are 4 monkeys and one missing. Maybe the fifth one is the one across the chasm.

**Cross the pit guarded by the monkeys.**

To pass the pit, you have to help at least 3 monkeys. Momma monkey, Amber and Leonard.

**Momma monkey:**

Go to lakeside. Go to the beach-chasm crossroad, south from here. Go right to the chasm.

Mina sees the destroyed vine. See a desperate monkey across the chasm.

**Rope:** In inventory, combine multiblade knife and spool of string to get cord.

Make 3 cords. Combine the 3 cords to get rope.

**As Jep:**

Go to the other side. This is Jep's job.

Cross the chasm. Talk to momma monkey and she points to baby monkey stranded on a pole amid the lava flow.

Go up the destroyed wall. Throw the rope on the baby monkey's pole.

Baby monkey crawls on the rope and is caught by Jep.

Go down and give baby monkey to momma.

Momma monkey has green friendship bar and is happy.

Cross the chasm and ask to be carried by Mina.

**Amber, the gentle monkey:**

Go to sawmill. Go to the cliff wall.

Get Jep to cross the laid pole over the brambles to the trulca plant.

Meet Amber. Give her shell necklace, tart, Austral thyme, gardenia, bouquet or perfume.

**Make shell necklace:**

Combine shellfish + Multiblade knife = shellfish with holes.

Combine shellfish with holes with cord (from string) = Shell necklace.

**Make blue vases:** Go to the workshop.

You need 2 of each shaped vases empty. Make more vases. Fire the vases.

Paint all (2 sets of 6 different shapes) empty vases with blue paint. Combine vase + turquoise paintbrush.

Place the enameled vase to be fired in the kiln.

Jump to Mina and be carried.

**Leonard the painter:**

**As Jep:**

**Make green paint:**

In inventory, combine can of dried green paint and gasoline = green paint.

**Make white paint:**

Read the settler's journal. Learn how to make white paint.

**Make lime:**

Go to large kiln. Build a fire.

In inventory, combine: twigs or tinder or illegible sheet of paper + large broken branch or pole + sextant sight = fire ready to burn. Place fire in fireplace.

Get Jep to go up the stairs. Place shellfish in chimney.

See lime pour out of chimney. As Mina, collect lime with vase.

**Hydrate lime:** Add lime to water (in that order) = hydrated lime.

**White paint:** Palm oil + Hydrated lime + chalk = white paint.

Normally, you have already red paint.

(Reminder: **Red paint:** Combine red pigment and alcohol = red paint.)

Give the white, red and green paint to Leonard.

You did it, go back down to the vine button and enter the temple.

**Explore the underground galleries and halls.****Vase puzzle:**

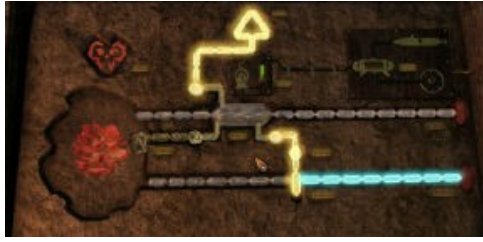
There are 5 shelves: There's a vase on each shelf, except one shelf. You must find the missing vase. Look carefully the serie and fill it with the good vase.

**Underground stairway:**

Meet the alien. Touch the ovoid and select "Jep". The gate is now open.

**Repair the geothermal motor.**

**Control Panel:** The panel shows the layout of the power source of the island. The water from the lake is not reaching the turbines.



There is a block on the water path. Then clear the path of the gas by placing in it an object of appropriate diameter.

### **Unblock on the water path:**

Go back to the entrance to this room. See a door with an N on it. Try to open Captain Nemo's room. It is stuck.

See that there is an electrical cable in the water. Its crystal holder is broken on the ground. The holder is a crystal held by metal clamp. Pick up the twisted crystal holder from the pool of water.

### **Find crystal:**

Go back to the door with the mark of the alien beside the control panel.

If the door is closed, water must be flowing in there and the door is sealed. Press the button to pull down the cover of the levers.

Enter to be at the water duct. One side has a gate valve and the other leads to one pipe of the volcano. This is the path that sends water to the volcano and produces steam; as well as control the volcano.

Enter the volcano pipe. Look up. Turn right and go forward on the ledge. Turn to face the wall and see the turbine duct that gets steam power from the volcano. This is the other end of the turbine at the control room.

Look above the turbine duct and see a crystal. Use the axe to take the crystal.

### **Repair the crystal holder:**

Go to the large kiln.

Place the twisted crystal holder in the fire, touch the tools.

Pick up the crystal holder.

### **Restore power to Captain Nemo's door:**

Go back to Motor room.

In inventory, combine crystal + crystal holder = insulator.

Go to the downed power line. Use the insulator to pick up the electrical cable.

Insert the insulator on the hole in the wall. The door is now unlocked.

**Captain Nemo's underwater base:**

Go to the office at end of the room.

**Diving mask:** Take the diving mask left of the desk. The diving mask's can is empty.

We need a source of oxygen. Combine diving mask + Hydrated lime.

**Dive in:** Use the diving mask on Mina. Enter the hatch.

**Underwater:**

See the down helicopter ahead. Go to the helicopter. Move out to the near crossroad.

Look down and see a wheel. Move it and take the steel hook.

Go back to the helicopter.

**Cargo hatch:** Try to open the cargo hatch left of the passenger door. It's stuck.

See a winch attached to the side of the window. Use the handle from inventory on the winch.

Place the steel hook on the loop under the winch. Click on the hook and it will automatically attach to the cargo door.

Click to turn the handle of the winch. The door is pried open.

Enter the cargo hold. Take the net, uninflated float and nitrogen tank.



### **Remove the blockage of the water line:**

Go back to the metal gate blocked by rock.

Use net on rock. Then use uninflated float on the net. Now, inflate the float with the nitrogen tank.

Click on the nitrogen tank. Look at the gate and see that it is mouth of a water main.

Go back to Nemo's base.

### **Clear the path of the gas:**

Try to work the levers below the control panel.

Enter the door at right to go to the volcano tube. Turn right and go to the turbine duct.

Get Jep to go in and see what he can do.

Go to the end and see the hole at the end. Use the coconut on the hole.

Join and ask to be carried by Mina.

### **Balance the flow and frequency:**

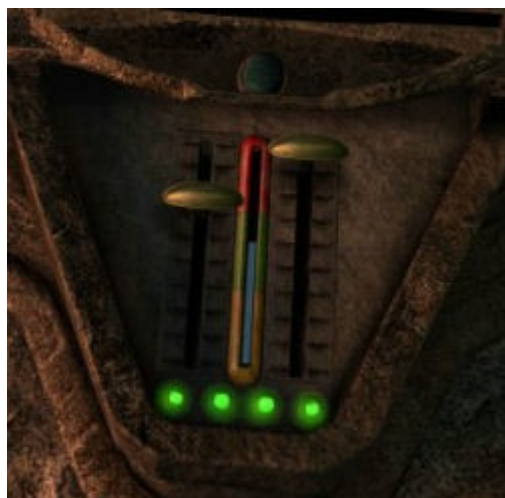
Go back to the control panel.

See the water flows on the chamber at right and volcanic gas-steam passes through the turbines at left.

Now balance the process.

**Right lever:** full power.

**Left lever:** half power.



Press the button to confirm the settings of the geothermal motor.



You did it, the disaster is averted.

**Go out to meet the rescuers:**

While you exit the base, Slugger rushes through and enters the geothermal room. In the process the grill door slams shut because the machine did not identify him.

The motor stopped.

**Open the gate:** Go down to the grill door.

Look left at the ovoids and see a new one ready for Slugger. It needs to ID Slugger first before the door can open.

See blood on the ramp by the door. It's Slugger's.

Take the unimprinted-unadulterated ovoid and use it on the blood and hair to get Slugger's DNA.

Place Slugger's ovoid back on the wall. The gate is now open.

See Slugger. He passes away.

**Try everything to cure Jep.**

Jep gets sick and collapses. Mina carries him to Nemo's office.

**Mixer:** Go to the mixer at left window.

Pick up the shards of violet glass.

Take the blown fuse right of the capacitors.

**Repair the fuse:** In inventory, combine the frayed steel cable and the multiblade knife. You get steel wire.

Use a steel wire on the blown fuse to get repaired fuse.

Place the repaired fuse on the slot right of the capacitors.

**Make bottle:**

**Large kiln:** Go to large kiln.

**Long tube:**

Place the rifle in the fire of the kiln, touch the tools.

Pick up the long tube.

**Workshop:** Go to workshop and the kiln here.

In the inventory, combine the long tube and the shards of violet glass.

You get a mixture. Place this mixture in the fire and finally, pick up the bottle.

Go to ovoid place. Look around, you find a source of purple gas. Fill your bottle with this gas.

**Prepare the mixer:** Go to Nemo's base.

Put the violet bottle on the mixer.

Take the empty sampler. With this, take a new sample from the dead plant. Place the sampler on the mixer.

Finally, press the button on the mixer.

**Choose: Go out to be picked by rescuers or restore the shield to save the island.**

**Where does the aggression come from?**

Captain Nemo answers: From the exterior.

He explains about the microorganism brought in by the wind when the shield went down. The microorganism attacked the living things here that are not immune to them. Mina being from the outside is immune.

Mina realizes that if she brings the shield back up, she has to stay here.

Captain Nemo regrets that Mina has to choose. This island is his legacy to Mina. The light of the Nautilus goes out.

The alarm of the shield control blares.

Go to the shield control panel.

The alarm means that a helicopter is arriving.

Mina decides.

**Go home:** Go out of the Nemo's base. Watch.

**Raise the shield:** Pull down the lever to raise the shield. Watch.

**Congratulations, you're finished Jules Verne's Secrets of the Mysterious Island.**