

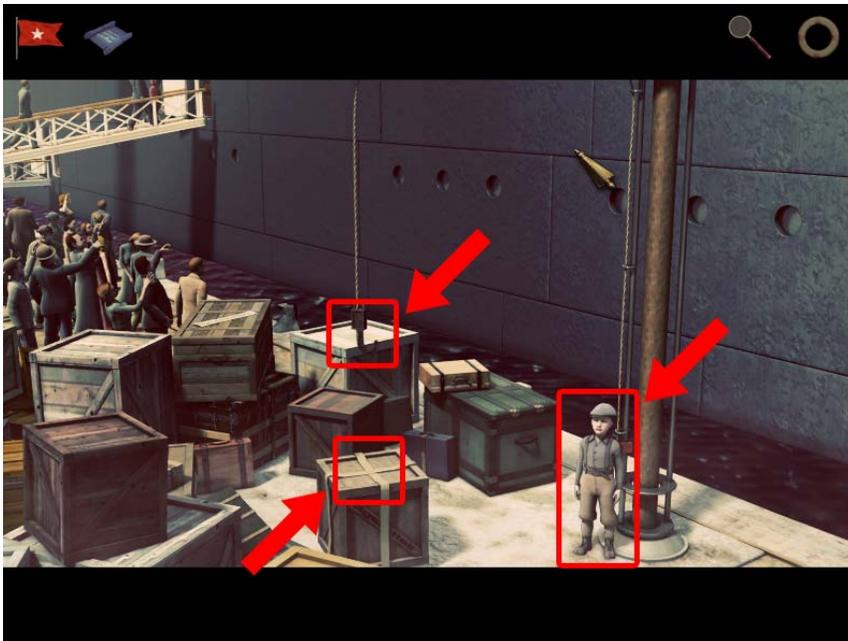
Hidden Mysteries: Titanic - Secrets of the Fateful Voyage

Chapter 1

1st Class Boarding

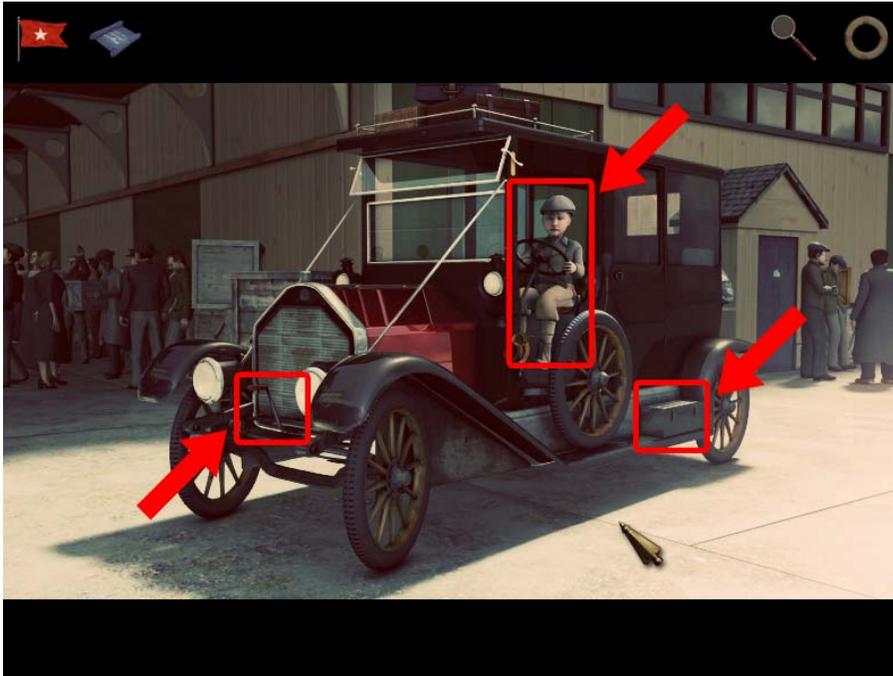
- After you have finished talking to Robert and Thomas, open up the map screen and click on 2nd and 3rd Class Boarding to move there
- After you have finished talking to Montague and Emma, open up the map screen and click on Baggage

Baggage



- Click on George (the boy) to trigger a conversation
- After George has left, click on the hook to bring up a Matching Icon. Click on the crate underneath it to attach the hook to the crate
- Now use the map to go to Ashley's Car

Ashley's Car

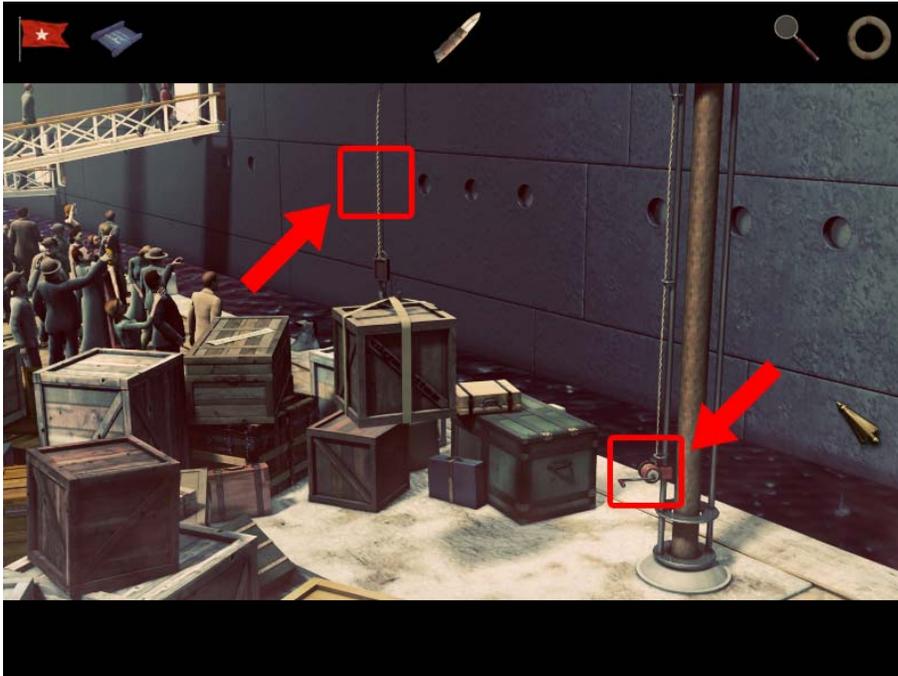


- Click on the Crank Handle on the front of the car to pick it up and store it into your inventory
- Click on George to engage in another conversation
- After the conversation is complete, click on the tool box on the side of the car to bring up a close-up image



- With the close-up image open click on the Knife to take it
- Now return to Baggage

Baggage



- Click on the Crank in the inventory to attach it to the cursor. Then with crank attached, click on the pole in the lower right corner
- Once the crank has been placed, click on it to raise the box (the box must be attached to the hook first)
- With the box raised use the Knife on the rope to cut it



- Click on the broken crate to enter a Hidden Object Scene



- Find all 10 cards and once you are finished you will receive the Cigarette Cards inventory item
- Return to Ashley's Car
- Use the Cards from the inventory and give them to George

- Return to 2nd and 3rd Class Boarding
- Click on Emma
- Return to 1st Class Boarding
- Use the Boarding Pass on Thomas

Chapter 2

Robert's Stateroom

- Go to Margaret's Stateroom

Margaret's Stateroom



- Click on the boxes on the chair



- Click on the knob on the top of the box



- Take the Tweezers
- Close the box using the knob



- Use the Tweezers on the knob near the bottom of the box
- Click on the knob on the top of the box again



- Take the Scissors
- Go to the Parisian Café

Parisian Cafe



- Use the Scissors on the Bamboo
- Click on the Salt at the Table



- Take the Salt Shaker and the Spoon
- Now go to the Galley

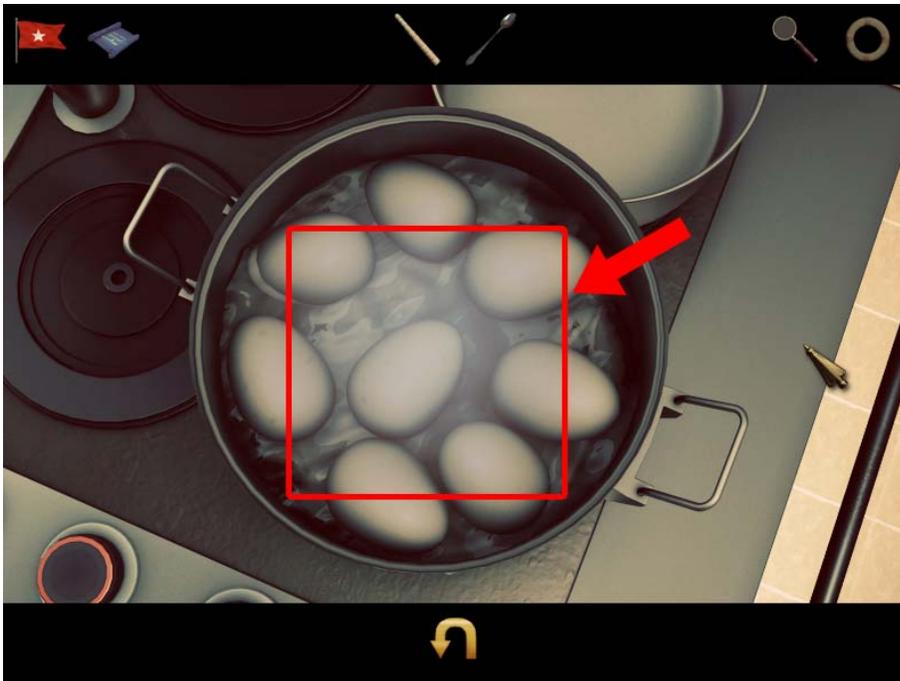
Galley



- Click on the Pot

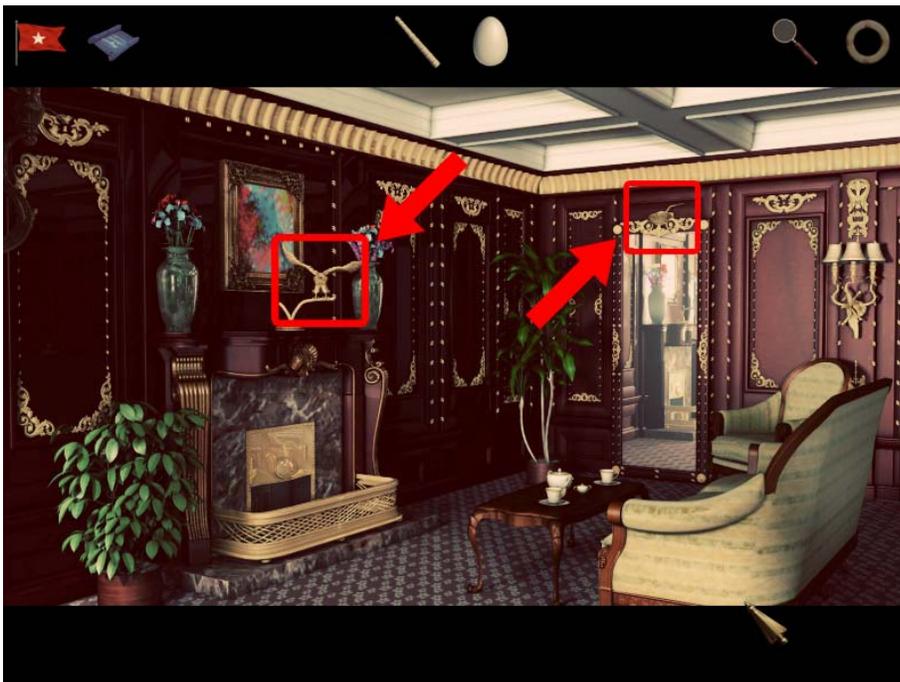


- Use the Salt on the pot of eggs

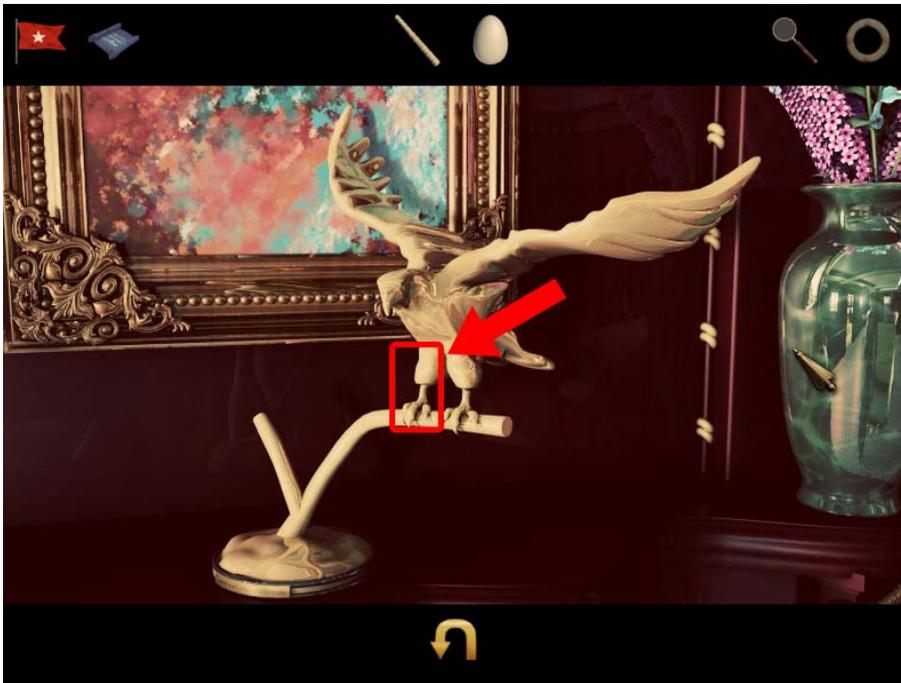


- Use the Spoon on the eggs
- Now go back to Robert's Stateroom

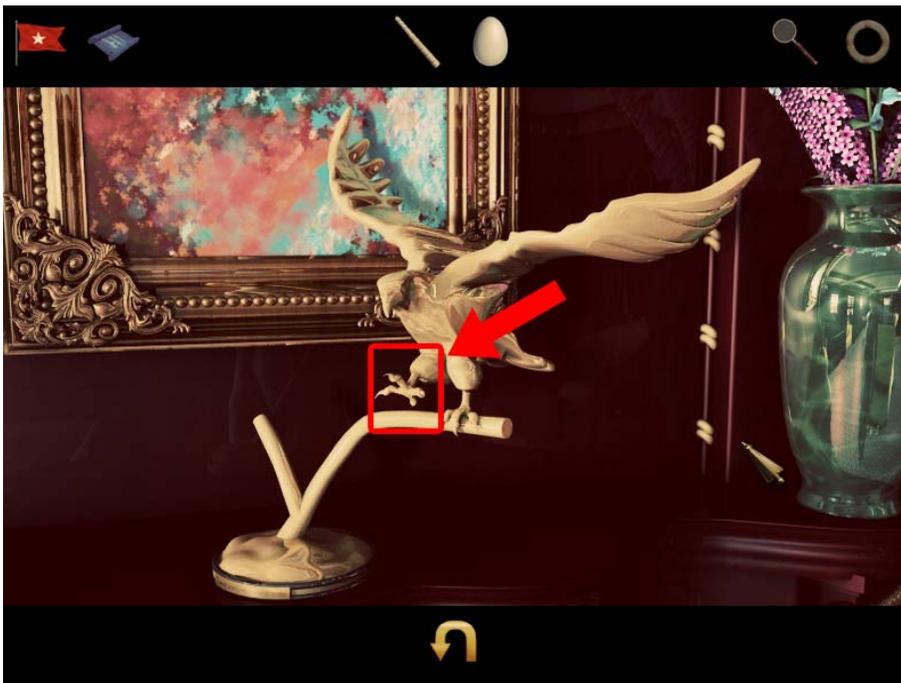
Robert's Stateroom



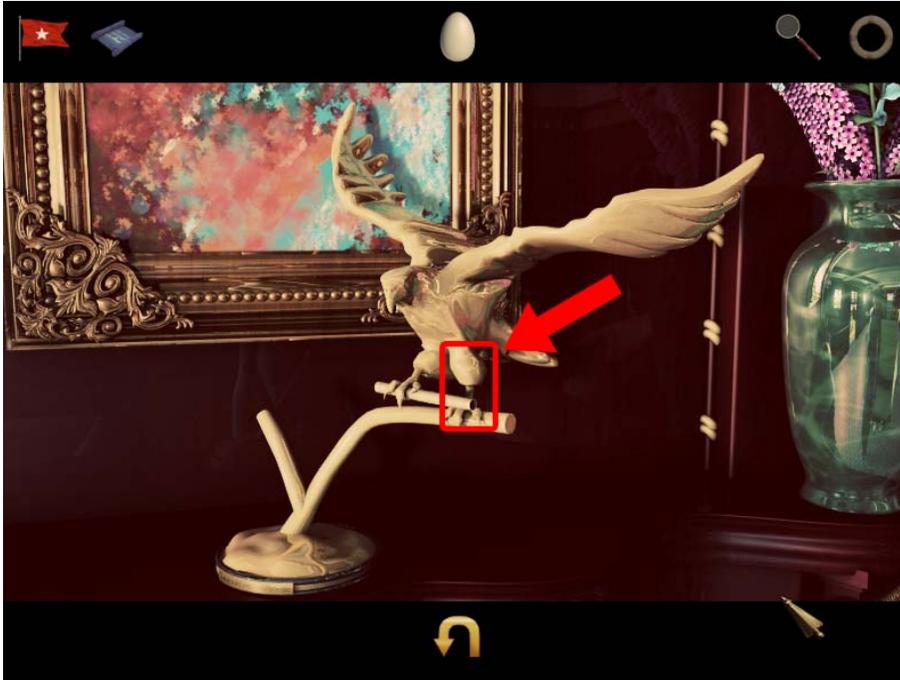
- Click on the eagle statue



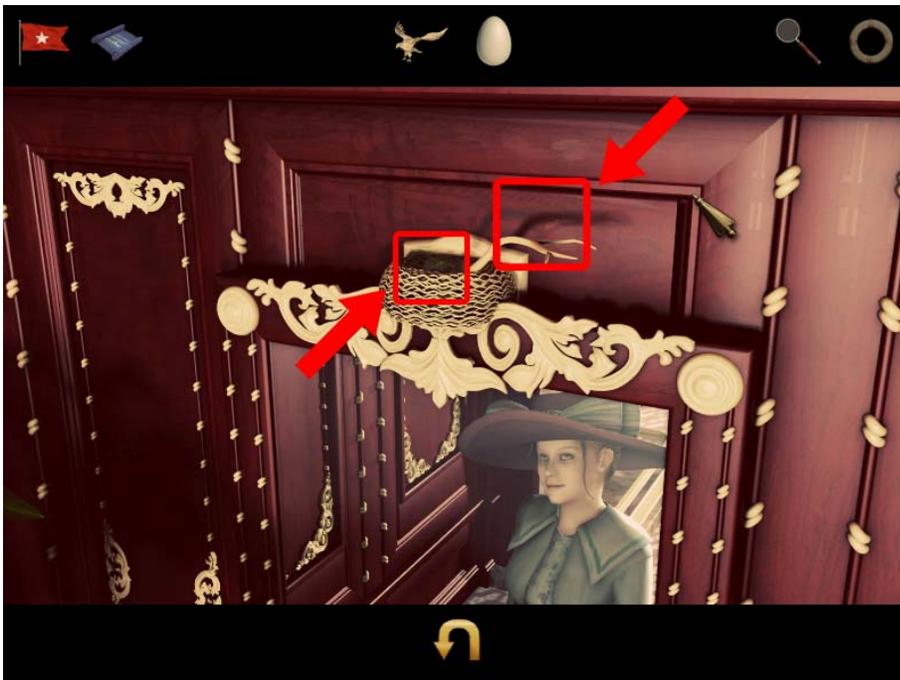
- Click on one of the eagles legs



- Use the Bamboo on the raised eagle leg



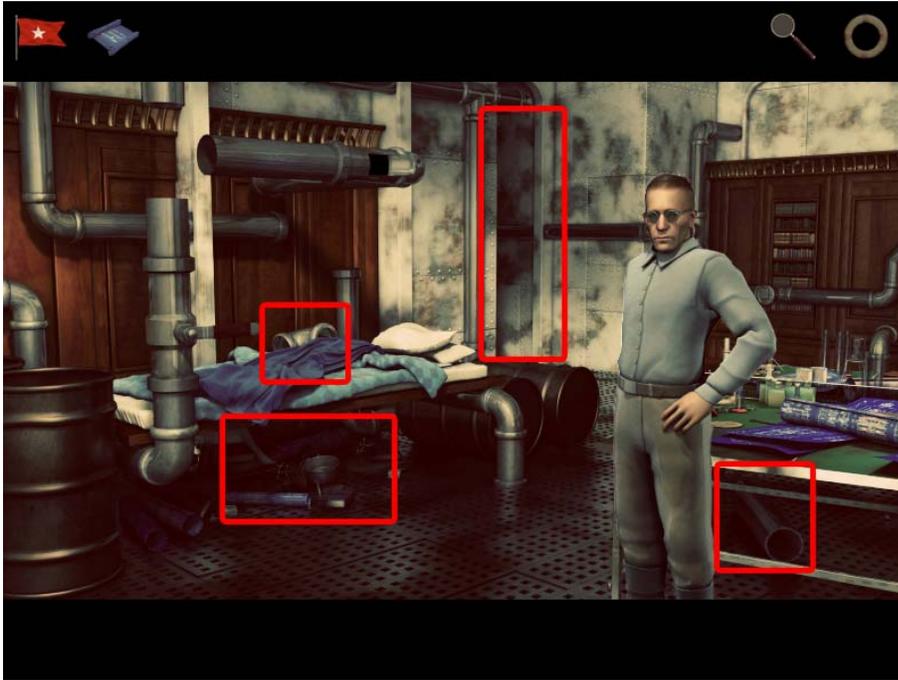
- Click on the leg opposite the one with the bamboo in it
- Now go back to Robert's Stateroom and click on the nest above the mirror



- Place the egg in the nest and the eagle on the branch

Chapter 3

Shipwright's Sanctum



- Take the Pipe Piece laying on the bed
- Take the Pipe Piece under the table
- Click on the space beneath the bed

Overlook

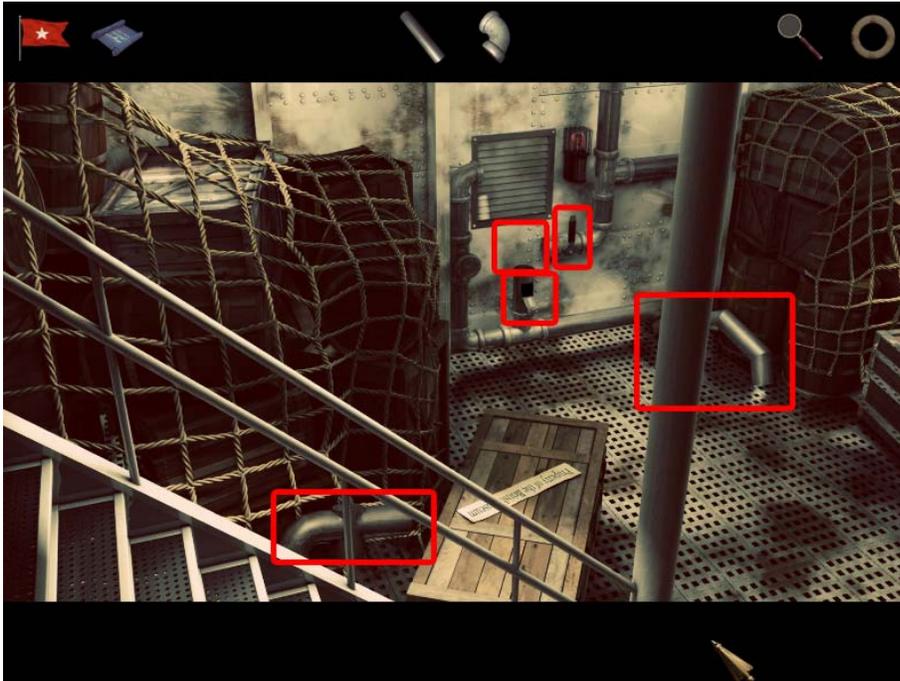


- Take the Pipe Piece
- Click on the back corner to move to the Baggage Hold



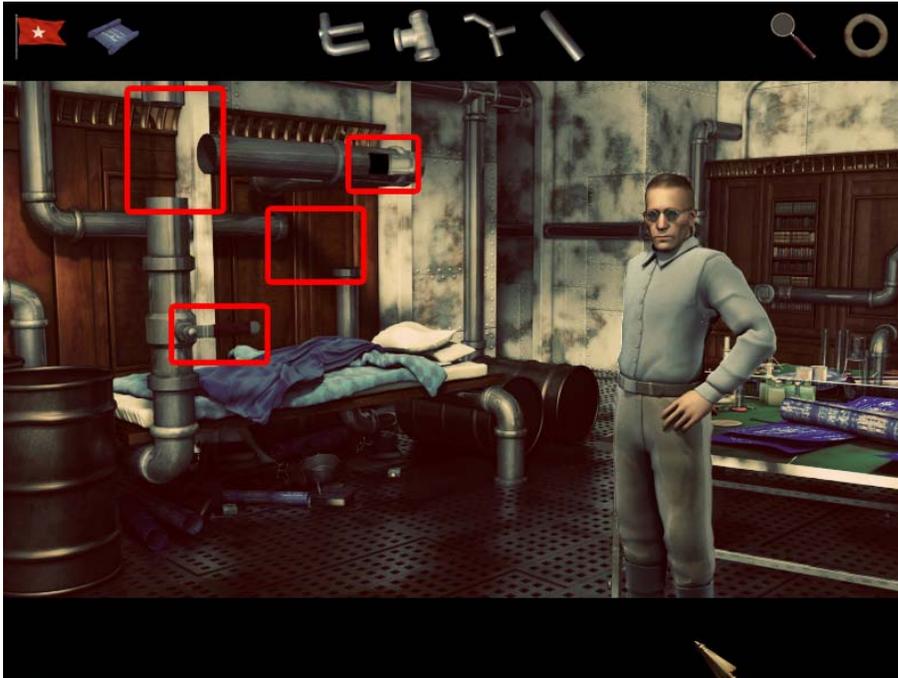
- Follow the path to exit the maze into the Baggage Hold

Baggage Hold



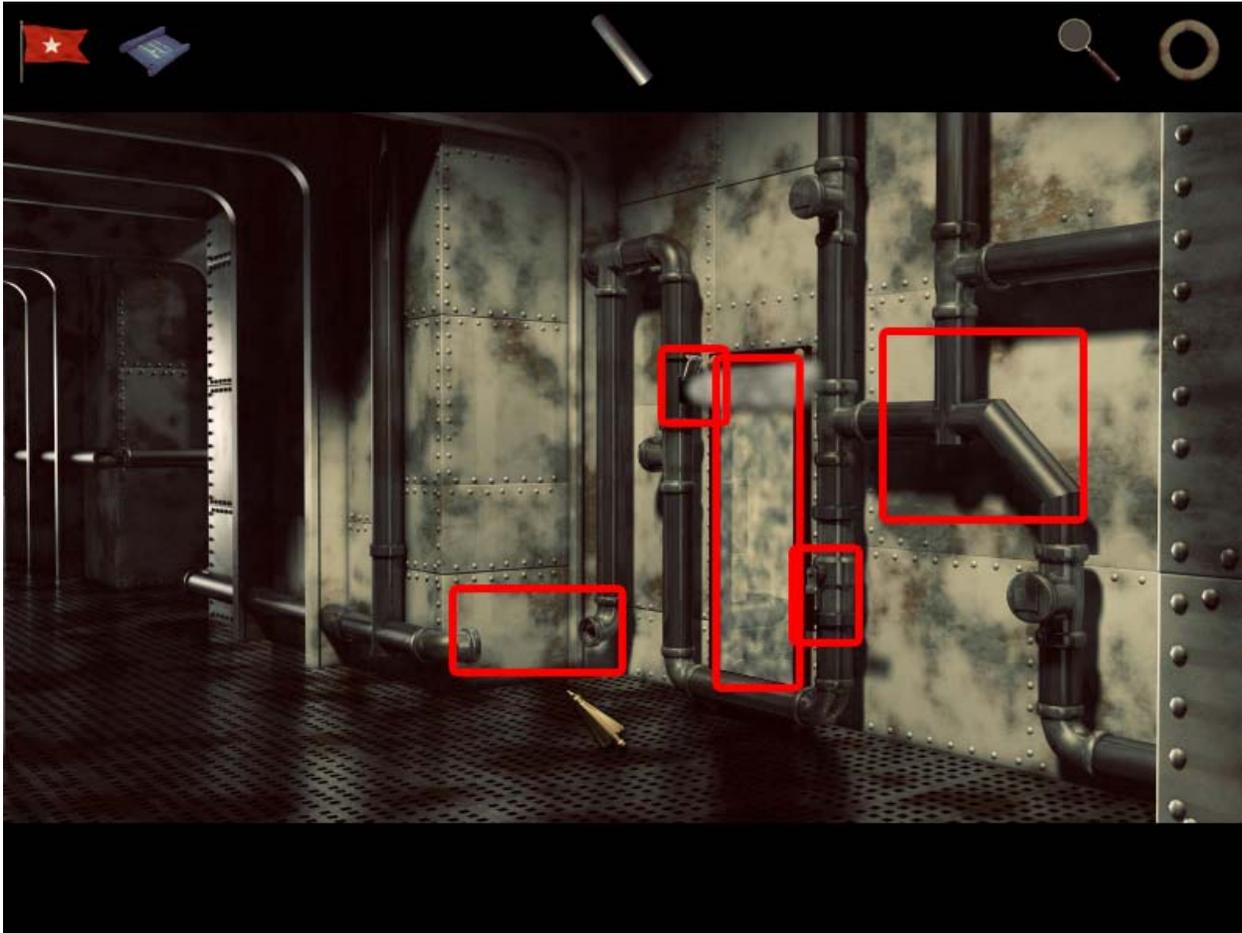
- Take the Pipe piece behind the crate
- Take the Pipe Piece behind the pole
- Use the L-shaped Pipe on the piping under the air duct
- Click on the vent
- Click on the valve
- Return to the Shipwright's Sanctum

Shipwright's Sanctum



- Use the T-shaped pipe on the left piping above the valve
- Use the F-shaped pipe on the right piping below the vent
- Click on the vent
- Click on the valve
- Go to the Overlook

Overlook



- Use the Y-shaped pipe on the right piping
- Click on the valve, but leave the vent open
- With the mirror fogged, click on it
- Now click on the vent
- Use the straight pipe on the left piping
- Go to the Baggage Hold

Baggage Hold

- Click on the crate
- Click on the numbers 1-6-0-7-6-7, in that order



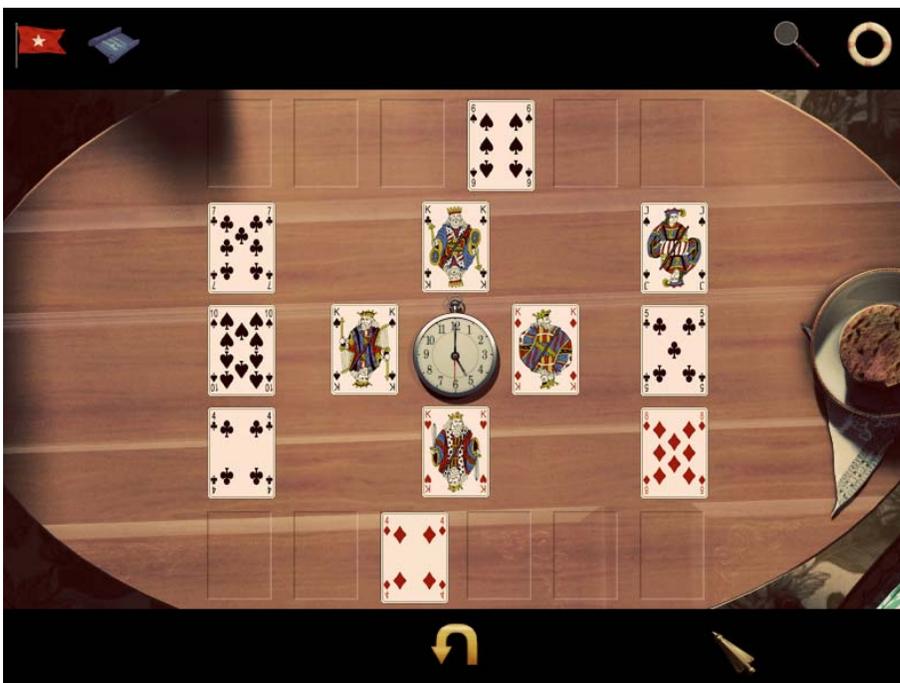
- Take the Shroud from the crate
- Use the Shroud on the air duct
- Return to the Overlook
- Click on the mirror

Chapter 4

1st Class Lounge



- Talk to Odette (The woman sitting down)



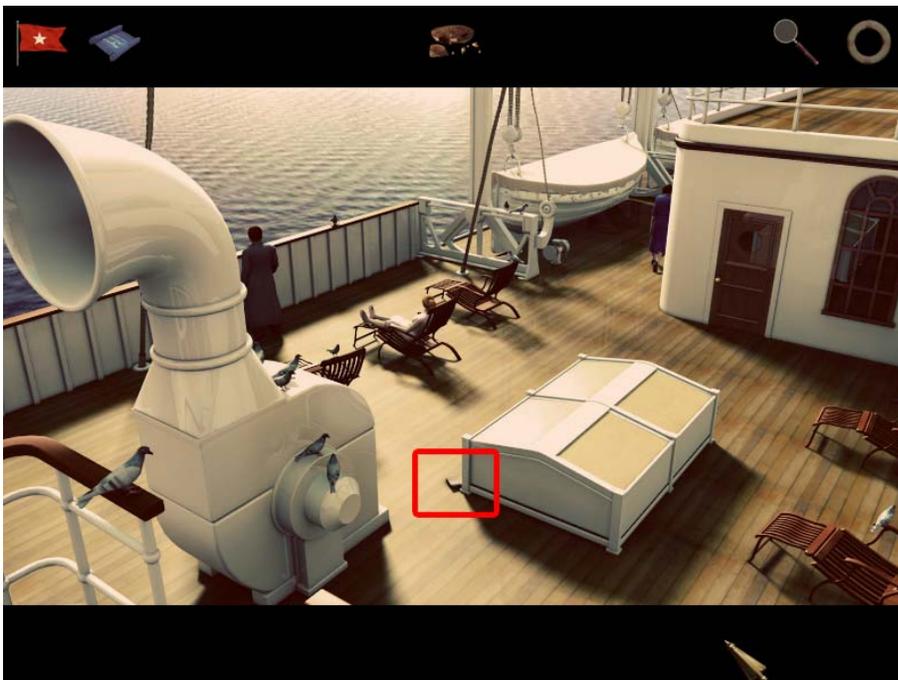
- Move all of the cards from the sides to the top and bottom areas

- The key to this puzzle are the hands on the stop watch
- The hour hand represents the card number, The minute hand will point to one of the four kings to represent the suit of the card, and the second hand will show you where to place the card (top or bottom)



- Click on the tea cup and plate
- Take the Tea Cake
- Go to the 1st Class Promenade

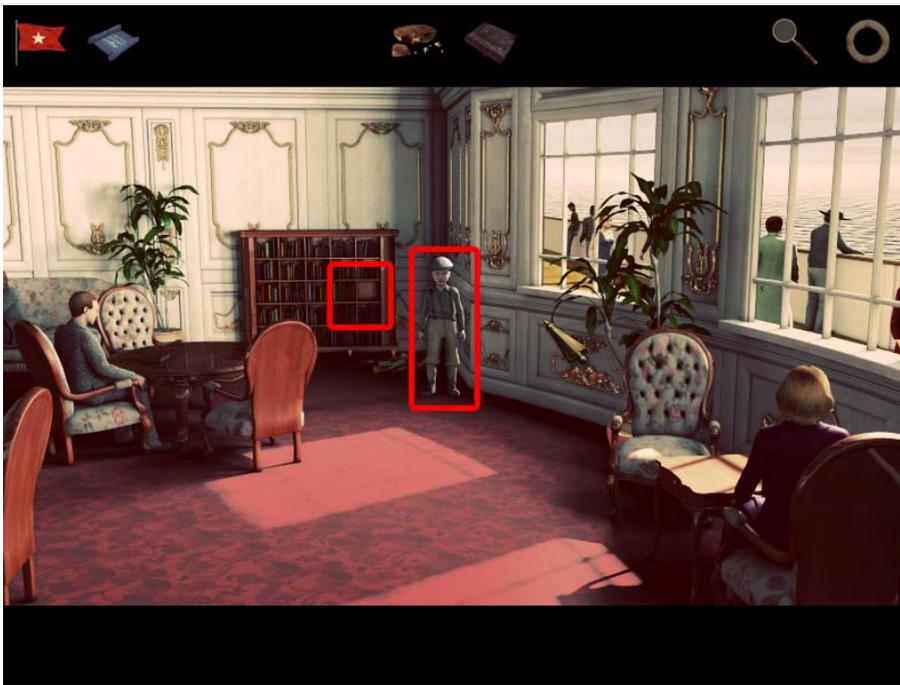
1st Class Promenade



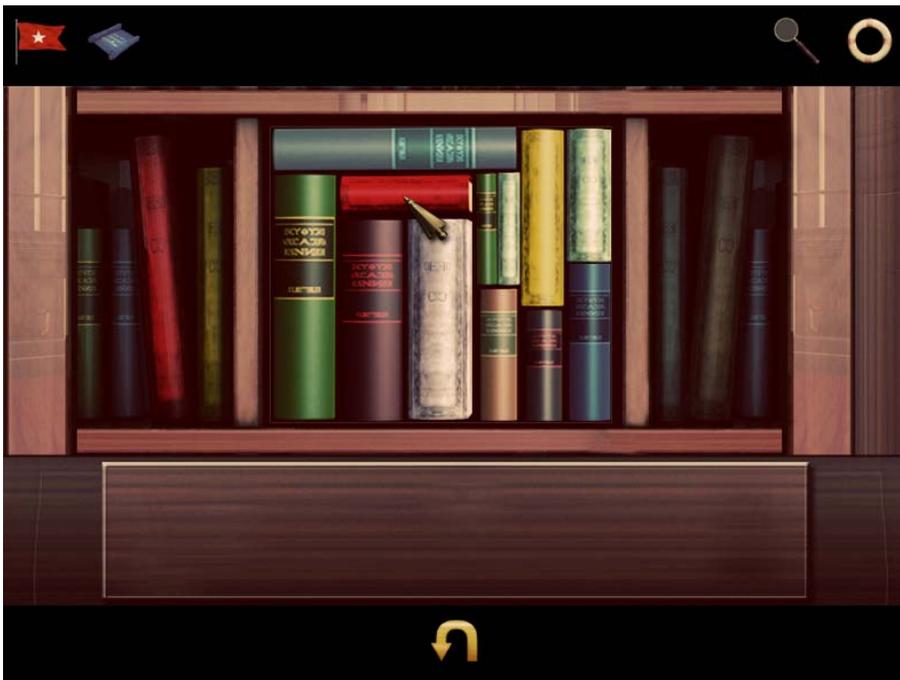
- Pick up the Book

- Go to the Reading and Writing Room

Reading and Writing Room



- Use the Book on George
- Click on the Bookcase



- Put all of the books back on the shelf
- Return to the 1st Class Lounge
- Click on the plate



- Use the Library Card on the Powdered Sugar
- Now go to the Elevator

Elevator

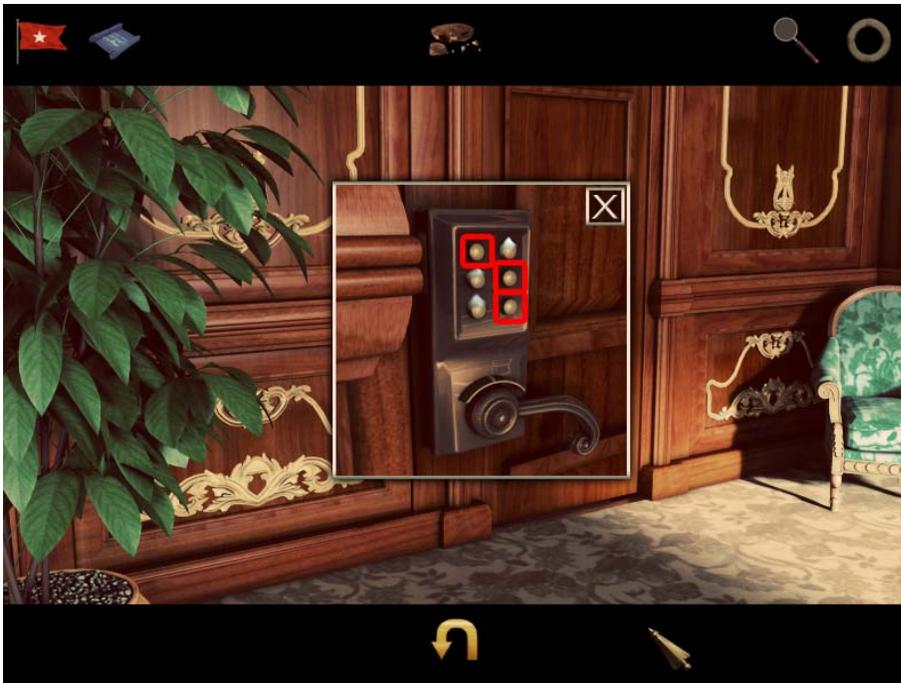


- Pick up the Coat Check Chit
- Got to the Coat Closet

Coat Closet



- Click on the door knob
- Use the Powder Sugar on the keypad
- Return to the 1st Class Lounge
- Use the Coat Check Chit on Thomas
- Return to the Coat Closet
- Click on the door knob



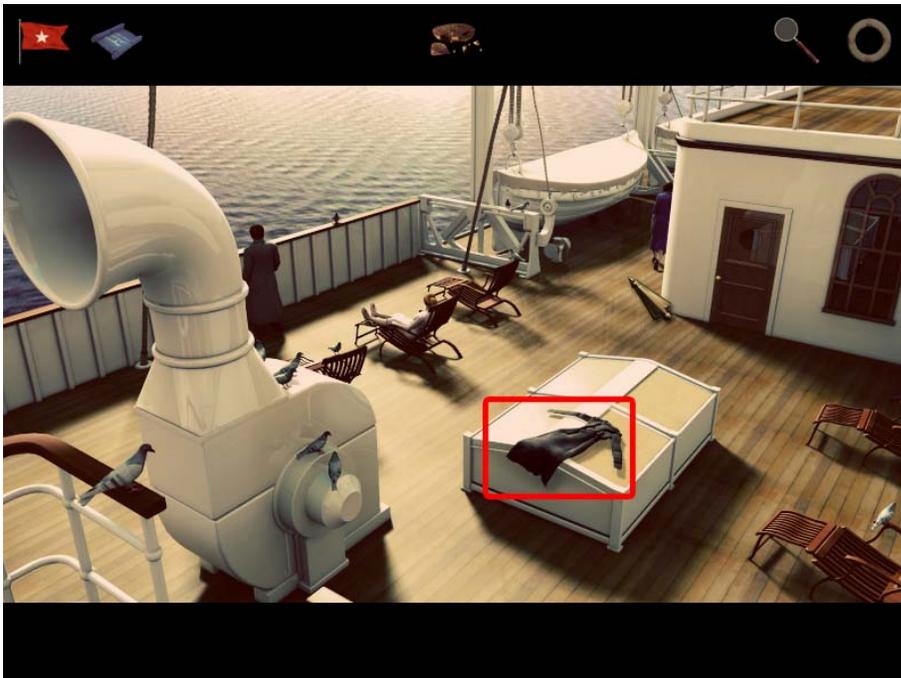
- Click on the buttons that do not have powder on them



- Find the 10 pieces of female clothing



- Now choose the outfit that will allow Margaret to go to the lower decks
- Go to the 1st Class Promenade



- Use the Outfit on the life jacket tub
- Use the Teacake on the Outfit

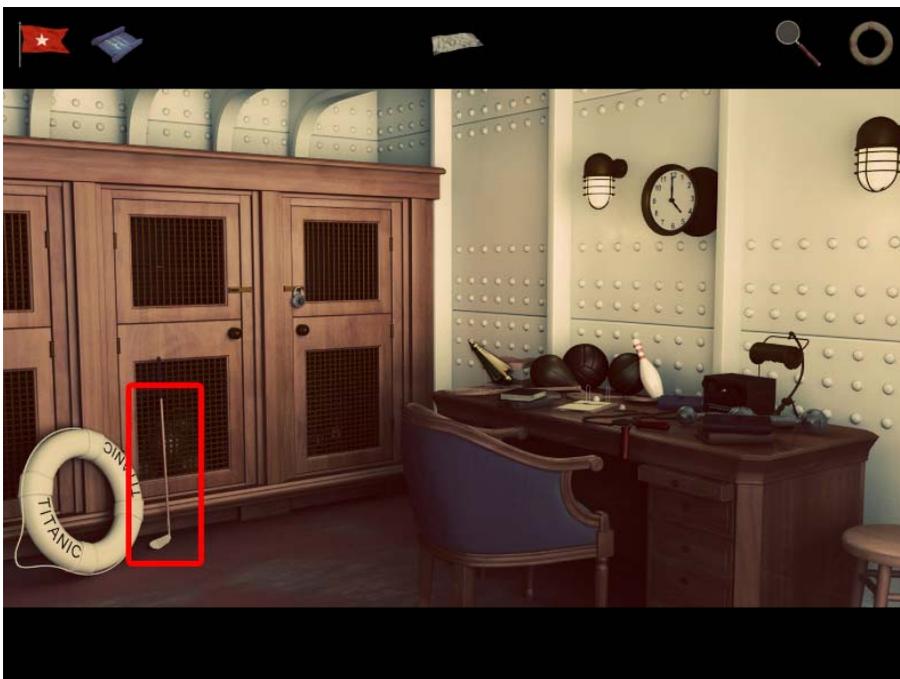
Chapter 5

3rd Class Bunks



- Take the Sandwich Wrapper
- Go to the Equipment Storage

Equipment Storage



- Take the Golf Club
- Go to the Swimming Baths
- Click on the heater



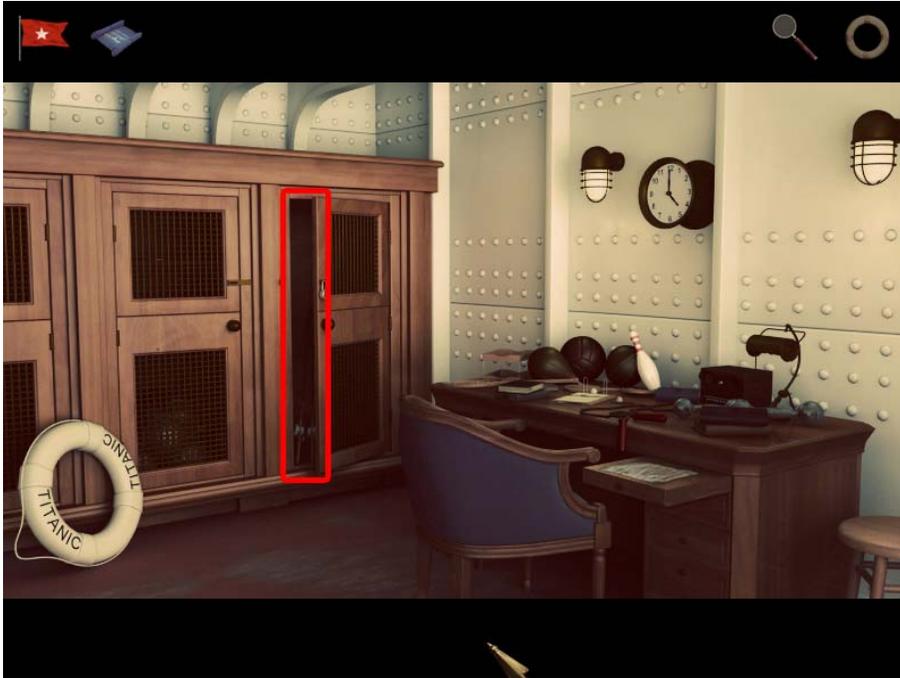
- Use the Golf Club on the heater
- Return to Equipment Storage



- Click on the desk drawer
- Click on it again once it's out

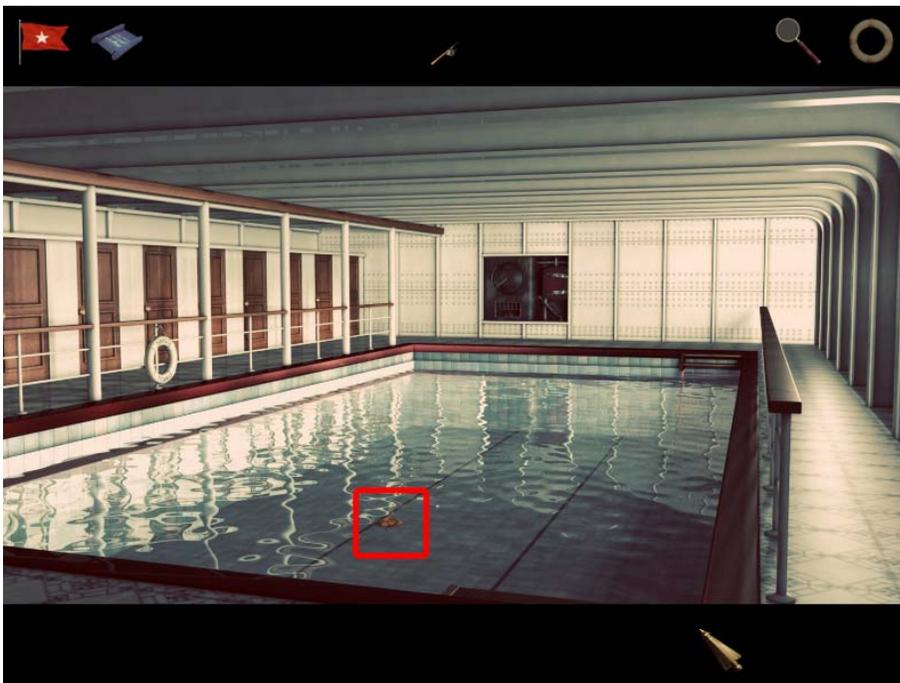


- Use the Sandwich Wrapper on the surface
- Use the Coal on the sandwich wrapper
- Go back and click on the lock on the locker
- Use the arrow on the left to rotate the lock to 21
- Then use the arrow on the right to rotate to 15
- Finally use the arrow on the left to rotate to 3



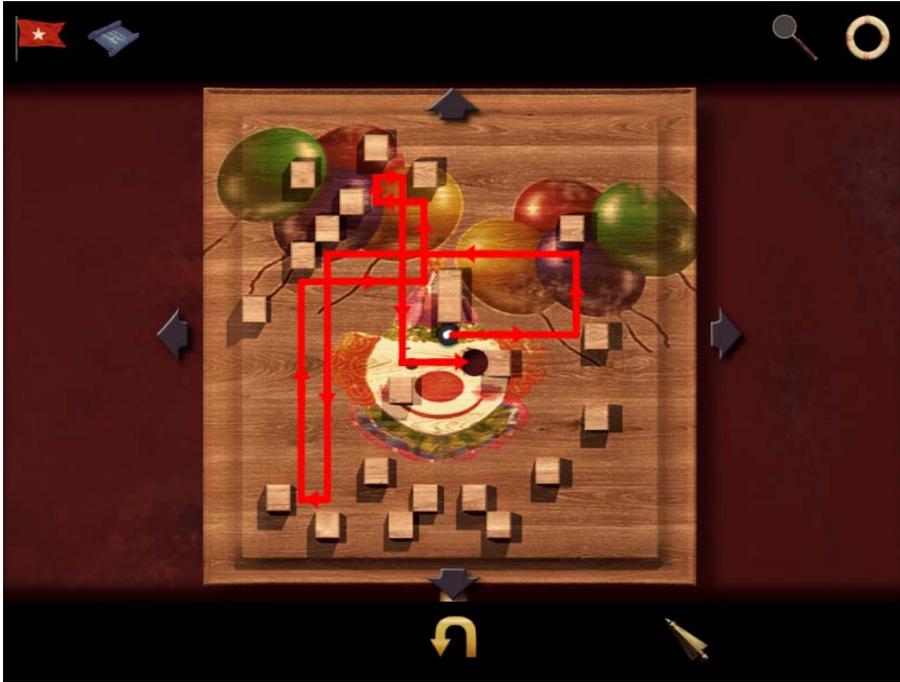
- Take the Fishing Pole
- Return to the Swimming Baths

Swimming Baths



- Use the Fishing Pole on the Ball Game
- Aim for the Ball Game and click to use the fishing pole

- Return to the 3rd Class Bunks
- Use the Ball Game on George



- Move the ball into the hole to complete the puzzle

Chapter 6

1st Class Dining Room



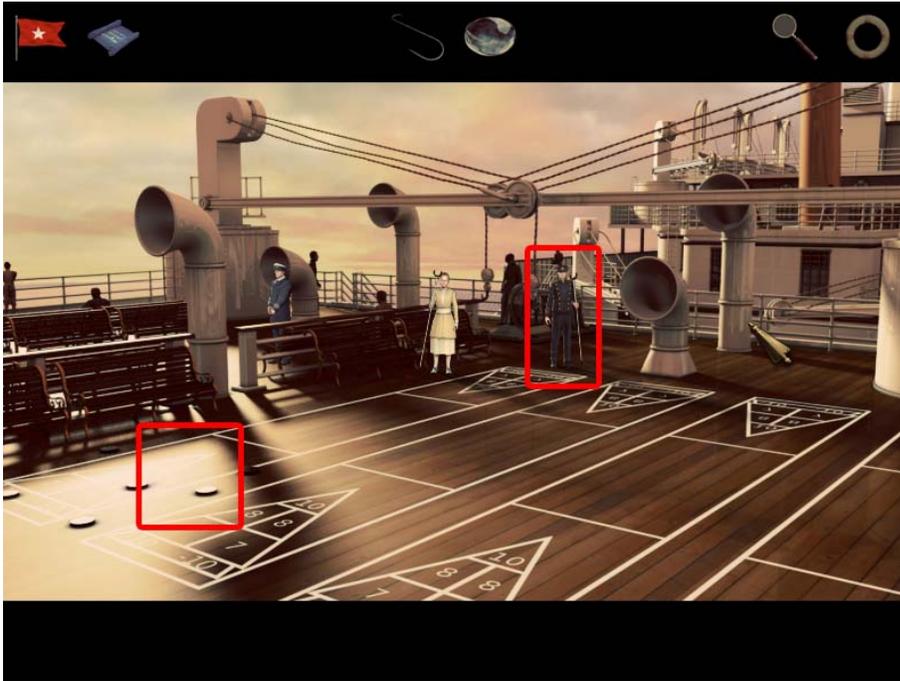
- Click on the empty glass
- Then click on the pitcher of water to combine them
- Go to Cold Storage

Cold Storage

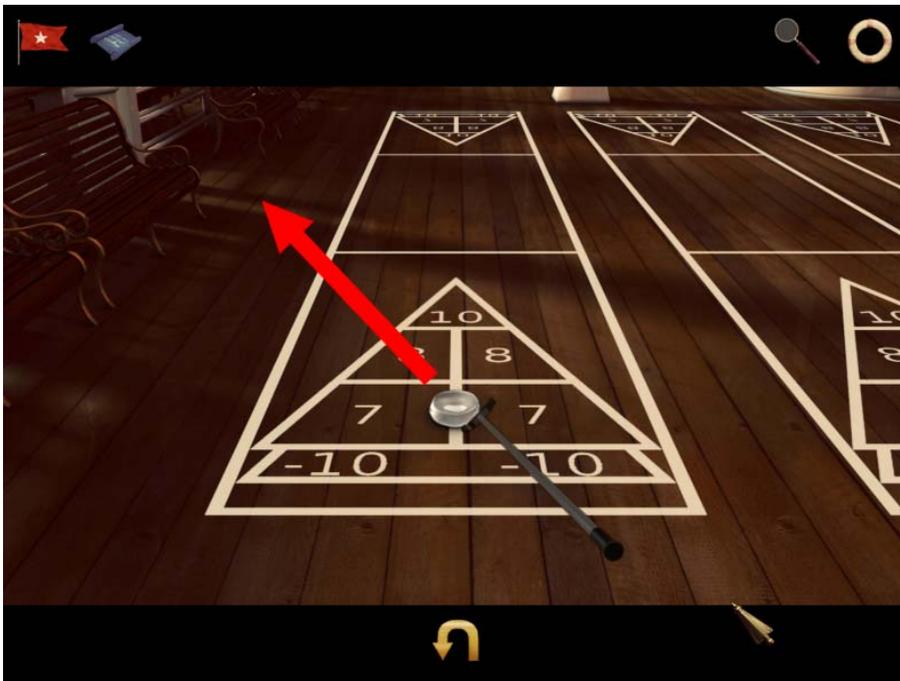


- Take the Butcher's Hook
- Use the Glass of Water on the empty space on the cart
- Go to the Open Deck
- Return to Cold Storage
- Take the Ice Disk
- Got to the Shuffleboard Courts

Shuffleboard Courts



- Click on Vincent
- Use the Ice Disk on the Shuffleboard Court

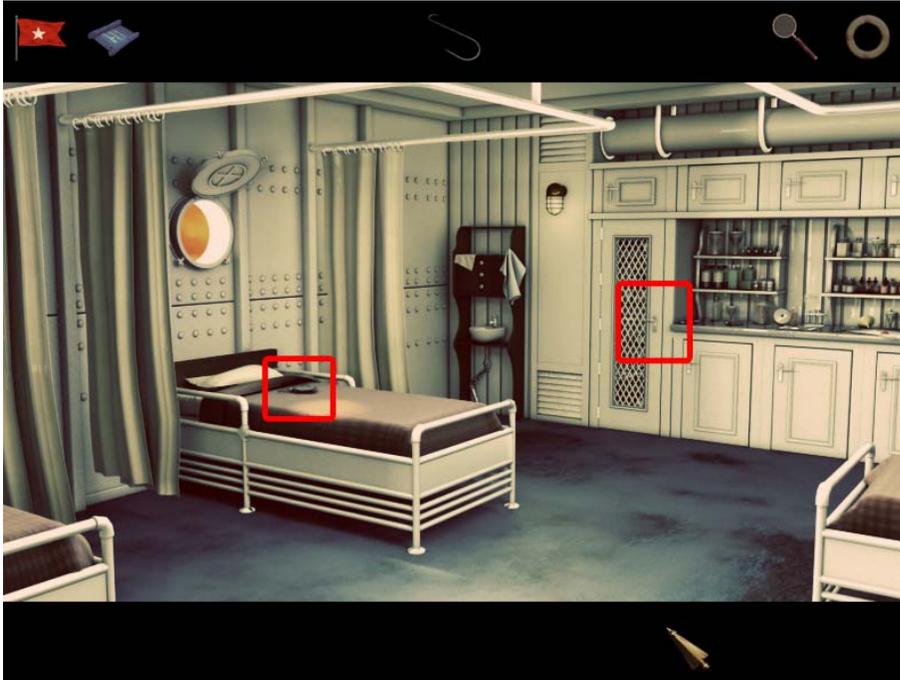


- Aim the ice disk all the way to the left and click to shoot
- Go to the Open Deck

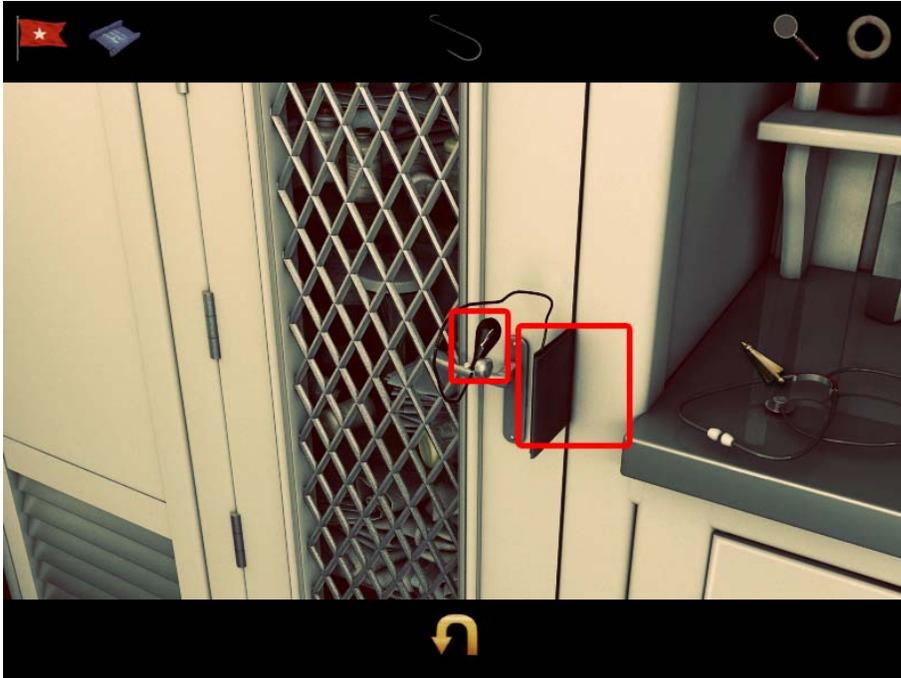
- Click on Thomas
- Go to the Hospital

Hospital

- Click on the Doctor



- Take the Sphygmomanometer
- Click on the medical closet



- Use the Sphygmomanometer on the door
- Click on the Sphygmomanometer pump
- Use the Hook on the crack in the door



- Find the 10 pills

- Return to the 1st Class Dining Hall
- Use the Motion Sickness Pills on Robert

Chapter 7

Margaret's Stateroom

- Click on the Left Window
- Click on the Crank Handle
- Go to Robert's Stateroom

Robert's Stateroom

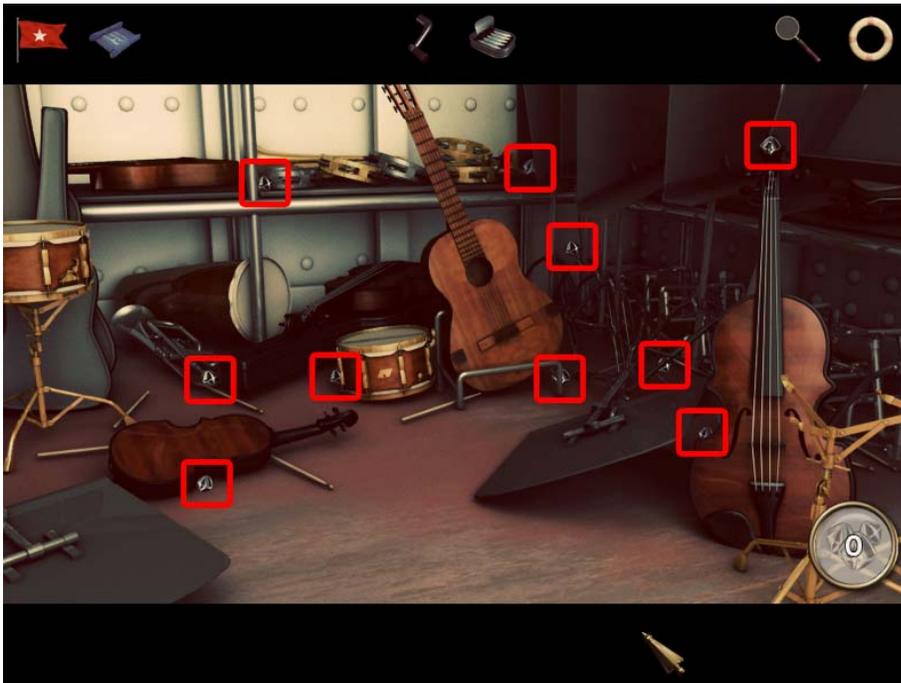
- Click on Robert's Door
- Go to Montague's Stateroom
- Got to the Galley

Galley



- Find 10 Sardines
- Go to Musician's Storage

Musician's Storage



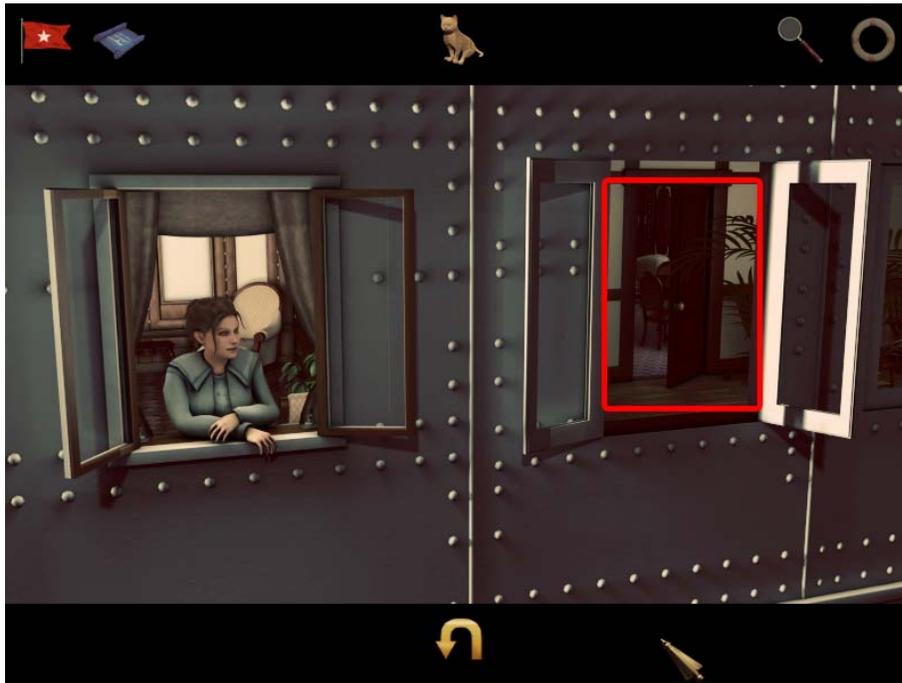
- Find 10 Bells
- Go back to Montague's Stateroom

Montague's Stateroom



- Use the Sardines on Bexley (the cat)

- Use the Belled Collar on Bexley
- Click on the Window
- Use the Crank Handle on the handle space
- Click the crank

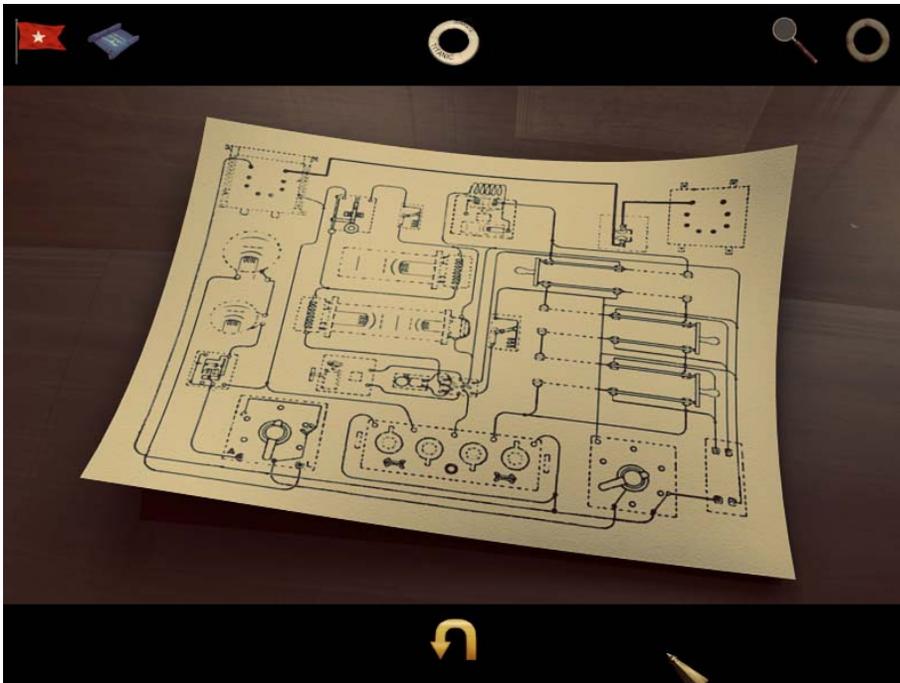


- Use Belled Bexley on the Window
- Got to Robert's Stateroom
- Click on Robert's door

Chapter 8

Wheel Room

- Take the Life Ring behind the Captain
- Go to the Captain's Sitting Room
- Click on the coffee table



- Go to the 1st Class Promenade

1st Class Promenade

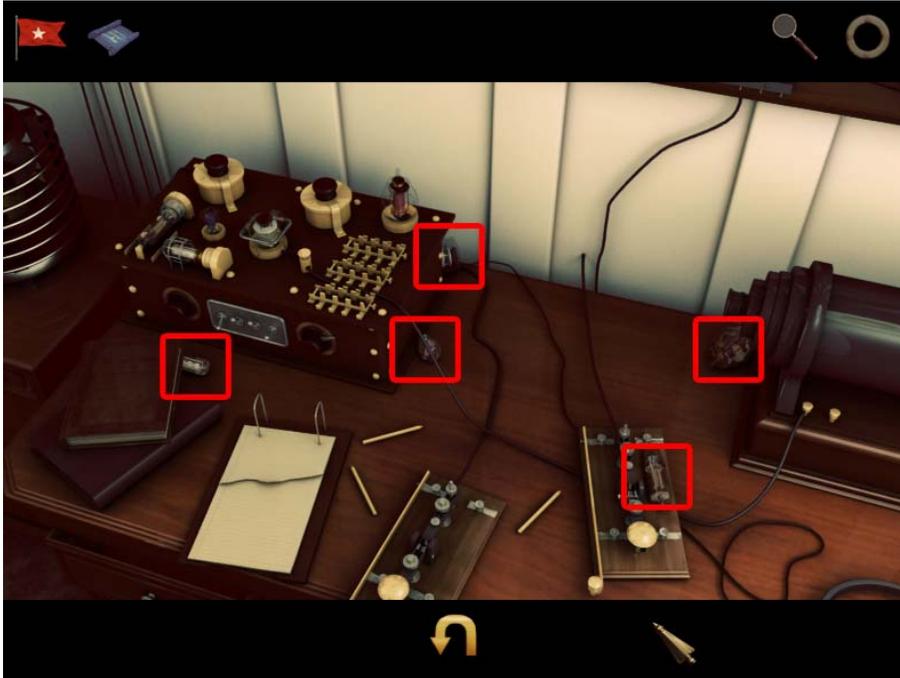


- Use the Life ring on the pole with the moving cord
- Aim for the pole and click to throw the Life Ring

- Click on the cord
- Go to the Marconi Transmitting Room

Marconi Transmitting Room

- Click on the desk



- Pickup the 5 Vacuum Tubes
- Go to the Marconi Receiving Room

Marconi Receiving Room



- Click on the receiver

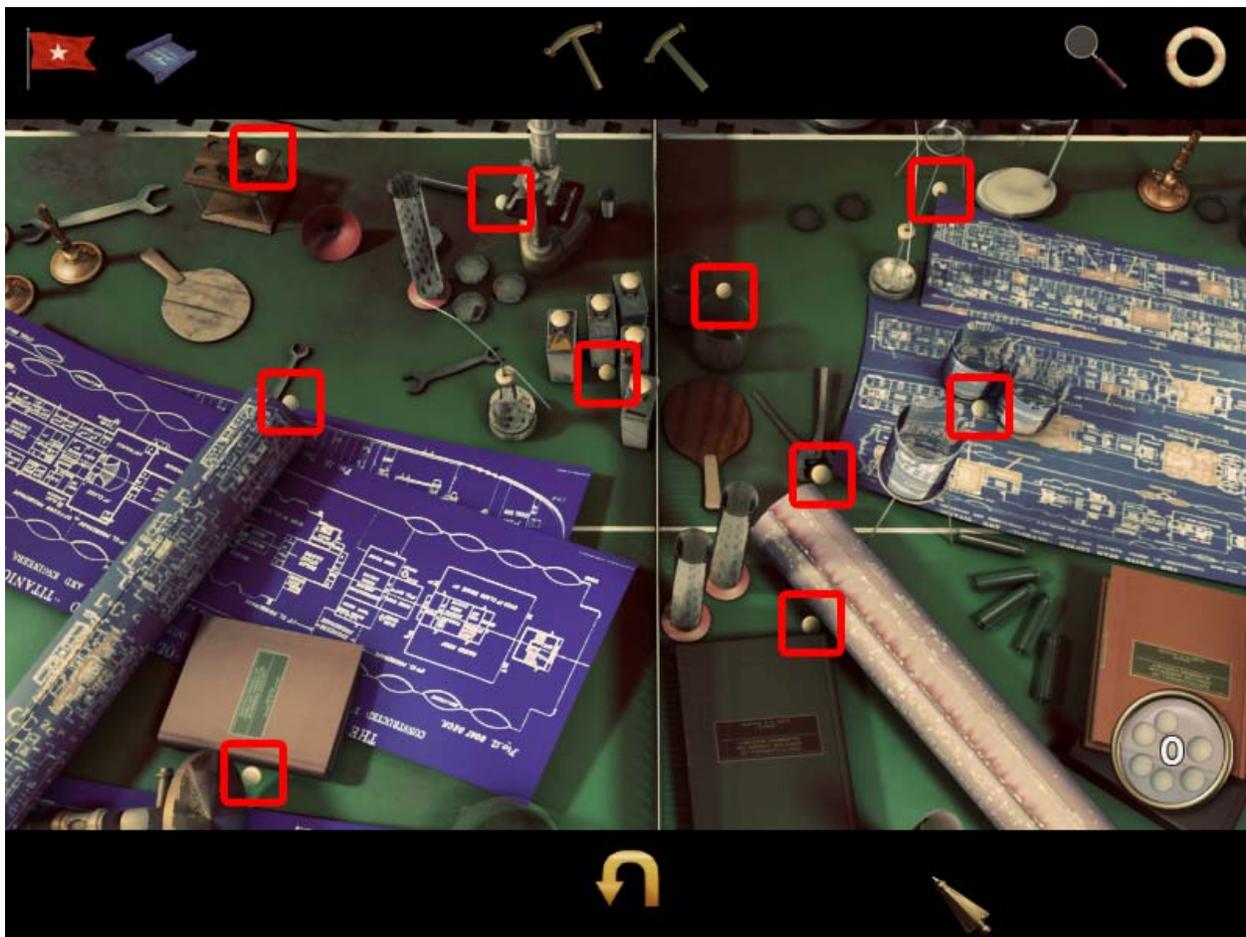


- Adjust all of the controls to match the schematics found in the Captain's Sitting Room
- Click on the coded message
- Click on the morse code poster

Chapter 9

Shipwright's Sanctum

- Go to the Squash Courts (You won't be able to go there)
- Go to the Turkish Bath
- Pick up the Square Lever
- Go to the Third Class Shower
- Pick up the Round Lever
- Return to the Shipwright's Sanctum
- Click on Dean
- Click on the table

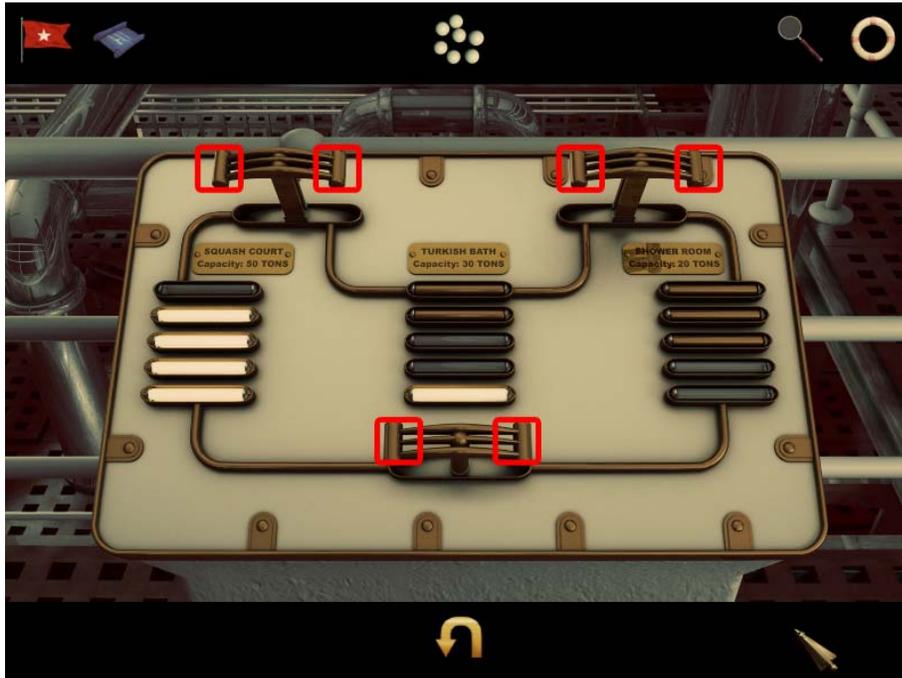


- Find 10 Ping Pong Balls

- Go to the Bilge Pump Room

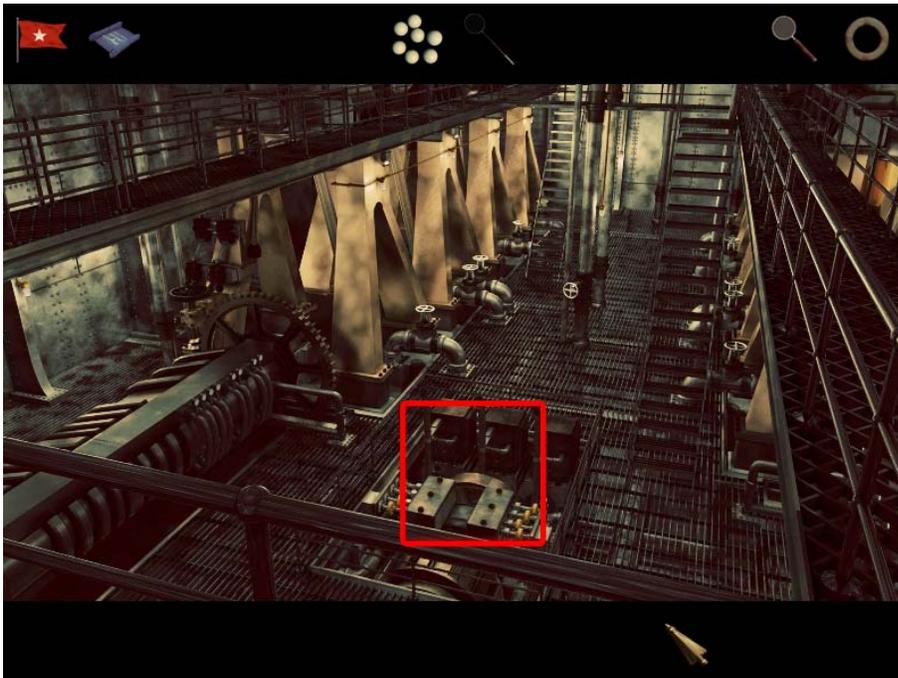
Bilge Pump Room

- Click on the control panel
- Place the Square Lever in the square slot and the Round lever in the round slot

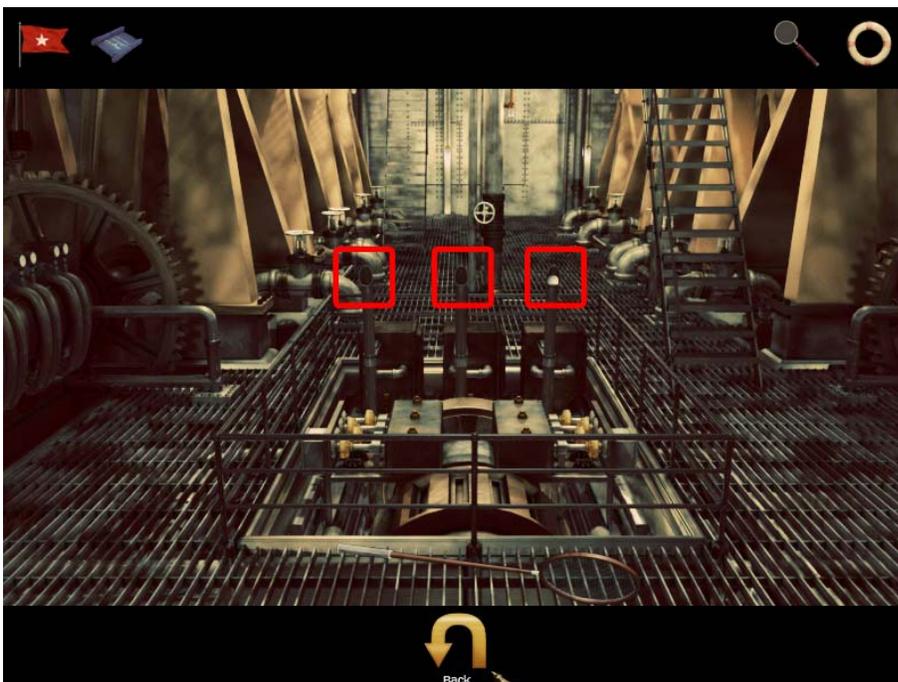


- The object is to get 4 of the 5 lights turned on, on the left side
- The side of the lever you click determines the direction the lights move
- Pull the levers in this order: Top Left – Right, Top Right – R, Bottom – Left, Top Right – Right, Bottom – Left
- Go to the Squash Courts
- Take the Squash Racquet
- Got to the Engine Room

Engine Room



- Use the Ping Pong Balls on the Engine



- Hit the Balls into the pipes
- Go to the Shipwright's Sanctum
- Click on Dean

Chapter 10

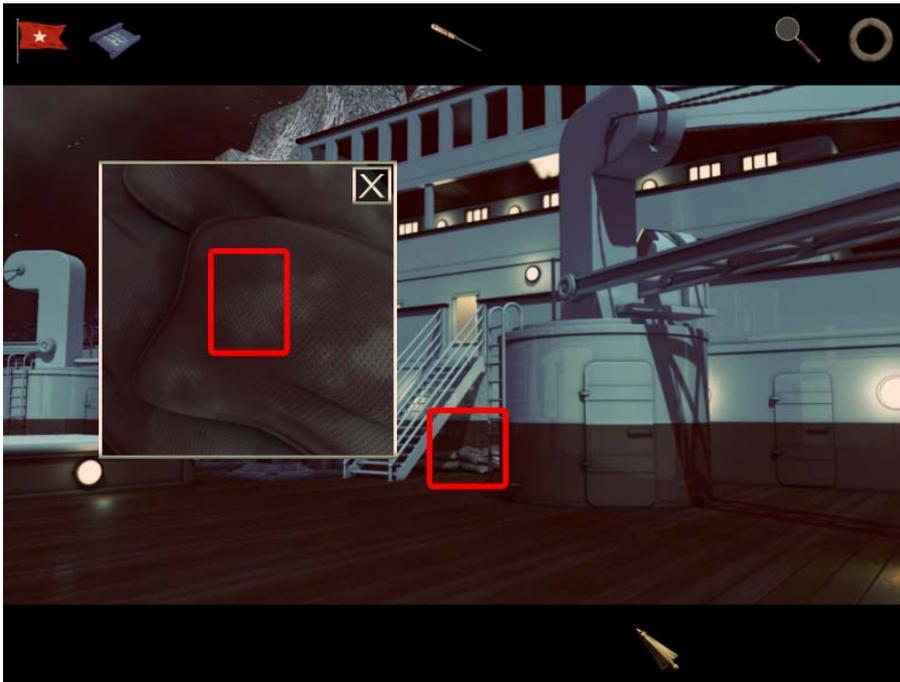
1st Class Lounge

- Go to the Elevator

Elevator

- Take the Letter Opener
- Go to the Port Loading Dock

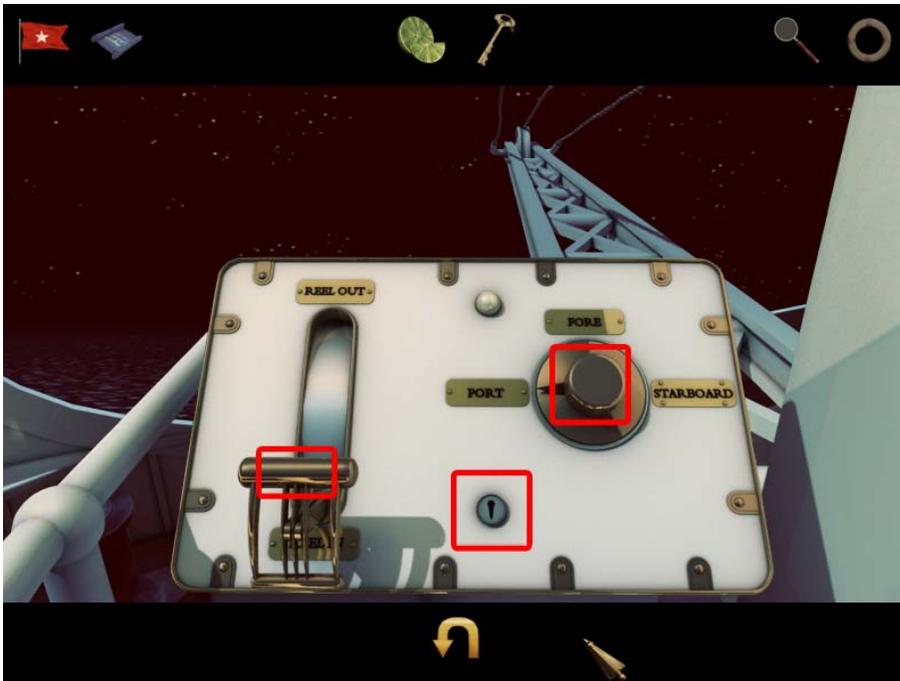
Port Loading Dock



- Click on the bags
- Use the Letter opener on the bags
- Go to the Starboard Loading Dock

Starboard Loading Dock

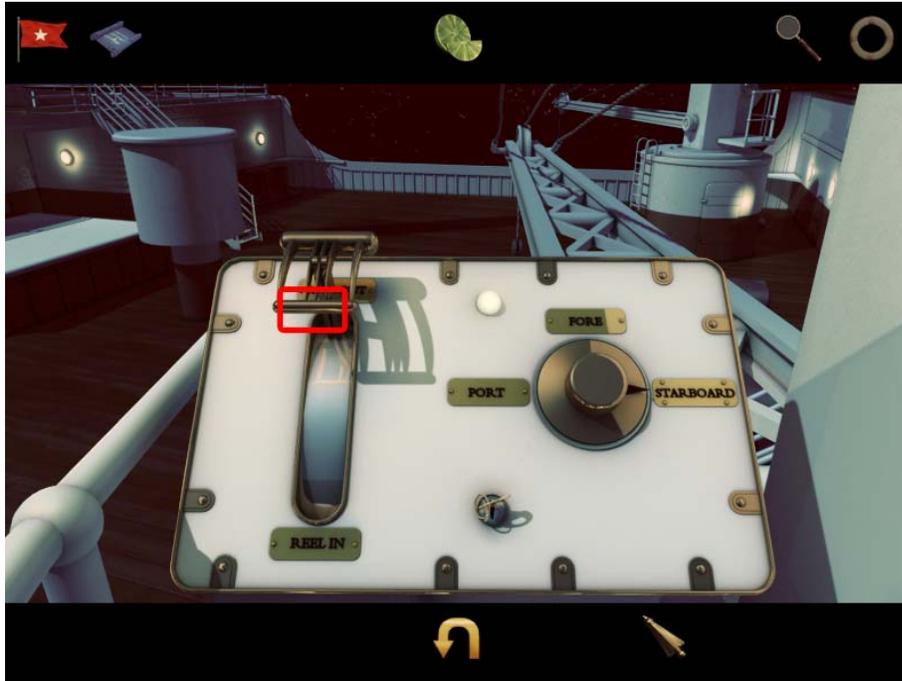
- Click on the crane
- Take the Crane Key
- Go back to the Port Loading Dock
- Click on the crane



- Use the Crane Key on the crane
- Rotate the dial to Starboard
- Click the lever to move it to Reel Out
- Go back to the Starboard Loading Dock



- Click on the neck of the crane
- Then click on the hook to match them
- Go back to the Port Loading Dock



- Click on the reel lever to move it back to reel in
- Go to 1st Class Lounge

1st Class Lounge

- Click on the bar behind Robert



- Click on the Brandy, then the Vermouth and finally the Gin.
- Use the Lime on the glass
- Use the Bermuda Highball on Robert
- Go to the Elevator

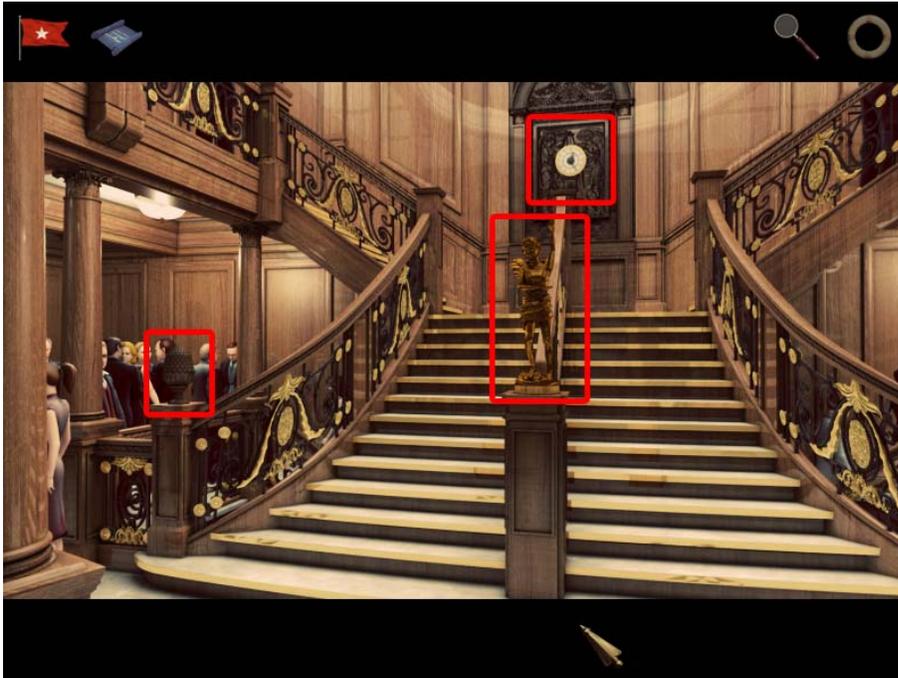
Chapter 11

Elevator



- Take the Piece of Railing
- Use the Piece of Railing on the hatch
- Go up through the hatch
- Get out of the elevator shaft
- Go to the Grand Staircase

Grand Staircase

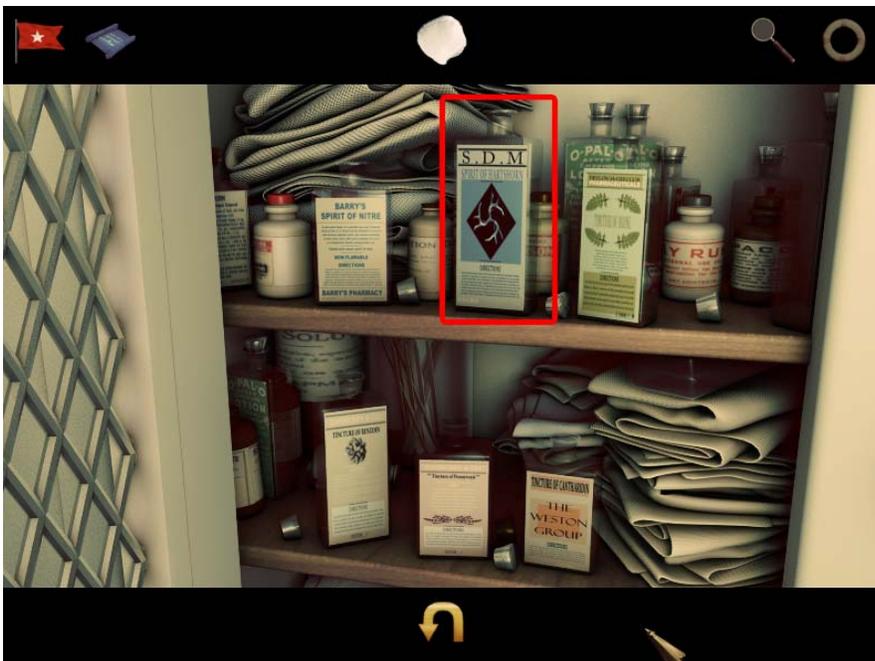


- Take the Welcome Pineapple
- Check the statue on the stairs
- Click on the Clock
- Move the clock hands: hour hand to the 3 and minute hand to the 12
- Go to the Hospital
- Use the Welcome Pineapple on the door knob

Hospital



- Take a Cotton Ball
- Click on the Medical Closet



- Use the Cotton Ball on the Sprits of Hartshorn bottle
- Go back to the Elevator
- Use the Hartshorn Medicated Cotton Ball on Robert

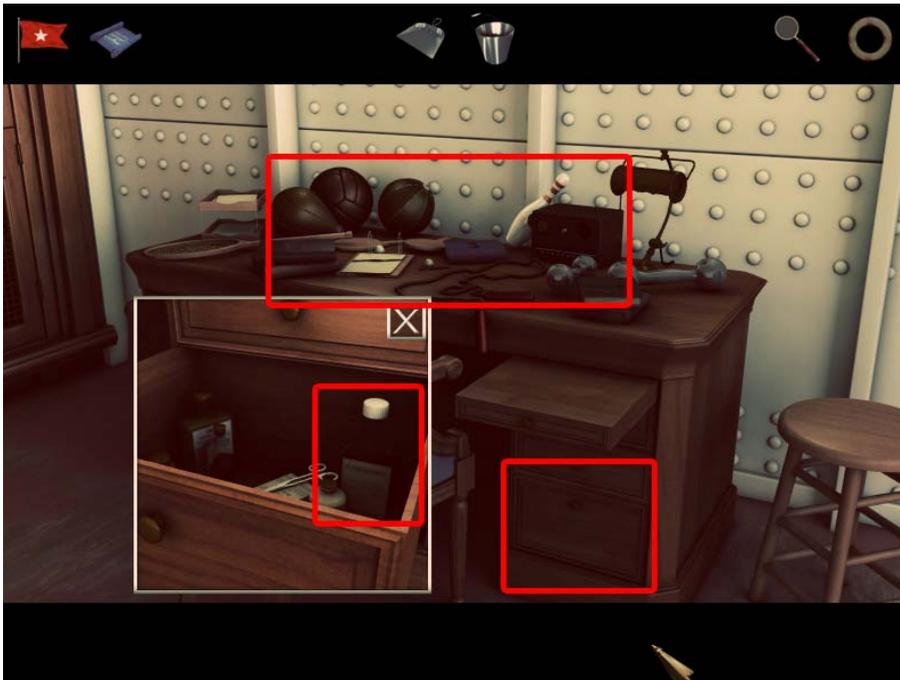
Chapter 12

3rd Class Bunks



- Click on the closet
- Take the Dust Pan
- Take the Bucket
- Go to the Equipment Locker

Equipment Locker



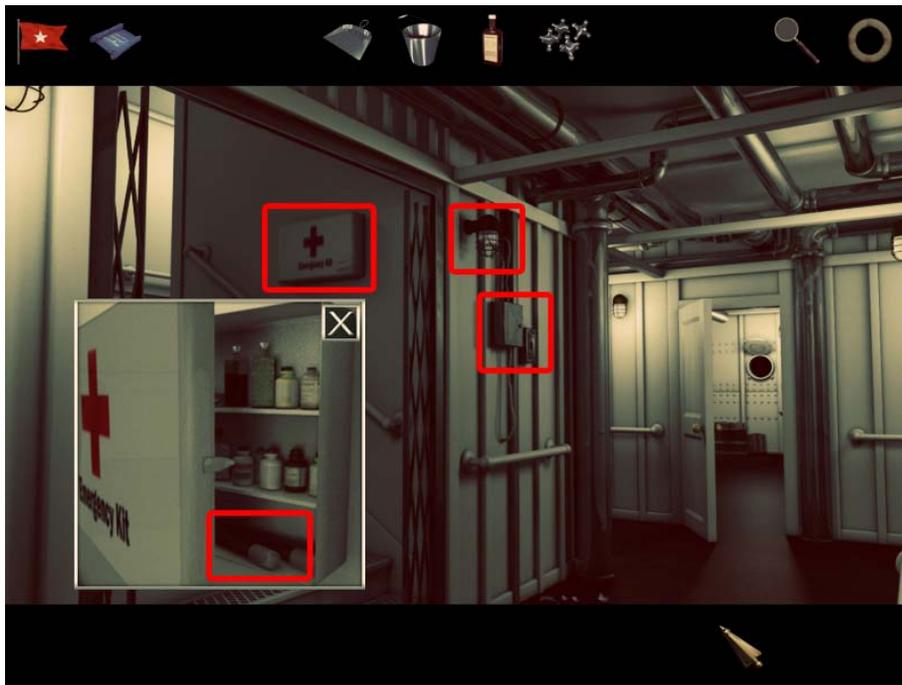
- Click on the drawer
- Take the Liniment
- Click on the desk



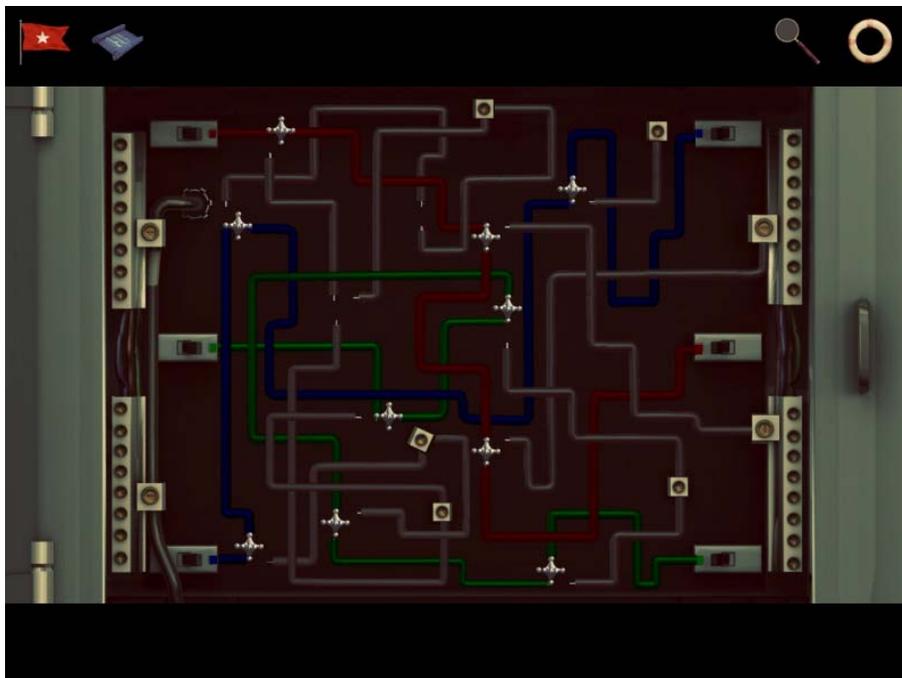
- Find all 10 Jacks

- Go to the Staircase

Staircase

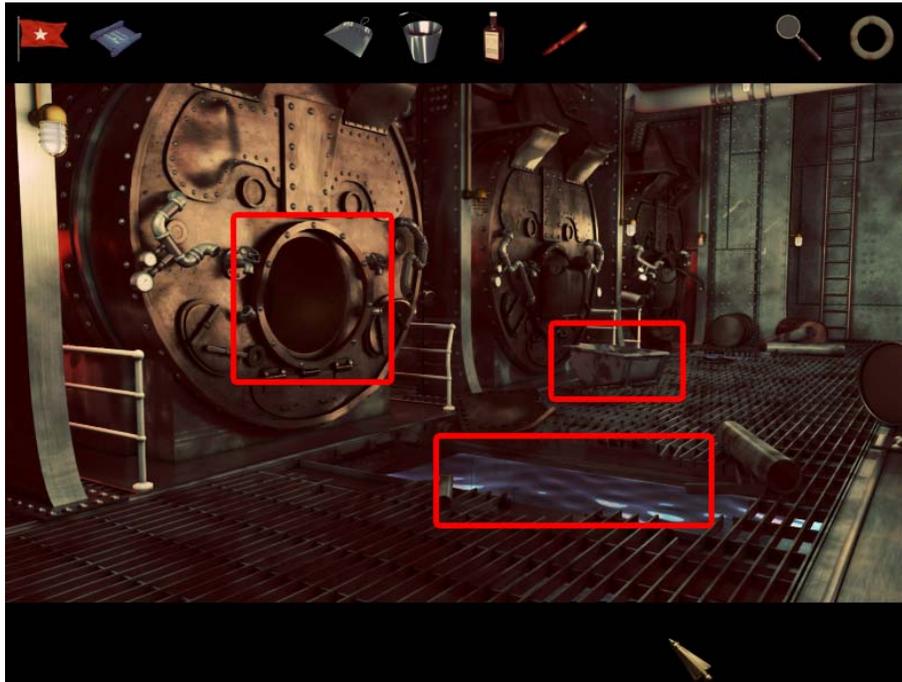


- Click on the first aid wall kit
- Take the Flare
- Use the Jacks on the fuse box



- Solve the fuse box puzzle
- Use the Flare on the sparks
- Go to the Boiler Room

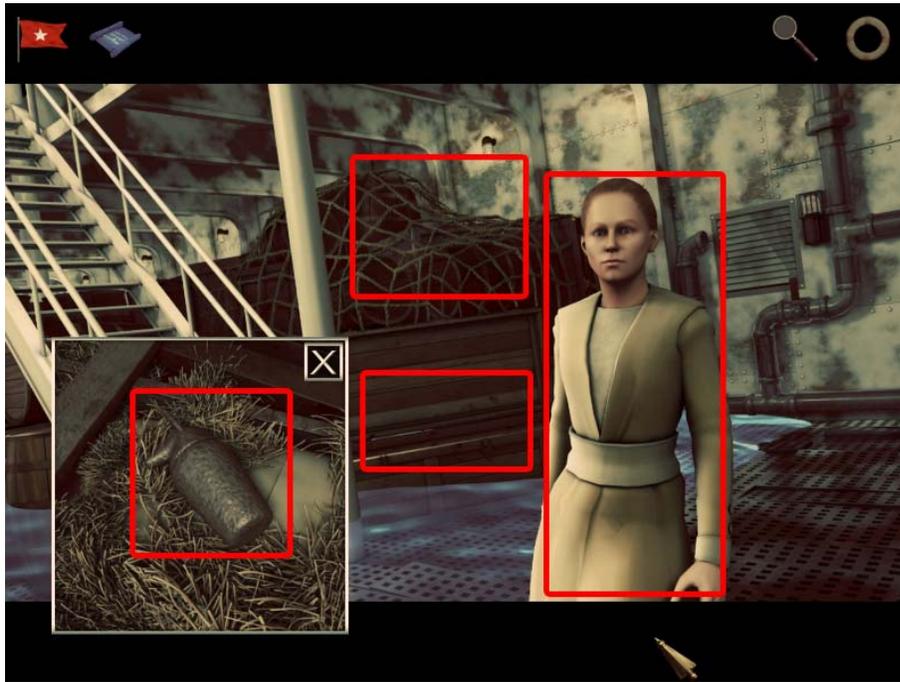
Boiler Room



- Use the Bucket on the water
- Use the Dust Pan on the coal cart
- Click on the Boiler
- Use the Coal on the boiler
- Use the Flare on the boiler with coal
- Use the Bucket of Water on the boiler with hot coals
- Leave the scene and return
- Take the Hot Water
- Go to the 3rd Class Bunks
- Use the Liniment and Hot Water on the doctor

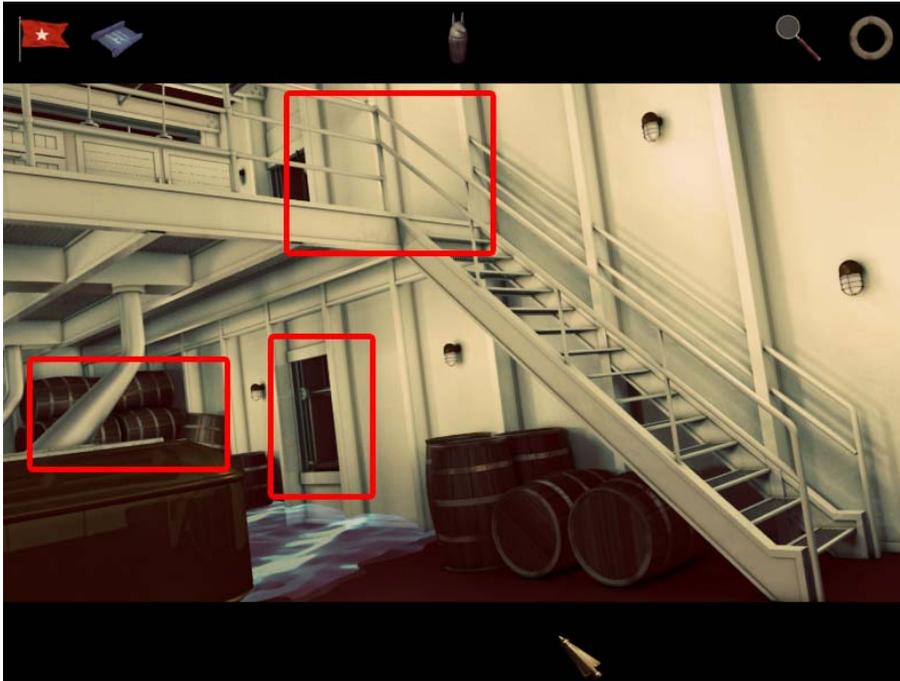
Chapter 13

Baggage Hold



- Click on the crate
- Take the Phial Invulnerable
- Go to the Potato Kitchen

Potato Kitchen (Downstairs)

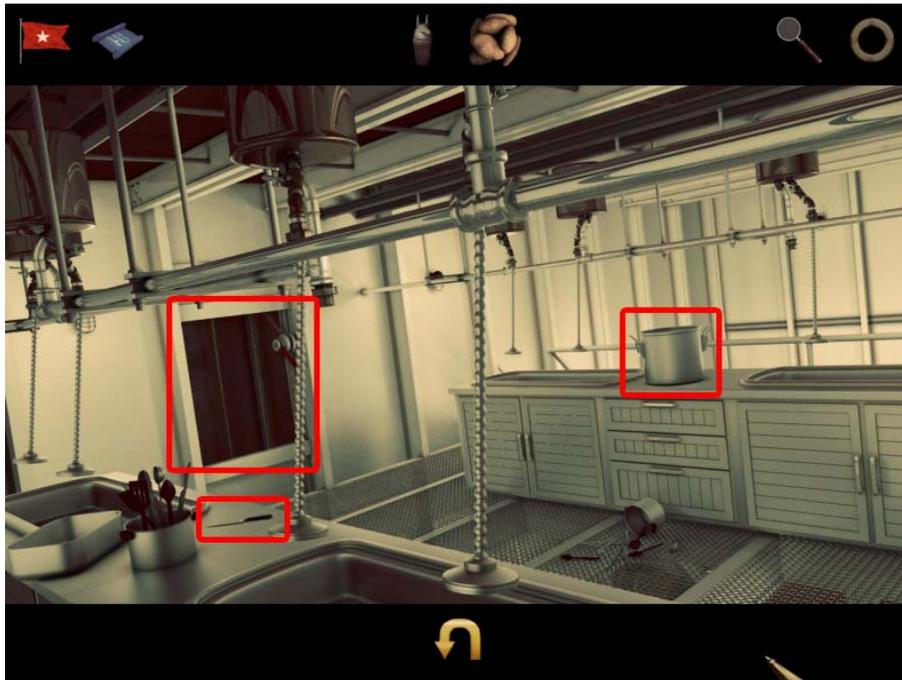


- Click on the barrels in the back

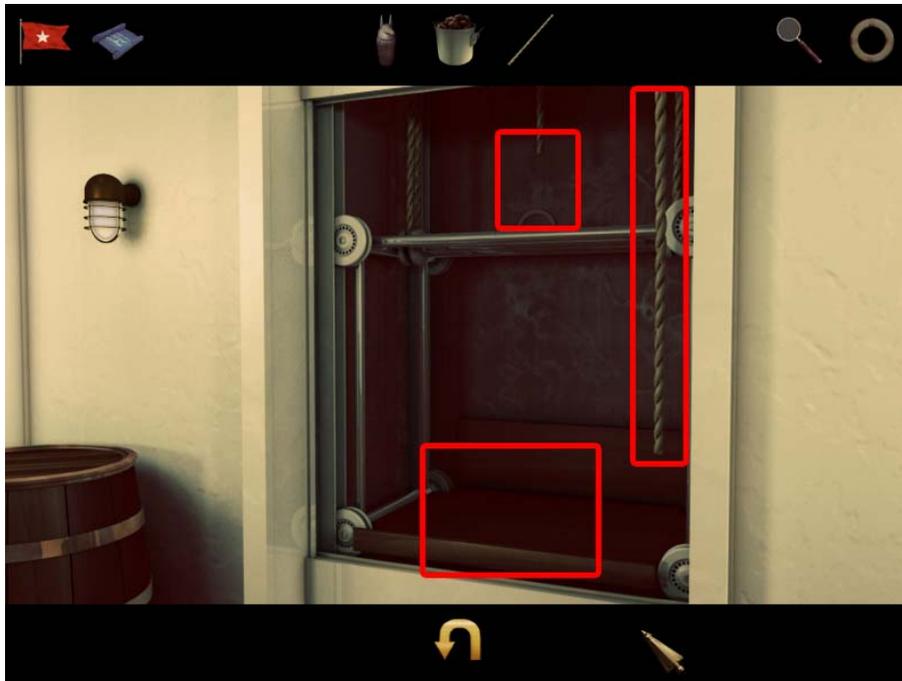


- Find all 10 Potatoes
- Click stairs to go upstairs

Potato Kitchen (Upstairs)



- Take the Knife
- Use the Potatoes on the pot
- Take the Pot of Potatoes
- Go back to the Baggage Hold
- Use the Knife on the Rope
- Return to the Potato Kitchen (Downstairs)
- Click on the dumbwaiter



- Use the rope on the dumbwaiter
- Click on the rope
- Use the phial on the space where the dumbwaiter was
- Go upstairs
- Use the Pot of Potatoes on the Dumbwaiter
- Click on the red lever
- Go back downstairs to the dumbwaiter
- Click on the broken phial

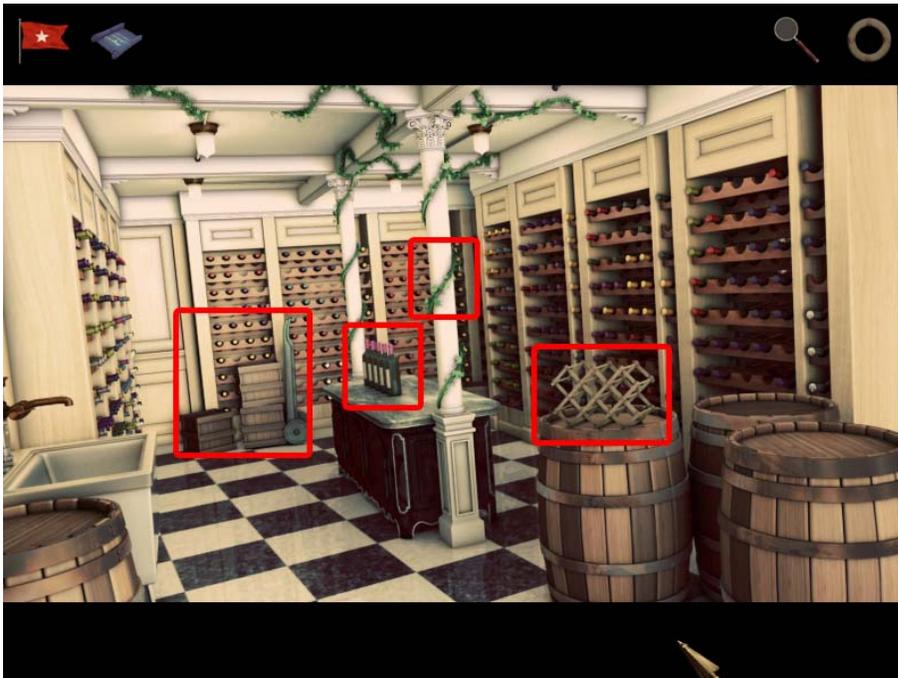


- Solve the Box Puzzle
- Take the Parchment
- Go to Baggage Hold
- Use the Parchment on Odette

Chapter 14

- Go to the Hospital
- Go to the Wine Cellar

Wine Cellar

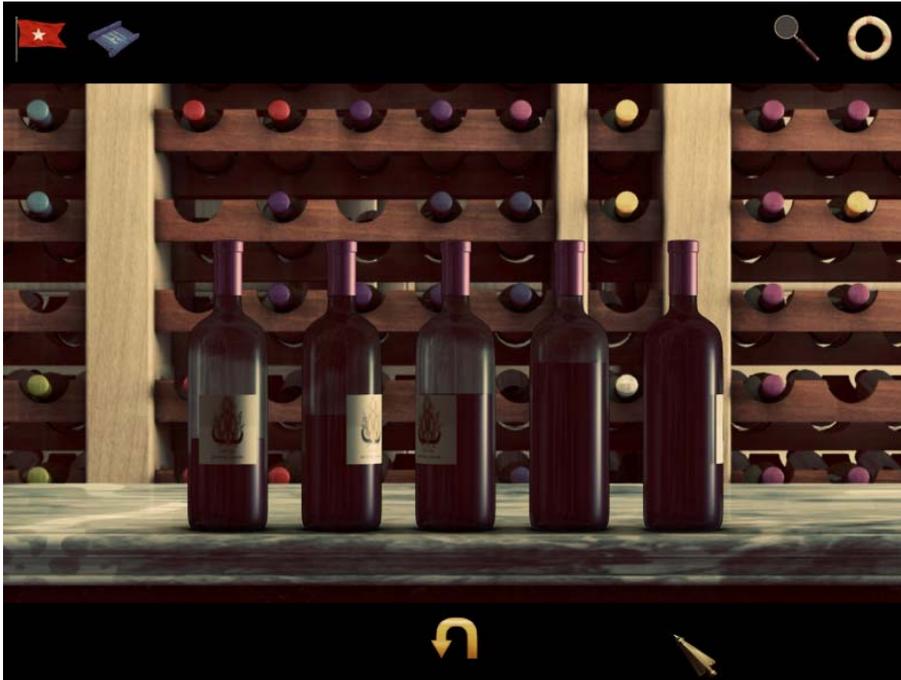


- Take Collapsible Rack
- Take Fake Ivy
- Click on the crates on the dolly



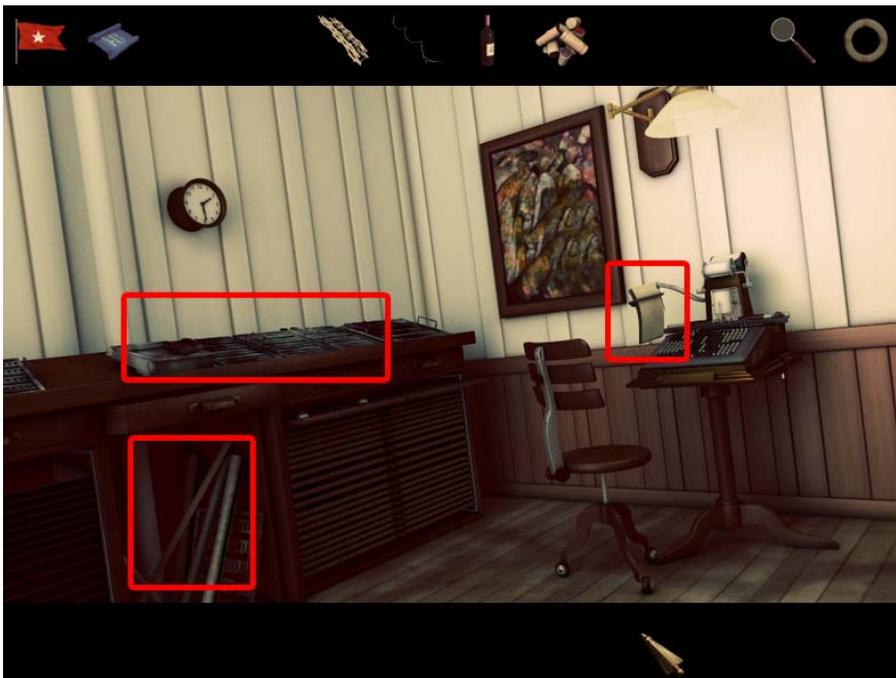
- Find all 10 Corks

- Click on the Wine Bottles



- Put the Wine bottles in order from least full to fullest
- Go to the Typesetter's Office

Typesetter's Office

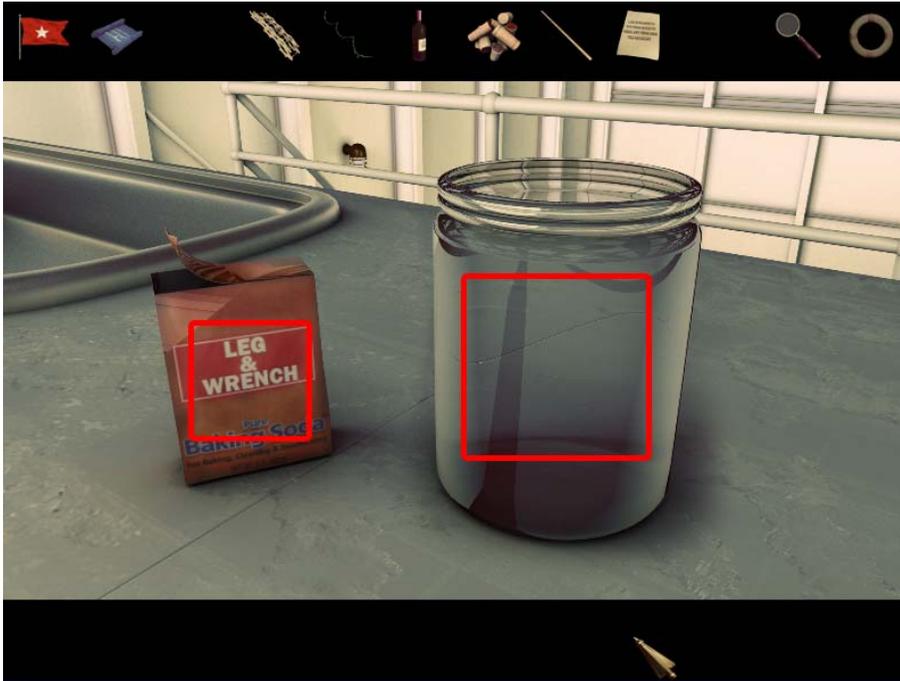


- Take the Meter Stick
- Take the Blank Paper
- Click on the desk



- Click on the ink roller
- Match the ink roller with all 3 tablets
- Use the Blank Paper on all three tablets
- Go to the Potato Kitchen

Potato Kitchen



- Use the Vinegar on the jar
- Use the Corks on the Jar
- Click on the Baking Soda
- Match the Baking Soda with the jar
- Go to the Hospital
- Use the Makeshift Fire Extinguisher on the fire
- Click on Janeck's leg
- Use the Collapsible Rack on the leg
- Use the Meter Stick on the leg
- Use the Fake Ivy on the leg
- Go to the 2nd Class Staircase

2nd Class Staircase

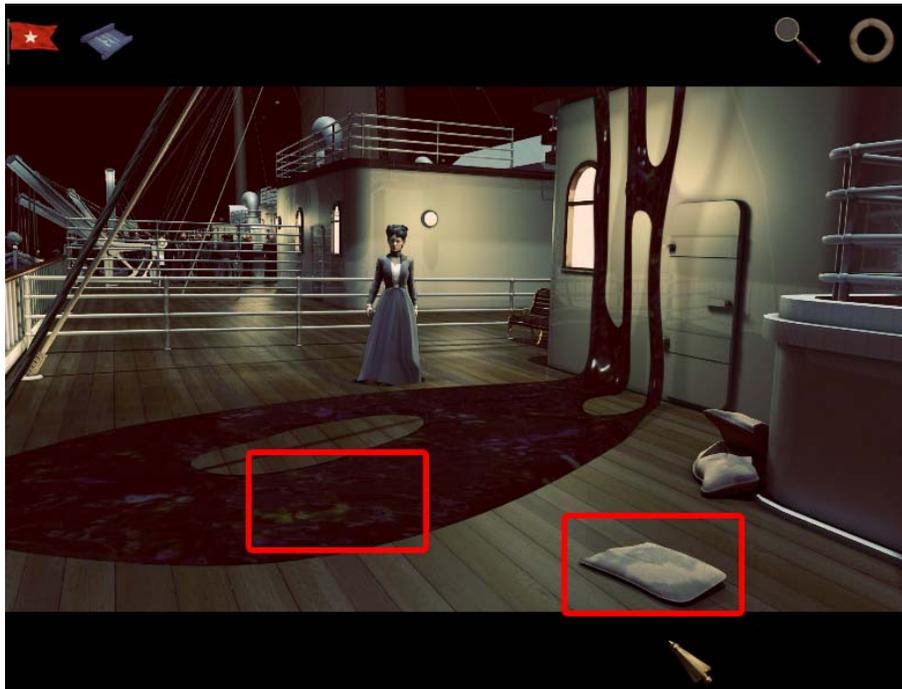


- Click on the Mirror
- Click on the on the buttons in this order: Top, Right, Left, Top
- Got to the 2nd Class Staircase
- Use the Key on the gate

Chapter 15

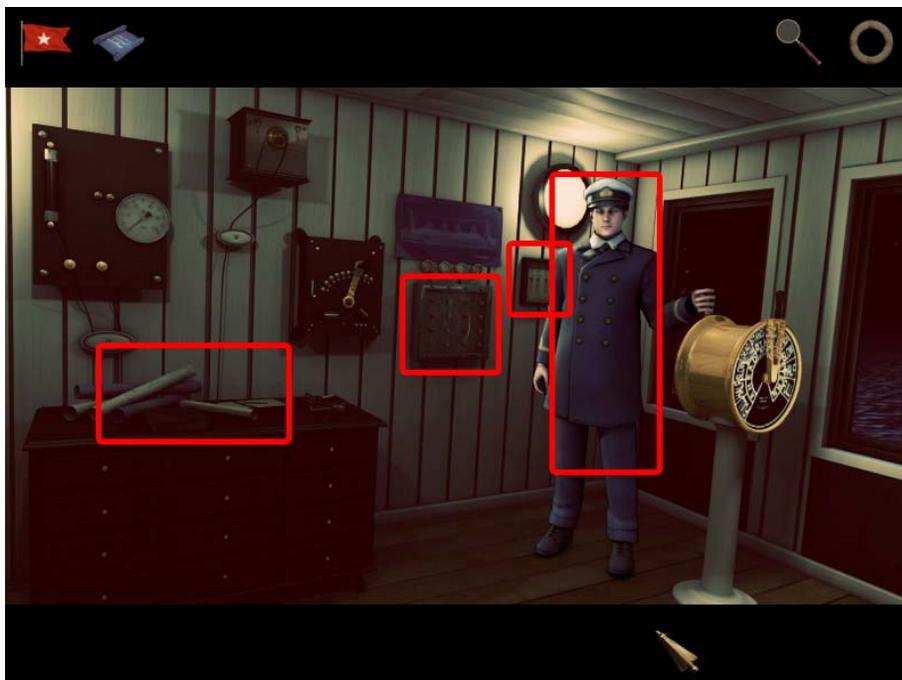
- Go to the 1st Class Promenade

1st Class Promenade

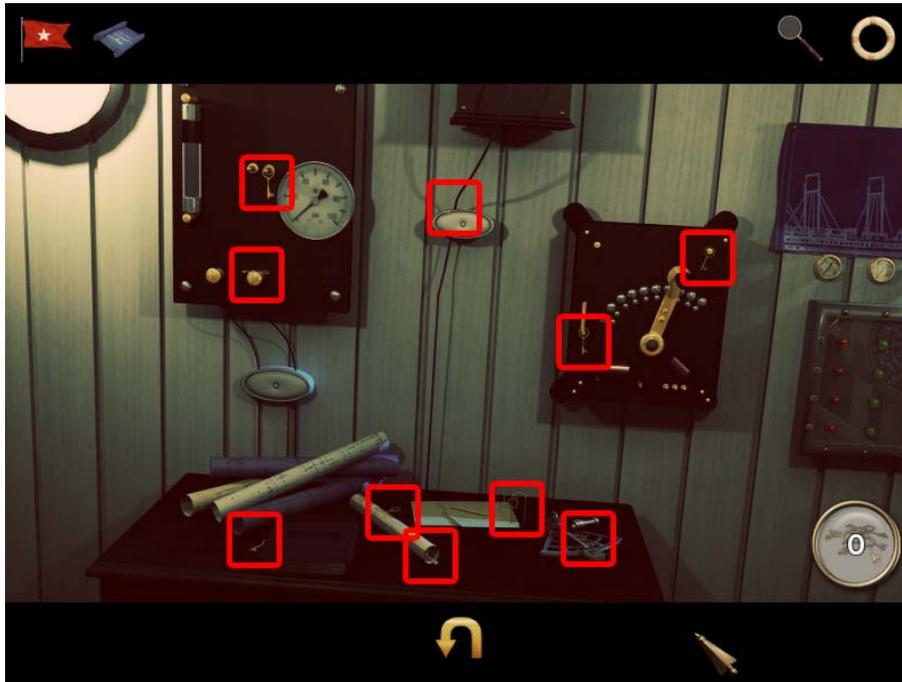


- Take the Burlap Sack
- Go to the Gymnasium
- Go to the Wheel Room

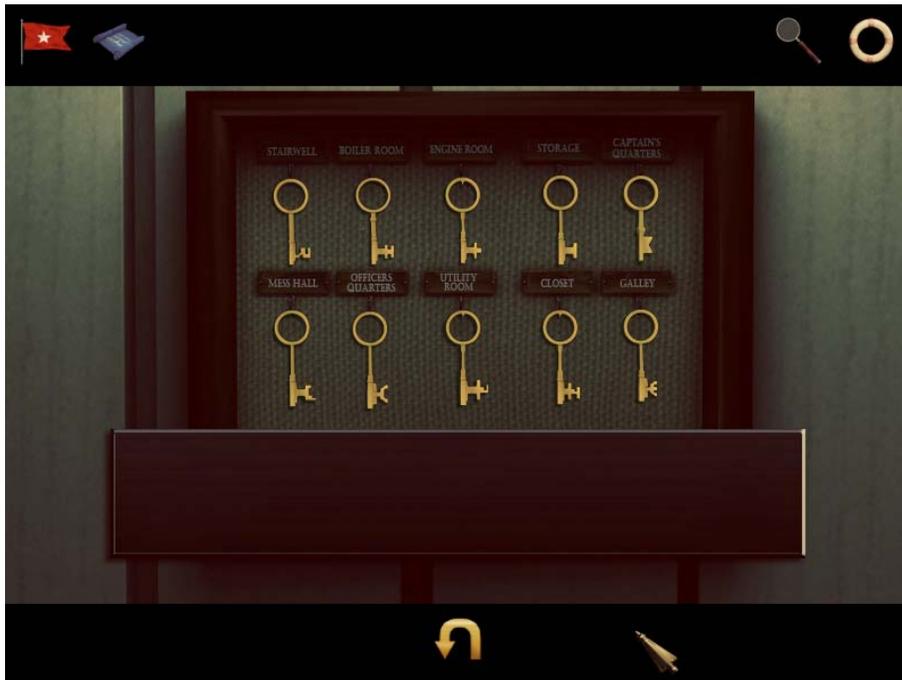
Wheel Room



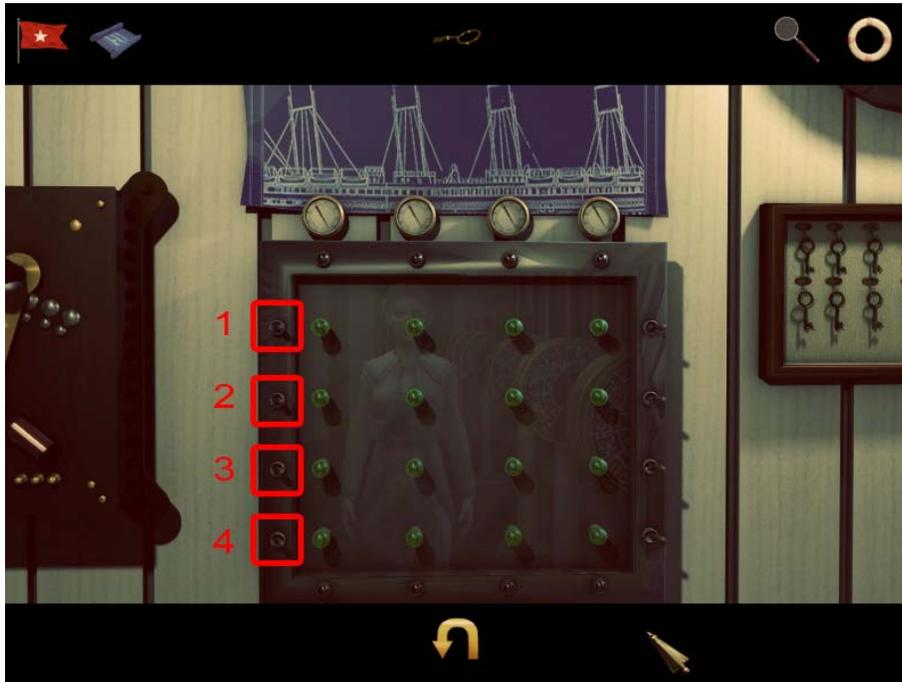
- Click on Thomas
- Click on the desk



- Find all 10 keys
- Click on the key peg board



- Place the keys in their proper places
- Click on the gauges



- Click on the knobs in the correct order: 1-4
- Go to the Captain's Sitting Room
- Use the Captain's Sitting Room Key on the door knob
- Go to the Gymnasium

Gymnasium

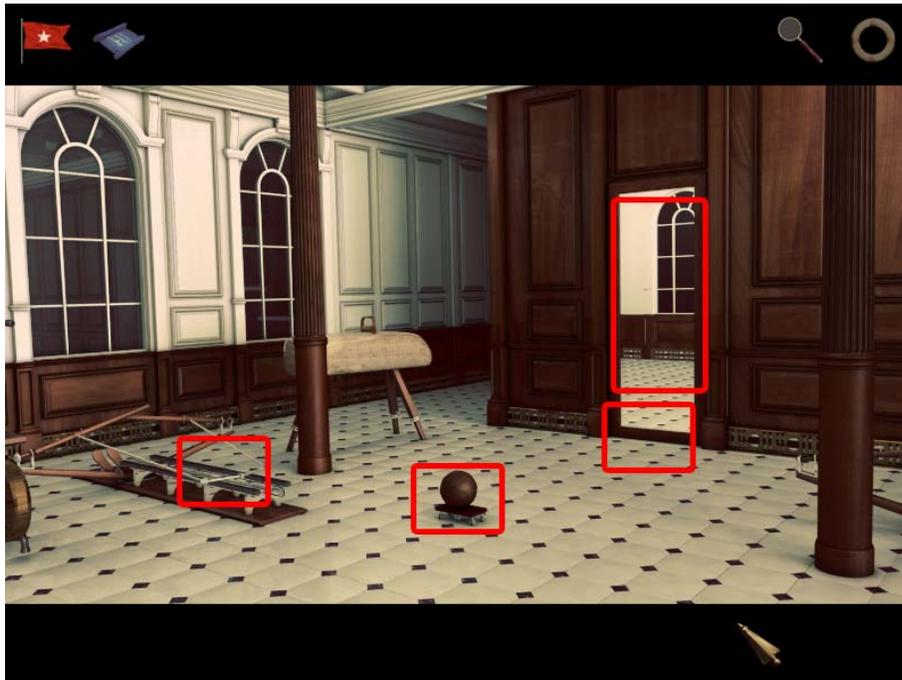


- Click on the Punching Bag
- Use the Burlap Sack on the sand
- Go to the 1st Class Promenade
- Use the Bag of Sand on the Oil
- Click on Emma
- Go to the Grand Staircase

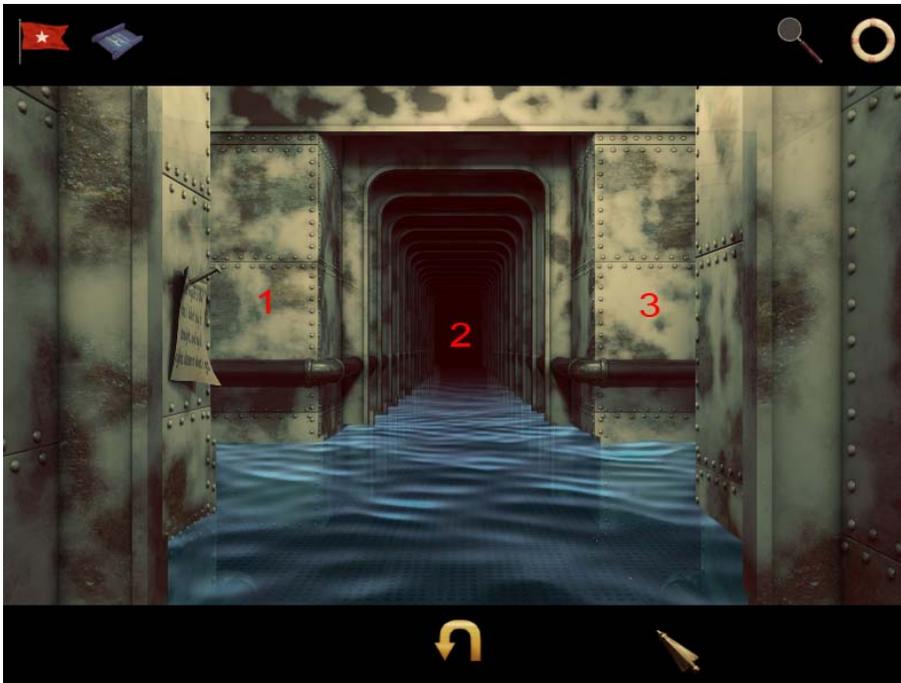
Chapter 16 (Emma)

- Go to the Gymnasium

Gymnasium

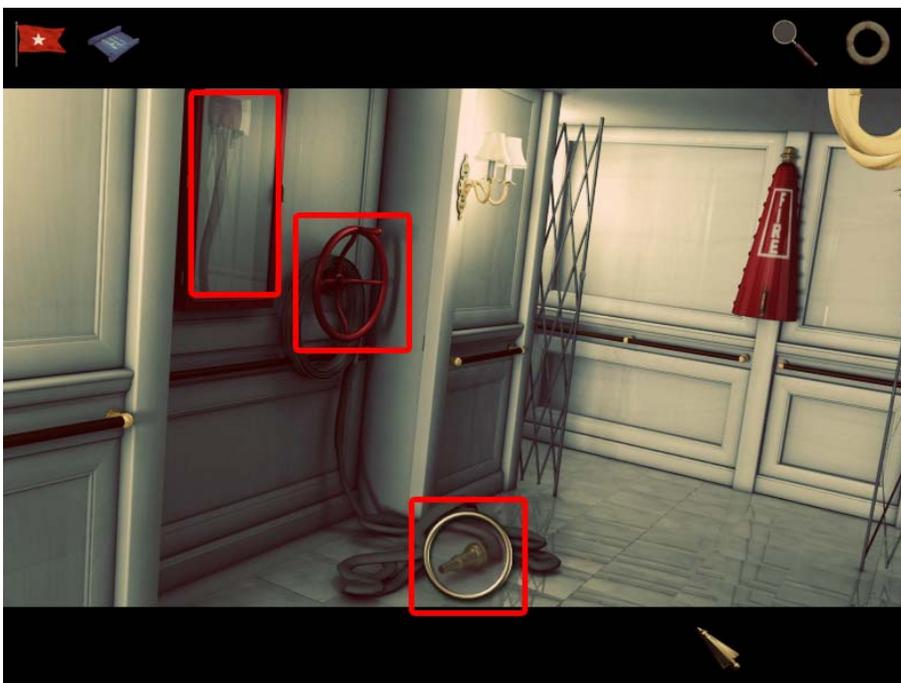


- Take the Wheeled Rowing Seat
- Use the Seat on the medicine ball
- Click on the medicine ball
- Click on the medicine ball again
- Click on the broken mirror



- Click on the tunnels in order from 1-3
- Go to the Hallway Fire Station

Hallway Fire Station



- Click on the hose

- Click on the hose nozzle
- Match the hose nozzle with the fire axe case
- Take the Fire Axe
- Go to the Hospital

Hospital



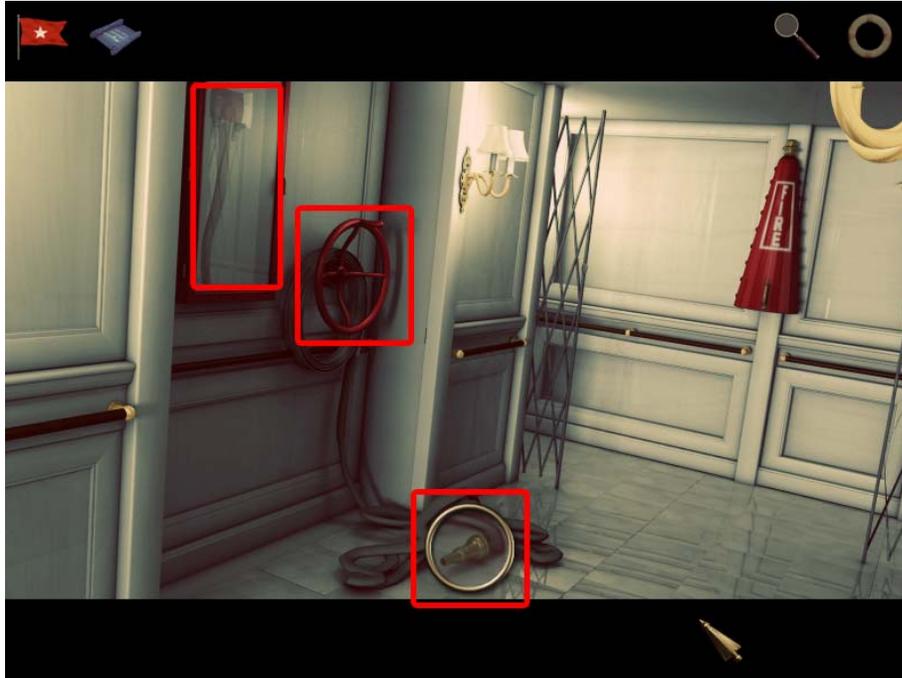
- Use the Axe on the side of the medicine cabinet
- Take the Nitroglycerine Pills
- Got to the 2nd Class Staircase
- Use the Pills on Emma
- Go to the Lifeboats

Chapter 16 (Robert)

- Go to the Lifeboats
- Go to the Galley
- Use the Galley Key on the door

- Pickup the Cleaver
- Go to the Hallway Fire

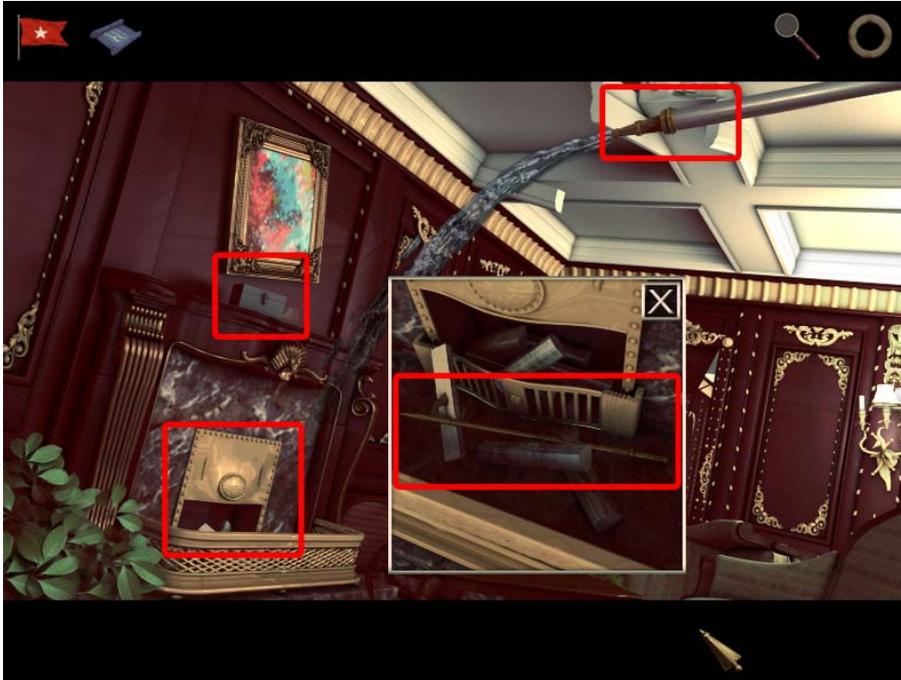
Hallway Fire Station



- Click on the hose
- Click on the hose nozzle
- Match the hose nozzle with the fire axe case
- Take the Fire Axe
- Use Cleaver on the hose nozzle
- Go to Robert's Stateroom

Robert's Stateroom

- Use the Fire Axe on the door
- Click on the door



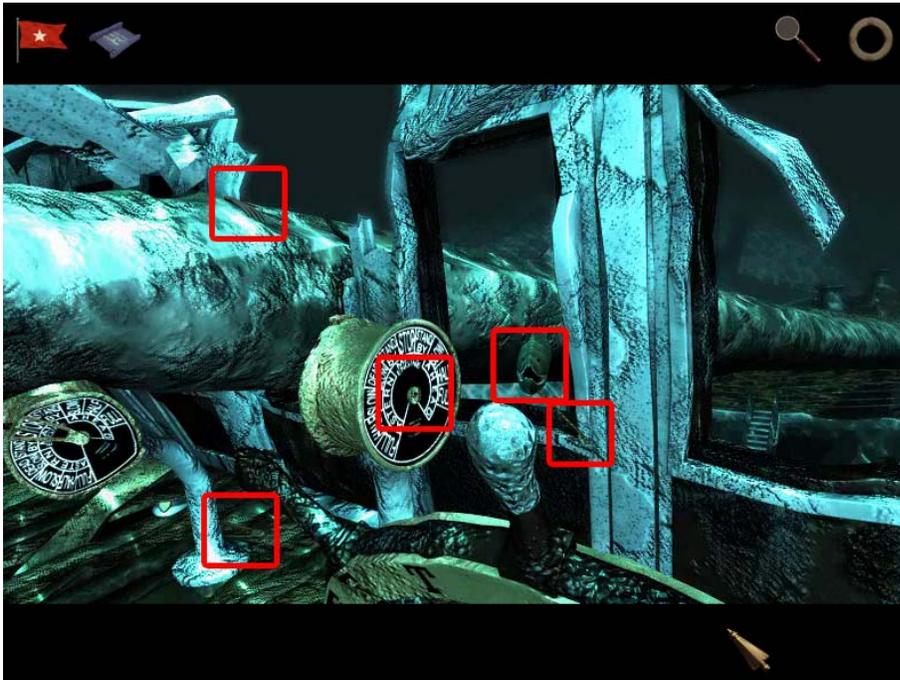
- Use the Hose Nozzle on the leaking pipe
- Click on the fireplace
- Take the Poker
- Use the Poker on the box on the mantle



- Find all 10 Banknotes
- Go to the Lifeboats
- Use the Banknotes on Robert

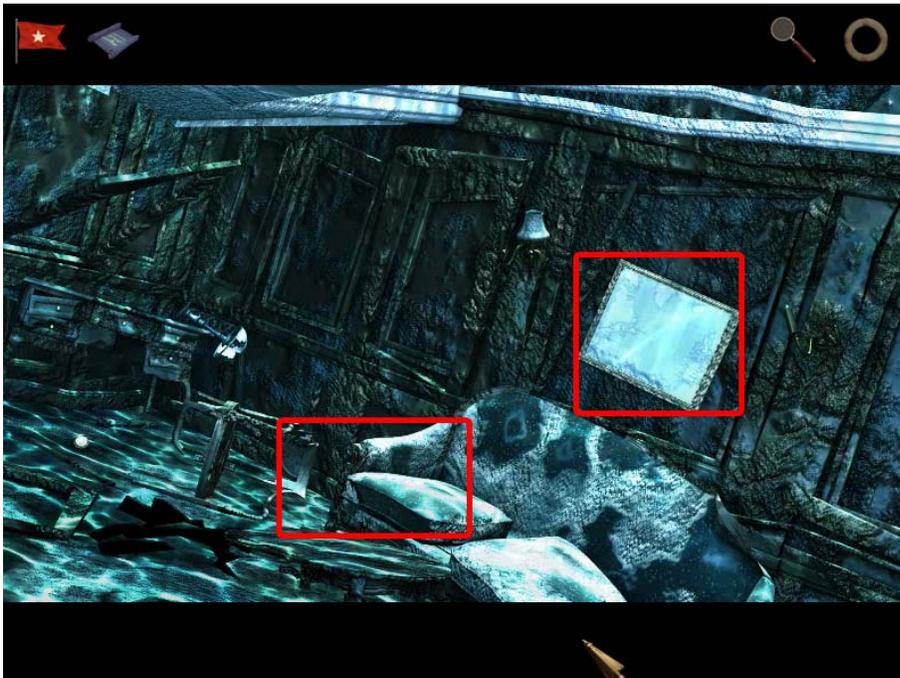
Bonus Chapter

Wheel Room

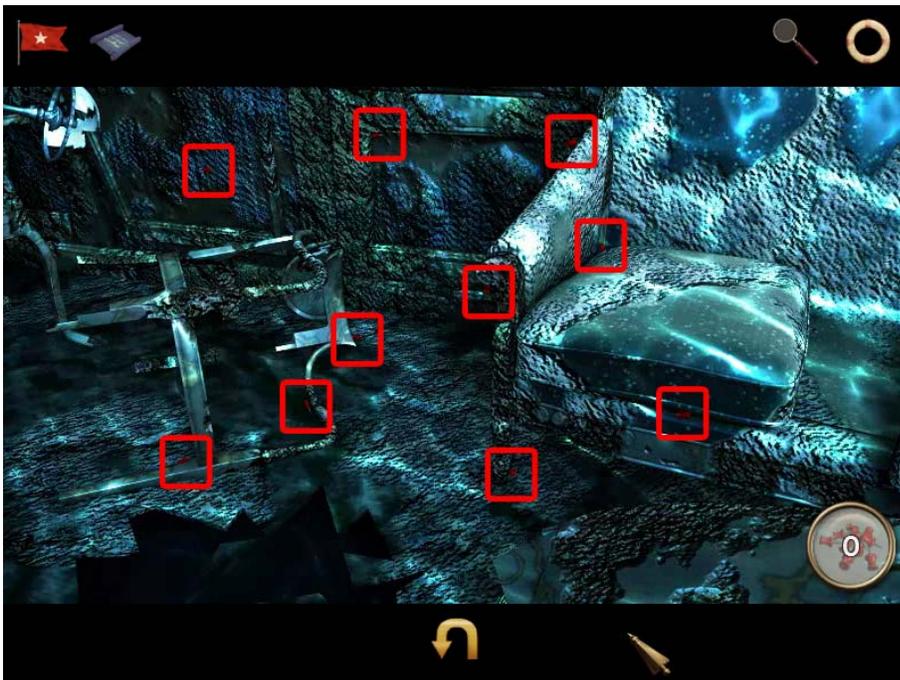


- Pickup the Glove
- Pickup the Lever
- Use the Glove on the eel
- Take the Rod
- Use the Rod on the throttle control
- Use the Lever on the throttle control
- Click on the lever

Captain's Sitting Room



- Click on the couch

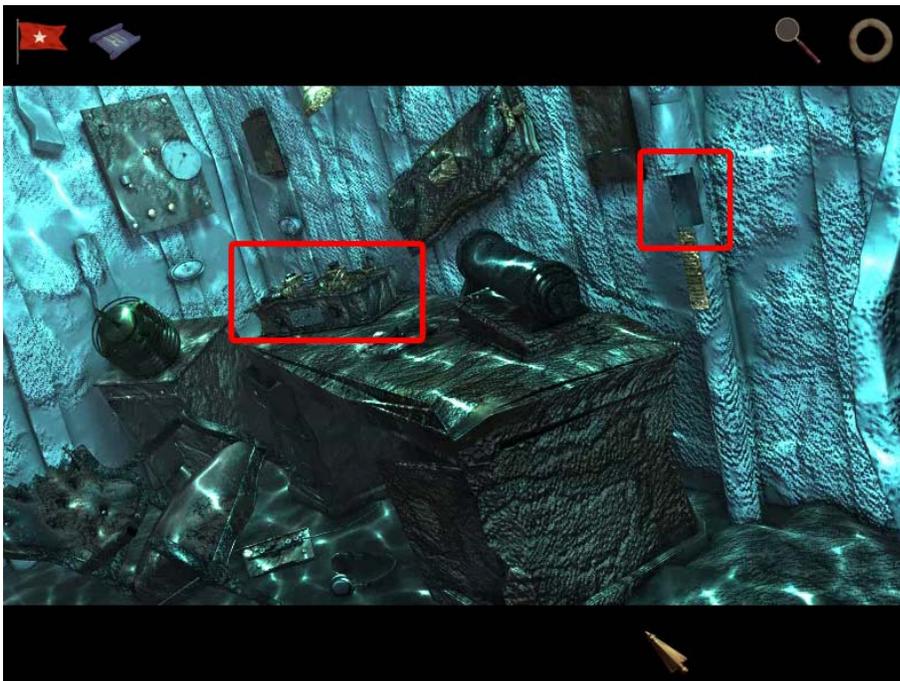


- Find all 10 Push Pins
- Use the Push Pins on the map

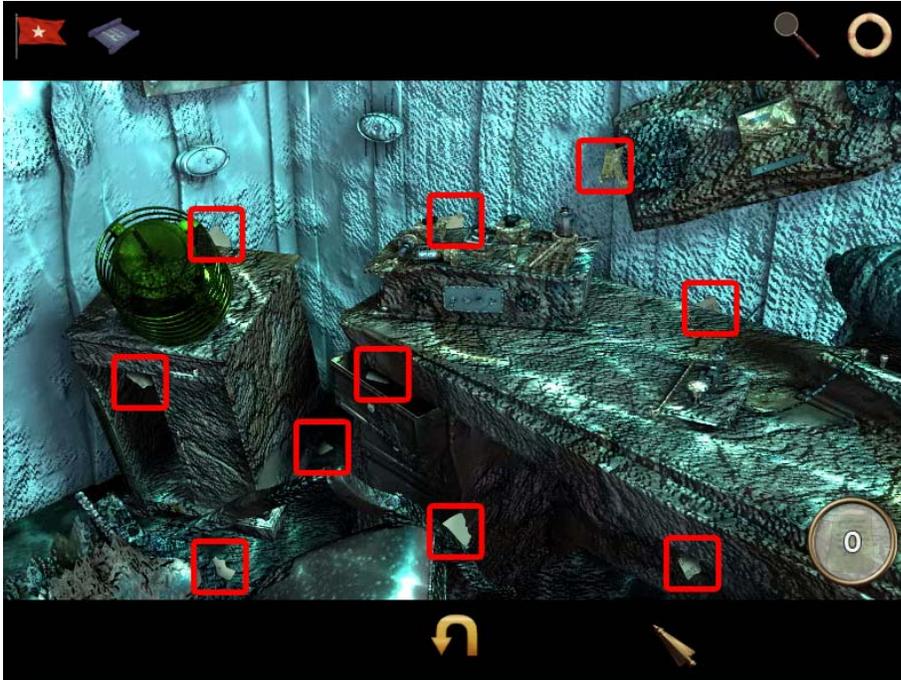


- Plot a safer course for the Titanic

Marconi Receiving Room

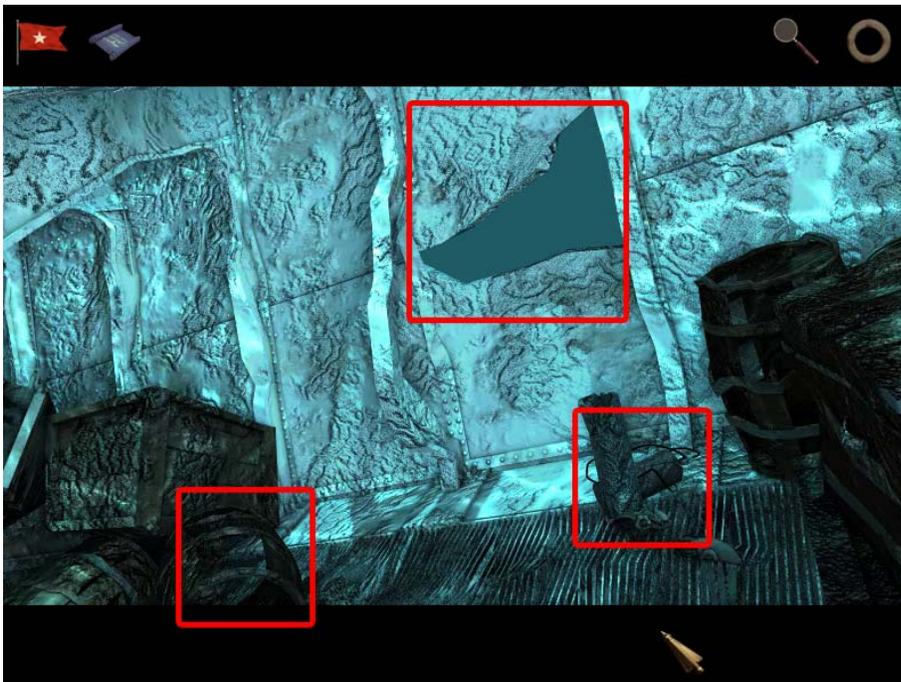


- Click on the Marconi Device



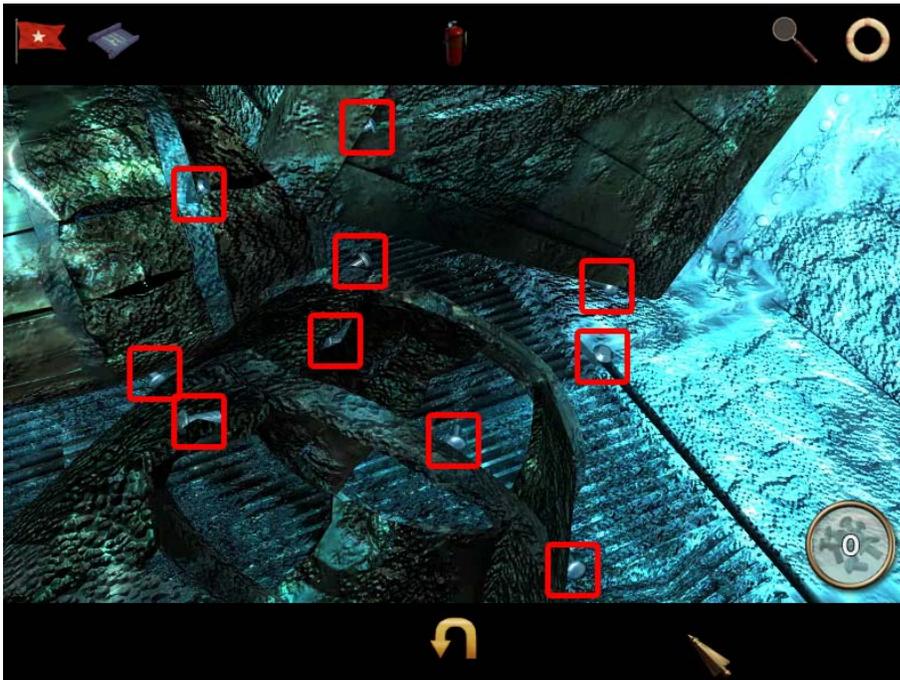
- Find all 10 Pieces of the Message
- Use the Message on the pipe

Baggage Hold



- Pickup the Acetylene Torch

- Click on the barrel



- Find all 10 Rivets
- Use the Rivets on the hull
- Use the Acetylene Torch on the hull