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The legacy 3 walkthrough part 11

By Janet GarciaUpdated: 9 Jul 2020 7:46 amPosted: June 19, 2020 1:02 amIn This article we encourage you to read the updated privacy policy and cookie policy. Welcome to Legacy: A tree has wandered the search into the cause of a mysterious supernatural epidemic that will have violently unpredictable consequences... Whether you're using this document as a reference when things get tough or as a road map to get you start-to-finish, we're sure you'll find what you're looking for here. This document contains the full legacy: A tree has a preview game featuring annotated footage of actual gameplay! We hope you find this information useful as you play your way through the game. Use the list below to jump to any stage of the game that you need help with. These detailed guidelines were created by Nina de Boo and are protected by U.S. copyright laws. Any unauthorized use, including full or partial republication, is strictly prohibited without permission. This is the official guide to the legacy: the tree of power. This guide won't tell you when to zoom in on the site, but there can't be any time. Screen shots show each zoom scene. Hidden object puzzles are referred to as HOPs. HOPs sites will only be displayed. Use the map to travel quickly to a location. Take a piece of blade (a). Remove the door (B). Take disinfectants and bandages (C). Abolish bandage; Use antiseptic. Take a disinfectant bandage. Use a piece of blade (D). Remove helmet and use antiseptic bandage(E). Receiving a knife. Take broken glasses (F). Take 1/2 solid plates (g). Go (H). Use a knife; Take the bust girl 2/2 (j). Take the bust girl 3/3 (K). Walk Down Go (L). Solid plate mode (M). Go (L). Take the stone ball (N). Place the stone ball (O). Take Ruby (P). Ruby Place (Q). Take a manuscript; Place The Statue Girl (S). Solution (T): (2-6) - (3-8) - (5-4) - (5-7) - (6-7). Go (U). Modern (V). Use a knife; Remove the hemp cloth (W). Play Hope. Solution (X): Y-Z-Z-Y-Y-Z-Z-Y-A. Solution B: (4-7) - (3-8) - (2-4) - (5-6) - (9-2) - (1-6). Receiving hook wrestle. Go to a (sharp) rope on a hook wrestle; receiving a rope with a hook. Use a rope with hook (c). Take the frail straps and the deer seal (D). Go to Lakeside to show the signal bars. Receive the home key. Deer Seal Place (F). Select 1-5 (G). Take the emerald horn (H). Use the home key (I). Go (j). Take HAIRPIN; Remove coats (k). Use a knife (L); Take pliers and roll of wire (M). Play Hop (N). Solution (O): 5-2-1-4-5-2-3-6-5-2-1-4-5-7. Receive the key. Use key and PLIERS (P). Open the slot; Walk and go right bend a roll of wire and use pliers twice; Try to take fang (Q). Use lighter and use the hook twice. Receiving wolf seal and WOLF FANG (R). Use lighter (S); Take 1/5 wooden leaves (T). Twice walk the place of Wolf Fang; Open Door (U). Go (V). Use HAIRPIN (W); Receiving 2/5 wooden leaves. Open the cabin; Leaves 3/5. Use an X knife. Take 4/5 wooden leaves (Y). Take 5/5 wooden leaves (Z). Twice walk the place of Wolf Seal (a). Solution (B): 4-3-2-3-1-5-3-2-4. Take the sapphire horn (C). Go to the prospector's house. Place wooden sheets (D). Solution (E): Bottom-right-2-down-left-down-right-upx2-leftx5-down-left-down-right-down-bottom-left-left-2-. Take eagle seal and RAG (F). Go to a small temple. Use RAG (G). Place a metal plate (H). LENS of broken glasses. Use LENS (I). Open cabin (J). Solution (K). Take the dragon's eye (L). Walk down the place of The Eye Dragon (M). Remove the beam; Take the PICKAXE, note and backpack (O). Take the bear seal with a knife (P). Go to the cave where the bear seal (Q). Solution (R). Take Robbie Horne (S). SPADE from BACKPACK. Use the Hainax. Put on the backpack and use SPADE; Go to (sharp) eagle seal place (U). Solution (v): 3-4-2-5-3-4-2-1-3-5. Take Opal Horn (W). Use SPADE; Take parts of the golden disc 1/2 (X). Go to the main hall of the Dragon Palace. Emerald Horn Place (Y). Sapphire Century Place (Z). Robbie Horne Place (a). Opal Horn Place (B). Take a manuscript and parts of the 2/2 golden disc (C). Place parts of the golden disk (D). Go (E). Use the wallabies; Use a roll of wire pliers (F). Pull the axe (G). Go to the prospector's house. Place the handle saw. Place 3 screws and use screwdriver. Take the saw (H). Go to the upper hall of the Dragon Palace. Use SAW. Take a brush and SAWDUST (I). Use a brush. Solution (J). Touch the mural; Go to the crash site of a helicopter. Use glass pot (L); Receive flower pollen. Go to the upper hall of the Dragon Palace. Use a backpack with charcoal, sawdust, lighter and flower pollen (M). Take the Ronk Stones 1/3 with a knife (P). Take BRANCH; Rock Transport (Q). Take the manuscript and The Ronk Stones 2/3 (R). Use a branch; Take the Ronk Stones 3/3 (S). Place of the Ronic Stones (T). Resolve. Play Hop (U). Taking a metal rod; Take a cloth belt with a knife (V). Take two thin twigs with a knife (W). Use metal rods; Connecting wires. Take metal case (X). Go (Y). Take a curtain; use rod metal (Z). Rock transfer; walk down and right. Take the sedd (B). Star Place (C). Solution: (11-10) - (2-11) - (12-9) - (9-12) - (5-2) - (1-9) - (3-1) - (10-3). Go (D). Take the tablet stone (E). Walk twice use SPADE (F). Place the stone board (G). Solution: 6-2-12-9-7-4. Take a manuscript, green ball and ROD 2/6 (F). Go right to replace the broken green ball (H). Play Hop (I). Solution (J). Solution (K). Receive a capsule. Walk down and left. The capsule is open and put two thin twigs and a cloth belt; Receive a holder with the capsule. Use hot water; take part of the pattern and marble petal 3/9 (R. Walk down and left. receiving the sunstone. Go to the mountain garden where the sun is stone (u). Take porcelain lotus 3/3 (V). Put porcelain lotus (W). Solution: (A12-9)-A9-(B4-9)-B9-(A12-3)-A3-(A11-2)-(B4-3)-Y2-(A4-3)-A3-(B6-B3)-B3-(A6-10)-(B4-10)-X1-X2-(A4-9)-(B7-9)-A9-B9-(A11-2)-(B8-2)-Y1-Y2-(A11-3)-(B11-3)-A3-B3-(A2-8)-(B2-8)-X1-X2-(A5-9)-(B7-9)-A9-B9-(A3-9)-(B1-9)-Y1-Y2-(A4-3)-(B8-3)-A3-B3-(A6-8)-(B2-8)-X1-X2-(A7-9)-(B5-9)-A9-(A8-10)-X2-(A10-9)-(B11-9)-A9-B9-(B7-8)-X1-X2-(A11-4)-(B11-4)-Y1-Y2-A9-(B11-9)-B9-(A11-3)-(B7-3)-A3-B3-(B4-2)-Y1-Y2-(A12-8)-(B12-8)-X1-X2-(A9-2)-(B9-2). Take the white hammer (Z). Go to the altar of the green flame. Put the white hammer; Receive the ACCES card to the sanctuary. Use the ACCES card to the sanctuary (D). Go (E). Transfer sand; take a metal brush (F). Go (G). Take the flower lantern (H). Take the ACCES card to the library (I). Place the ACCES card to the library (J). Go (k). Take the flag (L). Take MARBLE PETAL 4/9 (M). Take the Dragon Statue (N). Walk down using the flag and place of the statue dragon (O). Solution (P). Take a manuscript, Crystal Branch and 5/9 Bita Khimer (Q). Walk down the place of a lantern flower; Take CLUE and PLANET 1/3 (R). The place of the crystal branch (S). Solution: Select 1-5. Go (T). Run Hop (U); Crystal receives energy. Take a container (V). Go to the Campus Library. Crystal Power Mode: Scroll through screens (X). Take a lever; use a metal brush (Y). Walk down the hourglass and knife, take the coordinates of our world (Z). Go ahead. Place the coordinates of our world; Taking matrix information (a). Go to Crystal Greenhouse. Laver Place (B). Take the Swan Medal (C). Go to the Campus Library. Swan Medal Place (D). Take the manuscript, PLANET 3/3 and MARBLE PETAL 6/9 E. Walk down planet (F). Play Hope. Take the stone disc (G). Walk down the place of the disk stone (H). Solution (I1-6). Take MARBLE PETAL 7/9 and ICE FLAME (J). Go to the altar of the green flame. Container place and ICE FLAME; Take naga statue (L). Go to the entrance to the campus. Place Naga statue; Solution: 1-3-4-4. Take 8/9 petal marble and stone with symbol (M). Serve twice put a guide and a stone with a symbol. Solution: 1-7 (N). Play Hop (O). Solution (P): (1-4) - (2-5) - (3-4) - (4-7) - (6-8) - (9-13) - (10-14) - (11-13) - (12-14) - (15-16). Solution (Q). Receiving the crystal pyramid. Go to the House of Guards Place Crystal Pyramid (R); Move items and take MARBLE PETAL 9/9 (S). Go to the mountain garden and put a container; Receive the base of the crystal entrance (T). Go to Crystal Greenhouse. Place the base of the crystal portal and information matrix (U). Take crystal gate. Walk down the petal marble place. Solution (5): (4-8) - (8-2) - (2-6) - (10-4) - (4-8) - (9-5) - (9-3) - (3-7). Place PORTAL CRYSTAL (W). Go (X). Take Hank from the Rope (Y). Walk down the packet transfer; Walk down using Hank from rope (a). Go (B). Take TORCH (C). Go up and forward using TORCH (D); receive the burning torch. Twice prisoners use burning torch Use the burning torch; Take the leather band and

symbol of the gates (F). Use Hummer (G). Play Hop (H). Solution (I): Turn (1-2) -Herr -(1-2) - Raven -(1-3) - Deer -(1-2) - Wolf -(1-3) - Fox -Owl - Frog -Bear. Receipt of odin stamp. Place of Odin Seal (J). Resolve. (7-15)-(6-17)-(20-6)-(19-20)-(15-19)-(3-15)-(20-3)-(15-20)-(14-7)-(13-11)-(9-16)-(4-13)-(10-9)-(5-4)-(1-15)-(6-1)-(7-14)-(11-10)-(12-5)-(16-12)-(15-11)-(14-16)-(10-15)-(5-14)-(4-6)-(9-10)-(13-5)-(14-4)-(15-9)-(16-13)-(10-15)-(5-10). Go (k). Use a hammer; Place the head of the statue (M). Solution: (2-5) - (3-5) - (1-3) - (4-2) - (3-1) - (3-4) - (3-1) - (4-3) - (4-1) - (3-1) -(5-3) - 5-5-5-4- (3-4) - (5-3) - (4-5) - (2-5) - (2-4) - (5-4) - (2-5) - (4-2) - (4-5) - (4-5) -2-2-5. Leather band on the blade of a knife; Use a hand-made knife; Walk down, take a tree symbol with a handmade knife (O). Go (P). Take a manuscript; Solution (R). Use the green flame hammer (S). Congratulations, you've completed the legacy: the tree of power. Created in: 2018-11-18 2018-11-18

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