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Nancy drew shadow at the water's edge final nonogram

Ryokan lobby A portrait falls on the floor when Nancy approaches the reception. Get the room key 24. She talks to Miwak of everything. Note that the reception is open from 7 to 1. Check the card and see that there are 5 guests in the Ryokan. Turn right and look at the broken image. Turn right again and check the table. Read the article on Rock Garden in the book. Discover the different stones and their descriptions. At the opposite corner, check the fire pit used for the tea ceremony. See a burning fire in the pit. Turn left and read the Ghost Stories of Japan book at the right corner of the door. Cross the door to the left of the fire pit. The phone rings. He speaks with Bess and George. Go upstairs and use the room key on the third door to the right - # 24. Check the green box on the floor to the left. Read the flyer on the TE - Teacher Exchange program that Nancy is active. Read the student bios and evaluate the assignment on the rear folder. Use the stamps to the left to mark the answers (check or x) and then add a sign next to the student name (face or star). Check the cards with the Japanese script in the box. Open the red / brown folder to the right. Read the information newspaper. Check the envelopes on the left side. You'll need it later. Turn left and open the closet forward. Open the suitcase and take the Pass Fasca and the book of sentences in English-Japanese (dictionary). Exit the room and get off the first floor. Turn to the corridor on the left. See a blue tent right at the end of the corridor and on the other hand from the room 7. Try to go through the blue tent and meet Rentaro. Learning that red tent means that the bathroom is open for women only while blue banner means that only men are. Turn right and go to the corridor. Go left into the main hall. Enter the door to the left of the reception and be at the garden. Ryokan garden go ahead at the great stone lantern that is in the water. Go to the right to the flourishing cherry. Use the stone path in front of the cherry or the wooden bridge to cut the other part. Next to the maple near the wooden bridge there is a bamboo-water structure that makes a busy sound. Go to the back and around the other side. The left road goes to the bathroom corridor. Go to the right and enter the shed. Talk to Rentaro completely. He gives a puzzle book that you can play. Open the book puzzle in the inventory. Read how to play non-ogram. Turn the right page to get to the puzzle and complete it. Click on a square to obscure it. The Clear button on the right restarts the puzzle. Nancy will say when she is done well. Talk to Rentaro to return the book. They return it and then you can read and play renogram. At first, click a number and enter it into a selected blank square connected horizontally, vertically, or diagonally to a previous number. Since then the number is attached to the cursor. Pushing Clear to the right restarts the puzzle. Nancy will say when she's done well. After finishing the renogram, he talks to Rentaro. Go to the lobby and feel a guest complaining at the reception. Check the tab and see that there are only 2 guests. Talk to Miwako. Go to your room and click on the cell phone at the bottom left. Select Menu and then Clock. Change the time at 7:00 pm, and then click Set Alarm. After waking up, get downstairs. Use the corridor to the right of the reception and go ahead and left for the hallway. Enter room 18, the first door on the left. See sign - Cultural hall. Hours are from 7 to 10:30. Talk to Takae, Grandma. She teaches the name of Nancy in Japanese. Click to take the brush at the top right. Click to hold the brush inside the line and do the script in one shot. Stay in the lines and fill the inner area. If an error is made, take a new sheet from the top of the screen. Talk to Takae completely when it's over. Open the upper chest drawer on the left desk. Read to write Japanese calligraphy. Go to the other wing on the first floor. See that the bathroom curtain is red. Come in and move on. Look at the mirror and see the ghost. Glass breaks. Check the baskets to the right of the room. Take the Pachinko card from the vertical basket in the lower shelf. Read the Haunted Tours card found in the vertical basket at the left end of the central shelf. Enter through the glass doors to the left of the sink. Look at the coloured tiles on the shower wall. Something's missing. Jump into hot springs and have a nice bathroom. Return to the reception and tell Miwako about the mirror. Go to the shed in the garden. Talk to Rentaro of Takae and the mirror. Ask him about the hall portrait. He's going to ask for help with this. Click-hold-drop a black point for a new location. Make sure no thread overlaps another. When finished, click on the torn part of the support and see a Spirit Removal Certificate given to Ryokan Hiei by Savannah Woodham, Paranormal Expert. See and take a newspaper article written in Japanese. This must be translated. Talk to Rentaro completely. Ask Rentaro to translate the article. She's mad. Go to your room and set the alarm for 1 am. Go to reception. Ryokan Lobby See that Miwakother's more'. Go behind the reception and check Suki, the rapocat. He speaks with Suki. Use the 'suki, tate' dialog. Check the brown-black box under the counter. Suki is in a guard mode. Don't try again or the IL It's over. Check your computer and realize that a password is required. Note that the keys of the keyboard are in Japanese. Pull back and check the shelf on the left wall. See 4 colored cards. There's a card missing. Read the Krolmeister Card 3000 on the notes. Go back to the room and set the alarm for 7:00. See a shadow in the balcony. Open the balcony door. The screen blip. Look around the balcony. The next day, classify the assignments found in the green box in your room. Get out of the room and get a call from Bess and George. They met Yumi, Miwako's sister in a bento store. George's at the exo. Talk to George about the rapocat. He'll check the cat's controls. Go to the reception. Talk to Miwako on screen and certificate, as well as everything else. Do not ask Miwako about the newspaper article or the game above. Use the second chance if you do. Go to room 18 and go in. Talk to Takae. He will teach you about origami, the art of folding paper. See origami finished in the center of the puzzle. The patterns on the sides are origami that are a step before completion of a finished product. Match the model on the side to the finished product in the center. Check the shape of a model for possible wings, legs and tails to see if they match one in the center. Place the appropriate pattern from the sides under the finished origami. Don't ask Takae about the article. Check the cheston on the left desk and open the second drawer. Read origami and learn the folds. Get out of the room. Go to the garden work shed and talk to Rentaro. Turn in more puzzles. Get out of ryokan. See the signs on the left. Use the dictionary on the signs and see a translation. Access points to the train station. Click the arrow to be at the train station. Look near the train road on the left wall. Note that the connection points of the transfer in the path are marked by circle within a circle that has colors of the routes that intersect. Click-hold-move the map to find Matsue. It is at the bottom of the map and is on the brown line. Note the connection points from Misawa to Matsue: Misawa - Nagoya - Otsu - Aomori - Kochi - Tochigi - Seto - Niigata - Fuji - Iga - Matsue. Pull back and watch the Information panel at the top of the screen. Click on the destination you want to go to. Follow the destinations to reach Matsue. Once there, take the Japanese puzzle card on the railing at the stop. Use the rear arrow to exit the train station. Matsue See that espo tickets are sold out. Check the robocat display on the left. See that the rapocat can have 5 moods. Turn right from the robocat display. Go ahead and meet Yumi, Miwako's sister, at the bento store. Talk to Yumi, immediately you ask to fill af a bento box. You get a list of what a customer wants in a box and then in the appropriate square. The order and arrangement are shown by the icons on the right. The legend or what the icons mean is shown to the left. Select by clicking icon on the left and position it in the square box appropriate to the center. Yumi leaves to go to the store. This is a random puzzle. Click the question point to view the instructions. Identify the icon on the right (such as sandwich, egg, or rice in a form of rabbit, bear, or cat). Make orders showing an animal with order (egg, sandwich or rice) before and those that are shown in a 3x3 grid. Detolve squares without clues. When it is done correctly, Yumi returns. Spread it completely. She escaped from the bento boxes and she wants you to take her from her apartment near Kurume station. She gives her the key and phone number of her. The phone number is now inserted in the mobile phone. She continues to talk to Yumi, but don't ask her about the newspaper article. When the conversation ends, turned, go ahead and go left at the train station. Study the path map on the left wall. She looks for Kurume. See that she is in the middle of the map on a pink path. Note the stops or transfers from here to there: Matsue - Iga ... Kobe - Miyazaki - Urawa - Kurume. Click the destination on the display card at the top of the screen until you arrive at Kurume. Yumi's Apartment go back out of the train station to be automatically in the apartment. Call George and Bess. George spoke with Robocat's creator and he was willing to give commands if a puzzle be done before. George will send the ryokan puzzle. Send a message to your mobile. Click on the mobile phone, then click Messages. See three separate images of Bess, George and Yumi (# 1, # 2, and # 3). Use the key on the first door to the right - # 42. Take the bento boxes on the sink bench to the left. Go ahead once and look to the right to take the DVD under the pink clothes in the closet. Check the sewing kit with dyes. Use the dictionary on pond cans. Go to the corner of the room and control the frogs over the monitor. Read the letter from Kasumi, the mother of Yumi, to a Maryann from the left frog. Look under the right frog and see a plate that has a block of code. Read the book of shadow puppets under the monitor. Insert the DVD into the player under the monitor and watch a spectral shape appear. Click the Avatar icon shown at the top right of the monitor and see that you need a password. Check the bed and read the book Unveiling Ghost by Savannah Woodham. Take the Savannah call card. The phone number is automatically inserted into the mobile phone. Go through the pages and see that the story of Ryokan Hiei has been torn from the book. Call Savannah using your cell phone. Scroll through the contacts and then press the call selection. He speaks with Logan, the Savannah server. He is with Nancy. Recall Savannah. Logan hangs up. Call Bess or George and tell the book and Bess will flirt with the assistant to get information. Receive another message with another photo. Exit the apartment and return to the bento store in Matsue. The train journey is automatic now. Bento bento in Yumi. Yumi gives you a phone charm. She talks to Yumi on everything. Discover the fashion program you can use to send avatars to your phone. Make another bento box puzzle. Remember that orders are on the right side and the ingredients to be placed in the box are on the left side. After finishing the bento box, Yumi offers password for the avatar program. He continues to talk to her but ask her about her mother tough her. You will license. Get the train to Kurume. Get a phone call from George in front of the apartment. Logan is distracted. You also get a text message with a creepy image. Use the key to access the Yumi apartment. Look close to the monitor, and then click Avatar at the top right. Check the password from Yumi. Note The form of the password. Select-click on the similar shape at the bottom right. Move the cursor on the screen and see the shape cursor. For easy search, note the colors of the first 3 lines of colored password balls. Look for those colored balls on the puzzle screen. Move the shape to the selected balls and click. Click on a body shape to choose a template. Click Start. Select an icon to the left (tone of meat, eyes, hair, dress, skirt, top and gaeater). See selections right for that particular icon. Click on any selection to complete the Avatar body. Click on fact when it's over. When finished, click Back to Gallery. Highlight the avatar. Enter the phone number of Nancy on the right: 5235554399. Send. Make an avatar for all those who are in your column: Bess, George, Savannah and Yumi. Send them all to Nancy's phone. You will get a text message on fashions. Open the mobile phone menu. Select the phone. Select a contact using the scroll arrows. Click on the options. Use the side arrow to look through the avatars you have sent to this phone. Click Save to select the avatar. Do this for all your contacts. Call Savannah now while Logan is distracted. He completely speaks with Savannah. Take it to get the newspaper article translated. Savannah says he leaving the article at the reception and Logan will take it. She doesn't have a copy of her book. Get a new text message after the conversation ends (image # 4). Back to Misawa (the inn). Ryokan Miwako will say that he has a delivery for you. Get the envelope left at the reception. It is the puzzle that George sent to get the Robocat commands. Talk to Miwako completely (twice). Go upstairs to your room and see the handwriting on the wall and practiced origami from the green box. Check more documents to vote. Get an envelope from the Red / Brown folder and click on the item from inventory on it. Automatically Write the name of Logan on it. Logan will call, to speak alert on his previous career. Ask him for a copy of Savannah's book and he'll decrease. When the call ends, go downstairs and give the envelope to Miwako. Go to your room and look at the flicker lights and the open doors and close on the road. See the 2 from the24 (Nancy's room) is gone. Go into your room and open the envelope by George. It is a sudoku master composed of five interlocking sudoku puzzle. Solve the puzzle. After solving the puzzle on the top left, pull back and solve the next. Do it until you are finished all five. There should be # 1-9 horizontally, vertically, and in a box. No number repeated. Nancy will tell you if it's done properly. When it is finished, get a text message from Logan about the article of the newspaper. Get an envelope from red / brown diary and click on the finished master sudoku. George Fayne automatically Write on the envelope. Go to the hall and listen to another leave for the angry guests, which means that Nancy is the last guest left at the inn. She speaks with Miwako completely. At the end he will fire '. Back in the room and set the alarm for 19. Like most student papers. Back to the lobby and give me the envelope to George. Talk to her of all, you will fire when you talk to her mother. Go into the room 18 and talk Takae. She will tell you of the tea ceremony. You will need to remember the names of each item and where it belongs. Take a label on the right and place it in front of the correct object. Use the question mark at the bottom right to repeat the identification of the elements. When finished, see a shadow walking out on the balcony. Talk to completely Takae (twice) and leave the room. Exit the ryokan and go left at the train station. Study the route map and trace your route to Kure where the ryokan informative paper, where the pachinko parlor. Select the route: Misawa - Nagoya - Otsu - Aomori - Ube - Sakai - Kure. When leaving the station when you arrive. Pachinko Parlor Come in and look around the living room. See the counter of the press in the middle. Nancy says that the comic looks interesting. She a the second row from the top left. Need 1339 balls to win. You look to the left as she faces the exit. She controls the shutter stand. Click the slot at the bottom right to automatically enter the mobile phone. Press Photo to the left. View an image of a red fuzzy Nancy into the slit underneath. Turn left from the photo booth and look near the pachinko machines. Use the pachinko card taken from the trash to the bathroom ryokan on the bottom right slot. That card can be used on one of the three active machines and can not show the money. Insert the card in the lower right slot and get 50 balls. Press the yellow button and then select a line. Release the button to shoot a ball into the playing field. The ball race force in the field depends on the selection of the line before the button is released. The goal is to get the balls down the holes. There are 5 holes. The hole in the within a flower produces much more balls and the jackpot. When you get over 1339 balls, go to the prize pool. Open the box at the bottom right. Put the bag of balls in your inventory won by the machines in there. Close the box. See the amount the amountregistered high. Press or click the selection of prizes. Press the comics in the front row (second article). The cover is removed. Take the comics. The remaining balls are automatically placed in the inventory. Read comics in the inventory and discover Yurei (non-friendly ghost) and EVP (electronic voice phenomena). Nancy thinks recording a haunting could be a good idea. Use your cell phone and call Savannah. Logan answers. Talk to Logan and learn he's interested in Bess. He's gonna try to get the book for Nancy. Call Logan again and learn that he found a book, but he wants to help get a gift for Bess. Nancy decides to use Yumi's avatar program. Take the train to Kurume. Enter Yumi's apartment and open the Avatar program. Making an avatar of what Bess might like regarding the suit va (any dress will do). Send the avatar to Savannah's phone number: 404554478. Go back to Misawa. Ryokan Outside the inn, call George on the command of the rapocat. Take all the commands and discuss everything. Go to Nancy's room and see wet prints on the floor. Call Logan. He'll send the book. Go to the garden work shed. Talk to Rentaro completely. Talk to Miwako at the reception. Talk to Rentaro at the work shed. Go to Nancy's room and see Nancy's name is now red. Set the alarm for 1 am. Go to the back of the reception. Talk to Suki and the new commands learned from Bess and George. Seeing her do a lot of tricks. Finally, use the Mate command. Suki sleeps. Read the 3 travel brochures behind Suki. Get the brown box from under the counter. Review the puzzle box paper taken from the Matsue train station. Based on this, open the box. Check what's inside the box. Take a piece of tiles and the envelope. Use the dictionary on closing the envelope and see that it has the password. Nancy says she needs to open the envelope without anyone knowing. Read the letter from Kasumi to Maryann. Go back to the room and set the alarm for 7:00. The next day, call George and Bess. They have the book. Go to the cultural hall and talk to Takae (twice). Check the left side chest closet and see that the teapot is there. Try to catch him, and Nancy says she can't accept him while Takae is there. Get out of the room. Go through the lobby to the bathroom and Miwako will tell you that it has a delivery for you. Talk to Miwako. Go to your room and read Savannah's book in inventory. Read chapter 6 of ryokan. Learn about EVP and where Savannah placed the microphones. Call Savannah and talk to her completely. Go and enter the bathroom with the red curtain (if it is blue go to the room and set the alarm at 7:00). Go to the spring hot room. Look near the colored tiles on the shower wall the tile taken from the puzzle box is inserted. Mount all the tiles from the left pyramid into the central diamond with a circle in the center. Click on and move it to the diamond in the center. Click again to release the tile. Right-click to rotate the tile. When finished, the circle moves to get a nap in another bathroom. Look at Rentaro and Miwako fighting. Go to the reception and talk to Miwako. Go to the garden. Garden ryokan Now that you've read the comics and Savannah's book, he talks to Rentaro at EVP's roof work. Get a recorder. Find out the new recorder you're doing so that you can send the recorded message to your guests. So check which rooms are on the second floor where Savannah remained. Rooms 25, 30 and 33 are not in the list. Pull back and look near the metal cabinet on the wall. Read the info Krolmeister 3000 card in the clipboard to learn more about the security system. With the red card taken from the Room 18, all 5 necessary cards are included. Insert the cards from left to right: blue, red, green, yellow and purple. Then turn the knob over each card to match the shapes: blue Click 4 times, click RED 3 times, click Green 4 times, yellow click 2 times, purple 3 times. Make sure to make sure done in the order the cards were inserted. When it opens, take the only key in there. It opens the rooms that end in 8 and 9. Go to your room and set the alarm for 7:00. Go to the pachinko salon in Kure. Check the prize stand to see which collar Rentaro wants requires 2100 balls. Play pachinko until you have enough balls to win the collar. Place the balls in the jackpot box and select the collar per second from the right end in the bottom row. Go to Matsue and then the bento shop. She talks to Yumi completely (he will fire her when she brings her mother). Go back to Misawa. Talk to Miwako at the front desk. He also talks to Takae in room 18. Watch Takae as he sits - he falls asleep. Go to your room. Call Savannah to see if she knows more about the room she stayed in. He quotes a photo of a carved wooden bird opening the secret passageway. Go to the dairy in the garden and talk to Rentaro. Give him the collar. He's leaving to give it to Suki. Look at the bench. Get a stellar flash drive. See the arm Rentaro is making for his planned robodog. Talk to Miwako about Suki's necklace. The room key obtained last night only opens rooms ending with #8 or #9. Savannah stayed on the second floor. Go to the second floor of the right wing. Use the key on room 39, on the left side at the end of the hallway. Enter, turn left and you will see a star lock on the panel next to the right wardrobe (in front of you). Click on it and Nancy will say she needs to find something to match the symbol. Use the star key from Rentaro's workstation on that star lock and be in room 37. Use the star key on the star lock right in front of you. You're in room 35 and you hear a strange sound. Use the star key on the star block right in front of you to be in room 33. Now you're trapped. Immediately look close to the balcony door lock. You see it's a block of pieces of crystal. This is a timed puzzle. There are six wedges in the circle. They're all the same. What you do on one of the wedges - also do it on the other 5. It's like a mirror. Select a color on the right and fill the empty areas with the correct color. There are already pieces showing what should be placed on those areas. You cannot save while in the puzzle, but you can stop time by opening the save feature. When you go right, the lock turns. Click on the balcony screen to exit. Nancy jumps into the garden. Go back to room 39. Use the main key and enter. Use the star card on the side panels until you reach room 33. Turn right and click on the wood carved bird painting on the left wall. The closet to the left of the stargate opens. Go down the hallway to the other bathroom. Look at you This is the room seen through the asshole. Check the brick entrance and the pool. Look by the table with the lantern. Read a faded note from Y to M. See a small altar on the left with Kasumi's portrait. Look near the cross-linked work above the altar. The paper found inside the bamboo is automatically placed on the wall. You need someone else. of numbers. Pass through the secret door and exited from Ryokan. Matsue go to talk to Yumi at Matsue of everything. Back to the inn and get a text photo from her (# 6). Go to Kure and notice that the camera booth is out of order. Back to the inn, go to your room and set the alarm for the 19. When you wake up, get a final text image from Yumi (# 7). Nancy will comment that you should print them all. Read any paper in the green box. Go to the Pachinko salon in Kure. Enter the Pachinko living room. See who's the shutter stand. Click the slot at the bottom right to automatically enter the mobile phone. Click Photo Print on the right side. Click an image and then click Print. Take the photo from the lower slot. Make all colorful yumi images. Click one of the images developed in Inventory and see all 7 arranged in squares. Organize images to form Japanese numbers that are hidden in images. The purple lines on the edges of the images are part of the Japanese numbers. Go to Matsue and then to Bento Shop. Talk to Yumi. Help with another bento preparation. It's late, then Yumi tells Nancy to stay in her apartment. Automatically go to Kurume. Use the key to enter the Yumi apartment. Check the bottom of the right frog on the shelf over the monitor. See the locked container. Enter the numbers seen in Yumi images. Take other non-ogrammed numbers. Set the alarm for 19. In the middle of the night, the window turns on. Open the window. Read the message. Automatically return to Ryokan. Ryokan Grade any assignment in the green box. Go to room 33 Via room 39. Go to the secret bathroom through the wardrobe to the left of the stellar door. Click on the lattice and see the non-complete puzzle. Based on the numbers, solve the puzzle. When you open, read Kasumi's letter to her daughters. Take the sword. Back to top and meet the yurei. Now you are under water. This is a Timed puzzle. You will have to cut the strings to escape. Check the yurean. Look close to her arm and head of her. Immediately, take the sword from the inventory and cut the ropes based on this. When you run away, go out and go to the room 18. Talk to Takae. Speak them again to find out what was really successful in Kasumi. Search Miwako. It is not here. Check the work shed in the garden. Also Rentaro has disappeared. Get the new recorder that he built that it is on the support. This recorder sends computer records and mobile phones. See an e-mail icon at the top right of the recorder. Watch the work table. Take and use the dictionary on the pink note. Take the O-matic door. Go to room 33 and use the o-matic door in the room from the room. Enter the room and see the culprit. When you regain the control of the movements, use door-o-matic on the door open to the hallway. Immediately take the new recorder from the floor. Press a channel to start recording. There will be two possible dialogues to choose from: see the final according to the selection. Case closed!

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