

# POINT CHECKLIST

ACTION	POINTS
Receive Mosely's message , unlock police station	2
Receive Voodoo information from Grace, unlock shop and museum	2
Take tweezers	1
Take magnifying glass	1
Read Heinz Ritter book	1
Read Snake Book	1
Take Gift certificate	1
Read newspaper	1
Take sketchbook	1
Read sketchbook	1
Ask Sergeant Frick about Detective Mosely	2
Get Photos from Frick	1
Open Photo Envelope	1
Lead mime over to Police Officer	5
Listen to police radio, unlock Lake Pontchartrain	2
Copy veve pattern into sketchbook	2
Find hatch marks in the grass	1
Use tweezers on snake scale	2
Get clay	1
Ask Grace to research on Malia	2

opening scene, get Mana's address	
Read Newspaper	1
Ask Mosely about other six patterns	1
Get voodoo murder file from Franks	2
Take cop/author photo	2
Copy Voodoo file	5
Return voodoo file after copying it	1
Change temperature to 80 degrees	1
Ask for coffee	1
Get Mosely's badge	3
Give Gift certificate to Vendor	1
Give hotdog to boy	1
Ask boy to retrieve sketch	1
Give painting to artist	1
Give artist the lake pattern sketch	1
Give artist the police file patterns	2
Use badge on butler	5
Flirt with Malia twice	2
Ask Dr. John about historical voodoo until Marie Laveau unlocks	2
Ask Dr. John about current voodoo	2
Ark Dr. John about Marie Laveau until cemetery unlocks	2
Take Moonbeam's flyer	2

Look at sign on the counter of the Dixieland Drug Store	1
Ask Willy about voodoo murders or show him the police photo	2
Ask Willy about voodoo masks	2
Ask Grace to research on Madame Cazaunoux	2

Get phonebook page	1
Read newspaper, unlock Tulane university	2
Get hair gel	2
Learn Madame Cazaunoux's address from the veterinarian	2
Get reconstructed veve from artist	1
Dance with fortune teller	1
Get fortune teller's veil	1
Use tweezers on veil	2
Compare veil snake scale with Lake Pontchartrain scale	1
Return veil	1
Meet Malia in the cemetery	2
Listen to Lecture	2
Show veve to professor	2
Show photo to professor	2
Ask professor Hartridge the meaning of Cabrit San Cor	1
Get priest collar	1
Get black shirt	1

Greate priest outil	1
Wear priest outfit	2
Gain entry to Madame Cazaunoux's home	2
Answer Madame Cazaunoux "goat without horns"	2
Make mold of bracelet	2
Ask watchman about Marie Laveau	1
Ask watchman about other marked tombs	1
Copy voodoo code marks	2
Get brick	1
DAY 4	
	1
Opening scene	1
Get message from Gran (unlock Gran's house)	2
Read newspaper	1
Sell painting	2
Ask Gran about Gabriel's father, mother and grandfather	2
Get clock key from trunk	1
Open the clock drawer	5
Γake Ritter photo and letter	5
Read Wilhelm's letter	1
Ask Gran about Heinz Ritter	2
Ask Gran about Wolfgang	1
Ask Grace for Wolfgang's number	1

Call Wolfgang	2
Get \$20 from Wright tomb vase	2
Buy Croc mask from Willy	2
Ask bartender about Sam and Voodoo	1
Show Gambling oil to Sam	1
Get Sam to drink the oil	2
Show Sam the clay impression	1
Get the snake bracelet	1
Spy on Crash through binoculars	3
Show Crash the bracelet	1
Ask Crash about the drummers	2
Ask Crash about the hounfour	1
Copy Crash's tattoo onto the sketchbook	2
Ask Grace to research veves	2
DAY 5	
Receive package	1
Receive voodoo newspaper clipping	1
Read newspaper	1
Read letter	1
Read Journal	1
Ask Grace to research rada drums	2
Reveal the notes on Hartridge's desk	2

Ask Moonbeam about St. John's Eve	2
Ask Moonbeam to dance	1
Take snake skin	2
Complete "Ask the Loa"	2
Get voodoo code translated	1
Use magnifying glass on snake skin	1
Escape from Voodoo Museum	5
Use magnifying glass on ashtray with the snake scale in it	1
Get scale from the ashtray	1
Compare Museum snake scale with lake scale	2
Show Hartridge's notes to Mosely	2
Show newspaper clipping to to Mosely	2
Show reconstructed veve to Mosely	2
Show matched snake scales to Mosely	2
DAY 6	
Get Rada book	1
Visited by Mosely	1
Pick up Mosely's letter	1
Read Mosely's letter	2
Read newspaper	1
Speak to fortune teller at the Jackson Square	3

1

Pick up tire iron outside police station

Use tire iron to open window in the alley	2
Use key on Mosely's desk	2
Take the tracker	1
Translate the drum code	5
Use sketchbook on the new code at Marie Laveau's tomb	2
Combine codes	2
Write message on tomb	5
Put tracker in sekey madoule	3
Get Grace to paint a tattoo on Gabriel	3
Find the voodoo ceremony	3
Put on crocodile mask	2
Answer Dr. John's questions correctly	2
DAY 7	
Ask Wolfgang about African homeland	3
Read newspaper	1
Get flashlight	1
Open Gedde Mausoleum door	1
Solve ossuary puzzle	2
Open drawer	2
Take wallet	2
Open wallet	1
Buy ticket to Germany	5

Ask Gerde about portal poem	1
Ask Gerde about initiation ceremony	1
Wash hands	1
Get scissors	1
Cut hair	1
Take chamber pot	1
Take scroll from display case	1
Get the dagger	1
Take the salt	1
Perform initiation ceremony	5
DAY 8	
Get the key	1
Unlock library door	3
Complete door puzzle	2
Read the first book from the shrine	1
Read the second book	1
Read the third book	1
Read the fourth book	1
Read the fifth book	1
Show Gerde the fifth book	1
Suggest Gerde the credit card	1

Get the snake staff	1
Correctly place the snake tiles	3
Insert the staff in room 3 after correctly placing the tiles	5
Swing from the vine in room 6 during mummy chase	2
Insert rod in room 7 at Wolfgang's instruction	2
Attempt to lift the table lid without using the bars	1
Get iron bar	1
Get the second iron bar	1
Use dagger on inner circle mummy	10
DAY 10	
Read newspaper	1
Get Malia's note	1
Create a plan with Mosely	2
Use snake rod on confessional knothole	3
Place the rod under the bench	1
Place signal device under the bench	1
Get wolf and boar masks and two robes	2
Take the record book	2
Get Dr. John to leave his room	5

Get the keycard	2
Enter room 1 to find the treasure	1
Take the money three times	1
Enter room 11, find the lab	1
Enter room 8	1
Use talisman on Grace	2
Use boar mask on Mosely	3
Use wolf mask on Gabriel	1
Use talisman on Tetelo	3
Toss talisman to Mosely	3
Take the stone idol during the Tetelo confrontation	5
Try to pull Malia out of the Chasm	10





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