# **MOST IMPORTANT!!!**

To get to the underground level, you need the Ancient Locket and the Ancient Map. They were the rewards for Otterlake location. But if you don't have them, you can get them at the Trader's in Hiku Plain.



Quest icons



Take these materials with you: 3 Paper, 3 Coal, 50 Ordinary Logs, 45 Dry Twigs, 3 Matches, 8 Ribbons, 5 Carrots, 18 Fabric, 6 Container, 3 Triple, Hook, 40 Water, 60 Ice, 36 Cables, 15 Boards, 15 saw, 83 Coal and 19 Matches, 30 Firewood, 80 Stones and 4 Mortar

# Quests

Quest name	Task	What to do
A new camp	Set out for Hiku Plain.	
Helping Osha (this quest opens together with "Chief's knowledge", the latter will lead you to the underground level)	Examine Osha's Equipment in Hiku Plain.	You'll get 1 Tambourine Pieces from Osha's Equipment.
	Give the Tambourine Pieces to Osha.	Give her the Tambourine Pieces.

Into the unknown		11. 11. 11. 11. 11. 11. 11. 11. 11. 11.
THE UNKNOWN	Walk Osha to Angatkuq Hideout.	It's the way to the second part of the location. There you'll play as Osha.
Shaman skills	Find and copy the Spirit Images in Angatkuq Hideout.	There are 3 stones, to copy the Spirit Images from them you'll need: 1 Paper + 1 Coal + 10 Energy (for each stone)
	Find and collect Conifer Resin.	You need to collect 80 Conifer Resin from 4 Resin Trees, 20 energy required to cut down each tree.
	Make the Shaman Tambourine on the Ritual Table.	You'll need 20 Energy + 3 Spirit Images + 80 Conifer Resin
Dancing in the flowers	Find and collect Moon Flowers in Angatkuq Hideout.	There are 5 flowers, each gives 15 Moon Flowers, 75 in total.
	Place the Moon Flowers on the Ritual Table.	
	Light the Ritual Fire.	You'll need 50 Ordinary Logs + 30 Dry Twigs + 3 Matches
First challenge	Find the first spirit in Angatkuq Hideout.	
Deer's wound	Heal the Wounded Deer in Angatkuq Hideout.	You'll need 20 Fenergy + 3 Ribbons + 5 Carrots
Second challenge	Find the second spirit in Angatkuq Hideout.	

Mazes of illusion		You'll need to chase away the spirit of the fox a few times in the maze,
	Go through the maze in Angatkuq Hideout.	using 20 Energy and Shaman Tambourine.
		Move further until you find this gate.
Third challenge	Find the third spirit in Angatkuq Hideout.	
Father's footsteps		Follow the footsteps until you find Osha's father.
	Follow father's footsteps in Angatkuq Hideout.	
Chief's knowledge (opens together with "Helping Osha")	Ask the Inuit Chief about the Ancient Locket and the Ancient Map in Hiku Plain.	You need to give him the Ancient Locket and the Ancient Map. These items were the rewards for completing Otterlake location. If you haven't got them there, you can get it at the Trader's in this land (see below).
The mystery of the locket	Find and open the Gates in Hiku Plain.	Insert the Ancient Locket into the gates, then solve the puzzle, and the gates will open.
Adventures in the cave	Set out for Hiku Cave.	Use the gates to get to the underground level.
Mystery mechanisms	Open the Stone Gates in Hiku Cave.	You need to find and pull 2 Levers, 15 energy for each.  Then, Insert the Ancient Locket into the gates to open them.



Anticipating a mystery



Keep exploring Hiku Cave.



You need to find this hide.

Treasures nearby



You need to move 4 Gull Statues to the correct places. Use the Move tool, look for the highlighted spots around the hide. Then, open the hide with 15 energy.



Place the Gulls then click the Hide

Open the Hide in Hiku Cave.



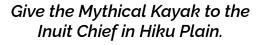
Return of the myth



Take the Mythical Kayak from the Hide in Hiku Cave.



Return to the upper level and return the kayak to the Inuiy Chief.





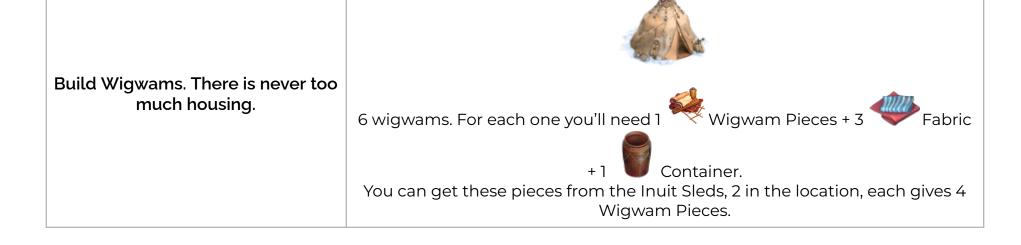
## Kayak

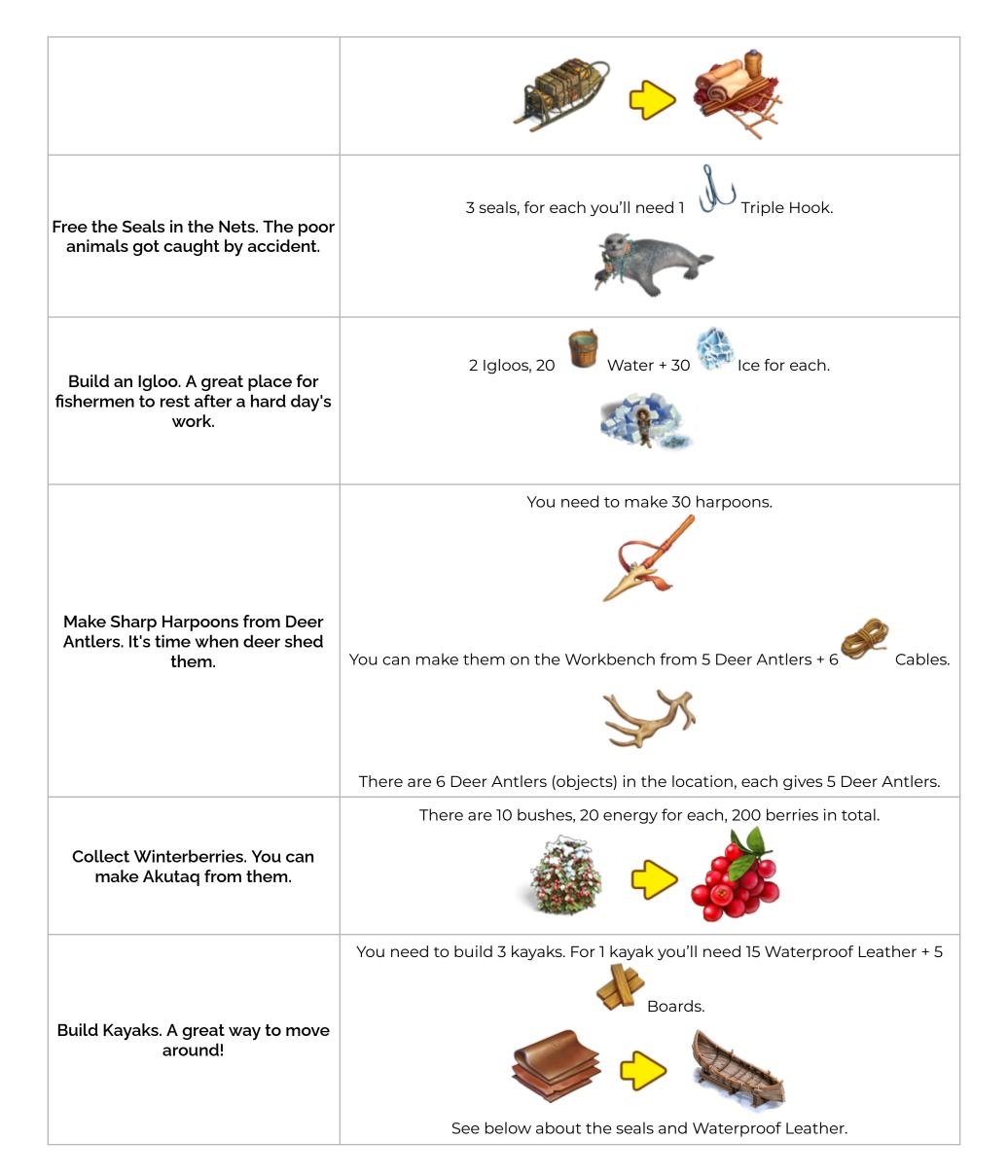


For completing the quest line, you'll get the Kayak with crafts. It should be placed on water.



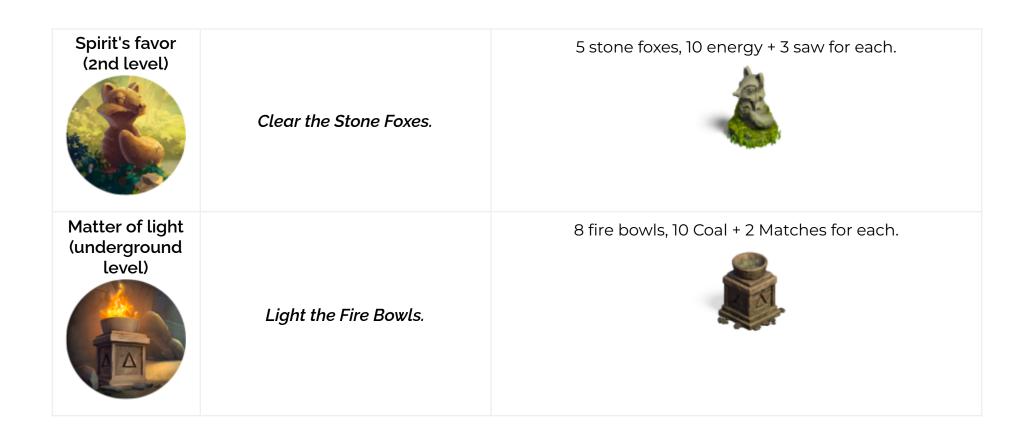
#### Tasks





# Major goals

Name	Task	What to do
The mystery in the snow (1st level)	Explore the Mysterious Totems.	7 totems with goodies inside



## **Useful Information**

#### Seals and their gifts

There are 3 Seals in the location, they are near the ice holes.



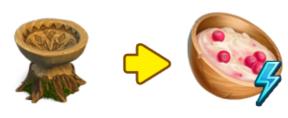
After you free them (Task), you can treat them to Dolly Varden. Each seal wants 15 Dolly Varden. After the treats, the seal gives 30 Fat and 30 Waterproof Leather.



Seals will appear around the ice hole every 720 seconds, limit 15,15,17 (for each ice-hole).

To get Dolly Varden, you need to restore 2 Igloos (Tasks). Then, give 3 Sharp Harpoons (made on the Workbench, see tasks) to the Inuk near the Igloo. In 180 seconds, he will give you 75 Dolly Varden. Limit for each Igloo - 5.

You can use Fat for energy snack crafts in the Mortar. You need 9 Fat + 30 Winter berries to make 1 Akutaq +150 Energy (limit 5).



#### **Traders**

Waterproof Leather and Fat can also be used for barters at the Traders'.











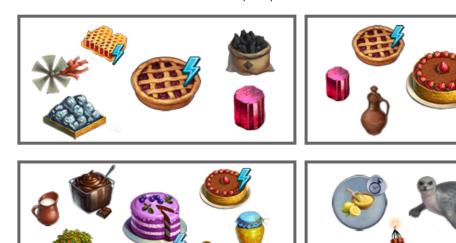
In Hiku Plain and Angatkuq Hideout there are a few Inuksuit. Restore them, and they will become roulettes.

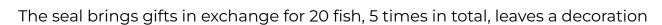


#### Clearing rewards

#### Hiku Plain

25, 50, 75 and 100%





### Angatkuq Hideout

25, 50, 75 and 100%



Moon Flower, gives rewards in exchange for 500 water

### Hiku Cave

25, 50, 75 and 100%

