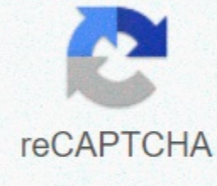




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## Tomb of menkaure tablet

Here you will find details and solutions of the tomb of Menkaure, the tomb of Khafre, the tomb of Khufu and the Edfu of the Thoth Tomb. The next tombs include the elaborate walkthrough of all tombs available in Giza this chapter except Uab Nome Prev tombs. The tomb of the Khafre tomb of the Khufu Edfu of the Tomb of Menkaure is in a pyramid. You have to get to the 2nd entrance from the top and run straight forward, all the way to the locked room. Jump to the ledge and jump into the hole in the wall from there - highlighted on the screen. When you reach the end of the road, see. Throw bombs on the wooden part. After burning down, get inside - there will be a bullet. Khafre's tomb to enter this tomb you have to go to the entrance on the pyramid. Go straight ahead; At some point, you have to jump down the path. When you do that, you'll have to walk around and enter the route below the route you jumped down. Turn left and you'll find a room, from which you can get out by pushing a stone door. This way the above screen is highlighted. This way you will reach the gondola room. You have to put the cage under it, so stop it from faltering. This will enable you to get up using gondola. Khufu's tomb a pack of hyenas waits, kills or avoids them near the entrance. Enter the tomb to start its search. Enter the first crack on the right. Run straight forward and turn right when you approach a fork. Reach the end of the road. Now you are in a place with a large hole in the ground. Jump into it. Inside, you find a gate. Bayek can't go through it which means you should go back to the upper level. Turn left when you get a chance to do so. You get to a place where you have to drive a hill. On your way, you can illuminate this place using your torch. At the top you can see a route. Bend and go to the other side. Now you are in a new place. Here you can find a new path. It's blocked but you can open it by pushing. Go through the route. You reach a place full of treasures. Here the walls should be destroyed on the outer edges of the statues. Do this with your weapon. Those parts of the walls are marked red in the picture. By doing that you lower the door slightly - marked blue in the picture. Jump over them and reach the other room. Here, you can find treasures and a tablet. Check it out. Thanks to this that you get a capacity point and complete the location. On the right side of the coffin you can find a passage - marked purple in the picture. Then, you should slide a wall and enter a crack. Here, you can collect some treasures. Then you should go back and then go up. Turn right and reach the end of the path. On the right side of the previous room you can find a driveway. Jump into it and then keep running straight until you reach the exit. Synagogue of Thoth Tomb in Order To reach this tomb, you have to avoid a lot of enemies. If you need more XP, you can decide to fight with them. You can use rocks to avoid enemies. Reach the end of the cave and walk on the last rope. On the other hand you have to turn to the left immediately. Go up and jump on a wooden balance beam. It will go down a lot. To get it down you should keep the wooden parts in the opposite direction. All parts are located in the lower part of the room. To throw them on a balance beam you must go up the stairs and get on a wooden ledge. These objects are marked yellow in the picture. Place 9 parts on a part of the balance beam and arrive on the other side of the room. There, you must go straight until you reach the end of the path. You reach a room with a tablet. Secret mechanism - Eesfet Oon-m'AA poo in order to reach this mechanism, you must activate all stone circles - there are 12 of them - and collect 50 silica. 12 active stone circles opens the way for mechanisms. Follow the route and go down. You reach the system. Use 50 silica to activate it. Next Tombs Uab Nome Prev Tombs Siwa notes: It's only being used to report spam, advertising, and problematic (harassment, fight, or rude) posts. View Guide Index In this section of Assassin's Creed Original Walkthrough, discover the steps to follow to find the ancient tablet of Menkaure's tomb in the Giza region. Silica: Go north of the smallest pyramid located in the southern part of the Giza region to find the entrance to the tomb of 3 Menkaure (pictures1and2). Picture1 Picture2 is the only possible path to follow, so go down from the back of the room to fix some treasures, or just before (image3) from the slope. After that, follow the aisle that goes to the right to find some additional objects (picture4). Picture3 Picture4 behind, and climbing the door by which you arrived (picture5). Then destroy the planks on the roof with your bow (picture6). Picture5 Picture6 Finally, climb up to find the ancient tablet (picture7). Picture7 tombs in Assassin's Creed Origins serve as a series of mini dungeons for you to alternatively explore, but given what they house - antique pills, ancient mechanisms, and some stuff we won't spoil, we'll say they're well worth checking out! Here on this page, as well as explaining how the tombs are in normal work, we will briefly explain the purpose of the related material silica and the remarkable tomb of Khufu's Menkaure and tomb, as well as all others! The tombs are scattered around Egypt, and each contains an ancient bullet that will give you a capacity point once found. Also there is a mysterious mechanism for activating some of the tombs - we tell you what they are or what they are doing, but activating all of them earns you a place for your collection to spoil things will be. Each each Activating requires a certain amount of silica - regular ones take five silica, and the last one will require 50 - so collect every bit you see; It shines pretty brightly even in complete darkness and in areas containing mechanisms usually it's in abundance, but you'll also find some loose pieces in the grave passage so you don't forget to rob as you go. The adorable tomb of the Thoth Tomb is located at the northwest corner of Giza at the foot of the mountains. As you pass through the early areas, you will come across some minor bandit resistance. Avoid or eliminate them and keep following the path until you reach a room with a couple of wooden platforms suspended by ropes. Your goal is to lift the lower stage into the air and weigh the other to keep it in place. Remove the reels of rope from the lower stage, then climb the left and on the high stage. Once its weight is pulled to the ground it's on to weigh down the reels of the rope, then jump from the left to the higher stage. The ancient bullet will be in the room ahead. Golden Tombyou will find this tomb in different deserts; Break the cracked wall to make an entrance. After the beam of light that is bouncing some bronze mirror on the wall, make your way inside. At some points you'll need to move the jar rack to position the next mirror, and the final mirror is included in the cobwebs - wave your torch to clean it. After reading the ancient tablet, proceed to the caves. Turn left at the junction and follow the route to the end. TombThe entrance of Nomarch is located in the Black Desert in the southern part of its border with Faiyam. Make your way through the grave until you come into a room containing a boat/boat. Make sure the two braziers have the near end down, then push the rack of the jar below the raised end to hold it in place and use it to reach the floor up the left side. (Nail it the other way first if you want some extra loot.) Break through cracked walls to find your way to the ancient bullet. Ancient mechanisms from the bullet, break the cracked wall to the right and follow the route, and turn forward left at the junction. Seth-Anat TombYou will either need a bow on the fire buff, or fire bomb for this one. Head into the middle of the Desheret desert and you can't miss it. Climb to the upper stage on the left hand side starting from the western end of the trench, and grab the stone block in the alcove when you reach the break in the beam and drag it out. Keep following the beam and drag the blocks as needed until you reach the mirror covered in the cobweb. Use your torch to clean it, then keep moving. Pull another block, and then cobweb another one, but it's an inaccessible one then use a fire bomb or flaming arrow to clear it, and continue its progress You reach the ancient tablet. Burn cobwebs from high mirrors on the bullet room wall in the ancient mechanism, then follow the beam to locate the mechanism. Amenemhat III's tomb is in the southwest corner of the Pyramid in Hauss Noam. Follow the route until you come into a large room with a couple of bamboo panels in the floor. Leave your torch on them to fire them, and then drop down inside and break the stone seal at the end of each hole. Now climb back up and head through the open door, and you'll come to a brightly lit area with a pond. It's crocodile-afflicted, of course, so deal with the opposition before going for a swim. Dive under the surface to find a submerged tunnel. Swim with it, and the bullet is finally underwater. Do not worry if you are running low on the air from this point as the interaction with the tablet will replenish your lungs. The tomb of DjoserDjoser's tomb is located on the northern side of the Stepping Pyramid in Saqara Noam. The path is very straightforward; Keep heading down the tunnel until you reach the room full of sacks. In the far right is a rack of jars that can be moved to get out. Follow the route down and around until you reach a junction; The route to the right is a dead end that involves some loot behind another jar of racks, and the route to the table continues to the left. When you reach the large dark room grab silica and other mixed loot, then use an animal pulse to explore the weak wall section. Break through it with your sword and you'll emerge in a tile route. Follow it round until you find more weak walls on your left; The bullet is behind the first one, and others contain some loot. Khafre's tomb is on the northern face of the Middle Pyramid in Giza. Keep following the path until you reach a small room that appears to be a dead end, then open the hidden hallway in the corner. Keep following the path down and around, and you'll eventually come to a room containing a boat/boat. To keep it in place, move the rack of jars below the raised end of the boat, then use it to reach the platform above. The bullet is straight ahead of the small room in the center of the large room, and had the big room contains plenty of loot. The tomb of Khufu Entrance is in the northern part of the Northern Pyramid in Giza. You'll need to travel twice to get the tablet and mechanism here: Tablet: When the path is divided, go to the left route and follow it until you reach a large ramp going upwards. Some loot by crawling through holes in the middle of the ramp, and the path to the tablet is through the hole at the top. When you reach the dead end in the high stack room with treasures, smash two stone seals at the far end to open a secret door. Head through, and the bullet will be just ahead of you. Ancient system if you have completed Hyena story mission you have already been like this. Head to the right through the narrow gap when dividing the path, follow it and drop the hole down, then keep going until you reach a cell containing a large mechanism. (Mummy and other mixed items in the room are related storylines, so you can't do anything with them at this point.) The tomb of MenkaureThe entrance to this one is in the northern part of the smallest pyramid in Giza, and you'll need to bow either at a fire bomb or fire. Follow the path until you reach a small room filled with treasures with a set of stairs in the middle. The room below is more loot, and the top of the door you entered through is another opening. At the end of this route you have a bamboo hatch that you will need to burn. Climb through the hole and the bullet will be straight forward. The tomb of SmenkhkareHead to the southern tip of haueris Nome, and the entrance is in an area full of pillars. Follow the route until you reach a pool of water. Dive down and swim through the tunnel further and you'll emerge into a room with multiple hanging platforms. Your goal is to reach the upper level further and to your right, but reaching unhelplessness is very high. Instead go to the far left corner of the room, and climb to the hanging stage. Once it hits the ground it runs quickly towards the platform that you picked up before hitting the ground, and has used it to reach the upper level. Repeat the process on the next set of platforms to reach the upper level, then head to find the tablet; Some bandits will be lying in waiting for you. The ancient mechanism behind the bullet is a long narrow opening. Squeeze through it, follow the route, and jump into the water beyond. Swim farther and climb ramps to explore the mechanism. The tomb of SneferuThe entrance is on the northern side of the smooth pyramid south of Saqara Noam. Follow the hallway, crawl through small holes, and keep walking. You will reach a shaft you can climb for some loot above you, or you can use the hidden door on your right to head toward the bullet. Jump over the water, climb up, and head through small holes to emerge in a room with some hanging platforms and running jar racks. Grab one of the rope reels from the stone platform where you enter the room, and leave it to the right on the hanging platform. When it hits the reel drop on the floor to keep it temporarily in place, then drag the jar rack over it and climb to the high hanging platform to reach the next room. Break jars that are blocking your way - there's a cobra in there so keep swinging your arms after breaking the jar! Climb onto the hanging stage to your right in the next room and break the large jar it contains, then step off to allow the second stage to fall. Grab the rope reels from it and move them to the next room and use them to weigh The lower stage - four should be enough. Climb the upper hanging platform to find the tablet. Need more help? Our Assassin's Creed Origins will take you through every step of the main story and discoveries, while we also have guides on how to grind out XP and Level, as well as explain how Assassin's Creed Origins sidequest works, crafting materials and acquiring animal objects, as well as completing solutions and walkthroughs of all assassin's Credigin tombs . silica, and ancient mechanisms. We also have a list of all papyrus puzzle locations, cursed and mythical weapons of origin and how they are acquired, and finally a detailed page of how to get finals, finals hunting and black hood outfits. The nomadic tomb entrance is located in the western inspiration of the isolated desert, between the Qattara Depression and the Black Desert. It is probably the smallest and easiest of all tombs. Once inside take the way to the right. Ignore all the warnings about the impending doom and follow the path up to a quiet pool; The bullet is submerged behind rotten wooden panels on the far side of the pool. The tomb of the cynic is in the northwest of Ueb Nom. Watch out for the Lions walking around the entrance and further inside. There is no puzzle to solve in this one - it is just a straightforward, although lion sufferer, run on the tablet. The first area has a pair of lionesses, so either kill them or make a run to the left for it in the tunnel, then head inside the front. The dimly lit cave further involves a lion, and the bullet is at the end of the route off to its left. The mountain of the Deadis mausoleum is located in Siwa, and is part of the sidequest Hideaway.As a cutsen will play automatically if you contact the quest marker. When it's finished entering the grave, and when you reach the dead end smash through the cracked wall to your left and head through into the next room. Smash the jar into the corner, and move the jar rack to get access to the room below. The Great Sphinx entrance to the final tomb is in the Sphinx, er, left hip, but only available after activating all other mechanisms and locating all 12 stone circles for the promise of bayak. Head inside until Bayek grumbles about it being a dead end, then crawls through the hole in the alcove in the corner. It's now really dark when you get out of the tunnel, and you'll be able to see a few feet in front of you even with just a torch. Turn right and walk to the wall, and then turn right and follow it until you reach a doorway. Head through, and interact with the map inside. The map will rise to reveal a door. Head through and activate the ultimate mechanism to earn Isu Armor legendary organization. Organization.

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