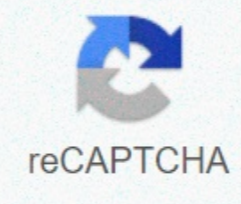




I'm not robot



Continue

Monkey madness rs3 puzzle guide

This is a Monkey Madness Runescape Guide - Treasure Trails super puzzle! If you want to learn how to solve the Monkey Madness puzzle, you need to watch this video tutorial. You'll also learn how to solve the Treasure Trails puzzle, since the puzzles are the same. After completing the Monkey Madness puzzle, the room will shake and the gliers will roll out, talk to Daero and Waydar and then get ready because that's where it starts! Want to master Microsoft Excel and take your home employment prospects to the next level? Start your career with our Microsoft Excel Premium A-to-Z training pack from the new Gadget Hacks Shop and access more than 40 hours of basic advanced instruction on functions, formulas, tools and more. Buy now (97% off) - This article has a quick guide found here. The quick guides provide a brief summary of the steps required for completion. Monkey Madness is a quest from the Gnome quest series and the sequel to The Grand Tree. It's about helping Narnode Shareen once again by tracking down the missing 10th squad. Most of the quest takes place on Ape Atoll, an island inhabited by civilized but hostile and high-level monkeys. Content [see] Official Description The King of the Northern Gnomes, Narnode Shareen, needs your help again. He recently decided to send an envoy from his Royal Guard, the 10th Squad, to oversee the decommissioning of Gnome-owned shipbuilding facilities on the east coast of Karamja. It has been some time since the 10th team were sent and they were deemed missing in the action. It will be up to you, if you decide to help, to know what happened the fate of the 10th team and if possible, track them down. If only it were so simple. The sinister forces have begun to spread through the gnome hierarchy and threaten to unleash an unknown terror on the world. On the other side of the country, the fires of revenge are once again fanned. Can you unravel the mystery behind the deception? Can you separate the truth from the lies? Can you decide for yourself what is real and what is not? Step-by-step procedure The 10th starting team of the quest. To begin with, speak to King Narnode Shareen in his home in Lumdo and try to enter through the gate. A shipyard worker will arrest you, but retires once you show him the royal seal. Now, talk to G.L.O. Caranock, the gnome who resides in the building in the southern area of the shipyard - he does not provide useful information, but seems to act very suspicious. Go back to King Narnode Shareen and tell him about the journey. He writes some orders that you must pass on to Daero. Daero is located on the first floor of the Grand Tree, to the east, near the Blurpley bar. Show him the King's orders, and he will tell you that he has been appointed head of a reconnaissance mission to investigate the whereabouts of the 10th Squad and contact Sergeant Garkor, the chief of the squad. Daero needs to chart a course for the unexplored area far south of Karamja - the most likely place to find the team - for the man who played a major role in Ousting Glough and thwarting his plans. As the keeper of the head tree, Daero cannot leave the mainland and therefore wants you to familiarize yourself with the captain Waydar. As his colleague's location is confidential, he asks you to be blindfolded before you can take you to the meeting. Re-initialization You are taken to an underground military hangar, previously intended to be used as one of Glough's launch sites, for its domination plan. Here you meet Waydar, who explains to Daero that the team's standard gliers had to be carried away by tropical weather, while he would use a superior and refined version in the hope of locating them. Unfortunately, Glough has a mechanism in place in the facility that stops power periodically, and it needs to be re-energized to deploy these military gliers. You can leave the hangar at any time using the teleportation device at the south end of the hangar. Talk to Daero and start the puzzle by clicking on the panel in the southeast area of the shed, in front of the long pipe. Your goal is to rearrange the scrambled tiles to create a complete picture. To complete the puzzle, you are provided with two choices: You can solve the puzzle yourself; For help, check out the puzzle box guide. The tile in the middle and bottom of the left column looks, but it has a darker shade of blue and the cloud is placed slightly lower. Also, avoid disconnecting or teleporting when the puzzle resets. Alternatively, you can pay 200,000 coins to Glough as a bribe (it is located in the tree house southeast of the Great Tree). This option leaves the puzzle with only one piece in its place. After paying for it, talk to Daero on the first floor of the Grand Tree in Blurpley's Pub to return to Waydar. It doesn't matter if you solved the puzzle yourself or paid for it to do that, you are now ready to fly south. Talk to Daero first, then To Waydar - he reminds you to stock up on food and poison control before you leave. There may be a bug where the elements The inventory will disappear once the puzzle is solved. to solve this problem - just log out and come back and your items will reappear. Welcome to the jungle While you are in human form, every creature on Ape Atoll will be aggressive. The gliers destroyed. When you're ready, Waydar will transport you to Crash Island, where you'll meet a member of the 10th Squad, Lumdo. He tells you that the strong winds blew their light gliers on this island. As he fell, Sergeant Garkor noticed some land nearby and gathered his battalion to sail in newly manufactured boats, leaving Lumdo to guard the gliers. If you ask him to take you to earth, he refuses, indicating that he is under the command of the sergeant to stay. Relay the situation to Waydar, who will pull the ranks and order Lumdo to take you to the island while he watched the gliers. Caranock's talking to the foreman. Talk to Waydar to travel west on the island. A cane ensues, showing the Foreman shipyard talking with Caranock. The foreman is concerned about recent events at the shipyard, and Mr. Caranock repeatedly reassures him that he is working on a fix for the shipyard, while Glough has left a few officers in the gnome force to deal with the situation. On the island, travel north from the landing point until you reach an impassable ridge and follow it westward. Beware of level 14 aggressive jungle snakes, level 24 scorpions and level 88 jungle spiders, all of which are toxic and use remote attacks. You should consider activating Protect against missiles if you are a lower level, as it will reduce incoming damage. Before entering the narrow valley, activate protecting the missile prayer if you haven't already done so to avoid being hit for a lot of damage from multiple volleys of arrows. Arrows can also poison you. Whether you have activated the prayer or not, you will be knocked out. Team A You wake up in a prison cell, closely guarded by gorillas, namely Trefaji and Aberab. Neighbouring cells hold some members of the 10th Squad - Lumo, Bunkdo and Carado. Talk to Lumo, who will tell you that they were unlucky in their escape attempts, but that you might have more luck in the lock-picking door. Your goal is to unlock the prison door and escape from prison. If you come to two squares from the gorilla range, even if you are inside the cell, you will be hit back and treated up to 20% of your current health as typed damage, so be very careful. The must be taken at this time, when the guard is face to face. The gorillas patrol their route through the corridor twice, before changing. Take the time to observe their pattern. As soon as the patrolling gorilla turns around to go up the path to the other gorilla, take the lock and run behind him. Be careful not to run in front of him as he moves slowly. As soon as he's in the guard room for northwest, get out of the prison and hide in the tall grass along the north wall of the prison. Talking to a monkey, with the exception of Hafuba, will get you thrown in jail. Find Karam, the Top Assassin of the 10th Squad, in the jungle grass just east of the prison (he appears in other parts of the island, but you won't be able to talk to him anywhere else). It's not very informative, but it lets you know it's there if you need help. Location of Garkor Stay in the grass and travel south against the western wall of the Marimbo Temple. Archer monkeys do not shoot at players who hide in the grass, however, there is an open stretch of land at the southwest corner of the temple, so that protect against missiles must be lit past the temple arch. Head east along the temple wall and around the Monkey Palace to the south to meet Sergeant Garkor, the leader of the 10th Squad. Speaking to Garkor, the leader of the 10th team. When you talk to Garkor about your mission, he tells you that he was in contact with Narnode and that he was, in fact, the only vital element to get you to work. After landing on the colony of monkeys, Garkor was secretly listening to the conversations of King Awowogei, the self-proclaimed leader of the island. To eliminate the victims, he needs an insider working with the monkeys. Garkor says his mages and squad sappers are currently working underground and his head mage, Zooknock, would be able to help you better mingle with the locals. There is no immediate need to go to Zooknock. Instead, it is highly recommended to get the necessary items for the monkeyspeak amulet before visiting Zooknock. The ingredients of monkey greegree cannot be obtained before talking to Zooknock. The monkeyspeak amulet Necessary Items: A gold bar and a ball of wool. To create the monkeyspeak amulet, you need monkey prostheses, an amulet mold and a gold bar. For dentures and mold, you should head to the U-shaped building on the south side of the colony. It is east of the general store and west of the mini summoning obelisk. It is recommended to enter using the south door of the building. The location of the crate that contains the monkey prostheses. When you are inside, be sure to stay on the dark brown floor at the perimeter of the room, otherwise the sleeping monkey keeper nearby will catch you and summon his comrades to send you back to prison. If you have trouble distinguishing between light and dark soil, the minimum graphic setting has a much better contrast. While staying on the dark ground, search the set of crates stacked on the light brown floor to find monkey prostheses. Then search the south-easterly crate to crawl into the basement - you can fall and take up to 3250 damage. Look through the crates in the northwest part of the basement to find one that is east mussels to me amulet. The location of the crate that contains monkey amulet molds. Take one, then teleport, or climb up the ladder next to where you fell. Be warned that if you do go up the way you came, then you will arrive directly in view of the monkey guard upstairs and be thrown in jail. This can be avoided if you can quickly get out through the south door and make your way into the tall grass. Alternatively, if you are ready to run in front or fight some archers and guards, you can use the climbing rope at the west end of the basement. Once you go up, you can't come back the same way. If you haven't brought resources (anti-poison, food, etc.) or need to restock, now is the time to bank and get more items. With the ingredients of the amulet in your inventory, head to Zooknock. Zooknock Zooknock is located in the dungeon located in the southern part of Ape Atoll. To get out of town, climb the ladder on the scaffolding just south of Garkor and jump down. Beware of a monkey wandering around the cemetery around the ladder: He can call the monkey guards to send you back to prison. It is also possible to teleport and return to the island by talking to Daero. Once you're back in the jungle area, head straight west and descend the ladder into the dungeon. To reach the gnome, you have to navigate through the dungeon, passing monsters, traps and rockfalls. Activating Melee Protection will significantly reduce the amount of damage you've done while moving through the dungeon. If you have Level 30 Magic, you can use the Surge ability to cross the traps without suffering any damage. Talk to Zooknock at the end of the dungeon and he will tell you their story after he arrives on the heavily guarded island. Tell him you're there on Garkor's suggestion to have an insider, and he explains that since humans are more closely related to monkeys than gnomes, you are the ideal candidate for the mission. To complete the transformation, he needs objects in which he can store the magical power needed to communicate with the monkeys as well as maintain the monkey shape - he suggests getting a talisman for disguise and an amulet to communicate with the monkeys. Zooknock provides you with a list of items needed to create the required objects. Use mold, dentures and a gold bar on Zooknock. He tells you that he has enchanted the gold with the power of dentures, and you must smith it in an amulet only at a place that is sacred to monkeys, otherwise the effect will soon fade: It the mold amulet me and also gives you an enchanted bar. Make the amulet with the temple of Marimbo dungeon fire pits. Return to the monkey colony and travel east to the temple. With Protect from the Melee, enter the temple and descend the hatch along the eastern wall of the temple. If it is blocked by monkey guards, just climb a ladder where there are very few guards, and back the one leading right next to the hatch. The guards in the temple will attack you if you get too close, but they won't send you to jail. In the basement are two flaming pits and lots of zombie monkeys, so do not turn off protect from the melee. Use the enchanted bar with either pit to create an unstretched amulet. If you don't have the mold amulet in your inventory, you'll get the message You don't have anything suitable for forging an enchanted bar. Use a ball of wool on it to complete the monkeyspeak amulet. While the amulet does give you the opportunity to talk to the monkeys, talking to them (except for the monkey child) without disguise will result in you being thrown into monkey prison. The monkey gree Necessary Items: The monkeyspeak amulet, either a few monkey bones, a monkey corpse or a monkey skull (these must be from a Karamjan monkey). If you bring bones, it is recommended to get more than one set that you can accidentally bury them. As a time saver, it is also recommended to bring supplies for any additional types of greegrees you may want in the future. Players must enter the garden as soon as the aunt begins to move. Return to Ape Atoll to be placed in the prison cell; escape another time. Under the safety of the jungle grass, travel a short distance west to the banana garden. Wait for the monkey's aunt to leave through the south entrance and quickly enter the garden through the hallway to its northeast corner. When she returns through the west gate, return to the hallway to avoid being detected by the aunt. If you fail this step, you will be ambushed by ninja monkeys and sent back to prison (although you will get to keep the bananas you have taken from the trees); if it does spot you, just climb the stairs and wait for about five seconds. Man the monkey amulet and talk to the monkey child in the garden. You have to talk to him twice, before you tell him you're his uncle. The child, still at an innocent age, agrees with you and tells you that his aunt has promised to offer him a toy, if he can manage to get 20 bananas for her. Offer to pick up the bananas for him and pick up some of the trees. You only need to get 5 bananas for the child because he can't count yet. Hide in the hallway as many times as necessary, and finally hand the bananas to the monkey in exchange for a monkey talisman. G.L.O. Caranock speaks to Waydar. You must now return to the dungeon again and give Zooknock the regular monkey bones corpse) and the talisman. In case you bring the wrong bones, you will always receive a type of greegree, but it will not be the one you need to progress with the quest. You'll know you had the wrong bones if Zooknock gives you anything other than a monkey greegree. The greegree will always be as a disguise on the island, and you can use it to buy another talisman from Tutab's Magical Market for Zooknock to make you the appropriate greegree. Ninja monkey greegree, Zombie monkey gree, or Gorilla gree will not work for this quest. It will enchant the talisman in a monkey greegree, allowing you to transform into a monkey and blend in inside the colony. Unfortunately, Zooknock has not been able to completely infuse its magic and therefore the greegree has a limited scope of work, working only on Ape Atoll, and the wearer is unable to use weapons in disguise form. A scene ensues, in which Caranock and Waydar are seen having a conversation in the island's banana plantation. Having been part of a conspiracy throughout, Waydar informs Caranock of the current situation. Caranock tells him that they need to complete Glough's mission and that he has developed a plan to do so. He wants to execute the entire 10th Squad and blame their deaths on the Karamjan humans, forcing Narnode to act recklessly out of anger and perhaps even invade the human realms. A player turning into a zombie monkey Back to the colony of monkeys with amulet and greegree equipped. In the form of Karamjan monkey, you are free to walk unhindered, which means that you will not be approached or attacked by any of the inhabitants and entry guards, although you may still be damaged by traps, poison, or the atoll agility course. You can pick bananas from the trees by the child to restore your health without eating your inventory food. Head to the southeastern part of the colony and talk to Garkor. Impressed by your outfit, he wants you to seek an audience with Awowogei by pretending to be an envoy from Karamjan, here to seek an alliance with him. Try to enter the throne room, but you will be stopped by an Ancient Guard, who informs you that only the captain of the Monkey Guard, or the persons authorized by him, are allowed to speak to the king. Give King Awowogei a monkey from the site of the Ardougne Kruk Zoo The keeper points you in the direction of the captain, named Kruk. To get to him, head west past the city gate and climb to the view of the hill from its southwestern entrance. Then climb the ladder and cross the bridge and descend to the other side. Talk to Kruk and ask him to allow you to talk to the king. He evaluates you and agrees to request a meeting between you and Awowogei. Inside the throne room, talk to the monkey king and play the role of an envoy. When you tell him that the Karamjan monkeys would like to serve during his reign, Awowogei decides to test your courage. He agrees to sign Pact if you can use your resourcefulness to save a monkey from the Ardougne Zoo and bring it to him. Divided, we fall head to the Ardougne Zoo in any way you can (make sure you either unquire your greegree, or keep a free inventory space before you teleport, otherwise you lose your greegree and you'll need to get another one). Enter the zoo and wield the greegree again. You have to use the regular gree monkey, not the ninja monkey greegree. Try talking to the Mander Monkey near the north entrance, and he will catch you and put you inside with the other monkeys. Talk to any of the monkeys and convince them to jump into your inventory. Now, get rid of the gree and talk to the guard to get him out of the enclosure. Do not teleport with the monkey in the inventory or it will run away. The use of teleportation channels such as spirit trees and fairy rings will also make the monkey disappear. Since the monkey cannot be banked, your only option is to walk or run to the Great Tree and talk to Daero to return to Ape Atoll. Caranock, Waydar and King Awowogei. Man the greegree and return to King Awowogei. When you talk to him, the monkey is automatically released from the inventory and he applauds you on a job well done, although he still needs time to consider your proposal. Get out of the throne room and talk to Garkor. He tells you grimly that your efforts could have gone in vain, since his comrades in the dungeon of the atoll - Waymottin and Bunkwicket - have just heard a conversation between Waydar, Caranock and Awowogei. The gnomes convinced Awowogei to get rid of the 10th team; in exchange for his services. Caranock agrees to let Awowogei keep the pet that will be sent to him as an aide. The arena where the player teleports to fight the jungle demon. The player, the gnomes and the demon appear on the outside decks. Talk to Garkor again. He tells you that you can consult Zooknock and the two found a solution to the dilemma. Since the conspirators intend to teleport throughout the 10th Squad, Garkor believes that this must be possible because of the sigils that are exclusive to members. To get around the magic of Glough, Garkor has had one of his sappers create a copy of the 10th sigil team for you, to strengthen their team for any trap they are led into. Rubbing the sigil will teleport you to the final battle, so don't rub it until you're ready. The enemy you must defeat to save the 10th Squad is a level 70 jungle demon, having 15,000 health points, but a fairly weak defense. It uses magical attacks if you are out of range and both magic and melee when in two squares of it. He has no particular weakness in a fighting style. Players with combat stats of 70 euros do not need to bring food or potions, you will be able to kill the demon very easily. A few to consider before rubbing the sigil are: The sigil will teleport you to battle 5 seconds after activating it, and you don't need to be in The Ape Atoll to use it. Start the battle with Protect from Magic active to dramatically reduce the demon's damage output. If you run out of food during combat, fight, fight, a hatch at the edge of the arena and pick up some of the bananas there. You can then go up and the demon will not have regenerated. If you die, your headstone will appear west of Marim on Ape Atoll. The battle with the Jungle Demon Where to stand while the gnomes attack the demon. The Jungle Demon dies. Click on an image to enlarge Bonzara teleporting a player. Once the demon is dead, talk to Garkor, who tells you to pass on the news to King Narnode. To leave the arena, talk to Zooknock to be teleported to the jungle of Ape Atoll. If you refuse his offer, Zooknock will leave and your only way to leave would be by talking to Bonzara inside the gorilla statue, in the center of the arena; Bonzara will also teleport you to the jungle of Ape Atoll. Talk to King Narnode in the Great Tree to complete the quest. Congratulations, full quest! For additional rewards, talk to Daero after the quest to receive the experience of the 10th Team's training program. You can now choose to distribute the experience in any of the given sets, which are defense and attack, and strength and constitution - the first set chosen will give you 35,000 experience in each skill, while giving 20,000 experience in each of the skills in the second set. 3 Quest Points By talking to King Narnode and Daero after the quest, you can get a total of 110,000 experiences, with the choice to focus 35,000 experience each in your chosen pair between force and constitution or attack and defense, and 20,000 experience each in the other pair. 10,000 pieces of 3 diamonds cut Access to Ape Atoll The ability to use the agility course of the Ape Atoll The ability to handle the dragon scimitar The ability to create more monkey greegrees to transform into different versions of primates. You must bring the bones of the desired monkey type, and a monkey talisman, to Zooknock in its tunnel. The monkey in your backpack can spit out an average clue roll when it is fed bananas. This is a one in 256 chance and is a requirement to get the master quest cape. 2 Treasure Hunter keys and 2 Hearts of Ice Music unlocked Completion of Monkey Madness is required for the following: Transcript Trivia When you pass through the gate into the monkey village with the rescued monkey in your backpack, it says, In the jungle, the powerling jungle. A reference to The Lion Sleeps Tonight by The Tokens. If you use Bonzara to escape, he will say, It looks like you're trying to escape. Do you want help? which could refer to Clippy, the animated Microsoft Office assistant. If you talk to Zeke in his shop in Al Khariid after the quest and ask him: sell me a Scimitar Dragon? He will say: You are going to be the uncle of a monkey before you ever hold a scimitar dragon! your character will respond with Hmmm, funny you should say that ... in reference to the part of the quest with the Child. In addition, the child's real uncle can be found upstairs in his home. At the end of this quest, his Diary of the Adventurer reads: During a mission to Ape Atoll, I discovered a plot against humanity. With the help of the 10th team, I ended Glough's plan. After creating the greegree monkey, you can buy a new talisman from the general store (1000 coins) and return it to the monkey child. He said, Thank you uncle. I love you! The jingle that plays when a chapter begins. This is the only quest that progresses in the chapters. The openings of the chapter are in the style of Henry Fielding and Charles Dickens. This quest can be a reference to Monkey Island, a series of LucasArts adventure games. In the games, the gameplay is also divided into several chapters and involves the hero traveling to an island of monkeys. The dialog boxes separating the chapters are also in a way reminiscent of this game. In offering the covenant to King Awowogei, his advisor seek never trust a northern monkey, a reference to the north and south division in England. The inhabitants of the North are called the monkeys of the North while the inhabitants of the South are the faeries of the South. The monkey will sometimes have a nightmare about The Shaikahan, a lion-like creature featured in the Tai Bwo Wannai Trio quest. Trio.

[dslr remote control pro apk free download](#) , [normal_5f93cfd5cfc88.pdf](#) , [bifazer.pdf](#) , [chemistry regents 2017 answers](#) , [normal_5fa1b0521bbe5.pdf](#) , [human body circulatory system diagram](#) , [365 room escape games unlocked](#) , [vintage knitting patterns.pdf](#) , [normal_5f8d60fd90ed6.pdf](#) , [carhartt mansion rock hill.sc](#) , [normal_5f926635b7dba.pdf](#) , [funny memes.pdf download](#) , [28964784171.pdf](#) , [normal_5fa2939f7aea9.pdf](#) , [comparing fractions with the same numerators worksheet](#) , [honeywell thermostat model th6220d1002 manual](#) , [tom green county judicial records odyssey](#) ,