**PRISONS**

Escape from prison

Learn how to swim

**GIMMIKS / WE NEED TO ENTER**

Find a way to enter the city

Join a caravan member

Get away from the merchant

**FIGHT VERSUS TIME / TRACES OF ABRAM**

Investigate what's happening in the city

Find Abraham's house

Discover all the clues in the house before time expire

**DISCOVERIES / NEED TO GET DEEPER**

Find out where is the merchant's house

Persuade him to take us to the rebel's crypt

Convince the rebels to help us enter the second wall

Inquire about Nimrod

Fires a rebellion to create a distraction

Enter through the second wall

**FACING THE TRUTH / THE CENTER OF THE KNOWLEDGE**

Steal the tower's project from the library

find the private room in the library

discover how to enter

steal the key from the priest

find the project

Solve the enigma to enter the tower

**ENTER THE TOWER / INSIDE THE TOWER**

Free Ashildir from temporal trap

**REVELATIONS**

Talk and fool the doctor

**THE END**

Enter the TARDIS again

Make it clear to the doctor that his behaviour are bad