

Chapter 1 : Revenge of the Past by Narielle Living

Revenge of the Past is the twelfth and final episode in Season 2 of Best Friends Whenever. It aired on December 11, to million viewers. Shelby gets trapped in the 16th century after trying to save Daisy from marriage, so the friends join forces to help rescue her.

The Revenge of the Witch is rated 4. Rated 5 out of 5 by Taintedfury from Echoes of the Past: Well done Big Fish: No sparkles in advanced mode. Lots of puzzles and an excellent story line!! The artwork is very breathtaking, the storyline interesting and immersive, the puzzles are challenging; unique; and loads of fun, and the sound effects are startlingly realistic and set a good ambiance for the game. The objectives are straightforward and are in no way confusing in any part of the game. You never find yourself wandering around not knowing what is next. The music gets to be a bit repetitive, but most HoG games have that problem so that is nothing that detracts from the game but is the only complaint I have about this game. Each successive EOTP game I have played has kept the game series progressively interesting, fun, and leaves me looking for the next title in the series. I never tire of this series of games at all and I hope BFG keeps them coming. I recommend this game and all games in this series to anyone. You will be very glad you dove in and played them all. The graphics are amazing. The music soothing and totally appropriate for this game. The hints button regenerates amazingly quickly and is SO helpful. The HOGs are not difficult, the items easily found and not small or hidden, although there are interactive areas in the game where you will have to dig a little. This is a great game and I would recommend it for beginners on up. This glam-ma says at least try the Free Trial. This is perhaps the best of the Echoes games so far -- very long, engrossing, challenging but without being impossible. Although a pattern quickly emerges about the overall nature of your main tasks, each segment also contains abundant variety in the puzzles themselves and how you must solve them. As always, stunning graphics and great sound effects. My only quibbles are 1 that many of the puzzles esp. But relating the two by seeding clues would add a even more satisfying depth to what is already a great game. Overall, however, this is an extremely satisfying game to play and well worth your money and time. All the echoes of the past are worth buying. Keep up the good work. The CE has the bonus chapter. I love this game. Never to be disappointed, it was a lot of fun to play and I always look forward to the next EOP to come out. The graphics and artwork were great. The music was nice throughout the game. Thanks again for another wonderful game to play. Could have used a map to get around more quickly. Provided many interesting scenes that needed to be revisited. A good variety of characters.

The Revenge of the Past and millions of other books are available for Amazon Kindle. Learn more Enter your mobile number or email address below and we'll send you a link to download the free Kindle App.

What can I say? I have a thing for handsome smart guys. Daisy kisses Barry Shelby: It is exactly how I imagined it happening. Then why is my heart exploding? You are my favorite weirdo. But you must come visit. And when you do, bring all the snack cakes you can carry. As you wish, your majesty. Cyd , Shelby, and Naldo hug. Cyd switches places with Shelby. Cyd, Shelby, Naldo and Barry time jump back to the present Shelby: Did you have any idea we were THAT inspiring? Yes, but how did it happen? Was it proximity to the rift? I have to figure this out. Shelby nods in agreement Naldo: Man there are so many places I wanna go. I wanna see gladiators and cowboys and knights- Shelby: Before we do anymore time jumping I should probably check with my girlfriend. Shelby and Cyd give Barry annoyed looks Barry: Why do you think the time rift opened up for Daisy in the first place? Maybe, our power is bigger than us. Does that mean we have to start using it responsibly? We just saved an entire kingdom, I think we deserve a little fun. Barry, where do you wanna go? Naldo, where do YOU wanna go? Bring it in guys. Everyone prepares to time jump Cyd: Oh it took me an hour to get into this thing. Everyone hugs and time jumps. Brett and Chet are looking through a window Bret: Did you see that?! Shelby, Cyd, Barry and Naldo hug each other and disappear leaving nothing but tachyons behind? Bret and Chet walk away Trivia This is a one-hour special or two-parter. This is also the season two finale and series finale. This is the lowest viewed episode of the entire channel. When shown separately, there is an extra scene in part 2 when directly after Shelby is taken, a shaken Cyd suggests that she and Shelby use their powers to follow Sebastian, leading her to conclude that she relies too much on Shelby, whereupon the credits begin. Also, the scene where Cyd wears the blonde wig was omitted. However, she did it to protect and hide Daisy from Sebastian. Daisy has Sebastian thrown into the dungeon for treason. Barry and Daisy become boyfriend and girlfriend in this episode. Cyd and Naldo have also been hinted to express interest in each other. In this episode, Naldo and Barry finally obtained the ability to time travel. Bret and Chet were close to figuring out Cyd and Shelby were time travelers. However, the twins ignored the obvious clues to Cyd and Shelby time-traveling: And at the end of the episode, Bret and Chet witnessed Cyd, Shelby, Barry, and Naldo time jump, and simply ignored it.

Ronald Suny's basic argument in The Revenge of the Past is that, at the same time that it attempted to build a unified nation that superseded individual nationalisms, the Soviet central government actually engendered the creation of nationalistic sentiments and attachments.

The 4th in the Echoes of the Past series with Orneon consistently providing excellence, improved quality and ever more creative puzzles. Not to mention the story is interesting! Yes, a fluid plot that brings the game playing into focus. Players are comfortable with searching for an item and how did it get there. Object, clothing style, back drop are all time appropriate to the story. Developers cut no corners whatsoever! This is just one of the many superior older games as the vast majority of newer releases are the same old same old boring, cookie cutter games. This game is fun and has detours that make you go "uhhh? The game has a lot of puzzles, which i prefer, that are fun but not head scratching so as to make the game annoying. I liked the game and will probably play it again, as there is so much to do. There are also some interesting bonus features. I loved the atmosphere, and the familiarity of the music used in all their games. Play to find out why The witch is back - again. This is the fourth in the series and the storyline is a bit different this time. The music is the same which is fine because it is unobtrusive and "comforting" to have the known. The graphics are just as great. The creators have taken great care and have given depth, dimension, texture and fine detail to the scenes. Some of the HO scenes are a bit faded but still eminently doable. I bought the CE edition for the extra game playiing and was not disappointed. There are lots of different kinds of puzzles throughout the game and the extras. I did get tired of the "lights" but pushed through. The extras had another series of games with repeat similarities. The mini games ranged from easy to fairly challenging. The story was OK but probably the weakest of the series. There is a bit of toing and froing, which sometimes leaves you trying to remember where you saw that puzzle or item. All in all very enjoyable. This is my idea of an excellent game; great puzzles with very little, clear HOs. Even the HOs were interesting, better than usual. I play the games for the fun and challenging factor. And this is my kind of game! Good length, puzzles got progressively harder, good back and forth between scenes. This was all three. As usual, some games were slightly repetitive. Used it sometimes, when I was too lazy to try out all my options. I like games in which I move around a lot - this was one of them. And I liked the HOS - not too obscure. Will buy another Echoes of the Past game, when they bring it out. Been working on it for 3 days now! Really enjoy that in a game! Havent had that since Return to Ravenhurst! My all time fav!

Chapter 4 : "Best Friends Whenever" Revenge of the Past (TV Episode) - IMDb

After Shelby gets trapped in the 16th Century, the gang has to work together to rescue her.

It is in the upper right of the screen. Though it does require some time to recharge, you can use it unlimited times. Sometimes a fresh start is all you need to get a puzzle right. Also, if a puzzle is taking too long for you, a Skip button will eventually appear. This will allow you to move on. Your Journal is a very important tool on your journey. Your Inventory Bar is where all your collected objects go. Click on it at the top of your screen to bring it down to explore. The Knight and the Dogs Welcome to the game! The first item you need to collect is the Magic Staff. You can find it laying on the ground. Through the game you will be collecting Magic Gems that will be stored in it. Now, go ahead and scare off the bird on the left, then collect the Dagger. Move ahead to the next screen. This will remove the Plate with Sword off so you can collect it. There is a box on the tipped over cart. Use the Plate with Sword on it and trigger a puzzle. This is the solution: Go to the Knight and use the Magic Powder on him. Collect your first Magic Gem before moving on. Pick up the Origami Figure and Dry Brush. Now go back to the forest screen. There is a tree with a hole in it. If you look closely, you can use the Dry Brush on the sap in the hole and create the Brush with Glue. Now travel back to the gate and look at the ground for the debris. Zoom in and collect the broken bits. You can use all of these pieces, along with the Brush with Glue to fix the Bas-Relief. Now place it into the locking slot of the gate and start another puzzle. This is the answer: When you are there, head to the left. There is a hidden object puzzle on the desk. Collect all the objects to receive the Cupboard Key. Now you can click on the mess on the floor to find Kindling and another Scroll. Use this key on the cupboard to open the lock and start another puzzle. Place the items where they belong and you will be rewarded with the Empty Oil Can. Now take a look at the painting with the gentleman in the red hat. Collect the Tiny Skeleton Arm from it. You can now leave back to the last area. Here you can use the Empty Oil Can on the hanging lamp. This will collect oil and create the Full Oil Can. You can now leave this area and head back to the main gate. The Kindling can be used on the torch. This will create the Burning Kindling. Now go to your left and through the back to get to an aquarium area. Now you can see! Root through the junk on the floor to find and collect the Crown, then the edge of the table to find a Lens, and lastly there is a Scalpel hidden in the leather case on the rightmost table. Now go back to the apothecary room. The Scalpel can be used on the ropes around the left most box. When it opens you can collect the Tiny Skeleton Leg. Now it is time to head back to the main gate. Here you place the Crown in the slot right over the shield. This will let you collect the Storeroom Key. Head back to the aquarium room now. There is a locked door on the left where you can use the Storeroom Key and go into the next area. There is a note inside the paper rabbit, too. Now go back to the gate. If you take a closer look at the tower with the ladder, you can use the Hook to remove the gold necklace from the skeleton. Now you can collect the Tiny Skull. Return to the chest you placed the bones in before and add the Tiny Skull. You can now collect the Tweezers from inside. Now go back to the aquarium room and use the Tweezers on the aquarium in the lower right corner. You will collect the Aquarium Handle. You can use this on the leftmost aquarium to start a puzzle. Try to get all the creatures to eat the poisonous seaweed by moving them to the right of the tank. You will collect the Plate with Dog Paw when you are finished. There is a box between the rear archway and the desk that you will want to put the Plate with Dog Paw into. This will start another crystal puzzle. Here is the answer: Go out to the courtyard. You can use the Magic Power on the dog creatures to return them to their true forms. Talk to the Doctor and collect the Magic Gem. The Archway and the Fire Here in the courtyard you will want to collect the Gunpowder Barrel from the broken carriage and use the Scalpel on the leather strap. This will give you the Leather Harness. Go to the right of the puppies to the stairs. There is Metal Lock Part for you to collect on the left and middle of the staircase. The leftmost stone lion will move if you click on it. Inside is the Shield Part. Now go back and past the puppies to the left this time. There is a hidden object puzzle over the second caravan. Collect the objects and you will be given the Wooden Quartrefoil. Now pull back and look at the base of the clock tower. First, collect all the boards. Then collect all the nails. There is a slot in the door to use the Wooden Quartrefoil in. This will start another puzzle. Place the plates into the correct spots by matching them

with the ones above. When you are finished with the puzzle, you can go through the now open doors. You can move ahead onto the the next screen after that and collect the Scroll from the left. Inside the seat there is a Plate with Fish Eggs to collect. Now go back the way you came and go left instead. Knock down the painting on the left. There is a code underneath. Now collect the Fountain Part and make your way back to the apothecary room. There is a hidden object area over the desk. Collect the items and you will receive the Letter N. Back in the storeroom, there in a gold case on the right. You can use the Plate with Fish Eggs on it and start a puzzle. Click on the tiles in this order: Once the puzzle is finished, you will be given the Scroll, Hammer, and the Fountain Part 2.

Chapter 5 : Echoes of the Past: The Revenge of the Witch - Hidden Object games on www.nxgvision.com

The Revenge of the Past: Nationalism, Revolution, and the Collapse of the Soviet Union by Ronald Grigor Suny starting at \$ The *Revenge of the Past: Nationalism, Revolution, and the Collapse of the Soviet Union* has 2 available editions to buy at Alibris.

Echoes of the Past: The witch has come back to take revenge and has cast a spell over the kingdom of Orion. There are three gameplay modes, a Journal, the graphics are crisp, the sound is nice, the voice overs fit the characters and there are well-made cutscenes. These include a bonus chapter, extra mini-games and an integrated strategy guide. Download Echoes of the Past: This game has 5 chapters, with story or task scenes, hidden object scenes and mini-games. In story scenes you collect items to use in tasks now or store in the Inventory for later. The Inventory panel is displayed across the top of the screen. Items stay in the Inventory until no longer needed. If the panel is not displayed when you need it, move your cursor across the top of the screen to activate it. Click the padlock at the bottom right of the panel to lock it in displayed position. In chapter 1 you collect a Magic Staff, which has 10 gems around its handle, that you need to find as you move through the game. The Magic Book at the top left of the screen has updates to the story and important clues that you collect along the way. Look at this book often. Completing a task in a story scene triggers a hidden object scene. Items to find are listed across the top of the screen. Items in red text need another step to find them. The number of items left to find for that scene is shown. Completing a hidden object scene earns extra inventory items. Hints are available on story and hidden object screens. Click the Hint button at the top right of the screen. Hints are unlimited, but you may need to wait for the button to recharge. In mini-games, click Restart at the top of the screen to begin again or click Skip to skip that game. You may need to wait for the Skip button to recharge. Click the Question Mark at the top right of the screen for instructions. Hidden object scenes and mini-games are random. You may need to revisit a location to find all the objects there.

Chapter 6 : www.nxgvision.com | The Revenge of the Past | | Ronald Grigor Suny | Boeken

"Revenge of the Past" is the thirtieth episode of *Best Friends Whenever*. It aired on December 11, It is the final episode of the series. After Shelby gets trapped in the 16th Century, the gang has to work together to rescue her.

Chapter 7 : Echoes of the Past: The Revenge of the Witch > iPad, iPhone, Android, Mac & PC Game | Big

Save the kingdom of Orion in *Echoes of the Past: The Revenge of the Witch!* Once again black powers have seized the land and this time the witch is more determined than ever to take her revenge on you.

Chapter 8 : Echoes of the Past - The Revenge of the Witch Walkthrough - GameHouse

The Revenge of the Past: Nationalism, Revolution, and the Collapse of the Soviet Union / Edition 1 This timely work shows how and why the dramatic collapse of the Soviet Union was caused in large part by nationalism.

Chapter 9 : Revenge of the Past | Best Friends Whenever Wiki | FANDOM powered by Wikia

"This is a brilliant tour-de-force analysis of the history of ethnopolitics in the tsarist and Soviet empires. Students and scholars alike will welcome the succinct outline of state policies, social processes, and focal events forming the identities of groups and nations.