

# The Longest Journey



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# WALKTHROUGH

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It is always possible to double-click on the background and the icons to run.

Every time the explanation tells you to talk to a character, try all available questions. It is possible to cut dialogue by pushing Esc, but remember that you will miss important information about the story and hints about how you could solve puzzles.

**Always remember to make new save games regularly, in case you forget something and have to go back.**

## A LION IS IN THE STREETS

Pick up the [scale](#) from the dragon's nest, to the left of the Dying Tree.

Pick up the small Branch from the front of the Dying Tree. Talk to the tree, then go right to the Mountain Stream. Combine the items [branch](#) and [scale](#), and use the result on the [stream](#).

The Tree should now get watered and will pick up the [egg](#) - after you talk to it a second time...

## PENUMBRA

Pick up the [diary](#) (it gives you access to the [save game](#) option) from the table. Open the Closet and pick up the [toy monkey](#). Examine the monkey's [eye](#) and pluck it out for later use.

Leave April's Room, talk to Zack and walk downstairs into the Common Room, where you find Fiona.



Examine the Notice Board on the far right wall, pick up the [pink note](#) (then you also get the [push pin](#)), read [note](#) and give the note to Fiona.

She will give you the [gold ring](#). Ask her a few questions and go outside - but first, pick up the [matches](#) from the table.

Outside, to the far left, there is a broken Water-Pump ([machine](#)).

Use [gold ring](#) to connect the loose electrical wires (upper right), then adjust the dials (lower right) until they all lie in parallel alignment (horizontal). It is possible to do this by experimenting and finding the pattern in the puzzle. However, the puzzle is completed in this way from the starting position:

Push left handle 2 times until the red line have moved two positions to the right, push the right handle 2 times, push the left handle 1 time,

push the right handle 3 times, push the left handle 1 time, and the right handle 1 time. Click on the gas valve (left). Then yank the pump-wheel to get water flowing, remove the **clamps**, also take the **gold ring** back. Go to Cortez on the bench. Talk to him (you are forced to), then Exit right.

Head for the Academy through the Park. Enter Academy, pick up the **broken rubber glove** from the waste-basket. Go upstairs and paint by using **palette** (on table). Talk to Emma, then leave Academy and head for the Fringe Cafe.



Enter the cafe, get **candy** from the jar in the bar, go further into cafe, grab a piece of **bread** from the table, then talk to the boss Stanley. Pick out the **time sheet** from your **diary**, and give it to him. He transfers money onto your **cash card**. Stanley asks you to work, say yes or no. Before leaving cafe, don't forget to pick up a **free ticket** from the poster in the far right corner.

(Examine the Ticket up close to find the address to Roma Gallery.)

Go to Subway Station. Look at the gene scanner and use **cash card** to get through the subway gates. Enter the Subway Train. Inside the train, the overhead **subway map** is a menu that gives fast access to a growing list of locations (as you find more of them). Make sure to **save** the game at this point, plus every time a new location is added to the **subway map**.

Select destination Roma Gallery; go there. Inside, talk to Cortez until he gets up and leaves.

Now go back to cafe and report for work, **or** go and talk to Fiona at the apartment. There are two alternate FMV sequences, depending on where you choose to go.... Chapter 1 ends.

## THROUGH THE MIRROR

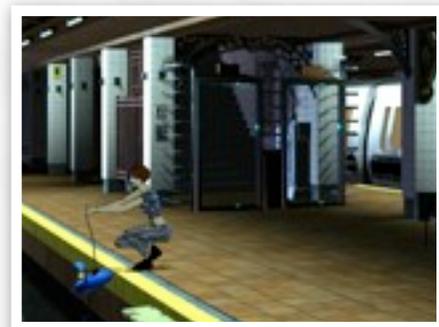
In April's Room, open **window** and look out. Loosen the **clothesline**. Throw the **bread** on the floating **rubber ducky**. When the bird lands on the grill, the **rubber ducky** will start to float away. Use the **chains** (right) to haul up the loose **clothesline**.

Talk to the landlady Fiona in the Common Room - she will tell you where to find more info about Cortez. Following Fiona's clue, go upstairs and knock on Zack's Door (left). Zack tells you where to find Cortez (the Mercury Theater), but asks for a date in return.

Head back to the outside of the Fringe Cafe and pick up the **deflated rubber ducky** from the water. Now go to the Subway Station... To the

far left, examine (important) the [key](#) that lies on the subway track (far left).

This is a good place to save, because the following operation is somewhat complicated. If you fail you will have to restore a previous Save Game. Examine the [rubber ducky](#), pick away the [band-aid](#) from it, then do this as quickly as you can:



Combine items [clamps](#), [rubber ducky](#) (use "mouth" command to blow up the deflated ducky) and [clothesline](#) into one new item. Then immediately use the combined items to get up the [key](#) from the track. Step on the train, head for the Metro Circle, and go

right until you arrive at the outside of Mercury Theater.

Move the [garbage can](#), and find [green ooze](#) below it. Use [candy](#) on [green ooze](#), and you'll get [sticky candy](#). Talk to the plainclothes cop until he tells you that he wants something sweet. Give [sticky candy](#) to him. He gets sick, spits on Freddie Melon and runs away. Run after him and pick up the [fedora \(hat\)](#) he left behind. Return to theater, open the [fuse box](#) with [key](#), use [rubber glove](#) (repaired with [band aid](#)) to connect loose wires. This will shut down the Marquee lights above the cinema, and Freddie Melon opens the Exit to the Alley. Go into Alley...



In the alley, Outside Cinema: You must trick Freddie Melon into letting you in through the Fire Exit. Put the [fedora/hat](#) on top of the Garbage Heap, so that the shadow looks like an armed man. Put the [toy monkey](#) at the foot of the garbage (check that you have removed the eye). Then use [matches](#) on the [waste paper basket](#). The fire alarm starts; wait until Freddie is scared and slink indoors.

Inside the cinema, talk to Cortez. After a while he takes you back into the alley and a Shift Portal is opened into the "Arcadian" dimension. Go through the portal and you will re-appear in the Temple of the city Marcuria. Just choose the command [listen](#) to understand the priest Tobias, who gives you some important info.



Tobias leads you out from the Temple. If you want to, walk around the city and look; or, go straight back into the temple and receive even more important clues from Tobias. Talk to Tobias until he has told you

what Westhouse is called in Arcadia. Head to the Market Stalls and the Map Merchant, and now ask for the Rolling Man Tobias. You will have to insist. When the Map Merchant refuses to tell you more and fires his delivery boy, persuade him to hire you as map deliverer; he will give you a [map](#) + [delivery list](#).

Take these items to the Harbour and Captain Nebevay at the Ship. He receives the [map](#) and gives you [coins](#) but refuses to sign the [delivery list](#) at first. Go back to the City Gates and the Music Merchant (far left). Buy a [flute](#) with the [coins](#), return to Captain Nebevay, and use the [list](#) on him again.



Go back to the Map Merchant and give him the (signed) [delivery list](#). He directs you toward your next customer: Brian Westhouse, a.k.a. "The Rolling Man"(mentioned by Tobias in his second speech). Go there and deliver the [map](#) + [delivery list](#). Talk to him a bit. As you leave him, you will receive a [watch](#). Use [push pin](#) on it, and a new Shift Portal opens up before you. You will then return back to your homeworld...

...and once back in that back-alley, talk to Cortez again. Travel straight back to the Fringe Cafe. Talk with Charlie and Emma. Then decide whether to stay there or go on the "date" with Zack. Whichever you choose, this ends Chapter 2...

## FRIENDS AND ENEMIES

Wake up, go out and talk to Zack in the corridor. Go downstairs, head for the Subway Station and travel to Hope Street. Go into the Cathedral (to the far right at Hope Street). Well inside, go to the Confessionals (far right) and talk to the Priest. He will give you the location of Warren, the artist Cortez mentioned in Roma Gallery. Now return to Hope street, go up into slum block 87 to the left, and find Warren (a black boy).



Talk to Warren: he will help you, but only if you go to the Police Station at Metro West, and find the archived files on him and his family. Take the subway to Metro West, and you will find yourself on Precinct Street.

To sneak inside the Police Station, you must do this: Read the street signs, and you get the code that activates the mobile Roadblock. Use the Roadblock to open the road for the Garbage Truck. Rush inside the Garbage Container, and the truck picks it up-in the next scene, you will have arrived in the Precinct Lobby.



Speak with the desk sergeant. Go to the open Control Panel (next to the broken Sliding Doors), and examine the Toolbox on the floor. Pick up the paper from there - it's an old form. Talk to the Portly Fella. Try to deliver the old form to him - he will reject it. Go to the

woman behind the counter and ask for that form. Try this new form on the Portly Fella... he will reject it again. Go to the woman behind the counter and ask for **another** form. This might take some more work, but **eventually** you will get the correct form across, and the Portly Fella goes to fix the broken Sliding Doors.

To get the Portly Fella and Thin Fella away from the Control Panel, do this:

Examine the two Vidphone consoles in the center of the lobby. Use the one on the right to call the phone on the left. Then run to the Portly Fella, and say he's got a phonecall. Then tell the thin fella he's also got

a call. They will go to the phones... pick up the **screwdriver** they left on the floor.

Open the door with the cables in the control panel, and try to go through the door. Now go back to the woman at the counter, click on



the shelves above her head, and find the code for a "Lewd Behavior" complaint form. Ask her for it - and while she walks away to get it, quickly run to the Control Panel, activate the sliding doors, and run inside there.

You will enter a corridor with three things to notice: the Locker Room door (unlocked), the Cola Machine, and the Archive door (locked).

Go into the Locker Room, examine **all** the lockers first.

The cop Minelli is on the toilet(far left). Talk to him, pretend to be a policewoman, and he gives you his Locker Key. Open Sgt. Minelli's locker. Take the **medicine bottle**, and the **shard** from the corner of the

Mirror. Read the note beneath the [shard](#). Give Minelli the [medicine](#). Talk to him until he tells you the date of his wife's birthday. Flick the [light switch](#) (on the wall), and have the [monkey eye](#) ready. Wait for Sgt. Minelli to lose his [artificial eye](#). Before he picks it up, quickly drop the Toy [monkey eye](#) next to it!

As Minelli picks up the wrong eye, grab his [artificial eye](#) and run out into the Corridor... but stop and buy a can of Bingo! Cola (use [cash card](#) to pay), before you go to the Archive. Use that [eye](#) on the Retina Scanner to open the Archive Door; go inside.

### note

When you point at the keyboard, you see the numbers of each key

Use the computer terminal (top) and search for files on Warren. [edit](#) or [delete](#), then [print](#). Click [specifically](#) on his sister's name (Erika) on the screen (in green letters) and then search for her too. [print](#) that file, and search for info about the Church of Voltec + Jacob McAllen. You

will get a code consisting of 4 symbols: write them down, or use the code key given here:

**11, 16, 1, 8**

Go to the other terminal (bottom) and punch in the 4 code symbols . This will produce the last [file](#) you need. Open it to find a [data cube](#). Grab the [printout](#). Leave the Police Station and head back to Warren at Hope Street.

Warren receives the info, and tells you where to find his "helpful" friend Burns Flipper. Dash into the Subway and go there (the Harbor Area). Outside Flipper's Garage, there is an Industrial Strength Paint Shaker (to the right of the Garage door). Use it to inflate the [cola](#) Can (more on that later...). Then knock on the garage door, and persuade Flipper to let you in.

Talk to Flipper. Give him the [data cube](#). He will help you, if you get him an [anti-grav control unit](#)... this can be found outside the Police Station at Metro West, hanging from the wreck of a crashed aircraft.



Travel there (by subway). A Gay Cop guards the wreck - give him the [inflated cola](#) Can - it will burst and distract him. Go to the wrecked aircraft, use the mirror SHARD to deflect the laser fence. Try to pick up the [anti-grav control unit](#). Use the [screwdriver](#) to get it.

Return to Burns Flipper's place and give him the [anti-grav control unit](#). He tells you to come back and pick up an [id card](#), much later (the game will tell you when it's time).

Return to Hope Street Cathedral, talk to Cortez.

Head back home to April's Room, and talk to Emma and Charlie who are waiting there. When they leave, April goes to sleep...

## MONSTERS

During the night, April is automatically transported to an Arcadian street. Go straight into "The Journeyman Inn". Talk to the female owner, then to the weird visitor Abnaxus. Sit in [the comfy chair](#)...



April falls asleep again. When she wakes up in the Inn, talk to the owner (again). When April tries to go out, the female owner will provide a new set of clothes, and some Coin -- if April gives her a hand with the dishes (do it!).

Go into the city, and seek out Abnaxus (at the location City Green). Talk to him. Then go to Temple (at the Marketplace). In the temple, talk to Tobias who gives you the direction to the new location



"Enclave". Leave, and go to Enclave. There you talk to Yerin the librarian. For more info, you must go to the Old Sailor in the Harbor. Also talk to Captain Nebavay. Then visit Brian Westhouse (located at lower left of Map of Marcuria). Get a signature for the [delivery list](#). These men will all provide useful information that you should research further in the Enclave. After reading some more books in the library, speak with the Captain and the Old Man on the short pier.

Go to the stalls in Marketplace. Give the [delivery list](#) to the Map Merchant. He will give you a [map of the northlands](#). Play a game with the Cups Handler. (Use the [screwdriver](#) on the Cups!) Win a [calculator](#), then trade your [screwdriver](#) for the [talking bird](#). You will have to have talked with the Old Man on the Pier to know that you should ask for it.

Give [bird](#) to the Old Sailor. Captain Nebavay will now agree to sail you on his ship... [after](#) you have visited the Northlands.

Look at your [map of the northlands](#), and use its locations to get out of the city, into the Forest.

Here you encounter [bird](#) (now called "[crow](#)"), then a Mole Man, and then an "Old Woman"(a.k.a. the "Gribbler", a kind of ghou). Help the Gribbler to her feet, and follow her into the Gribbler's Lair...



Inside the Lair, use the [broom](#) (on the wall, to the left of the cupboard) on the locked cupboard-this releases the second Mole Man. Pick up the [skull](#) (far right, on floor), smash the round Window and help the Mole Man escape that way.

The Gribbler comes back, chasing April. Click on the Loose Floorboard (under table) to kill the Gribbler. Then exit the Lair, and talk to the first Mole Man again. On the [map of the northlands](#), a new location will now appear - go there.

In the village, talk to the Mole man and their Elder (sitting in basket, in the foreground). Then go to the two Mole Men (in distance, to the right) who will direct you to the Spirit Dig. Go there, and choose "Go to Sleep"... what follows next, ends Chapter 4....

## THERE AND BACK AGAIN

After waking up, go out and speak with the Bandu elder to get the [banda stone](#). Then go out in the swamp. When you go out of the swamp, pick with you some of the [flowers](#).

Talk to the Petrified Man. Try to pick up the [berries](#) on the bush to the right. You will be unable to do this because of the swamp. Blow into the flute to call on Crow. Pick him up and put him on the berries to make him get them. Mix the [berries](#) and the [flowers](#) to get a moisturer. Use this on the petrified man to get help to get into the castle.

Well into the castle you enter a labyrinth. Go up to the gargoyle on the right, and hand it some [money](#). A new gargoyle appears. Blow out both its fires. The old gargoyle appears again. Give him some money to make the new gargoyle appear. Take the [salt](#) and [pepper](#) it have in its hands.



Go up to the gargoyle on the left and turn its hourglass. Run immediately up the stair that appears. Knock on the stone door (the second from right). An hourglass appears. Turn this and run as quickly as possible to the far left door (double-click by the door as soon as possible after giving the command for the hourglass, and double-click again when you are close to the door).

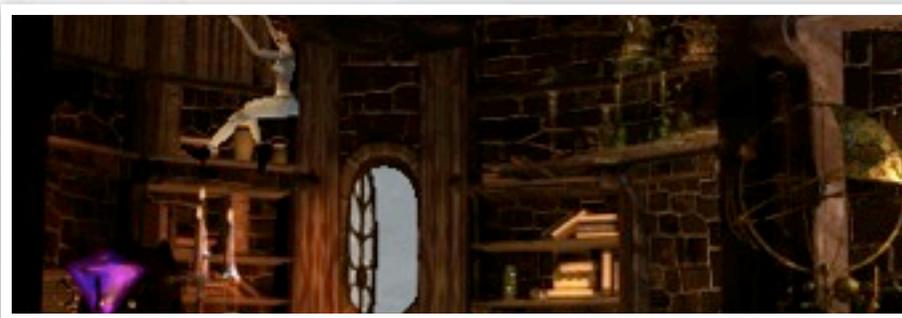
In the new room you see the door with a gargoyle face that you saw in the last room. Put **pepper** on the face to enter the door. Soon Roper Klacks will appear and challenge you. You could challenge him several times, but there is only one way to win. Challenge him in an arithmetic competition using the **calculator**.

Go up in the tower to mix some powerful potions. At first you will be able to find these essences:

- **blue essence** beneath the **skull**
- **white essence** in lower, middle shelves
- **green essence** behind the **curtains**
- **yellow essence** by the **cauldron** (look at it for a detailed picture)
- **red essence** is on a high shelf to the right, but you will have to mix a couple of potions first to reach this one.

All of these could be further investigated in the inventory by looking at them.

Take a look at the book to get the first recipe. Look at the cauldron to make your first potion. Use this combination: White + Green + Blue. Take this **invisibility potion** down in the labyrinth. Imbibe it in front of the mirror door. When you are invisible, take the **parchment**.



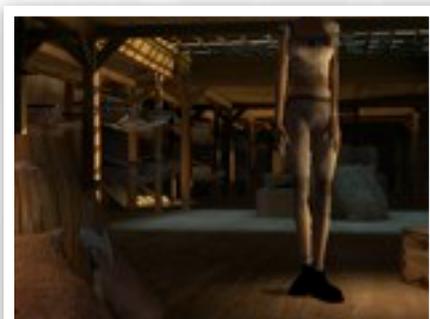
Return to the tower, look at the book and put the **parchment** in the book. Now you have the recipe for 4 new potions. Start with light-as-a-leaf to reach the red essence. Mix **yellow + white + blue**. Go to the shelf, imbibe the **light-as-a-leaf potion** and take the **red essence**. Now you are ready to mix the last 3 potions:

- **white + red + blue** to get the **wind potion**
- **red + red + blue** to get the **big bang potion**
- **green + yellow + blue** to get the **bind magic potion**

Use first the [bind magic potion](#), then the [big bang potion](#) on the crystal to free the souls of everybody in the castle. Open the window and use the flute to call on Crow. Give the [wind potion](#) to Crow, and throw him out of the window. Soon you will be on the outskirts of the city.

Now it is time to deliver the [northlands](#) map in the inn. The recipient is not in, yet. Go to Captain Nebenay and ask him to give him passage on the boat. When he refuses, give him the [wind potion](#). Go to the inn to find a Navigator. Give the woman you find the [northlands map](#). Speak with her, and send her to Captain Nebenay. Go to Mapseller and Tobias to finish your business in the city. Go to Captain Nebenay and start your sea travels.

## THE CHAOS STORM



Take an apple from the barrel. Enter the bridge to talk with the captain and the navigator. Get all the information you are able to get from them, especially about the compass. The goal now is to get the ship to sail in the direction you want to go. To do this you will have to hang the

[talisman](#) on the compass, but you will not be able to do this until you are alone on the bridge.

Go downstairs. Take the [axe](#). Eat a [candy](#) and use the [sticky candy](#) on the sack to catch a [worm](#). Put the [worm](#) on the [apple](#). Show this to the captain. Then ask the navigator to 'have the wheel'. When both disappear, hang the [talisman](#) on the compass.

The storm worsens. Take the [talisman](#) off the compass. The captain takes it from you and hides it. Go downstairs and open the chest with the [axe](#). Then everything goes horribly wrong....

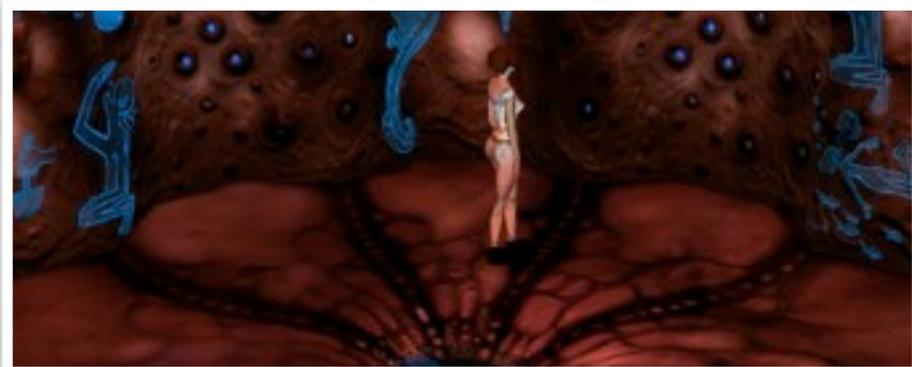


## A DEEP BLUE MIRROR

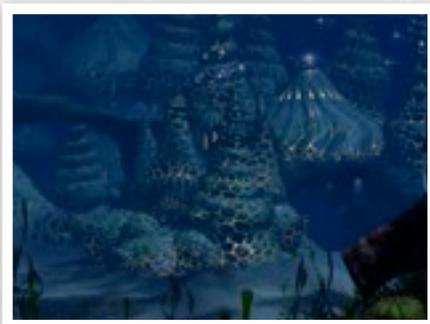
Talk to Crow and send him to search for an island. A head appears in the water. Try to talk to it and touch it until you are 'kidnapped'.

Examine all the drawings on the wall. Take a [blue polyp](#) from the wall and eat it. You are now able to breathe in the water. Go out in the water, enter the city and take some [green stuff](#) from the walls inside the

city. Also, take the [crystal](#). Find the shell outside the bubble, open it and take the [black pearl](#). Re-enter the breathing house.



Use the [push pin](#) to produce some blood from yourself. Mix this with the [green stuff](#), and put the [black pearl](#) in the mixture to produce the [golden pearl](#). Eat it to be able to talk with merpeople.



Enter the city of the mer-people. Take a look at the spear before you start talking to the mer-person. When you are finished, show the [crystal](#) to the mer-person. Swim out to the breathing house. Look in the sea weed twice. First you will find another [crystal](#) to pick up,

then a cave opening. Enter the cave

Pick up the two crystals you find in the cave. Look at the altar. There are four slots where you are able to place the crystals: Fish, Mountain,

Harpoon and Water. The goal is to place and turn the crystals so that the symbols on the sides point towards the same symbols on the altar. Put [crystal 3](#) on the Fish, [crystal 1](#) on the Mountain god, [crystal 4](#) on Harpoon and [crystal 2](#) on Water. Turn them with the mouth until they point in the right direction.

The symbols in the inner circles should be turned until the symbols of the circle are placed toward the 'opposite' crystal slot symbol.

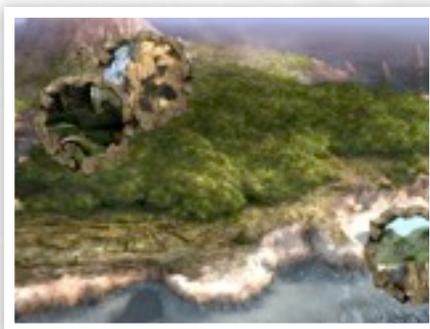
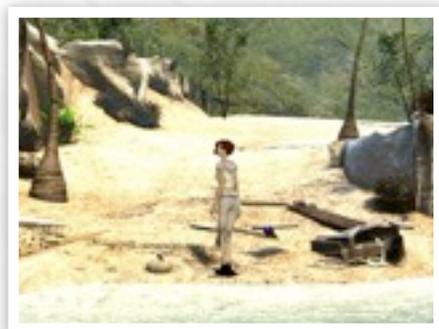
- Water - Fire
- Fish - Bird
- Mountain god - Maernum
- Harpoon - Pot (is already in position)

The cave lights up. Take a look at the drawings on the walls. Return to talk to the Maernum queen. After talking to her, take the [spear](#) in Maernum city and swim to the shipwreck. Use the spear and find the point of the [snap-jaw](#) where the item is blinking. Attack the monster. When the [snap-jaw](#) is thrashing in death-throes, pick up a [tooth](#) and enter the shipwreck. Pick up the [talisman](#), and return to the queen. Give [tooth](#) and [talisman](#) to Maernum queen. Speak with her.

Enter the Cave Temple. Place the [talisman](#) on the symbol on the wall. Take the stone and show it to the Maernum queen.

## REUNIFICATION

Now you are on the Island of the Alatian. Call on Crow with the [flute](#). Take [rope](#) from debris on the beach. Go to the right and look at the crab on the beach. Go to the left, to the ruins. Examine hole in the ground. Put rope on the sapling and enter hole. At the bottom, take [stone key](#) from the stone rubble. Go up and take the [rope](#).



Go to Crow and put him out in the jungle to get access to other locations on the island. Go to the volcano. Examine the tree with the strange construction to the left. Enter head. Insert [stone key](#) in the lock. Turn the key and look in the telescope. Every time you get a description in the telescope, make a note of the location and the symbol that is showing on the right.

Go to the Big Tree location. When you try to get up in the tree, the Stickmen wakes up. Talk to them until you have gotten all the information they have about the statues and the giant Q'aman.

You should now use the communication system of the statues to wake up the giant. Only the statue by the tree is able to listen, so you should use this as your starting point. Look at the base and insert the [STONE KEY](#). Turn the lower wheel until the symbol above the key indicates this place, The Big Tree (a strange S). The upper part should be turned until it shows the symbol of the statue above the village (A circle with two lines in the upper part). Go down to the statue at this location.

Operate the village statue until the ears, the lower wheel, are turned to the symbol of the tree. The mouth, the upper wheel, should be turned to the symbol of the ruins (a split arrow). Now go to the ruins. The ears should be turned towards the village statue, the mouth to the volcano head (the most complicated symbol).

Now you are ready to communicate with the giant. Run up to the Big Tree. Yell into the ears of the statue. Convince Q'aman that you are his friend and go to him. Convince him to assist the Orlowel on the beach of the village.



Go to the statue by the village to speak with Q'aman. Give him a [candy wrapper](#) he could use for lure. Go to the Big Tree. Enter the big tree and examine the crossbow. Talk to the Stickmen to get some information about how you could help them to complete it. Go to Q'aman to get [fishing string](#). Also take the [fish skeleton](#) and tie it to the [rope](#). Return to The Big Tree, and give the [string](#) to the Stickmen. When they have finished the Crossbow, put the [rope](#) with the [skeleton](#) into it. Talk to the Stickmen to get over to the other side.

Walk to the chasm and speak with the Alatién. Use [light-as-a-leave potion](#) on yourself and [wind potion](#) on the draft to get over. Continue your talk with the Alatién and enter the city.



Talk with the girl playing on the ground and the woman that makes pottery to the right. Approach the guard to get into the castle. Answer that you would like to prepare for his questions. You are able to learn the requested stories from each of the other Alatiéns that you have met: The guard by the chasm, the Alatién by the gate to the city, the little girl and the young woman. The answers to the questions should

be quite obvious after you have listened to the stories. Enter the castle and talk to the Teller.

When you find yourself at the bottom of the ocean, get some [sand](#) away from the creature. Call into the [small orifice](#) and enter the [large orifice](#).

## SHADOWS

Speak with the Father when you enter church. Go home to change clothes. You have some unpleasant visitors.

After confronting Gordon you should escape to your room as soon as possible. Jump out of the window. Use the [invisible potion](#) to get past the guard.

Run to the Fringe Cafe and escape through the mystery door.

## REBIRTH

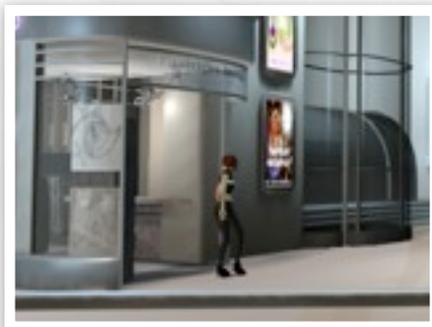
Talk with Abnaxar and Brian Westhouse. Then head for the Vestrum. Look at the rusty wheel by the pool in the library, and talk with Minstrum Yerin.

Go outside and put the stones in your inventory in the pattern on the floor above the library. Call on Crow to help you clean up the dragon head statue. Pick him up and put him on the stone head in the ceiling. The stones are merged to a [stone disk](#) that falls down in the pool.

Go downstairs and ask Minstrum Yerin to unlock the wheel. Then use it to drain the pool and take the [stone disk](#).

## KIN

Take up the [palette](#) and paint in the academy. Go to Flipper to get the [fake id](#) and give him [star map](#).



Take the subway to Metro and enter the elevator. Take the [pizza box](#) in the wastebasket. Go into the shop to the left to get some new clothes. Enter the exit called shuttle. On the roof talk with the policeman, and exit to the right. Speak with 'Jerry'. Show him the [pizza box](#) to enter the elevator.

Examine the desk of McAllen. You will be discovered and locked into a laboratory. Examine the computer console and use it to open an exit. Climb out on the ledge in the lower, right corner of the location to get a way from the attacking mutant. Talk with Cortez.

After the fight of Cortez and McAllen, enter the laboratory. Unlock the containment with the console to get a new [stone disk](#).

Go to Flipper to get information about the Star Map that you gave to him. When you have received the information, return to Metro and

enter the elevator. Go to the colonization representative in the Tubes location. Talk to her to get to the satellite where the colonists go through.



## DREAMLAND

Go to the men's room. Buy some [heat pills](#) from the dispenser with your [credit card](#). Move garbage can to reveal the ventilation and service ducts. Use your [coin](#) to open the grill. Take it away and enter.

Take a look at the panel to the left. Click on Service Duct # 1. Take out the [cable](#) of the [security camera](#). Jump into the duct again when the guards appear. Take a look at the service panel again, and go to Service Duct # 2. Put the [heat pills](#) in the coffee of the guard and get into the duct again.

When the guard has disappeared, return to the Guard Room. Examine the computer to get the location of the Guardian. Take [key](#) from the coat on the chair. Go to the security screen and click on the red light

that marks the guard of the prison cells. Ask him to go off-duty. Go to the cellblock and the lock for cell 5. Slide the cover off and insert key.



After freeing the Guardian, return to the Guard Room. Click on the Rest Area, and ask the guard that is resting to return (put him on off-duty from the rest room). Then follow the same procedure to ask the guard in front of the Airlock to go off duty. Go to the Airlock.

Push **red button** to get to the **pod**. Take a look at the red lamp on the front of the pod. Get the **oxygen filter** by getting into the Cargo Area. Get the guard away from the Cargo Area in the same way as for the Cell Block and the Airlock. Go to the computer, and search for the item. You will find it by looking among 'Even more boxes'.

Divert the guards from the Airlock and return to the pod. Use the **oxygen filter** to repair the **pod**. Activate it with the **white button**.

## THE LONGEST JOURNEY

Go into the desert towards the tower. Combine the **bind magic potion** and **talisman**. Use this to catch the Chaos Vortex when it appears. Look over to the other side of the chasm to find a way around.

In the desert you encounter an illusion of your home and daddy. Use the **ring** on your father to get past him.



Call for Crow when you get to the canyon beneath the tower. Put Crow into the fog to get him to examine it. Then put him on the construction below the tower. Send Crow over a second time to get some magical 'stuff'. Drop Crow into the canyon to make him make a bridge with the magic from the island.

Go to the well in the center. Use it and put the **stone disk** into the opening. Take the hand that appears. Enter the tower with the Guardian. When Gordon appears, let the Chaos Vortex loose on him with the **talisman**.



# HINTS

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## PENUMBRA

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### ***What am I supposed to do with the machine outside the Border House?***

The clamp needs to be extracted from it. First you must repair the electrical wires. Next, you must arrange the switches to the lower right into identical settings. Trial-and-error should help you find the pattern. Finish the puzzle by cranking up some of the other devices on the machine.

### ***April seems to have lost her time-sheet. Where is it?***

Remember that you can take closer looks on, and examine, items you have picked up. The time-sheet lies inside something else.

## THROUGH THE MIRROR

---

### ***How do I get the clothesline?***

After you have pulled it loose, and the grill down in the sewer has been removed, you can haul up the clothesline with the chains.

### ***How do I get rid of the cop outside the cinema?***

He eventually mentions something that he wants. Once you find something to suit his wishes, you must do something to it. Rub it in, so to speak. This will lead to the cop leaving the place in great haste.

### ***Where do I find the key to the box outside the cinema?***

You have to fish up a key... not out of the water, though. First,

thoroughly examine the machine outside the Border House, plus all you see outside April's window.

### ***Arrgh! I STILL can't find that key.***

Perhaps because it lies in a place where you'd not expect to find such a thing. It's a place April passes through during travel.

### ***How do get the key up from there?***

We assume you already have all the items you need for this task. If not, see above. Three things have to be combined. The goal is for the fishing tool to be in an open position, and then close itself. Can you find a way to make this happen?

Bear in mind that certain objects can be looked at in close-up, once they have been picked up.

### ***I can't get inside the movie theatre.***

To begin with, you need to set off the fire alarm. But even before you do that, create the makings of a diversion. The shadow on the wall, what does it remind you of? Add something to it and create a sound effect, so that you can lure Freddie outside.

## FRIENDS AND ENEMIES

---

### ***How do I get the cop in front of the crashed shuttle to go away?***

It's possibly a little too early to do this yet. Don't bother with that cop until you've learned exactly why you need the anti-grav unit.

Here are some more concrete hints:

- The cop doesn't want his suit to get soiled and sticky, because then he must go away to fix it up. Find a way to accomplish this.
- Another hint: What's sweet and rather annoying to get spilled all over oneself?
- You'll find what you need in the police-station. You also need to give this item a "mechanical" shake-up.

***I can't manage to pick up Minelli's eye before he snatches it back. How do I do this?***

Fool Minelli with something that resembles his eye. You may have actually used an eye item previously. Darkening the room also helps.

***But Minelli isn't losing his eye, why?***

April must do two things before that happens: give him the medicine and talk to him about his wife. Examine Minelli's locker to get this done.

***There are some strange symbols on one of the computers in the police archive. What on earth do I type in there?***

The code you need lies in a personal file inside the other computer. Remember that it's possible to click on parts of the information in the files, in order to dig deeper into the archive.

***How do I get money to gamble and win the 'talking bird' for the old sailor?***

That can wait until you've accumulated a pile of the local currency, called aren, that is in Chapter 4 of the game.

***It's impossible to go from Brian Westhouse's house and continue exploring Marcuria. Is something wrong?***

Remember what was April's objective for visiting Brian Westhouse in the first place. April will only give you a hint, after you get what you need to go further. The next step of the journey takes place on the Rolling Man's porch.

## MONSTERS

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***How do I gamble to win the bird?***

It is important to know exactly what you're going to use the bird for. Ask the old man who sits on the pier, and talk to captain Nebevay. The local currency is made of iron, and the screwdriver is magnetic. Use it to find the right cup.

## THERE AND BACK AGAIN

---

***What's in those differently colored bottles?***

Take a closer look at them. Then you get to examine them even more thoroughly than other items in the game. This ought to give you enough information to follow the formulas in the book.

***How do I reach up to the red bottle that stands near the ceiling? And how do I get the parchment before Mirror-April attacks?***

You must first brew a couple of potions and use them. Look in the book in the laboratory.

***I have defeated Roper Klacks and I'm back in the city, but I can't find the navigator.***

First, you need to convince the Captain that the wind isn't going to die down soon.

## THE CHAOS STORM

---

***How do I move the captain away from the compass?***

Manufacture evidence that the ship's food supplies are in danger. Examine the sacks below deck closely.

## A DEEP BLUE MIRROR

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***How do I solve the puzzle with the crystals on the altar?***

- Note that you may choose both where to put the crystals, and in which direction they are facing. You determine the latter with the arrow-symbol, which appears where you usually have the 'mouth'.
- Don't bother with which symbol points 'forward'. Only the symbols pointing at the other crystals are important.

## REUNIFICATION

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***I can't move into the island, and into the jungle.***

You'll need a friend to help you get an overview of things. "Use" him on the jungle.

***I don't understand anything of the statues. It seems I have to use them for something, but I don't know what.***

No need to worry about that, until you have talked to the Stickmen. They will give you much useful information about the statues. That is to say, you won't get stuck before you know exactly what the statues are to be used for, and you receive hints about how to do it.

***OK, I've talked to the Stickmen, but I still don't understand what I'm supposed to do with those statues.***

Make sure you have completed all possible dialogue with the Stickmen, and gotten your hands on the stone key. Also enter the big cavity and write down the symbols for all the locations you see on the island. You are to send a wake-up call FROM the statue by the big tree, THROUGH the statue by the beach, onward THROUGH the statue by the ruins, then up TO the big cavity. Set the 'ears' at the symbol for where the sound comes from, and the 'mouth' to the location you wish to call to.

## REBIRTH

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*I'm trying to melt all the stones into a single stone disc, but nothing happens.*

Check the dragon's head in the ceiling. It's a bit dirty, so you need help from a friend.

## KIN

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*How do I get past Jerry?*

Find something that makes it seem as if April has a thing to deliver, and show it to Jerry.

## DREAMLAND

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*I can't get the pod out of the airlock.*

Check everything that might suggest something is wrong with the pod.



## **CREDITS**

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