

Laboratory

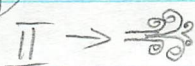
After viewing or at least listening to what happened to you (you were falsely found guilty and hung high for the murder of your daughter), you wake up looking at Dr. Fr. who gives you a shot of morphine (he also takes one to celebrate your rebirth). You find out that you still live but you now have a ladies' left arm. You get up and look around the lab. There are several things to see around floor. For instance, you can look... you can climb to the tower's roof (you do not need to activate anything yet), you can open a dumb waiter and look inside the shaft, you can push aside a cabinet to find a closed grate, you can read and look at a lifestone and some notes. Take the lifestone and turn right (Dr. Fr. will not let you out of the laboratory with this crystal) Put it on the table. Take the cloth and put it beside the lifestone. Take four strands of rope and put them on both the cloth and crystal. Now you have a parachute that you can throw by the window. Notice that it will go over the wall.

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You ^{will} need to retrieve it later. If you climb the ladder leading to the roof, take note of the plague and the pattern of planets. This is plague N2 and it is associated with winds.



Take careful note of this pattern because you will need it later on.



Exploring the tower's floors.

You may have noticed a trap door in the floor. Go down the lower level. Go in the back and look at the large Tesla coil. It is supposed to store energy. Notice the lever just below this coil. It is already in the ON position. You will need to pull it down later on at the endgame on. You will ^{to concern. create} eventually find a note telling about this information. Another note will explain the ON and OFF position. Open the door ^{the door} besides the stairs. You will find yourself on a large balcony. Go toward the cannon balls. Take one and put it the steel basket. Pull on the rope. The cannonball should fall on the left upper gangway and roll out to the left knocking the moose head trophy.

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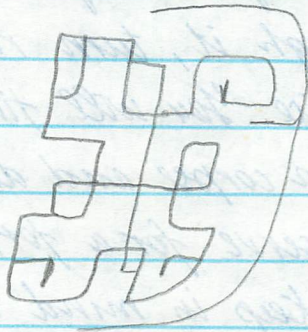
Secret passage n1

Now pick the rope and turn right. Place it in the wall opening. Now go through this opening and go down. Go through it, turn right, go down once and turn left twice. You will find yourself in a small room with a corpse and desk. Read the notes. This desk will serve for a forthcoming experiment later on, so keep in mind its emplacement. Now turn left twice and go down and turn right. Activate the pulley. The wheels will break loose, so put them back in place and try again to open the hidden door to the castle great hall. There is a lot to explore after that. However, few doors open to let you in.

Castle exploration

Go directly in front of you toward the double doors. These lead to the dining room. Dr. Fr. will speak for a moment and will leave. Go forward the fireplace and take the bag. Click on the bag to see its content. Read the notes. Go back toward the table and take the turkey leg. Put it in the bag. You may explore all three floors but only three doors will let you in. Exiting

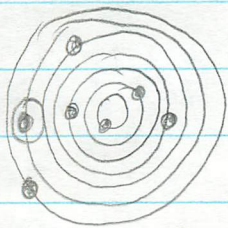
Leaf passage 2



Leaf's explanation

to left of the fireplace, go right and then left
and enter the floor to the right. You will be in
some kind of kitchen. Read the note found there.
Again P. Fr. will come to speak with you. This time
he will be less friendly.

No other door opens on this floor except for the
ones leading outside (we will come back later for
these). ^{пробору} Climb up one of the two stairways in the main
hall. Only one door opens ^{направление} toward a burnt room. ^{обгоревш.} Look
at the plague on the fireplace. This is a plague ^и ^{связанная} and it is associated with fire. Be
careful to write down the exact po-
sition of all seven planets. on this
plague. You will need this ^{образы} pattern
later on.

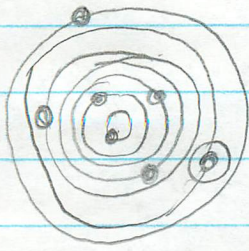


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You will find stairs going up to the third floor. Turn
right, ^{направо} toward right and left and enter. This is the
observatory room. You will find new notes. Read them.
Nothing can be done yet in this room. Go back down
to to great hall and open the door to outside. Go
outside and turn left, go forward and right. The
rope lying on the floor will come handy later. Look
on the plague at the bottom of the tree. This

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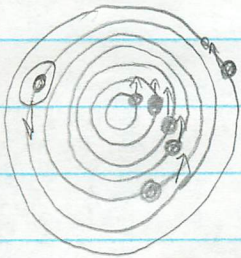
is plague N4 and it is associated with height.



Take note of the pattern of planets.

Go left toward the tower near the courtyard doors. You will be able to climb the wall. You will retrieve the lifestone if you always

choose the left ^{Троне} path. Climb down and go toward the courtyard doors. Turn around toward the castle and look at the plague. This is number 3 and it is associated with water.



Go back inside the castle

and into the secret passage behind the ^{тапет} tapestry. Drop the turkey leg and lifestone on the desk. Climb up again, exit the

^{перемычка} grate, climb up toward the balcony and get inside the tower. Now take the wooden plank beside the stairway leading up. Turn right and go down. Place the plank on the missing stairs and go down. Dr. Fr. will come visit again. Look around and go toward the corner desk. Take the battery (glowing green box) and the rope-wire hanging on the wall. Connect all three wires in turn and pull the levers.

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One will make the cat head groan. One will make the human head say some word. A third will contact the arm and the last will turn off the freezer. This will help you go through the door ^{узлом} beside this table. Turn around and look at the desk in the middle of the room. Open the drawer and take the key. Use the key on either doors. The right one leads to your bedroom. There is a secret passage in the cabinet. The left one leads to an anteroom where you will find more notes and a crowbar. ^{алом} Take them all. There is a locked door in this room. ^{зам} You will eventually find a note in the mines that will explain how to unlock it.

First experiment with lifestone.

Go through the first secret passage to reach the hidden small room (the one with the corpse). Place the battery on the desk. Attach both wires of the battery to the lifestone. This will ^{перезарядит} recharge the crystal. The turkey leg needs to be also on the desk. It will seem that the experiment failed, so you will eat the turkey leg. You will then black out to wake up looking at live rornit

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(the experiment did worked...) Take the grappling hook. Get back to your bedroom and explore the hidden passageway. Map it carefully, because it is difficult to find its way when in a hurry.

Secret passage N2

When you enter the secret passage in you bedroom, you will face a grate. Looking through it you will be able to see the ^{переднюю} anteroom. If you go to the left of the secret door you will find a place to look in you bedroom. Now, if you go right of the secret door, you will come ^{расщелина} to a fork. Going right leads to a ladder. This ladder goes up to the Tesla coil level (you can only peek at this room) or further up to the ^{комнаты} room where you have awoken. You will be able to open the ^{решетку} grate and move the cabinet in order to free passage. Now you have a way, to get from or to this floor level. If you take left at the fork, you will encounter another fork. Going right leads to grate where you can look at the observatory. Going left leads to a ladder. Go down the ladder. You will encounter another fork. The right passage

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leads to a fireplace (you will be able to go there later on) the front passage leads to another ladder going down. To reach it, you need the crowbar to remove the planks blocking your way. Take the next ladder. Turn right and pull the lever. You now have another passage leading to the great hall. If you decide to go further on in the secret passage, you will be blocked by hot steam coming out from a defective ^{pipe} (you will correct that later ^{on} go.)

New rooms to explore

Go outside the castle and head toward the tree where the loose rope lies on the ground. Use the grappling hook with the rope lying on the floor. Take the hooked rope. Go up the tree. Use the grappling hook on the window. Enter the window. Look around and read the notes lying on the table. Push the small table lying beside the entrance and put it in front of the exit door. Go forward and both axes will fall down on the table. Now look at the aquarium. Remove the piece of wood. The aquarium will move under the chan-

delier. Look at the fireplace and unwind the rope wheel. The chandelier will come down on the aquarium and smash it. This will extinguish the fire. The way to the secret passage n2 is now open. Go to the exit door. Go forward, turn left then right and go through the door in front of you.

Library

The take staff on the armorial bearings. Use it on the sliding ladder. Go down and look around. Read and take all the notes you find. Go in the back of the library and look at the scale. Take the weight and place it in the right tray. A hidden door will open. Go through in and you will come near the defective plumbing. Turn off the wheel. This open the way to secret passage n2. Go back to the library and exit door in front of you (the one in the back of the reading room). This door leads to the first floor of the castle. Now go to the great hall and Dr. Fr. will catch you. He will bring you back to the library and push you down in the dungeon where he will cuff you and scourge you.

Escape from the dungeon.

After he is gone, someone will drop a key from the grate. Remove your left hand from the cuff (remember that you have a lady's left arm, which is smaller than your right arm). Use the key on the right cuff. Head back toward the stairs and turn right toward the grate. Remove the grate and go through secret passage N3. You will come to a room with two exits. The right one connects to the first floor in secret passage N2. The front hole leads to yet another room. The right hole brings you to a ladder heading toward the garden. The left one leads toward the ^{узгородок} hedge ^{лабиринта} maze. (hint: you could already know the layout of this maze just by looking at it from the entrance doors to the castle; I was able to map it before entering it).

I will not give you the indication to vanigate this maze. However, you will need to gather some objects in this maze. Look for a skull and take the black beetle ^{жука}. Find the carnivorous plants and place the beetle in the right one. After the right plant took the beetle, the left one will

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open its mouth. Take the ^{нормальные} corroded scissors. Finally, you will need to find the entrance way to get another secret passage n 4. Use the scissors on the vines to get access to the hatch.

Planetarium room.

Go down and pull the left side lever. You will hear a opening sound. Go forward and climb the ladder. You will be now in the planetarium room with four doors ~~no~~ numbered 1 to 4 (remember the plaques). Go toward the orbital machine. Dependently of the door you want to open, you will need to open one of the four lower little doors. Opening them will show a number (the plaque number). The upper ^{верхней} door reveal four patterns. If you want to open door no. 1, you will need to open the leftmost upper little door and the leftmost lower little door. After that, turn the wheel until the pattern of planets fits with the pattern on the plaque. When this is done, pull the lever. If you hear a sound, you will have succeeded. If not, you will have to try again. Door one leads toward the mine.

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Door two ^{разрушен.} 2 leads to a collapsed tunnel (for now).

Door three 3 leads to the melting chamber and door 4 four leads to the mausoleum.

For now, you may look at the mausoleum to gather notes and read them. You should also open door 3. This door leads to the wine cellar maze. From the entrance of this maze, follow these directions: forward, forward, forward, right, forward, left, forward, right, forward, left, forward, right. You will eventually come to a small room leading to the melting chamber. Look around.

Pull the lever to open the steel doors leading to the mine. Go in the back and toward the coil.

Turn switch on. Go toward the right stairway and search the room (more notes to read). For now, head back to the planetarium room. The next step will be the mines. Also, if you need head back to the hedge maze, you will find a newly created passage leading out directly toward the entrance doors of the castle. You should let door 1 open when you have the planetarium room. This will save you a lot of walking around when going through the mines.

The mines.

There is two entrances to the mines (at this ^{этажерка} stage). The first one is through the planetarium room. The other ~~one~~ is in the garden. Start near the exit doors to the courtyard near plaguea N3 and go toward the left side of the water basin (between the garden and the hedge maze). Push the gargoyle and a pedestal will emerge from the water. Step on it and the entrance to secret passage N5 will open (it also leads to the mines.) Go ahead until you find the secret dock. Take the diving suit and speargun, and activate the air pumping machine. Turn right and go down in water. Look around and read the note and look at the treasure chest (you cannot take any of them with you). Turn around and will the squid with the speargun. Climb the ladder. Shut out the pump and go back in the tunnel. Take the right tunnel. It leads to the mines. It is important to turn around in all directions in the mines to find all passages. Go forward until you encounter a left passage. Go in and turn around. You will find three

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passages. You entered from the left. The middle one leads to a conveyor. Remember its location. You will have to come back to activate it. Later on. Two more of these are to be found in the mines and another one is in the ore processing room (this one needs to be activated first.)

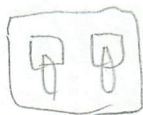
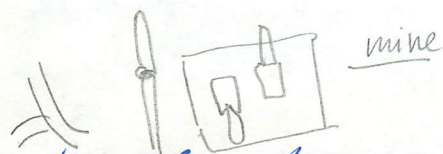
Turn around and go forward. You will encounter a left passage leading to a waterwheel and chained doors. We will come back later for this one. If you continue to the end of this corridor, you will eventually face a closed door (it is door no. 1 from the planetarium room.) Turn right and follow the side corridor to the end (you will find another conveyor). Step back to the planetarium room door. Head back toward the side corridor leading to the waterwheel. Before getting there, you will encounter a three door fork. The center one leads to a conveyor (come back later on to activate it). The left one leads to a trap door you cannot yet enter. The right one is the main corridor. Now at the waterwheel location, turn the wheel to ~~stop~~ ^{stop} the flow of water. Take the chain and

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attach in to the waterwheel. Turn on the water and the doors will be ^{razoghearyo} torned away. Before entering the tunnel ahead, pull the switch to the right. You may also encounter a monster hand creeping on the floor. Do not throw a rock at it because it is friendly. This monster hand will also help save Sara further on in this game. You can follow it ^{tyruk} outside the mine toward the secret ~~door~~. It will be back later on this game.

Ore processing plant.

You will come to a corridor with rails leading to the left and to the right. For now, take the left tunnel until you come to a steel door. Pull the lever. If it does not work, the entrance switch is probably off. When the steel door is open, climb the ladder and step in the ore processing plant. Look around. Activate the conveyor in the back of this ^{newspu} cavern. Go back and activate all three conveyors found in the mines. These conveyors can only be activated after you forced the door with the waterwheel and after the switch near this waterwheel has been turned on. When all four conveyors



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have been turned on, ~~rocks~~ ^{rocks} will begin to be carried toward the ^{pyrkov} ore processing plant. Turn right and push the black button on the machine. Head toward the control panel and pull the left switch to activate the crushing machine. Use the black and red buttons to crush the ore with the left or right crusher. You need crush each boulder two times. If the processing plant shut off, pull the lever and restart the machine from the beginning. After enough ore has been produced, you will hear a signal. Get down the ladder and follow the rail until you find a control panel on your left.

Continue down the tunnel and you will encounter two forks. At the first one, the left rail leads to the ^{melting chamber} (the ^{steel doors} should be open if you went through door N4 in the ^{planetarium} room.) At the next fork, pull the lever to direct the rails toward the left passage. Go back to the first of these fork and look at the control panel. Pull the left switch and a wagon full of ore will come from the right. Head toward the second fork and go in the left tunnel.

You will come into a room with closed doors in the ceiling. Attach the chain ^{цепь} to the wagon and head back to the control panel. Flip both switches up and down again and the wagon will retreat to the right tearing off the ceiling door. Pull the lever at the side of the control panel. Flip the left switch back up. The wagon will go into the melting chamber. Go to the melting chamber.

Melting chamber.

Go toward the left stairway and you will come facing another control panel. This has different controls and switches. The upper two switches control the claw power (left one) while the right is the electric switch. On the left side, is the vertical claw control. In the upper middle lies the horizontal ^{горизонтальная} claw control. Just below it, you will see the temperature gauge (left side) and temperature control lever (right side). At the bottom of the control panel, you will find the voltage control (left) and the voltage meter (right). It took me several tries but the following actions worked out: Switch claw power on. Pull horizontal

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claw control to the right. Pull vertical claw control down (the claw will gather the ore) and up again (ore will be lifted). Pull the horizontal claw control to the left and pull down the vertical claw control down (The ore will be put in the melting machine.) Pull it back up. Increase temperature to the max. with the temperature control lever. Use voltage control to increase voltage to 80. Pull the electric switch on (the angle of the claw will be raised). Pull down the vertical control claw, and up again (now you see a glowing white mass in the claw.) Pull the horizontal claw control to the right (the claw will put the white crystal in the wagon). Head back to the control panel in the mine. Pull both switches down to let the wagon go to the right. Pull the left lever to redirect the rail toward the second fork. Pull both switches up and then the left switch down. The wagon will head toward the room with the ceiling doors.

Mixing room made white limestone.

Go to the room with the ceiling doors. Note there are now open. Climb up the ladder.

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Go toward the control panel in the far corner of the mixing room. There are several controls on this panel. If nothing works, go to the melting chamber and pull the switch at the base of the coil. The electric switch is on the upper left corner. The claw control is in the upper right corner. The claw to the crystal maker is on the lower right side. The voltage meter is in the middle. The voltage control is in the lower center of the panel. The ^{bravya} spin control ^{ny gora} clutch is to the right side of the control panel. Now, pull the claw control to the rightmost position (the claw will get the white crystal from the wagon). Pull this lever to the leftmost position (the claw will put the crystal in the mixing tub.) Go to this mixing apparatus. Turn the left wheel to pour H_2O (water) in the mixing ^{banua} tub. Turn the right wheel to pour HNO_3 (nitric acid) in the tub. Pull the switch to start the mixing process. Pull the bottom switch to fill the container. Head back to the control panel. Pull the claw control to the left and then down. Pull down the crystal maker claw. Activate the electric switch. Set voltage

to 80 volts. Activate the ^{спайки.} spin control clutch.

You have created a large life stone. Use the controls to direct the claw to take the crystal and place it in the ^{опрокинуто} dump-waiter. Send the dump waiter up by pushing one of the buttons on the left side.

Meeting with Dr. Fr.

Now is time to talk with Dr. Fr. Go to the tower's first floor. Go through under room. You should now have found the note at the dock (not sure of the exact location where this note is to be found.) If you do not have it, then put the first, second and fourth switches (starting from the left) in the up position. Switches N3 and 5 should be in down position. This will unlock the door. This will lead to another laboratory room (it looks like a biology lab). turn left twice. Take each brain in turn and place them in the machine to the right. Pull the lever and they will speak the last word they listened before being killed. Explore the room further to find more notes. ^{выжить} Save you game because you can die in

the meeting to come. Open the door to the left (it should now be unlocked.) Enter the room and look around. There is a door to your right but do not open it yet. Go straight to Dr. FR. and discussion will follow. When it is finished, look at the ^{клетки} cages to see some disturbing ^{последовательности} sequences. Turn left and to the desk. Take the notes in the drawer. Read them. Turn left and Dr. FR. will talk again. Save your game and head for the other door (not the one you entered). You will be forced to face Dr. FR. who will point a gun at you. Turn around and go through the door as fast as possible. You will be OK outside.

Meeting the ^{хулиганы} thugs and run for your life

Go outside near the exit door to the courtyard. Save your game again. Turn toward the castle. A thug will greet with a ^{пистолет} rifle. Another thug will be to your left, so head right toward the castle doors. You will know where to go because a thug will always block your way if its not the right direction. Climb up the

left stairs. Go forward, turn left and go straight forward the open door. It will close behind you. Turn right to face the mirror. Do it quickly because the thugs will soon brake the door of this room. A girl will appear in the mirror and she will shatter it. Follow the girl to the secret cave (it is not far from the planet room. door N1). You will be safe there. Sara will talk to you several times. Take the cup of water and drink it. She will ask for the bottle on the upper shelf, so push one of the barrel and use the wooden fork to retrieve a bottle. There will be some talks and talks and then the monster hand will appear. Sara's life depends on what you do next. If you send a rock at it, Sara will eventually be killed. If you wait until hand goes away. Sara will be safe and it will be hand who will be killed later on. Sara will now want to see Dr. Fr.

Go to the mausoleum (door N4 of the planetarium room). Look into the drawer and look at the notes. More talks will follow. There will be an earthquake that will block all the

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doors except door N2 (the tunnel was collapsed before). Follow Sara in this tunnel. This will bring you to a vast cave with a ladder going up. You may save your game because this is the ladder maze and a monster will try to catch you. The exact route is as follow (I hope it is not random with each game): up, up, take left ladder up, take left ladder up, take right ladder up, take left ladder up, up, up and up. Take Sara's hand to get her free of the monster. You will be back in the garden.

The observatory.

Go to the secret dock through secret passage N5. Look around and you will find a note. Take it and read it. Turn around and you will see a bomb (you cannot deactivate it) Go to the observatory on the third floor of the castle. Go straight to Dr. FR. There will be talks between Sara and him. Move around a bit to start new conversations. He will then leave and lock you inside the observatory with Sara. Go back to talk with her. Look into the spyglass to see the

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thugs forcing your child Gabrielle to follow them to the secret dock. Go back near the door and push the desk under the wall grate. Open the drawer and take the key. Use it on the locking mechanism of the grate (the one on the wall). The key will fall in the floor's grate. Push back the desk and go retrieve the horse-shoe shaped magnet near the spyglasses. Use it on the floor's grate to retrieve the key. Push the desk again and use the key to unlock the wall's grate. Sara will climb through the opening and unlock the door to the observatory. What comes next will depend on whether or not you thrown the rock at the monster hand. If you did throw a rock at it, Sara will be murdered on the spot. If you did not throw the rock, it is the hand that will be shot at. Go directly to the secret dock. You will find Gabrielle lying dead on the floor, killed by the bomb. Take her with you hand and head to the laboratory on the third floor of the tower.

Endgame

This is the toughest part of the game. ~~Place~~
Place Gabrielle on the table. Go to the dumb-waiter and retrieve the lifestone. Put it in the holding apparatus above the table. Go to the main control panel. Pull the three left switches to the right position and then the two right switches to the up position, Pull the lever at your left (to raise Gabrielle to the roof top). Climb the ladder and look at the speed gauge. Wait until the speed reaches between 10 and 20 and unroll the rope to let the kite float free. Go down to the Tesla coil chamber (2nd floor of the tower). Pull switch down to charge the coil and pull it back up when the ~~the~~ needle in the display is still in the light red area (but close to the dark red area). Head back to the control panel on the third floor. Turn the three left switches to the left and see the result. This set of actions is needed to save your daughter. You then leave the castle and live long and happy.

If you pull up the switch in the Tesla coil chamber on the 2nd floor when the needle is in the dark red area, and then pull the three left switches to the left, your daughter will come to life but dies eventually again. You will then be emprisoned again by Dr. FR. and won't live long and happy.