

A Long Road Home – Walkthrough

Welcome to the walkthrough of A Long Road Home, created by One Bit Studio. Please note that this walkthrough only contains the critical path for finishing the game, if you want to understand the whole story, talk to the characters in the game and explore the game world.

CHAPTER 1

Monenheim Village

After waking up and talking to the doctor, give your character a name.

Go downstairs and talk to the doctor. Offer your help to him.

Exit the house and find Old Billy in the west part of the village. Check his wares.

Complain about the high prices, and then tell him that you are Doctor Rasin's guest.

Check the wares again.

At this point:

- a) if you don't buy anything, go back to Doctor Rasin and tell him you couldn't buy the ingredients,
- b) if you buy the wrong ingredients, go back to Doctor Rasin and tell him you couldn't buy the right ingredients,
- c) buy **2 Snailroots, 4 Bottles of Goat Milk and 1 Dry Trapper Weeds**. Go back to Doctor Rasin and tell him that you bought the ingredients.

Go upstairs and take an **Unfinished Healing Potion** with you.

Exit the house again, and talk to the kids north of the house.

Go and talk to Old Billy again, he will ask you to get his money back from Jared, the guard at the east road.

Talk to the kids again. They will tell you how to make Jared angry.

Talk to Jared about the money. While confronting him, always choose the first dialogue option.

After you received the money, take it back to Old Billy. You get a **Rope** and 5 copper pieces from him.

Go to the General Store and buy a **Shovel**.

Find the **Grappling Hook** on one of the tables. Take it at the moment when the shopkeeper is looking the other way.

Enter your backpack (inventory) and combine the **Rope** with the **Grappling Hook**, creating the **Rope (with Grappling Hook)**.

Find the hole in the ground near Old Billy's place, and use the **Shovel** on it. You receive **the Root of a Yellow Acher**.

Talk to the kids again.

Check out the hole on the ground north of their position. After the fireworks blow up, take the remaining rocket (**Firework**).

Check out the arguing guards at Doctor Rasin's house. It turns out the doctor doesn't like loud noises.

Create an explosion by using the **Firework** on the well next to the house.

After the doctor exits the house, go in and take the **Magnifying Glass** from the table. Then check the book on the table.

Talk to Julie, she will give you **History Book – Volume 2**. Read the book after you open your backpack.

Take the **Strawberry Pie** from the table.

Using the knowledge learnt from the **History Book**, you can now decipher the message written on the obelisk at the east part of the village. It says: Offer 3 prayers to Radovic and get your prize.

Go to the tombstone up north, and offer a prayer three times. Take the **Skull of Radovic**.

Go to the General Store and offer the **Skull of Radovic** to the shopkeeper. In return, he will let you into the cellar. Go down there.

Take the **Ornamental Knife** from the table and the **Stone Plate** from the chest.

You can check out the stone tablet on the wall. It says: *Ishta szeme perzselj* (This is not mandatory.)

Leave the store, go to the well at the doctor's house and use the **Rope (with grappling hook)** on it. Descend into the well.

Well Underground

Notice the fresh water down here.

Take the **Snailroot** at the bottom left corner of the place (next to the fire).

In your backpack, combine the **Snailroot** with the **Ornamental Knife**, creating **Chopped Up Snailroot**.

Take the **Rope** next to the dead soldier.

Check out the huge door on the right. Use the **Stone Plate** after clicking on the item box on the right. With the **Stone Plate** in place, click on the lock in the middle. You opened the door, enter it.

Temple of Ishta

The darkness of the temple makes it hard to navigate down here. Go to the left, and find the feeding place of the monsters.

In your backpack, combine **Root of a Yellow Acher** with the **Strawberry Pie**, creating the **Poisoned Pie**.

Use **Poisoned Pie** on the dead body in the feeding place.

After the monsters ate the pie, go back to the body and take the **Oil Lantern**. It is empty.

Go to the right, and find the huge vase full of oil. Use the **Oil Lantern** on it. Enjoy the light you created.

Now that you can see, look around the temple. Examine the following items:

- the broken statue at the entrance of the temple,
- the stone tablet lying on the ground near the vase full of oil,
- the chest near the vase full of oil. Take 5 blue, 5 green and 5 red items,
- the stone tablet hanging on the wall just left to the dragon statue.

Go back to the feeding place and take the note from the chest there (**Torn Page 3**).

Take the book to the right of the dragon statue (**The First Worlds of Ishta**).

Click on the bloodstain in the middle of the temple and enter the following: *Ishta szeme perzselj*

Watch the dream sequence.

Talk to Nasri Ishta through the dragon statue. Agree to his terms about learning his ways.

Temple of Ishta – Dream Sequence 1

Listen to the kids talking at the bottom left part of the temple. They will tell you that the book you are looking for is the **First Teachings of Ishta**.

Go to the bottom right part of the temple and find this book. Take it and go back to the dragon statue. Leave this place.

Temple of Ishta

Go north and enter the sleeping quarters of the temple. Find the letter on the table at the top left room and read it.

Talk to Ishta through the dragon statue. Agree to learn from him.

Temple of Ishta – Dream Sequence 2

Go to the bottom left room and take the book called "**Alchemy for Beginners**".

At the north wall, pull the lever next to the wooden door. Take the **Broken Lever**, then go back to the dragon statue and leave this place.

Temple of Ishta

Alongside the north wall, find the **Empty Leather Canteen** on the ground and take it.

Go out of the temple the way you came in, go to the water on the left and use the **Empty Leather Canteen** on it. You get the **Full Leather Canteen**.

After this, head back to the temple, and examine the stone door at the north wall. Examine the lock on it.

First, put the **Broken Lever** at the Use Item slot, and then click on the switch at the top right corner. You place the lever into it.

Click on the green button. You can move the individual signs with the blue buttons. The correct order is written in the book called: **The Teachings of Ishta**.

Move the signs into the black rectangle so they match the white rings. Their order is as follows: 2-5-4-6-1-3

After everything in place, pull the lever. Enter the door.

Lava Cave

Go up and to the left. Talk to the guard at the prison door.

Go down and to the right. Talk to the guard and the lava river. After finishing the dialogue, talk to him again. Ask him to give the map to you. He refuses.

Use the **Full Leather Canteen** on him. Receive **Torn Map**.

Take the map back to the other guard and use the **Torn Map** on him. After a brief talk, he will leave you and tries to escape, but he is killed in a few seconds.

Go south and find the guard's skeleton lying next to a flying beast. Examine it and take the **Map** and the **Rusty Key**.

Take a look at the **Rusty Key** in your backpack. Notice the carvings on it. To read it, put the **Magnifying Glass** into the secondary item slot and click on the carvings again. It will show you a pattern: LRLRRR (left-right-left-left-right-right-right).

Use the **Rusty Key** on the prison door, and turn the key according to the pattern above (left=counter-clockwise, right=clockwise).

Dig up the garbage on the left, right after the prison door. Take the **Unfinished Map**. To understand it, go into your backpack, and select the **Map**, then choose the **Unfinished Map**. This way they will overlap, and you will see a marked position.

Go up the stairs to the north.

Prison Cell

Listen to the story your mother tells you.

Pick up the piece of paper in the room (**Torn Page 5**).

Combine the **Unfinished Healing Poultice** with the **Chopped up Snailroot**, creating a **Healing Poultice**. Use this on your mother, thus healing her. She will tell you that there is a lower level of the cave.

Exit the prison and go downwards, to the place where you came in. Slightly to the right, there is a huge hole on the ground. Use the **Rope** on the hole on ground.

Descend into the hole.

Lava Cave – Underground

Go up and take the piece of paper lying on the skeleton (**Torn Page 4**).

On this level, you have to answer three questions to advance. The answers are in the **Torn Page** items.

The answer for the Guard: Cordius. The answer for the old man: Ragan. The answer for the girl: Eleven.

Find the **Formula** in the iron chest on the middle part of the map.

The **Formula** can help you create a **Liquid Inferno**, a powerful bomb. The letters of the Formula can be deciphered using the **Alchemy for Beginners** book.

To create the Liquid Inferno, combine the following items:

- Trinit + Kallium = Trinitium
- Trinitium + Magnezit = Trinezit
- Trinezit + Trinit = Ditrinezit
- Ditrinezit + Trinezit = Compound A
- Kallium + Magnezit = Magnium
- Magnium + Kallium = Compound B
- Compound A + Compound B = Liquid Inferno

If you run out of ingredients, you can go back to the Temple of Ishta and get some more from the chest in the bottom right corner.

Use the **Liquid Inferno** on one of the rock spikes blocking the way to the stairs.

Go up the stairs.

Lava Cave

Check the skeleton north of the stairs. The message says: The cracks hide the key. This means you have to find a crack on the wall, similar to the one you see next to the skeleton.

Go north and find the **Pickaxe**.

Go back to the skeleton and find the crack on the wall slightly to the left. Use the **Pickaxe** on it. Find the **Note** and the **Piece of a Map** items in there.

In your backpack, use the **Map** and the **Piece of a Map** item, to overlay the two. It shows your next target. Go down the stairs and go all the way back, climb the rope and go north, to find the cracks on the west wall. Use the **Pickaxe** on them, to find the **Damon Ring**.

Go back to the lower level, head to the right, up the stairs, and head north. At the flame which blocks your path upward, use the **Damon Ring**. Type the word: Inflameth.

Now you can click on the flame and step into it. Head north, up the stairs.

End of Chapter 1

CHAPTER 2

Forrest Road

Go north and talk to the character called 'Stranger'.

To find Emmy's blue scarf, go south and check the blue flowers at the bottom left corner of the screen. Examine the place and get the **Blue Scarf**. Head back to Emmy and talk to her.

After the dialogue, head north until you see the two characters.

After they disappear, click on the red marks, which appear on the ground.

Cellar Prison and House

Take the **Drumstick** from the table.

Talk to the Shade and try to reason with him.

After the body change, talk to the Shade again, who is wearing your body.

After a few seconds, you change your bodies back. You have learnt **Soul Displacement**.

Click on the cat.

Click on the broken crate in the top right corner. Take the **Knife**.

Combine the **Drumstick** with the **Knife** in your backpack, creating **Small Pieces of Meat**.

Use the **Small Pieces of Meat** on the cat's food bowl to the right.

After the cat starts eating, use the **Soul Displacement** on it.

Using the cat's body, enter the hole on the north wall. Leave the tunnel.

Enter the house through the door. Take the **Key** lying on the kitchen table. Head outside, back to the cellar the way you came out.

Talk to your body, and switch it back.

Use the **Key** on the cellar door. Leave the cellar.

Enter the house again. Go to your parent's room. After the dialogue, exit the house and go to the left.

Castle

Head north, then find the kitchen to the left. Talk to the cook. Take the **Roasted Chicken** from the table.

Head further north and find the barracks. Talk to the servant.

Go east and enter the side rooms. In the room with bloodstains on the floor, take the **Bottle of Wine (3)** from the table, and the **Letter** from the ground.

In the next room, take **Black Pepper** from the table.

Combine the **Roasted Chicken** with the **Black Pepper**, creating the **Spicy Roasted Chicken**.

In the last room, take the **Broomstick**.

Go back to the central part of the castle and use the **Bottle of Wine (3)** on the servant standing in the barracks.

Use the **Broomstick** on the broken bottle laying the floor.

Go south, then to the right, and enter the workshop. Talk to Jack and ask him if he enjoys living here. When he hesitates to tell his whole story, pressure him to continue.

Use the **Letter** on him. Take the **Servant's Medallion**.

Take the **Wooden Box** from the little table.

In your backpack, take a look at the **Wooden Box**, then put the **Knife** in the secondary item slot. Click on the lock of the **Wooden Box**, creating the **Music Box**. Click on the little handle to play the music. Remember this tune.

Head to the center of the level, then head north, where two guards will stand in your way. If you have created the **Spicy Roasted Chicken** and have the **Servant's Medallion** with you, talk to both of the guards. They will let you in.

Click on the piano, play a few notes on it.

Play the same tunes you heard in the **Music Box**. The keys from left to right: 1-2-3-4-5. Play this tune: 5-4-3-5-4-2-1

Go the room in the left. Enter the secret room behind the red curtain.

Follow the tunnel upwards, then to the right. Listen to the conversation between Amuna and her priest.

Read the book on the table. Click on the pentagram on the ground.

Watch the events unfolding before you.

End of Chapter 2

Chapter 3

Mine

After waking up in the mine, go right and leave the room.

Go north to the next map. Go further north and take the **Shovel** on the ground.

Your way is blocked by some boulders. To clear the way, you have to push the boulders in a specific way.

Push the first one from the left in the first row forward. Push it forward again. Then push the one in the second row to the right. Then push the center one in the 4th row two times. You can go past the boulders now. If you mess up and can't advance, leave this map and come back again, the puzzle will reset.

Talk to the woman called Ash in the next map. Ask her about this place, then pick up the note lying next to a skeleton to the right (**Request Letter**).

Talk to the Ash again, and ask for help. After she leaves, follow her to the south and talk to her.

Go south to the next map, past the huge hole on the ground. There are two exits to the south, take the right one first. Take a look at the book in the room, it lists lock combinations. In the **Request Letter**, it was written that Ian Welkerson asked for a lock like this. Notice this line in the book: *I.W – No new chests left, gave him Bron Edmond's chest*. Check the line B.E, which stands for Bron Edmond. The combination is 8751.

Pick up a piece of wood from the **Unlit Torch** in the room. Go north and use the **Unlit Torch** on one of the burning torches. Then go back south, and descend through the ladder in the bottom left corner.

Use the **Shovel** on the rubble to the right and go through the hole. Descend as far as you can go, and enter the next room.

Pick up the **Oil Lantern** and the **Piece of Metal**.

Go north to the central cave. Examine the rail switch and put the **Piece of Metal** into the Use Item slot. Click on the round part of the switch.

Go north and talk to Ash again. Click on the cart to push it downward. On the next map, click on the cart again. Follow the woman and talk to her again. She will give you a **Key**.

Go south to the room you visited earlier. Use the **Key** on the door with the steel bars. Open the chest and take the **Rod of Dynamite**.

Then go back to the room where you have woken up earlier. Use the code 8751 on the chest and take the **Wire**.

In your backpack, combine the **Wire** with the **Rod of Dynamite**, creating the **Dynamite with Fuse**.

Go back to Ash to the east. Find the first boulder on the tracks, and use the **Dynamite with Fuse** on it. Then use the **Torch** to light it.

Go east. After Ash leaves you in the mine, find the wooden planks on the north wall. Use the **Shovel** on the one which looks like it covers a hole on the wall. Enter the hole.

Talk to Ishta through the dragon statue. Ask him if there is a way to save your sister.

Leave the room to the right.

Argon's Peak

Go north and watch the argument between the kid and the two men. Go and talk to the kid, Romni.

Progress north and watch the scene in the village center. After everybody left, check out the stone monuments on the square. Pick one of the names written on them, and remember it.

Go north and find the soldier standing in front of the tents. Talk to him and ask about the Protectors of Amuna. Tell him that you want to join their ranks. When he asks about your lineage, tell him that you are a descendant of *(here you can enter one of the names you read on the stone monuments in the village center. For example: Beardson)*

The guard won't believe you at first. So go and enter the house to the left. Talk to Karrak. He will ask you to set him free somehow.

Go back to the village center. Take the road to the right. Enter the biggest house here and talk to the old lady there. Ask her about the Protectors.

Watch the dialogue and the scene unfolding. Offer your help to find Romni.

Leave the house and go back to the place where you first met with Romni, where you entered Argon's Peak.

Take the road to the left and enter the wilderness. You have to follow the smaller footprints. These will lead you to the left, through the bridge. Go north and turn left just before the stairs. Go to the next map.

Find Romni and talk to him. Then go to the right and leave this place.

After you get back to the old lady's house, talk to her. Then go back to the soldier at the tents, and offer your services as a Protector again. This time, the old lady will appear and make a testimony about your lineage.

Grab your **Protector Armor** from the chest next to the soldier and equip it through your backpack.

Go into the house next to you and talk to the guard. Tell him that he looks pretty bad and you will gladly switch guard duty with him.

Take both the **Prison Key** and the **Telescope** from the tables in the room.

Use the **Prison Key** on the prison door and let Karrak out. Find him outside the house and talk to him.

Go south to the village center, and take the road to the left.

On the next map, there are a few wines on the wall, just below the observatory building. Click on them, to open the way. Go forward and enter the place.

Read every note on the tables. One of them talks about a meeting which starts at 09:35. Remember this schedule.

Go up to the next floor and take the **Diary** from the table.

Progress to the next floor, where there is also a note on a table you can read. Go up to the next floor, check the place and go up again to the final floor.

Once you arrive, check the clock on the wall to the right. Notice that it is not working. You need to get a **Pendulum**, which is located on the same map where you had been recruited as a guard. Go there and search the buildings. The one the left will have a broken clock. Take the **Pendulum** from it.

While here, check the note on the wall, and the strange secret door next to it.

Go back to the observatory, and use the **Pendulum** on the clock located on the third floor.

Check the clock again, and set the following time on it: 09:35.

Exit the clock and enter the opened door to the left. Take the **Tripod** and combine it with the **Telescope**, creating an **Assembled Telescope**.

Leave the observatory, and find the place left to the observatory building which has three rocks on the ground. Use the **Assembled Telescope** on the rocks.

Once you set up the **Telescope**, you can look at the sky. According to one of the books in the observatory, the constellation called Arrow can be seen at 242 degrees. Check it out. Notice that it is shaped like the letter V. Remember this.

Go back to the house where you have found the Pendulum and the secret door. Enter the V shape and pull the switch on the secret door to open it.

Grab the **Soul Stone** and exit the house. Go north and leave the village.

Luskburg

Go north and enter the castle. On the left, enter the guardhouse and take the **Bellows**. Exit the house.

Talk to the guard, called Wulgar at the north wall. Ask her about Eva.

Go right and talk to the blacksmith, then take the **Hammer Head** from the wooden box next to him.

Go back to the center, and follow the road left. Enter the tavern and talk to the bartender. Ask him about Eva.

After you finished talking to him, leave the place and enter the barn next to the tavern. In the wooden chest, take the **Short Piece of Wood** you find.

In your backpack, combine the **Short Piece of Wood** with the **Hammer Head**, creating a **Hammer**.

Leave the barn and go north, find Eva's house (the one with the barricade). Enter it.

Find the small crack on the floor, and examine it. Put the **Hammer** into the Use Item slot, and click on the center of the floor, where it is a bit lighter, not covered with dust. Take **Eva's Diary** and read it in your backpack.

On the north wall, find the letter written by Damien. Read it.

Go south to the part where you first entered Luskburg. Notice that the woodworkers finished their work and you can enter a cave now. Go in there.

Examine the dead body found in there, and take the **Broken Dagger**.

Go back to the castle, head to the right where you met the blacksmith. Enter the garrison building.

Talk to the Commander of the Guards, who will ask for your help.

After finished talking, go to the map where the tavern is located.

Left of the tavern, there is a warehouse, enter it. When the owner asks who sent you, tell him that it was *Roguey*.

In the warehouse, take these from the room: **Green Powder**, **Empty Bottle**, **Crate of Supplies**.

On your way back, first enter the tavern and ask the bartender about Colson. Then watch the events unfold.

Go back to the map of the garrison, and talk with the blacksmith again. When asked, help him to create a sword. First, enter your backpack and combine the **Empty Bottle** with the **Oil Lantern**, creating a **Bottle of Oil**.

Then, use the **Bellows** on the fire in front of the blacksmith. After that, use the **Bottle of Oil** on the fire. Last, but not least, use the **Green Powder** on the fire.

After the blacksmith comes back, talk to him and send him to the tavern.

Go into the garrison and talk to the Commander, delivering the supplies.

Go up to the second floor. Find the **Dagger** in the chest on the left. Examine it in your backpack, notice it has Vulgar's name on it. Combine the **Dagger** with the **Broken Dagger**, creating a **Set of Daggers**.

Go back to the tavern and continue your conversation with the bartender after everything is settled down.

Go to the barn, and take a look at the bed on the ground. Colson will appear. Talk to him.

The guy is a lunatic, you can't get much out of him. But he was so fixated on cabbages for some reason. Maybe you should find some. But first, take the **Shovel** with you.

Enter the warehouse and leave it through the south door. Use the **Shovel** on the cabbages to the left. Get the **Key** and the **Purple Soul Stone**.

Go back to the guard, Wulgar and use the **Set of Daggers** on him. Enter the wooden door.

On the next map, use the **Key** on the door and enter the place.

You have to put out every light source in the room. First, check the candle on the table, try to blow it out. After you fail, use the **Bellows** on the candle. Then, pull the curtains on every window in the room.

Then you have to unlit the crystals in the room. The crystals from the left to the right are: 1-2-3-4-5.

One of the correct combinations is: 2-3-1.

If you mess up, just remember, when you click on a crystal, that crystal, and its neighbours will change their state to the opposite (e.g. from lit to unlit and vice versa). Play with them until all of them go dark.

After every light source is put out, your shadow disappears and you can enter the portal.

Outer Dimension

Talk to Mercurio and take the **Scroll**. Go through the portal to the left, then go north.

After the scene playing out, go up and to the left. In the Ritual Chamber, there are four pillars, you have to put small fragments of **Soul Stones** in them (either blue or purple).

First, in your backpack combine the **Soul Stones** with the **Hammer**, creating **Blue Crystal Fragments**. Then combine the **Purple Soul Stones** with the **Hammer**, creating **Purple Crystal Fragments**.

At this point you have two options:

- a) put 4 **Blue Crystal Fragments** into the 4 pillars,
- b) put 2 **Blue** and 2 **Purple Fragments** into the 4 pillars, just like it is shown on the **Scroll** you got from Mercurio.

Watch the ending playing out, and make your decision.

The End