

Rofo Dyon Rofo Dyon Rofo Dyon

## QuiteSoulless by Vasily Zotov

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1/3 of solution

Actually there is a folder  
res\saves\TROUBLESHOOTING\_SAVES05, you  
could find there the step by step if you lost the point  
of the adventure, did something in the wrong way.  
IF YOU WANTED TO USE THEM please  
manually COPY all the files of the directory into the  
FOLDER res\saves\



You can see hints and tips during the game in the right upper corner on the screen.

Watch the long movie, and now you are near your home. Go to the man in the dark blue uniform, talk to him (Press 'I', then in inventory select 'TALK' option by up-down arrow keys).

----- > TROUBLESHOOTING\_SAVE 1

On this screen go to the nearest to the car motor paint, and complete the puzzle by the arrow keys using the MOTOR CHART (Press 'I' for inventory, select MOTOR CHART by left-right arrows, up-down for LOOK AT option), uniformed guy gave you and go ahead to the house entrance.

----- > TROUBLESHOOTING\_SAVE 2

Use the keys on the electronic lock (press 'I' for inventory, then left-right to select the keys, up-down arrows to select 'USE' option, press 'Enter' to confirm). Go inside the house (press Space near the glass doors). Go to the water drips, and after the 2 seconds of movie go up the ladder, to the right and to the last door. It's kitchen, take there the RIFLE and the POKER. Go back to the uniformed guy, then to the place you first time get the control under your character, and across the road. Go to the sewers tubing, press Space near it to open the LID, and take the BLUE SISTER'S HEAD.

----- > TROUBLESHOOTING\_SAVE 3

Go back to the road, but half a way there would be an insects, take the RIFLE in inventory and fight by Ctrl (Or may use the BOOK to beat him).

----- > TROUBLESHOOTING\_SAVE 4

On your victory go to the uniformed guy, talk to him. Go inside the house, up the ladder, to left, pass on father, open next two doors, open jalousie, then window.

----- > TROUBLESHOOTING\_SAVE 5

Go to father. Talk to him. Go back to the ladder.

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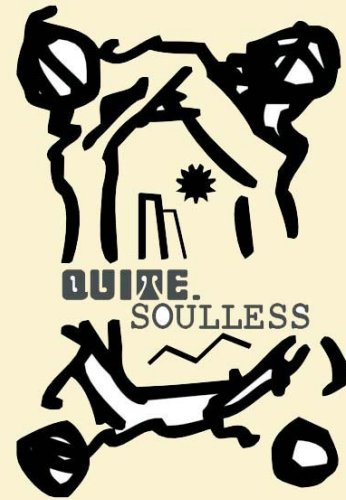
## QuiteSoulless by Vasily Zotov

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2/3 of solution

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You can see hints and tips during the game in the right upper  
corner on the screen.



After a long introduction movie, please find yourself on the street, beyond the yellow 'DO NOT CROSS' line. Go to the guard who stands not far from your car (his name is Mariner). TALK to him (To do this press 'I' to get the access to the inventory, then select the 'TALK' button by the arrows UP-DOWN, and confirm with Enter). Mariner says, that you can't get outside because of the quarantine. Go to the door, press Space here to enter in.

Go right forward to the table, where you can find the policeman in the helmet, talk to him (press 'I', in the inventory select 'TALK' by pressing UP-DOWN arrow keys, and confirm with Enter). He says about the fire in the cell number 5, about the patients, disappeared after the white flash, and about the keys, which are located in the study of doctor Milford, and he could not be found for now too. Go to the new guard, who stays near the door (this is Roseman), talk to him. He says that there is no fire in the building since he does not hear any fire alarm or something. Try to go out through another door, and hear how he says you can't go there without a permission.

----- > TROUBLESHOOTING\_SAVE 1

Go back to the table, to the policeman in helmet, talk about the fire alarm, he says to push the button near the fire stand. Fire stand is quite to the Roseman, there is also the extinguisher, press Space there. Since that moment you will see the red flashes in the lobby, go to Roseman, and talk again. He is not going to let you in because you are useless on the place of fire. Go back to the stand and press there Space. Take the extinguisher. Press Space again. Open the closet. Press DOWN arrow button to take the fire axe. Press ESC to get out of the closet. Go back to Roseman, talk about the Lori Devine. Now he will let you in. He will ask you to take nothing but the keys.

You are in doctor's room. Go to the table. Find the phone on the right side of the table and hear the record (Somebody invites doctor to the pier). On the left there is the key from the cell number 5. Go out through the back door.

Go through the door on the left from Roseman to the street. Go forward to the next door and inside another building (Press Space near the door).

----- > TROUBLESHOOTING\_SAVE 2

In the building go to the cell number 5 (there are the lantern under the door). Open it ('I' for inventory, then left-right arrows to select the key, up-down to select USE, Enter to confirm). The key should appear in the hand on the left upper corner of the screen. Press Space, then Space and go into the cell. Near the fire use the EXTINGUISHER. Look through the movie (man extinguishes the fire, Indian offers to use the picture of a dead man to conquer the soul of an animal. It is the

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Photo of the father in inventory). Also you will get here the LEVITATION CARD. Go back to the prison corridor and to the cell number 3 (do you see the flashes near it, right?), however you can't proceed and go there, since you don't have a key.

Go back to the hospital lobby, take the human heart in the middle of the room, press 'I' for inventory, here press left-right to select the pot with the human heart, up-down arrows to select DISSOLVE, confirm with ENTER. Go to Roseman, talk, go to doctor's room, take all the keys there.

DON'T TAKE the ship in the bootle. If you took it you should bring it back (select it in inventory and proceed with the USE option).

Also take here the doctor's raincoat and the hat on the rack left from the EXIT. Check the coat ('I' for inventory, left-right arrows to select coat, up-down arrows to select DISSOLVE option, ENTER to confirm) get the STETHOSCOPE.

----- > TROUBLESHOOTING\_SAVE 3

Repeat the path to the cells, use the keys, enter the cell number 3. Wait till the movie about kitchen key ended. It is in the drainage of the cell number 2. In the cell number 3 get THE BOOK, THE COIN, THE CASINO TOKEN and THE CUP. Push the lid (Space), take there the FOUNTAIN KEY (down key), see that there was the motorized platform. Return to the corridor.

Flash light moved to the cell number 2. Go there, use KEYS. Take the JUDGE HUMMER, BOOK, JUSDGE SUIT, KITCHEN KEY, A PIECE OF BREAD. In inventory DISSOLVE BREAD 2 times, you can use the BLUE CRANK now. Return to the corridor.

Go to the cell number 6. Take HORN, BOTTLE and MEDALLION. DISSOLVE bottle, it turns out that it is cut in two parts, and clued with sticker. Open lid with BLUE CRANK. Find THE BOMB and the WHITE CRANK in the drainage.

----- > TROUBLESHOOTING\_SAVE 4

Go to the cell number 1. Open the door with the keys, watch movie about headache, and fight with red and white headed monster. You can see blue health bar up on the screen. Every time monster strikes, you can loose 10% of health. USE the FIRE AXE to kill him. To beat him press Ctrl. You should heat him many times.

If you was killed you would be introduce to the first bad ending death in the pool of blood.

----- > TROUBLESHOOTING\_SAVE 5

Take here UMBRELLA. Open the lid with the WHITE CRANK. Take the SAFE out of the drainage. Use STETHOSCOPE on the SAFE. By the sound water drops understand the CODE 124. Use left-down-right arrows to set 124 on the SAFE PANEL. Take the HUMAN APPENDICITIS. Return to the corridor.

Proceed to the cell number 4, push the lid, take the MOTORIZED PLATFORM and the SHIP REPLICA.

----- > TROUBLESHOOTING\_SAVE 6

Go to the hospital lobby and to the doctor's room. Select THE 2 PIECES OF BOTTLE in inventory, select COMBINE option by the up-down arrows, press Enter, select now THE SHIP REPLICA wift left-right arrows, use the result on the table to exchange it for another one. Break the copy of the ship you get, take the RAT LABYRINTH MAP and the ELECTRONIC KEY. Study ('I' for inventory, selection 'LOOK AT') the RAT LABYRINTH MAP, study the nearest exit from the labyrinth use horizontal tunnel, and the 2<sup>nd</sup> turn to the north, then go north to the end.

Go to the cell number 3. SAVE YOUR GAME HERE!!! (Inventory, SAVE option). On the rat use

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the FATHER'S PICTURE (to conquer the soul of an animal, just like Indian in the blue smoke said). You are transforming to a rat, as a rat, follow the path, you tried to study above.

----- > TROUBLESHOOTING\_SAVE 7

If you were frozen, there would be the cold bad ending and some moral issue behind it.

If you were alive, press Space near the motorized platform. There is a see view and A BIG KEY, take it and return to the motorized platform, press Space.

Ha... You are a human again, take the COPPER KEY from the drainage. Go to the corridor, to the BLUE EXIT DOOR in the end of it, press Space. Watch 'the closed door movie'. Use here THE COPPER KEY. The door is still closed.

Between the cells 5 and 6 go to the door, press Space to enter, take the BILLIARD BALL 11 (from the table) and BILLIARD CUE. Do the DISSOLVE with the BALL. Exit the room.

----- > TROUBLESHOOTING\_SAVE 8

Go ahead to the cell number 5. Press 'I' and in inventory select the KITCHEN KEY by pressing left-right and use COMBINE method (up-down arrows) and select the CUP. You now have the OPENED CUP. USE OPENED CUP on water in the middle of the room. You have now a CUP, FULL OF WATER.

Use it on the hot lid, push the lid, take out the ANCHOR, 2 BOTTLES OF MOLOTOFF (down arrow key to take). Get out of the drainage, take on the bed ORIENTAL ROBE and BROKEN GRAMOPHONE. Use the ROBE on the pan, then use GRAMOPHONE. You've got the SUICIDE ROPE. Combine it with CUE in inventory. You will get the FISHING ROD. Use HORN on the GRAMOPHONE. Take the BLUE TOKEN (down arrow). Take the GRAMOPHONE with the HORN. Got outside to the corridor.

Return to the cell number 3. Use the CUP on the rat, you have RAT IN THE CUP.

----- > TROUBLESHOOTING\_SAVE 9

Go back to the hospital lobby. Lori Devine arrived. SAVE YOUR GAME HERE!!! Talk to her. Take the WRITTEN PERMIT. Talk to the policeman in the helmet, sitting in lobby each and every theme, BUT NOT ABOUT THE MONSTER, FLYING INDIAN AND RAT. Just choose the next topic (Left-right arrows plus Enter to confirm).

If you did not follow the advice, you would watch MEDICAL ENDING and read another moral issue.

Ask policeman, where is the nearest railroad. Go outside the building to the road and the street. Watch the TRAIN MOVIE. Talk to another policeman outside, watch Lori Devine goes to the cells. Go into the railroad tunnel.

----- > TROUBLESHOOTING\_SAVE 10

Use the motorized platform in the tunnel, and watch the movie why it is useless. Open the metal box on the right side of the screen. Take PINCERS. Watch the movie, that Lori Devine leaves the location on the car. Talk to Mariner (policeman on the street), return to the hospital lobby, talk to Wilson (policeman in a helmet), DON'T TOUCH TOPIC ABOUT MONSTERS again. Go to the cells area and through the long corridor to the exit door. Use COAT WITH GLOVES, dress yourself for the electricity experiment. Use PINCERS. Door is open now, go to the sea shore. Watch the fisherman movie. Talk with him. Use the POT on the WATER in the possibly far left location on the shore near the water. Talk to fisherman again and buy the FISH from him. Go to the FISHERMAN IN BLACK. Use FISHING ROD when you are a little bit left from him. Take the GUN and CARTRIDGES (down arrow). COMBINE them. Now you have the loaded gun. Go down the flying Indian, shoot him.

----- > TROUBLESHOOTING\_SAVE 11

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Roseman Δhere Roseman Δhere Roseman Δhere

Go back to the cells. George automatically dresses himself back from coat outfit. Go to the hospital lobby. Talk to Roseman (policeman in lobby). There was an incident on the street. Go outside to the street and railroad.

After a long movie, go to the blue door, on the alien machine on the right slot use the ELECTRONIC KEY. After transformation go back to the tunnel, and shoot or kill with your AXE the white worm and there would be another long movie.

Roseman Δhere Roseman Δhere Roseman Δhere



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THE BRIEFCASE, go back to the LORRY, use the KEYS on the door. Lorry is out of fuel again, go on your own to the nearest tower on your right. Go up the ladder, take THE EYES (down arrow) from the dead guard (first look closer at him by pressing Space).

----- > TROUBLESHOOTING\_SAVE 6

Go through the tower, and on the dead end platform, go right. You will fall out of the tower and understand the time, you were falling (15 sec). After that go back to the tower, inside the tower locate the stretcher on the wheels, take there knife, pills, bottle, USE the BOMB on the STRETCHER. Set the BOMB to 0:15 by pressing left-down-right arrows. Press Space near the STRETCHER.

Press Space near the stretcher. Go to the dead end platform again, USE there the STRETCHER. Go to the blue tower, but before inside THIS tower take the PIECES OF BRAIN from the REFRIGERATOR on the left of the laboratory table (Press Space a couple of times).

----- > TROUBLESHOOTING\_SAVE 7

Go to the place between '+' and '-' sign, take here the accumulator. To the left on the "up" view press Space near the dead fledgeling. The time on the BIG CLOCK now set to 20:00. COMBINE the RAT IN THE CUP and the MOTORIZED PLATFORM. DISSOLVE the FISHING ROD 2 times. COMBINE the ROPE and the RAT ON THE PLATFORM. COMBINE the result with the ACCUMULATOR. USE the result near the beginning of the small railroad on the 'up' view. The lanterns are on now, go to any GREEN PANEL, use Space there (now all the accumulators are charged).

----- > TROUBLESHOOTING\_SAVE 8

Go to the small tower in the middle of peninsula (actually it's a flying device). Go inside by the blue ladder (Press Space near it). Look at the LEVITATION CARD in your inventory and remember the order of the keys. Use the STEEL FOUNTAIN KEY. Press 4 keys (arrows). Time stopped here. After the movie go south, to the motorcycle and 2 persons, take the PORTRAIT OF FATHER from the body on the street (Space), take the GREEN FOUNTAIN KEY from the guard. Use GREEN FOUNTAIN KEY to return back.

----- > TROUBLESHOOTING\_SAVE 9

Go to the tower with "0" blue ball on the top (you saw it before), near the 'No dogs' sign press Space, on the next screen use the PORTRAIT. Go inside the "0" tower (take the left ladder). Near the astrological table use Space, down to insert the BLUE TOKEN on the phone. Call (Space). Use the ARIES STEEL WIRE on the table. Use the date of the death of the father 4 IV 1979 (By the arrows, Space). Go to the lever, rotate the mystical circle to the ARIES SIGN (the animal of 1979). It's 20:00 and it's time to go the 'Millenium' lock, you saw before.

----- > TROUBLESHOOTING\_SAVE 10

Go to the tower next to "0". Go through the golden door (it has no lock now) and proceed to the metal shed. Go to the shed exit, then to the helicopter. Take the walking stick near the man in chains. Insert the human organs (down arrow), then look to the body again (Press Space two times). Take the YELLOW KEY from the opened mouth (down arrow). Go back to the "0" tower, then to the giant yellow crane, go up (Space key), go down (Space again), go to the horse shoe building, in the middle of the hall go up to the second floor via the metal ladder, go to console, use the YELLOW KEY . Press Down arrow to get the SNIPING RIFLE.

----- > TROUBLESHOOTING\_SAVE 11

Return to the crane. Go up, insert the YELLOW KEY ("USE" in inventory). Crane goes back to it's first location. Use the SNIPING RIFLE. Find (some down and left) guard with a machinegun. Kill him ('Ctrl' to shoot). Go down (Space) to the dead guard, proceed to the pier, press Space near the wooden box to pull the lever, go to the ship, go up the wired ladder (press Space near it), then go down the red ladder (Space near it), near the blue body press down a couple of times till you will have 43 degrees Celsius on the thermometer. Go back to the horseshoe building, and through any of two corridors to the small room and here into the hole in the middle. Press Space.

CONGRATULATIONS!!!

YOU FALL IN THE HOLE IN THE END OF THE HORSESHOE!!!

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