

SYBERIA 2

Walkthrough

World 1 : Romansburg

Go to the back of the train and talk to Hans.
Click on the dialog topic "Departure"

Return to the 1st wagon, continue towards the front of the train until you receive a call from Oscar the automat train operator..

After the call continue to the next area of the wagon and then open the door on your left. Here we discover the bathroom.

Exit the bathroom.

Open the door on the right that leads out of the train.

Once outside exit the area to your right.

Cutscene with Emeliov is triggered. Kate then finds herself alone on the train platform.

Make your way to front of the train near the engine and talk to Oscar.

In the area with Oscar use the lever on the left to activate the train-winding mechanism.

Use the wind-up wheel in the center to wind the train.

Talk to Oscar again.

Click on the dialog topic "Train". This adds the topic "Charcoal".

Return to the previous area where we see the train from high above.

Take 1st small platform that leads to the right.

You should be standing in front of a lever, click on it.

Use the lever and watch the cutscene of the large charcoal machine arm moving. Notice that there is no charcoal.

Head all the way to the back end of the train on the platform. In this area there is a gate on the left.

Try and open the gate, it's locked.

Return to the area where you saw Emeliov at the entrance to the passenger train.

Enter the building (General Store) straight across from the train.

Talk to Emeliov who should be standing behind the counter.

Click on the topics "Charcoal" and "Key".

Examine the counter on the right with the broken candy machines.

Take the candy machine key that is lying in the close-up.

Head back to the 1st area of the store and examine the candy machines at the end of Emeliov's counter.

Use the candy machine key on the drawer of the machine farthest to the right.

You will now have a collection of change in your inventory.

Use the coin of Canadian money (the caribou) on the left machine. Turn the lever of the same machine and then take the candies that fall. (Katalas)

Return outside to the train platform.

Head back to where you used the lever for the large charcoal machine.

You should see a young girl down below in the lower village. (Malka) Click on her to start a dialog.

Once she says that she wants something give her the candies (Katalas).

The cutscene with Malka and her balloon will play and will end with the key for the gate in your inventory.

Head back to the gate near the back of the train and use the key on the lock.

A cutscene showing two gates opening will play.

Use the stairs to go to the lower part of the village.
Continue to the area where you see the little girl (Malka) again.

Now walk towards the area farthest to the left, you should be in front of a generator.
Press the button on the iron support to start the generator. (The generator will puff smoke and try to start but then fail)
Take the gas container on the left, notice that it is empty.

Leave the area by the right.
In the next area head to your left towards the outside of town. (The area should pan as you move)
Head left to the next area until you find a door in the fence with a cord handle on the upper right.
Pull the handle to ring the bell. (Notice the black smoke)

The cutscene introducing the Bourgoff brothers will play. (Notice a second gas container on the barrel on the left)

Talk to Ivan.
Click on the topic "Charcoal" ...he says that he doesn't have any ...He is lying. (Black smoke, gas container)

Head left to the next area until you are in front of a poster covering a gap in the fence.
Click on the poster and then click on the upper left corner to remove the poster.

Click on the opening in the fence to go to the other side.

In the center of this area is a crate with two eyes poking through a hole.
Click on the crate and then click on the latch to free the Youki inside.

The cutscene of the Youki escaping with Ivan giving chasing will play.

Now head to the area to the left.
Take the gas container on the barrel. (Kate will replace it with the empty one in her inventory)

Head back to the right and exit the area through the same fence from which you entered.
Return to the generator.
Use the new gas container on the generator.
Press the button on the Iron support to start the engine. (The generator will start to smoke)

Return back up to the train platform.
Return back in front of the large charcoal machine and use the lever to add the charcoal to the train

The cutscene of the large arm filling the train with charcoal should play. Followed by Oscar showing up and saying that Hans isn't in the train and he has gone missing.

Return to the lower village to the area with Malka (the little girl) and enter the building in back. (Cirkos' Cabaret)

The cutscene of Hans' delirium will play and you will end up back in the train beside Hans who is sick in bed.

Talking to Hans will reveal that he is indeed delirious and speaks of his past.
Head back to the Train exit. Oscar will come to you expressing his worries. Leave the train.

Return to the lower village.

Talk to Malka (the little girl)

Click on the topic "Monastery". (She will talk about the death of her mother)

Return to Cirkos' Cabaret and talk to Cirkos (Found behind the bar)

Click on the topics "Malka" and "Shroud".

Return outside and talk again to Malka.

Click on the topics "Monastery" and "Help".

Malka will give you a token and tell you that you need to go to the monastery to help Hans.

Return to where the Bourgoff brothers' hide-out was and continue as far as possible outside of town to the left.

When you arrive at a bridge that you can't cross there will be the shroud distributor on the close side of the bridge.

Click on the distributor and insert the token in the slot.

Use the lever to open the distributor and take a shroud. Exit the close-up.

If you haven't tried already, try and cross the bridge. Kate will say that it's much too cold to continue and that she will need some warmer clothing.

Return all the way back to the train platform and into the General Store.

Talk to Emeliov.

Click on the topic "help".

A cutscene will play where Emeliov lowers a ladder to access the attic.

Climb the ladder to the attic.

Take the cloths lying on the crate on the far left, climb back down the ladder and leave the General Store.

Return back inside the train and go to the area where Kate is close to Hans lying in bed.

Use the shroud on the face of Hans.

The cutscene of Kate placing the shroud on Hans' face will play and the shroud with the imprint of Hans' face will be placed in your inventory.

Return to the front of the train and use the bathroom on the left before exiting.

Kate will change into her new cloths... alone... in the dark.

Kate now is wearing her winter cloths and can cross the bridge on the far side of town. Leave the train and head back across the bridge continuing until you reach the base of the monastery.

At the base of the cliff use the handle attached to the cord to ring the bell.

The cutscene will play where we see a monk who refuses to let Kate up to the monastery.

Take the path to the upper right continuing until you reach a pond with a Monk washing cloths.

(Notice the robes he is cleaning)

Talk to the monk and click on the topics "Hans" and "Bird".

Return to the General Store back in town.

Talk to Emeliov.

Click on the topic "Help".

Emeliov will give you whistles for calling birds.

Return back to the pond and the Monk washing cloths and give him the silver whistle.

The cutscene of the Monk running off to find his bird will play and Kate is alone.

Take the robes lying on the stones.

The cutscene of Kate changing cloths behind a bush will play.

Kate is now wearing the monk robes

Return back to the base of the cliff and ring the bell for the elevator again.

The monk will lower the elevator.

Use the elevator to gain access to the monastery.

Follow the only passage until there is a cutscene where Kate looks in awe at the monastery and a bell begins to chime. You should now be in the main courtyard of the monastery.

From this area head towards building entrance to the upper left.

Once in front of the large door to the Chapel click on it to enter.

Inside the chapel head to the far back towards the curtains.

The Patriarch appears and begins talking to Kate.

Click on the topics "Mission" 2 times and then "help" and "Shroud".

Kate will then give the Shroud to the Patriarch.

The cutscene of the monks getting Hans and bringing him to the monastery will play.

When you re-take control of Kate she is standing in a part of the courtyard just outside the monk sleeping quarters where Hans is.

The Patriarch will then start talking to Kate again saying that Hans is very sick.

Enter the hallway at the back of the area of this dialog and enter the door farthest to the right.

Hans is sleeping in the bed.

Talk with Hans and click on the topics "Monastery" and "Alexei".

Leave the room.

The cutscene of a monk listening at the door will play. (Same monk that was washing the cloths)

Talk to the monk.

Click on the topic "Alexie".

The dialog ends with the monk giving you a parchment and a glass disc with the image of a mammoth on it.

Return to the corridor that leads to the elevator until you see a wheelbarrow on the right.

Click on the wheelbarrow and take the hedge cutters.

Return to the large courtyard and head towards the area with the high view and the monastery on the right.

Take passage on the upper left that leads to the cemetery.

Find the tomb stone covered in branches and use the hedge cutters on the branches.

A cutscene of Kate cutting the branches will play.

Examine the tombstone again and see that Alexie is dead. The inscription in Latin says: "The secret of my knowledge lies behind the book."

Pick up the cut branches.

Return to the area in front of the monk sleeping quarters where the 2nd dialog with the Patriarch took place and pick up the brush on the floor near the bucket.

Return back to the chapel.

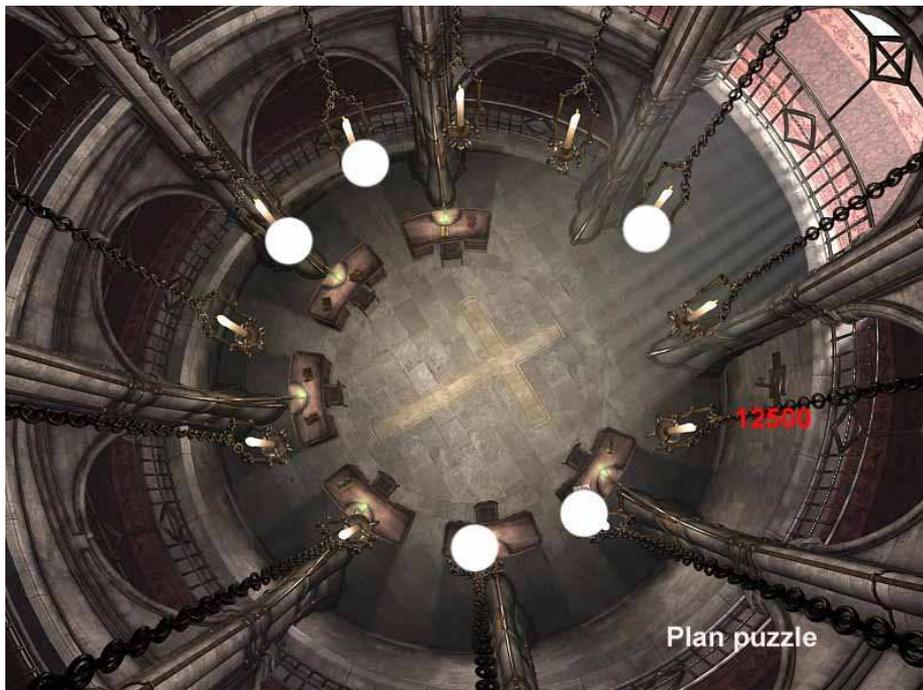
Move to the 2nd area in the chapel where you can see the paintings on the left and right columns. Click on the left column and use the brush on the painting of the book.

A cutscene of Kate brushing is played and a circular form is revealed. Note the positions of the white dots.

Return to the large courtyard and go the area that led to the cemetery. Just to the right is a door that leads to the library. Use the door.

Once inside the Library take the spiral down to the lower floor.

Take the staff that is on the right wall and Kate will place herself below a circle of candles. Using the staff click on the candles that are in the same position as the white dots from the painting in relation to the cross on the floor.



The cutscene of the port-hole opening will play.

Take the spiral back up to the upper-most part of the library and click on the port-hole.

A cut-scene of Romansburg as seen from the port-hole is played.

After the cutscene is done click on the port-hole again to return to the view of Romansburg.

Select the mammoth glass disc from the document inventory and place it in the port-hole.

Exit this close-up and examine the edges of the port-hole. The 4 cement pieces can be moved to adjust the size of the port hole.

Press the pieces in the following order: (bottom, left, top, right)

This will focus the image of the mammoth on the glass and cast it on the opposite wall. Notice the position of the eye of the projected mammoth.

Descend to where the projected eye is accessible and press on the button in the close-up. A secret panel will open. Click on the panel. Take the book of Alexie and the Relic behind it.

Return to the entrance of the monastery where the elevator is and click on the candle making machine on the left.

Take the branches cut from the tombstone and put them in the cauldron. Click on the handle on the far left to fan the flames and increase the heat of the fire. Take a wick near the left side of the machine. (It will auto transfer to the candle mold) Close the mold and click on the valve to fill the mold with wax. Open the mold and click on the candle to place it in your inventory. Take the matches sitting on the counter of the candle machine.

Return to Hans in the monk sleeping quarters. Place the relic on the table near Hans. Place the candle in the relic. Light the relic with the matches.

Cutscene of the mammoths floating on the walls will play.

Return to the Chapel where you 1st met the Patriarch. Notice that he is gone and the curtains are open. Go behind the curtains and take the key that is hanging in the altar. Return to the exit of the chapel and click on the gate on the right side. Use the key on the door and enter the bell control room. Ring the bell to call all the monks inside.

Go back to the cemetery and move the coffin that is near the large broken hole in the wall. (Notice that monk that was shoveling here is now gone)

Return to the monk sleeping quarters and talk to Hans to flee the monastery. The cutscene of the escape will play.

You retake control at the back of the train talking to Hans. Click on Hans to continue the dialog and click on the topic "Departure"

Hans will ask you do to one more job and give you a mechanical heart that is needed to fix an automat in Cirkos' Cabaret. Return to Cirkos' Cabaret There will be a cutscene where you see Cirkos unsuccessfully trying to teach the Youki a trick. Head towards the stage and click on the semi-circle container at the front of the stage. Use the mechanical heart on the center pin of the mechanism. Rotate the mechanical heart 3 times. (Or until the wind-up indicator at the top of the screen is at the farthest right) Place the small arms located at the four corners in the right positions and click in the center of the mechanical heart to use the automat.

Correct positions of the arms are: (Left and Right are from view and not relative to the arm position)



Upper Right – Left Hole
Upper Left – Right Hole
Lower Right – Center Hole
Lower Left – Right Hole

The cutscene of the horse automats starts and switches to the train being stolen by the Bougoff brothers.

We retake control of Kate back on the train platform.

Near the stairs leading to lower Romansburg there is a lever.
Pull the lever.

A movie of the gangcar being turned over is played.
Get on the gangcar.

A cutscene of the gangcar moving forward and then breaking is played.
Kate gets off the gangcar and is near the train winding mechanism.

Return to the General Store and use the candy machines again.
Use the Chinese coin on the middle machine to get the fish candies.

Return to the hide-out of the Bougoff brothers in lower Romansburg.
Use the main door to enter as the fence has since been mended by Ivan.
Once there you will receive a call from Oscar saying that the Bourgoff brothers are responsible for the theft of the train.

Find the Youki and give him the fish candies. The Youki will now follow Kate.
Go to the section of the hide-out covered by a roof and look at the table at the back. Examine the newspaper to discover that the Bourgoff brothers desire the ivory of the mammoth tusks.

Return to upper-Romansburg to the gangcar. Click on the gangcar to end world one.

WORLD 2: The Crossing of the Great North

Follow the path to the right.
Watch the sequence with Ivan taunting Kate.
Continue on the path.

Look at the small pile of stones (inoukshuk)
Continue on the path.

Watch the sequence with Youki chasing the beaver.
The Youki no longer wants to move. He continues to harrase the beaver.

Leave the Youkie and follow the path to the right.
Look at the log house across the river.
Take the dried branches on the ground.

Return to the pile of stones on the path (inoukshuk)
Place the dried branches at the base of the stone pile.
Use the matches to light the branches on fire.
Watch the fire/melting sequence.

Take the food offering (**a fish**)

Return to the Youki.
Use the fish on the Youki.
Watch the sequence of the Youki being drawn away and eating the fish.
We hear a crashing sound.
Watch the sequence of the Youki running back to the beaver.

Go follow the Youki.
There is now a tree lying across the river.

Click on the tree to cross the river.
Watch the video of the Youki and Kate crossing the river.

On the other side of the river, follow the path.
Continue along the path to the gorge with the collapsed bridge.
Click on the knot on the bridge and listen to Kate's comment.

Go to the right along the path to the log cabin.
Listen to the phone conversation.
Open the door and go in. The Youki will follow.

Turn around (inside the cabin) and reopen the door.
Watch the video of the bear scaring Kate and Youki.
Kate is now trapped inside the log cabin.

In the log cabin, look above the fireplace.
Take the Russian doll.
Take the Axe.
Take the book on fishing. Read the book.

Go towards the rear of the cabin.
Enter the kitchen of the cabin.

Take the fishing bag on the counter.

Open the back door of the cabin.
Kate and the Youki are now outside the rear of the cabin.
Go down the stairs to the dock.

Click on the fishing rod..
Watch the sequence of Kate picking up the rod.
Open the fishing box (bottom right).
Take the top right fishing lure. (*green frog*)

Kate will pick up the lure and put it on the rod.
Cast on the lower right side of the water.
Watch the sequence of Kate catching a fish (orange salmon).
Watch the sequence of Kate putting the fish in the basket and putting away the rod..

Return to the interior of the cabin.
Open the window to the left of the front door.
Use the fish on the window (throw it out).
Watch the sequence of the bear eating the fish.

Leave the cabin and return to the fallen bridge.

Use the axe on the knot.
Watch the sequence of Kate cutting the rope.

Use the cord and wood piece on the tree.
Watch the sequence of Kate swinging across.
Watch the sequence of the Youki swinging across.

Kate is now on the other side of the ravine.
Follow the path.
Watch the Youki run down the patch.

Follow the path and the Youki.
Watch the sequence of the Youki chasing the bird.

Follow the Youki to the side of the mountain.
Watch the long sequence.
Ivan and Igor try to create an avalanche.
Now the plane will arrive and crash and scare away the villains.

Kate and the Youki are now separated.
Use the axe on the ice wall.
Use the axe and see Kate begin climbing up the wall.

Find the proper route up.

Arrive at the top and follow the path.
At the crossroads follow the patch on the lower left.
Watch the video with the snowmobile and Kate dodging.
See Hans being taken away on the sled.

After the scene, look at the train that is far away.
Go back along the snowmobile tracks.
This time, at the crossroads go along the upper left.

See the crashed plane, and the pilot floating in the tree (up from the plane).
Try to talk to the pilot. He can't hear you.

Go back to the plane and look at the cockpit.
Manipulate the buttons to get the correct information displayed (co-ordinates).



Initial positions of buttons and correct positions

Contact Key : Button 1

Put to ON
Initially Off

Radio System Switch: Button 7 & 8

Put to ON (BOTH)

Initial Position: 7 Off, 8 On

Radio Frequency button: Button 4

Put to ON

Initially Off

All other buttons do not do anything.

Displaying the Frequencies

ZONE A (03)

Button 2 to On

Button 3 to Off

Button 6 to Off

Button 5 to On

ZONE B (28)

Button 2 to Off

Button 3 to On

Button 6 to On

Button 5 to Off

Return back to the crossroads

Go to where the snowmobile almost hit Kate and up to the Tower

At the base of the tower there is a small cabin with a radio receiver and transmitter.

Enter on the radio, the frequency you found in the cockpit of the plane. (0328)

Press on the button on the microphone to talk.
Listen to the sequence of Kate talking to Boris

Turn on the radar and return to the base of the tower.
Click on the ladder to climb up.
Turn the arrow around until it is pointing **straight down**.
Return to the base of the tower.

Take note of the position of the dot on the radar – the train (82-16).
Return to the plane.

Boris is now working on the plane.
Speak to Boris about the **Train** and then the, **Plane (Flying wing)**
After the correct dialogue, Boris will get out of Kate's way as she enters the plane.

Look at the cockpit controls.
The ejection panel is now open.
Enter the co-ordinates 82 and 16.

Kate parachutes near the train.
Walk to the train.

Pull Oscar out of the now (the little brown item sticking out – his arm).
Watch the sequence with Oscar getting out and standing up.

Speak to Oscar. You find out he's rusty.

Go into the train's passenger wagon (rear).
Look at the closed hatch on the floor where the center pillar used to be.
Go to the rear of the train
Take the plans off the floor.
Take the oil of the floor.

Return to see Oscar.
Use the oil on Oscar
Watch the sequence of Oscar going to the front of the train and up the ladder.

Go back to the passenger wagon, and wait to leave.

Watch the sequence of the train being stuck.
Go back to Oscar and talk to him.
Return to the passenger wagon and go to the stuck hatch.

Call Oscar on the phone.
The hatch now opens.
Use the switches in the proper order.



- From bottom up – 1st, 3rd, 5th

Watch the final video of world 2.

World 3

World 3 begins with the Youki running off into the distance and Kate standing outside the train.

Head towards the front of the train.
Once in front of the train, cross the train tracks to the other side.

Heading farther brings Kate into the great white. (An area with a lot of snow and poor visibility)
Igor is lost in the blizzard and is scared.

Find Igor and talk with him.

Discover that Igor is scared of the howling wind.

Return to the front of the train on the initial side and head to the right.
Walk up to the skidoo and examine the pouch near the back.
Take the blanket that is in the travel pouch.
Exit the close-up

Try and walk up the slope that is in front of you.
We see a cutscene of Kate trying to climb but falling due to it being too slippery.

Look at the totem of the owl.
Notice the howling is much louder.
Place the blanket in the mouth of the totem.
The howling has stopped.

Return to Igor and speak with him.
Now that the howling wind has stopped he decides to leave.
A cutscene of Igor leaving on the skidoo will play.
Notice that he left behind his crampons. (Left where the skidoo used to be)
Click on the crampons to have Kate put them on.

Now go to the slope and try again to climb again.
With the crampons Kate is able to climb the slope.

Once at the top continue forward until Ivan appears behind you.

Kate finds herself imprisoned by Ivan who is menacing her with a horn of ivory.
Notice the sled on the left and the position of Ivan.
If you try and go towards the sled Ivan starts to menace Kate and she has to move back.

Open the inventory and use the cellular telephone to call Oscar.
Oscar will then create a diversion that distracts Ivan.

Kate can now move towards with sled.
Click on the sled and take the knife that is on it.
Take the knife and use it on the cord that is holding the sled.

The cutscene of Kate falling into the caves is played.
At the end of the cutscene we find Kate in a small cabin.
Find the door and exit.

Note: The following gameplay can be played (with certain limitations) in a non-linear fashion.

1 – The Tam Tams.

Kate is now in the cave of the Youkols.
The Youkol Chief is near the exit of the cabin where Kate began.
Talk to the Chief and listen to what he has to say about Hans.
Look closely at the bowl just to the right of the door.
Take the antlers in the bowl.

Head to the right until Kate is in front of the Tam Tams and then move forward until Kate is as close as possible.
On the other side is the entrance to the Shaman's hut.
Try to enter and watch the cutscene of Kate trying to pass the tam tams unsuccessfully.

Move back one area and continue around the village by heading to the right.
In the next area there are animal skins and leather straps tied up to dry.
Examine the ground near the fence and take the leather strap lying there.

If the antlers are already in the inventory, the leather strap will combine with it to make a slingshot.

If not you need to get the antlers from the bowl near the chief's cabin.

With the slingshot return in front of the Shaman's hut.
Notice that above the mechanism that makes the tam tams work an icicle is hanging precariously.
Use the slingshot on the icicle.
A cutscene plays where Kate uses the slingshot and stops the tam tams/

Kate can now enter the Shaman's hut.
Upon entering we see Hans suspended by leather straps and the Shaman sitting in her chair.

2- The magic fruits.

Talk to the Shaman. Click on the topics Hans, Dreams and Mission.
Discover the destiny of Hans and that Kate needs to enter his dreams.

Enter the alcove to the left of the Shaman.
Take the praying wheel that is on the table. (The object that looks like a little lantern)
Exit the Shaman's Hut.

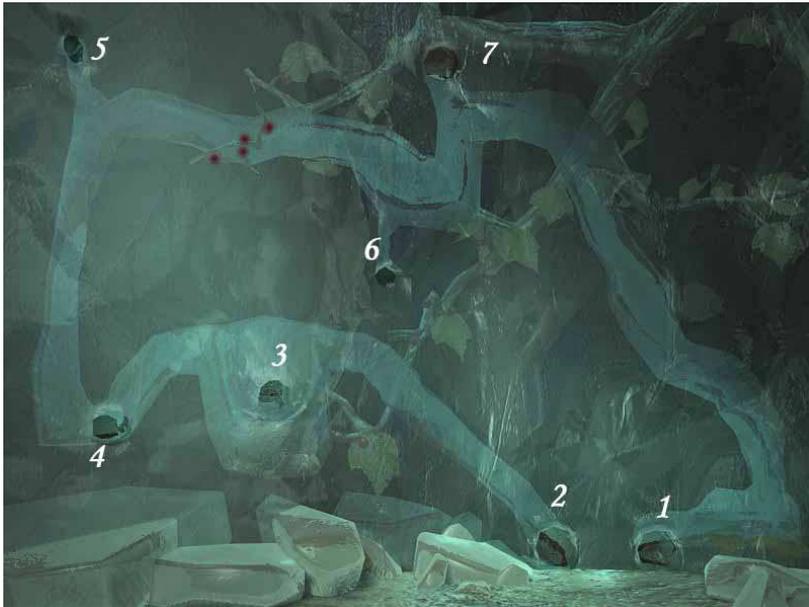
Return to the area where the leather strap for the slingshot was found and head left one area.
Kate will find herself in front of a water fetching device. (A kind of well)
Use the sack on the hook of the device.
Use the lever of the device to lower the sack into the water.
Use the lever again to extract the water.
Take the water sack.

Look closely at the device and notice the cork stopper on the ground.
Take the empty water sack which is hanging on the device.

From this area now head straight towards the camera. (Down)

You should now be near where the youki(s) are caged.
Go to the door and take the fish bones lying on the ground.
From here head to the lower right.
You should now be at the foot of some suspended train tracks.
Go under the train tracks and to the other side.
From there head towards the cave entrance in the distance towards the top of the screen.

Enter the cave and take the passage left all the way to the back of the cave.
You should see an old tree frozen in the ice.
At the foot of the tree you should find a series of small tunnels and a lemming.
Examine the tunnels closely.



Take the cork stopper from your inventory and use it on hole #1.
No return to the tree and click on the perch.
Use the praying wheel on one of the branches of the perch.
Click on the praying wheel to make it work.

A cutscene of the owl appearing will play.

Return to the tunnels of the lemming.
Notice that the lemming is now in one of the tunnels near hole #2.

Take the cork from hole #1 and put it in hole #3.
The lemming will jump on to the cork and across the gap.
Take the cork and put it in hole #4.
Now take the full water sack and use it on hole #5.
The lemming will swim to the top and take the berries found near by.
Insert the fish bones in hole#7.
The lemming will use the fish bone to climb up and then tumble to the bottom of tunnel.
The fruits will roll outside the hole.
Take the magic fruits.
Return to the Shaman's hut.
Talk to the Shaman.
Fall into a sleep and begin the dream of world 5.

World 5, Valadilène

After the video with the shaman, we find ourselves in a dream world.
Enter the cave in front of Kate.

Go to the rear of the cave.
There is a mammoth do on the ground and pictures on the walls.
Pick up the mammoth doll on the ground.

Exit the cave and head down and left.
Follow the path until the first open area.
Speak to Anna.

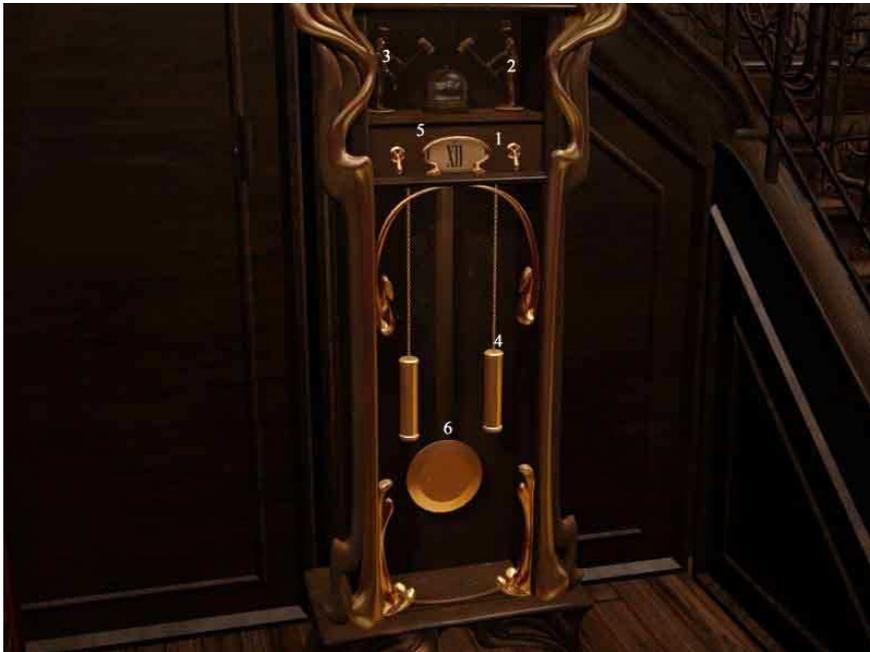
Take the stairs down on the left.
Cross the bridge over the water and continue to the right.
Arrive on Valadilene road, and continue to the right.

Follow the road to the end and go to the right through the doors.
And the fountain turn right.

You will now get to Voralbergs mansion.
Follow the stairs up and enter to house.

Go to the right and speak to Hans's father.
Leave the room.

Go to the clock, next to the stairs.
Zoom in on the clock.



Dream clock puzzle:

If you look at the time, you will see the clock is at 14 :45h (2 :45pm). You must set the clock to this time.

- I. Use the tiny levers (1-5) to advance the time to 14 :45h
- II. The lever on the left advances the clock 30 mins. and the lever on the right advances 15mins.
- III. Once the time is set to 14 :45h use the small robot on the top left (3). This will raise the left mechanism.
- IV. Next use the small robot on the top right (2). This will raise the right mechanism.
- V. Now push the lever in the middle bottom to start it swinging.
- VI. The clock will now be working.
- VII. Next, pull the right sided lever (that moved up). The left lever will rise as the right lever lowers, and the clock will begin running forward very quickly.
- VIII. Now using the small switches, set the time to 19:15h (7:15pm)
- IX. Now click on the bell between the robots to start the alarm.

Watch the sequence of the father getting up and leaving, but not before putting a key on a table.

Enter the room again, and go to the table (bottom).

Look at the table.

Get the key the father put down.

Return to the hallway and go up the stairs.

Use the small key on the door to unlock it.

Kate is now in the attic.

Go to the rear of the attic and see a young Hanse working at a table.

Give him the mammoth doll.

Watch the sequence with young and old Hans

Look at the heart on the table.

Push the button on the heart.

Watch the cinematic with the heart/

Wake up with the shaman.

End of World 5 back to World 3

3- Bring in the train.

Go to the right of the room and take the right (happy) mask off of the wall.

Go to the train:

- X. Leave the shamans house, and keep going down until you get to the tracks.
- XI. Follow the tracks left
- XII. Climb up the ladder.
- XIII. Follow the tracks towards the outside

Go towards the two Youkols standing.

Speak to the two Youkols, they are afraid of Oscar

Go towards the train.

Stop and try to pick up the large rope/cable on the ground.

Enter the train and speak to Oscar about the mask

Watch the sequence of Oscar putting on the mask and waiving to the Youkols

Return to the Youkols.
Ask the Youkols for help.
Watch the sequence of the Youkols moving the cable to the train.
Then the Youkols will then walk away.

Walk back towards the train.
Return to the rope/cable and zoom in on the front of the train.
Use the lever on the front of the train to tighten the rope

Return to the interior of the caves/Youkols city and go up the stairs to the bridge that is over the train tracks. You passed it to go outside.
In the middle of the bridge there is an area with two levers.
Zoom in to the levers, and pull the right lever.

Watch the cinematic of the train being pulled in to the cave and to the end of the train tracks.

4- The transformation of Oscar

Go back down and follow the tracks to the train.
Go up the stairs and go to the train cabin.
Speak to Oscar about his heart (Heart will only be there AFTER the dream sequence)
Watch Oscar leave the train.

Go back to the shamans home where Hans is.
Oscar is now lying underneath Hans.
Zoom in on Oscar's chest. You will be looking at his heart.



You must now unlock to levels of the heart:

- XIV. The heart has a layout like a clock. Each button is a clock value (1,2,3,...)
- XV. The top of the heart is 12, it isn't exactly center, so be sure to take care aligning up.
- XVI. You must now push the buttons that are equal to 19: 15h (7:15pm)
- XVII. The heart will click open and now you must take out the key.
- XVIII. To unlock the key you must push 12 then 6 then 3 then 9 (North, East, South, West).
- XIX. The key will pop up.
- XX. Take the key.

Watch the cinematic of Hans being lowered into Oscars changed body.

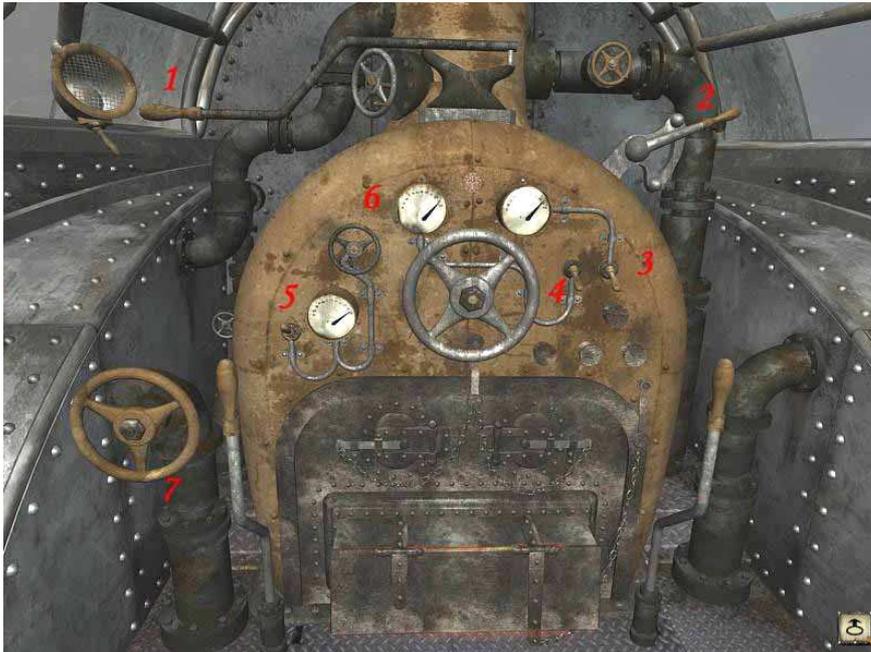
5 – Thawing the boat

Return to the train, and enter it.

Zoom in on the console

Use the key from Oscar on the center console (in the top middle area)

Manipulate the levers to create the steam.



Put Lever #2 in the UP position.

Activate the crank (#1). An arm will pop out of the top of the train.

Flip switch #3 and the arm will pick up coal and return into the train.

Put Lever #2 in the DOWN position

Activate the crank (#1). An arm will pop out of the bottom of the train.

Flip switch #4 and the arm will draw in water and return into the train.

Flip switch #5 and the cannon at the front of the train will open.

Turn valve #6 and then steam will start to come out the sides of the train.

Turn valve #7 and then steam will shoot out the front of the train.

Once all done, the video will begin of the boat being thawed out.

6- Leaving the village

Go back down the stairs and head to the right towards the boat

Watch the sequence of "Robo-Hans" walk onto the boat.

Walk towards the bridge that Hans was on.

Before climbing the stairs to the bridge, speak to the Youkol chief next to it.

He tells you to go get your Youki before leaving.

Go back to the pen with the Youki's, and zoom in on the door.
Open the door and watch the Youki run to the boat.

Return to the boat and climb the steps.

Watch the cinematic of the boat leaving

End World 3

World 4 : The Iceberg

Kate stands on the deck of the Ark.
Walk towards to lift.
By standing on the lift, it lowers, leaving Kate on the Iceberg.
Go to the extreme right of the screen.
Go towards the carcass visible in the background.
Notice the narwhal horn on the ground.
Look more closely at the narwhal horn and pick it up.

Go left, until you reach the anchor.
Use the narwhal horn on the anchor.
Watch the video sequence in which the anchor is freed and Ivan Bourgoff appears.

Go past where the anchor was (left).
Kate is now next to a flock of penguins.
Go left.
Notice the nest on the ground.
Take a closer look at the nest.
Put the Russian doll in the nest
Watch the video sequence showing the penguins investigating the nest.

Zoom back and go of the extreme bottom right of the screen.
Kate is now on a sheet of ice.
Notice the fissure behind her.

Click on the faraway Ark.
Notice the Ark's side door flailing in the wind.
Take the narwhal horn and use it on the fissure.
Watch the video showing Kate drifting towards the Ark.

Kate is now in the Ark's cargo hold.
Go to the far end of the hold (on the left).
Take the ivory hook off the ground.
Go back next to the mast.
Click on the barrel in front of the door.
Watch Kate move the barrel.

Click on the barrel's new position.
Watch Kate get up on the barrel.
We now see a close up on the ropes and sail rigging.
Use the hook on the sail rigging.
Click on the rope to set it into place.
Get off the barrel.
Activate the lever to the barrel's left.
Watch as Ivan falls and the Ark leaves the iceberg.

Syberia

As soon as Syberia is reached, Hans leaves the Ark.
Kate is alone, standing on the Ark's deck

Get off the Ark and go right.
Climb the ladder.
Click on the old watchman.
Watch as the watchman crumbles to the ground.
Take the medallion on the floor, next to the watchman's head.
Take a closer look at the medallion (using the Document inventory).
Go back down using the ladder.

Go to the extreme left and go down the stairs.
Move towards the chest in the forefront.
Examine the chest.
Take all three rock slabs that are found there.

Go towards the covered road.
Notice the blue flowers next to the right wall.
Take a closer look at the blue flowers.
Pick a blue flower by clicking on it's head.
Take the stone slab on the floor.

Continue down this path, until you reach the huge door.
Talk with Hans, who is sitting on a bench.
Activate the lever.
The suspended wheel drops down.

Go back to the Ark and go down in the cargo hold using the ladder.
Notice the hibernating youki on the floor.
Use the blue flower on the youki.
Watch as the youki wakes up.
Cross the hold and go through the door in the back.
Go to the far end of the room and notice the pictograms on the animal skins.
Take a closer look at them.
Note the position of the stars in the mammoth picture.



With the youki now following you, go back to the covered path.
Follow the path until you reach the huge door.
On your arrival, the youki jumps into the open wheel.
Watch as the youki starts running, which opens the huge door.
Watch as Hans gets up and goes through the door.

Go through the open doorway.
Climb the stairs on the right.
Continue until you reach the edge of the great plains.

Notice the strange hourglass.
Take a closer look at it.
Look at the stone circles on the ground.
Pick up the stone slab lying on the ground.
Complete the stone disk by using the 5 pieces picked up on the island



While in the hourglass close-up screen, activate the handle.
Watch as the sand falls on the disk, making the stone sink, liberating the large ivory key.
Take note of which stone sunk (**zone 1**).
Look at the stone disk
Take the large ivory key (**zone 2**).

Go towards the rock structure.
Climb the stairs.
Talk with Hans. He asks you to call the mammoths.

Go down the next flight of stairs, towards the calling horn.

Examine the panel on the wind funnel's side.



Insert the large ivory key into the bottom hole (**zone 1**).

The panel opens, showing 20 holes with 20 symbols.

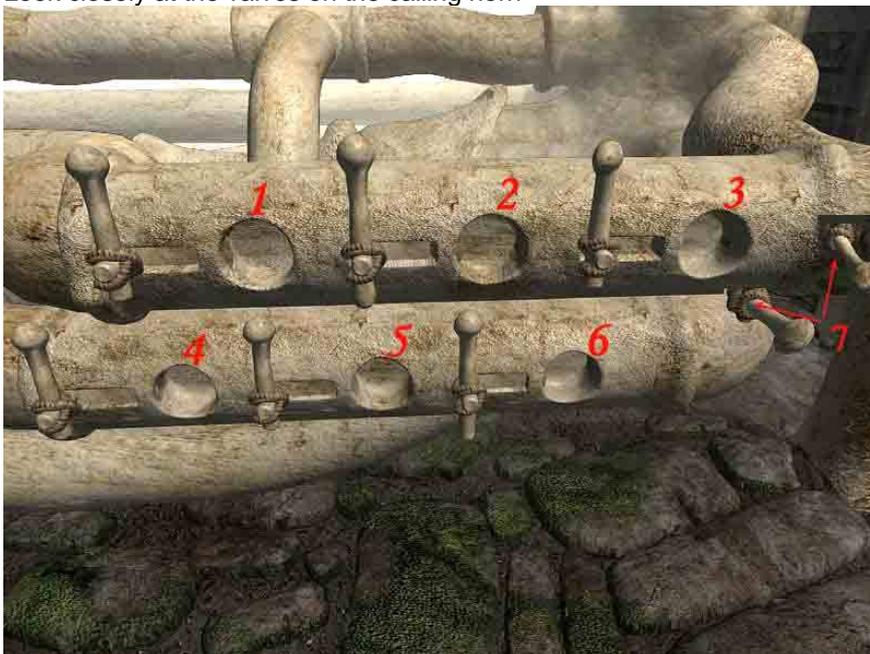
Note: These symbols are not identical to those used in the large stone disk. Centuries of Youkol history have transformed them. The medallion previously found gives their equivalences.

Take the large ivory key back and plug into hole 19 (**zone 2**).

Zoom back to see the entire wind funnel.

Activate the lever, watch as the funnel turns.

Look closely at the valves on the calling horn



The winning combination is as follows:

01 Open 02 Half-open 03 Open
04 Half-open 05 Closed 06 Open

Click on the small lever and hear the whistling.

Watch as the mammoths take the stage...

THE END