



## WALKTHROUGH OF

### *lost in...*

This document shows you the quickest way to play the game. It includes those actions that are at least required to play the game from start to finish. Of course, you should do more than this minimum way. Feel free to look around and try everything out. Talk to the characters, show them the objects in your inventory, and ask the policeman if he can perhaps help you. If you are still stuck you can always refer to this document. Just look for the last thing you did and then continue to the next step. If you can't play the following step check if you missend one of the previous steps.

If you need assistance on how to play *lost in...* please have a look at the manual that comes with your DVD.

The most important texts in the manual are also available as pdf files on your DVD. Just have a look inside the folder 'additional material'.

You reach the folder using the following path: Start > Programmes > Lost in.

You can also refer to the quick help for first hints on how to play *lost in...*

To open the quick help click on the "?" in the menu bar inside the game.

## **STARTMENU**

1. Start the game by creating a new player. To do so just click on "Create new player".
2. A window pops up. Enter a name of your choice.
3. Another window pops up. Choose your character (Max or Sophie) according to your gender. Then click "Continue".
4. Click on "Start new game" or "Continue last game" (if you have already started a game).

## **INTRO**

5. Read the intro. When you are finished just click on the screen to continue. Do the same with the second text screen.

## **TRAIN STATION**

6. Click on the briefcase.

## **DOCTOR'S TREATMENT ROOM**

7. Talk with the doctor and do what she says until you have passed the eye test and have got dressed.
8. Pick up your inventory object from the chair (you pick things up by clicking on them). Now you can leave the room.

## **DOCTOR'S WAITING ROOM**

9. Receive the text message (automatically). For a translation right click on the text message. To leave the phone, click on the red button and then to leave the screen, click on the right side of the screen.

## **TRAIN STATION**

10. Pick up the hotel card lying on the floor of the train station (the place where the musician has been standing) with a left click on the item.
11. Leave the train station using the front door (on the left).

## **OUTSIDE TRAIN STATION**

12. Enter the police station.

## **POLICE STATION**

13. Talk to the police officer until you have filed a report and showed him your passport (he will ask you for it).
14. Leave the police station.

## **OUTSIDE TRAIN STATION**

15. Take the taxi to the Hotel Europa (click on the taxi driver and talk to him until he asks you to step into the taxi).

## **TAXI**

16. Tell the driver to go to the hotel or show him the hotel card you found inside the train station.
17. Pay the taxi driver by giving him your credit card when he asks for it.

## **OUTSIDE HOTEL**

18. Enter the Hotel Europa.

## **HOTEL RECEPTION**

19. Click on the bell on the counter.
20. Talk to the receptionist.
21. Show him your passport when he asks you for it.
22. Continue talking to him until he places the key to your room on the counter (Nr. 13).
23. Take the key.
24. Go to the second part of the lobby (on the right side of the screen).

## **HOTEL LOBBY**

25. Take your key out of your inventory and drag&drop it on the door of your room (first door on the left).

## **HOTEL ROOM**

26. Talk to the cleaning woman until she says that you can enter the bathroom.
27. Enter the bathroom (the door on the left).

## **BATHROOM**

28. Leave the bathroom (with a click on the door the bulb will break - it gets dark, click on the door again).

## **HOTEL ROOM**

29. Talk to the cleaning woman and tell her that the bulb broke (she will leave the room).
30. Take the key on the table (Nr. 12).
31. Leave the hotel room and go back into the lobby.

## **LOBBY**

32. Use the key you took from the table (Nr. 12) and drag&drop it onto the second door (on the left). You will automatically enter the room.

## **HOTEL ROOM - MUSICIAN**

33. Inside the room take the postcard that lies on the bed. The postcard opens automatically. Close it by clicking the right or left side of the screen. Afterwards the postcard will be put automatically into your inventory.
34. A fax will arrive. Pick up the fax. Read it. You get a translation of the text by right-clicking on it. To close the fax screen just click on the right or left side of the screen. (The fax will go automatically into your inventory).
35. Leave the room.

## **LOBBY**

36. Receive the text message (automatically).
37. Go to the hotel reception (click on the left side of the screen).

## **RECEPTION**

38. Click on the bell and talk to the receptionist. Ask him for a bus ticket. Continue talking until he puts a bus ticket onto the counter.
39. Take the bus ticket.
40. Leave the hotel.

## **OUTSIDE HOTEL**

41. Click on the bus on the left.
42. Ask the bus driver if the bus goes to the university.
43. Show him your bus ticket (drag&drop).

## **OUTSIDE UNIVERSITY**

44. Enter the university.

## **UNIVERSITY FOYER**

45. Go to the office of the professor/your contact person/the person who sent you the text message (click on the upper blue sign on the left of the library door).

## **PROFESSOR'S OFFICE - ASSISTANT**

46. Talk to the professor's assistant until you know his name and you know that the professor is at lunch.
47. Go to the professor's desk (click on the left side of the screen).

## **PROFESSOR'S OFFICE**

48. Take the letter that is on the table. Read it (translation by right-clicking on the text). Close the letter screen (click on the right or left side of the screen).
49. Return to the assistant's desk (click on the right side of the screen).

## **PROFESSOR'S OFFICE - ASSISTANT**

50. Talk to the assistant until he tells you that the professor might be in the canteen.
51. Leave the room using the door.

## **UNIVERSITY FOYER**

52. Click on the canteen sign (click on the lower blue sign on the left of the library door).

## **CANTEEN / CANTEEN COUNTER**

53. Talk to the professor in the canteen.  
(54 to 60 may be done in a different order)
54. Tell her that the suitcase is gone.
55. Offer to bring her something to eat and drink.
56. Go to the canteen counter (click on the right side of the screen).
57. Talk to the cook and help him put up the menu. A text screen will be shown. Read it (translation by right-clicking on the text). Close the text screen (clicking the right or left side of the screen).
58. Order the meal for the professor (dish of the day plus a still water).
59. Take the meal (automatically if you choose the correct dialogues).
60. Return to the canteen (click the left side of the screen).
61. Talk to the professor until she asks you to tell her something about you.
62. Show the professor the fax from the hotel (drag&drop).
63. Leave the canteen (door on the left).

## **UNIVERSITY FOYER**

64. Leave the foyer and go outside the university (stairway on the left).
65. Click on the street map (on lower left side of the screen).
66. Click on the supermarket on the map.

## **OUTSIDE SUPERMARKET**

67. Enter the supermarket.

## **SUPERMARKET**

68. Click on the shelf at the front.
69. Click on the frying pan and sauce pan. Click only once on the frying pan and once on the sauce pan. Do NOT click any other product.
70. Leave the shelf by clicking on the right or left side of the screen.
71. Go to the checkout (click on the left side of the screen).

## **SUPERMARKET CHECKOUT**

72. You will see a text screen (automatically). Read it (translation by right-clicking on the text). Leave the text screen (click on the right or left side).
73. Max / Sophie react (automatically). You will be automatically transferred to outside the supermarket.

## **OUTSIDE SUPERMARKET / SUPERMARKET**

74. Go back into the supermarket and go to the checkout.

## **SUPERMARKET CHECKOUT**

75. Talk to the cashier until she describes a man (the final description is given on a text screen. Read it (translation by right-clicking on the text). Leave the text screen (clicking the right or left side of the screen).
  - a. (optional) Continue talking to the cashier until she writes her confession and puts it on the counter. Take it into your inventory by clicking on it.
76. Leave the supermarket.

## **OUTSIDE SUPERMARKET**

77. Get into the taxi (clicking on the taxi driver and talking to him).

## **TAXI**

78. Drive to the university.

## **OUTSIDE UNIVERSITY / UNIVERSITY FOYER**

79. Enter the university foyer.
80. Enter the library (click on the door behind the bust)

## **LIBRARY**

81. Talk to the professor until you find out that her assistant has just moved house.

## **UNIVERSITY FOYER**

82. Go to the professor's office to look for the assistant (see 45)

### **PROFESSOR'S OFFICE - ASSISTANT**

83. The assistant is gone. Click on the telephone on his empty desk.
84. Hear the message on the answering machine.
85. Open the inventory. Press the CTRL-key on your keyboard. Keep it pressed and click on your telephone.
86. Dial 225 660 (click the numbers and then click on the key with the green receiver symbol). Talk to the voice system until you can say the name of the assistant. When you are asked where he is born, leave the voice system (saying that you do not know where the assistant is born (to leave the telephone by pressing the red button and then clicking on the right or left side of the screen)).
87. Go to the foyer.

### **UNIVERSITY FOYER**

88. Enter the library (click on the door behind the bust).

### **LIBRARY**

89. Talk to the professor until she tells you where the assistant was born.
90. Leave the library.

### **OUTSIDE UNIVERSITY / UNIVERSITY FOYER**

91. Open your telephone and dial 225 660. (see 82 and 83)
92. Tell the voice system the assistant's name and place of birth. Choose the option to check the address to which the assistant's belongings have been delivered.
93. As soon as you are told the new address, the overview map appears (automatically). The assistant's house is shown.
94. Leave the university (doorway).

### **TAXI**

95. Drive to the assistant's house (tell the driver the new address).

### **OUTSIDE ASSISTANT'S HOUSE**

96. Talk to the assistant until he asks you to come in (you will be transferred automatically).

### **ASSISTANT'S HOUSE**

97. Talk to the assistant until he tells you that there is no taxi around and that you have to walk (using the street map outside the house).
98. Leave the house.

### **OUTSIDE ASSISTANT'S HOUSE**

99. Try to take the letter you can see inside the letter box next to the entrance door (you will not succeed but you have to try).
100. Take the screwdriver that is on the grass (left side of the house). The screwdriver appears. Close the screwdriver screen (clicking the right or left side of the screen). The screwdriver is now in your inventory.
101. Click on the street map (left side).
102. Choose the train station by clicking on it.

### **OUTSIDE TRAIN STATION / TAXI**

103. At the train station take the taxi to the supermarket.

## **SUPERMARKET**

104. Enter the supermarket and click on the shelf at the front.
105. Take some batteries and leave the shelf (clicking the right or left side of the screen).
106. Go to the checkout and buy the batteries (paying with your credit card). (you will see an animation showing the batteries being put into the screwdriver).
107. Leave the supermarket.

## **TAXI**

108. Take the taxi to the assistant's house.

## **OUTSIDE ASSISTANT'S HOUSE**

109. Drag&drop the screwdriver onto the letter box (you will get the letter automatically).  
Read it (translation by right-clicking on the text). Close it by clicking on the left or right side (the letter and the attached money will be transferred automatically into your inventory).
110. Ring the bell of the house and the assistant will appear.
111. Show him the letter you just took (now you will go into the house automatically).

## **ASSISTANT'S HOUSE**

112. Talk to the assistant until he shows and gives you the newspaper advert (opens automatically). Read it (translation by right-clicking on the text). Close the newspaper screen. The advert will be transferred automatically into your inventory).
113. Talk to the assistant until he shows you a doctor's appointment reminder. Read it. (When you close the reminder screen the doctor's appointment reminder will be transferred automatically into your inventory).
  - a. (optional) Talk to the assistant until he writes a confession and puts it on the table. Take the confession and read it.
  - b. (optional) Leave the room to the right side. Inside the new room click on the answering machine on the floor and listen to the message.
  - c. (optional) Enter the kitchen (the door on the right side) and talk to the assistant's wife.
114. Leave the house.

## **OUTSIDE ASSISTANT'S HOUSE**

115. Click on the map. Click on the train station.

## **OUTSIDE TRAIN STATION / TRAIN STATION**

116. Enter the train station and then enter the doctor's waiting room.

## **DOCTOR'S WAITING ROOM**

117. Click on the monitor on the counter.
118. The doctor will appear. Talk to her until she leaves the room.
119. Click on the monitor on the counter again and see the antique dealer's address.
120. Leave the waiting room and go outside the train station.

## **OUTSIDE TRAIN STATION / TAXI**

121. Take a taxi and go to the antique shop.

## **OUTSIDE ANTIQUE SHOP**

a. (optional) Talk to the antique dealer's assistant.

122. Enter the shop (click on the entrance door).

## **ANTIQUA SHOP - ROOM 1**

123. Go into the office (click on the right side of the screen).

## **ANTIQUA SHOP - OFFICE**

124. Find and take the fax on the desk. Read it (translation by right-clicking on the text). Close the fax screen (by clicking on the left or right side of the fax screen).

125. Click on the telephone and hear the message on the answering machine.

126. Talk to the bird until it asks you to tell him the name of the antique shop dealer's dog.

127. Go to the first room of the shop (click on the left side of the screen).

## **ANTIQUA SHOP INSIDE - ROOM 1**

128. Click on and read the newspapers on the wall (translation by right-clicking the newspaper). You will find the name of the dog. Close the newspaper screen (clicking the right or left side of the screen).

129. Return to the office (right side of the screen).

## **ANTIQUA SHOP - OFFICE**

130. Continue talking to the bird and tell it the name of the dog. Next a text message appears. Read it (translation by right-clicking on the text). Close it (clicking the right or left side of the screen). Afterwards you see some money. When you close the money screen (right or left side) the money will be transferred automatically into your inventory.

131. Leave the shop.

## **OUTSIDE ANTIQUA SHOP / TAXI**

132. Click on the taxi driver.

133. Tell the driver to go to the Hotel Europa.

## **OUTSIDE HOTEL**

134. Enter the hotel.

## **HOTEL RECEPTION**

135. Ring the bell to talk to the receptionist.

136. Tell the receptionist that your name is xy (xy = the name of the person who spoke on the answering machine in the antique shop and who is also mentioned in the fax you found in the shop). The receptionist will let you to take part in the auction.

137. Go to the second part of the hotel lobby (right side).

## **HOTEL LOBBY**

138. Enter the conference room (the door on the right side).

### **CONFERENCE ROOM / AUCTION ROOM**

139. Talk to the antique dealer (the woman with the dog).
  - a. (optional) Have a look at the treasure (left side of the table).
140. Participate in the auction until you have bought the treasure.
141. Pay the dealer (giving her both piles of money from your inventory).
142. The essay (you have been given by the dealer) appears automatically.  
Read it (translation by right-clicking on the text). Close it (clicking the right or left side of the screen). During the reading the antique shop dealer and the other bidders will leave the room.
143. Leave the conference room and return to the hotel lobby by clicking on the door.
144. A text message will appear. Read it until you understand the content and then close it (clicking the left or right side of the text screen). Next you will be transferred automatically to the prison cell of the police station.

### **PRISON CELL**

145. Talk to the police officer and tell him the whole story until he lets you leave the prison cell.
146. Click on the door of the prison cell to get out. The outro (final screen) of the game will appear automatically. When you have finished reading it (translation by right-clicking on the text) just click on the screen.

### **END OF GAME / CREDITS**

147. You see the credits of the game. You can exit the credits by pressing the space bar.