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liquid. Focus. Focus on the bucket. Put the cup in the bucket. Focus. Hit the lever to make the bucket go. Hit it again to come back. Focus on the bucket. Notice the symbols, asking for food. Focus on the bear trap. Put the worm as bait. Focus. Focus on the fire. Take the axe. Focus. Focus on Rose. Take his wooden stick. Focus. Focus on the tree. Use an axe to cut the lowest branch, and then chop it up with even more wooden Defocus. Focus on the bear trap. Take the fish. Focus. Focus on the fire. Place a wooden stick over the fire like a spit. Put the wood down, then light it with a match. Put the fish on the spit. Take the grilled fish when it is cooked. Focus. Focus on the bucket. Place the fish in a bucket. Focus. Hit the lever to make the bucket go. Hit it again to come back. Focus on the bucket. Notice the symbols, asking for a wooden stick. Focus on the fire. Pick up the wooden stick. Focus. Focus on the bucket. Place the stick in a bucket. Focus. Hit the lever to make the bucket go. Hit it again to come back. Click on the white box around Frank's beard. Autumn 1926: Endgame [edit | edit source] Focus on the picture frame. Take the knife. Focus. Focus on Frank. Use a knife to cut your potato chess king piece. Focus. Focus on the closet. Press the buttons in order: Down, up, down, up, up, down, down, up, up, up, up. Open the closet. Pick up the Knight chess piece (chess horse). Focus on the chessboard. Place these two down. Use the Knight to search for the king. Tip: You can't move Knight onto any square x. defocus. Focus on the picture frame. Note the word CEREBRUM. Focus. Focus on the chessboard. Use Knight to end look king by moving a piece of spell cerebrum. Focus on Albert. By clicking on him, Frank suffocates him to death. Use a knife to cut the crown off your head. Pick up his brain. Focus. Focus on the table. Put your brain in a jar. the white box around the jar. Winter 1927: Bathroom[edit | edit source] Focus on windows. Close the left window. In the right window, move the wood plank to cover the holes. Focus on the mirror. Click to make the corrupted Soul appear and crush the mirror. Break two fragments from the top right. Take the key. Focus. Focus on the dresser. Open the top drawer and take the matches. Use the key to open the middle drawer and pick up the charcoal. Focus. Focus on the oven. Open the lower hatch. Put the embers in. Use coal matches to ignite the fire and close the hatch. Take the bucket. Focus on the sink. Place the bucket on the counter. Turn on the sink and take a bucket of water. Focus. Focus on the oven. Put the bucket back on. Turn the switches onto the oven. Take a bucket of hot water. Focus. Focus on Frank. Pour hot water from the bucket into the bath. Make sure that the thermometer is at the highest point. Focus on Frank. Hit him, and he'll give you the key. Focus. Focus on the dresser. Use the key in the bottom drawer and get the scissors. Focus. Focus on Frank. Cut his hair with scissors. After you cut off his beard, you get his hair locked. Focus. Focus on the table. Put your hair in a jar. Click the jar around the white box. Autumn 1929: Treasure[edit | edit source] Focus on the tree. Click on the hole to make insects pop out. Click on it two more times to pick it up. Focus. Focus on the table. Make grasshoppers jump to: 1x green, 2x brown, 3x green, 3x brown, 3x green, 2x brown, 1x green. Click on the grasshoppers so they jump away. Pick up the rest of the grasshopper. Defocus, then pick up the shovel. Focus on Leonard. Read the paper, bottom up: 3x frog, 3x insect, 3x grasshopper, 2x insect, 2x frog, 1x insect, 3x grasshopper. Focus. Focus on the frog. Put the bug and the grasshopper down. Drag the frog to the rock. Make this hop three times, and place the coin under it with a marker. Drag the bug to the coin. Make it jump three times and put the coin under it. Drag the grasshopper to the coin. Make it jump three times and put the coin under it. Drag the frog to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump once and put the coin under it. Drag the grasshopper to the coin. Make it jump three times and put the coin under it. Use shovel coin to dig a hole. Focus on the hole and take the timepiece. Focus. Focus on Leonard. Give him a timepiece. Click the white box around the timepiece. Winter 1930: The Stars[edit | edit source] Focus on the table. Take the map and the bird food. Focus. Focus on framed picture of Emma and Frank. Notice the constellation and take the map. Focus. Focus on the painting. Notice the constellation and take the map. Click on the painting to make it drop to the ground. Solve the rotating puzzle. The triangle in the middle connects down and left. The line below connects up and right. Get up the ladder in the attic. Focus on the telescope. Place three cards to the left. Combine the letters to form four constellations. Combine the stars to form a constellation seen in Emma and Frank's portrait. Talk to Emma: My sonRead my star Combine the stars make up the constellation seen in the painting. Talk to Mr. Crow: Hi, brother Make sure your grandchildren find three bells. Click on the lens to fall, and pick it up. Focus on the window. Open it, then put the bird food in the quarterback. Focus. Focus on Harvey. Open the phone and get the letter. Focus. Focus on Frank. Give him a letter. Focus on the letter. Put the lens on. Move the lens to align the lens to the letter V. Notice three more letters. Focus. Focus on the table. Enter the code LOVE into the breasts and take a timepiece. Focus. Focus on Frank. Give him a timepiece. Click the white box around the timepiece. Spring 1933: The Last Dance[edit | edit source] Focus on the cabinet. Solve the puzzle by moving the cubes symbols: Down, then right. Top cube down, then right. Bottom cube to the left. Middle cube to the right, then down. Left cube to the left. Right cube to the right. Bottom cube up, then left. Middle cube to the right. Top cube to the right. Top cube to the left. Middle cube up. Bottom cube left, then up, then right. Middle cube to the left. Top cube to the right. Top left cube to right. Lower left cube to the right, then down. Middle cube up. Mid-right cube down. Top right cube down, then right. Center-right cube to the right. Lower cube to the right, then up. Top cube left, down, up, then right. Bottom cube to the left. Take the record, Vanderboom's Family Time. Focus on the gramophone. Put on a record and turn off the handle to start playing music. Focus. Click Frank to offer Rose his hand. Let them dance in that order. Right, right, left, right, right, left, left, left, right, right, right. Focus on Rose. Take the key. Focus. Focus on the closet. Open it with the key. Take the dress and record the Lake Suite. Focus on Rose. Give her a dress. Focus. Focus on the gramophone. Put on the second record and turn on the handle to start playing music. Focus. Click Frank to offer Rose his hand. Let them dance in that order. Right, right, right, left, left, right, left, left, right, right, right, right. Focus on the gramophone. Take the needle. Focus. Focus on Rose's hand. Stick his index finger with a needle. Click white cell around the blood. Autumn 1932: Graveyard[edit | edit source] Focus on the open grave. Take the shovel. Focus. Focus on the dog. Take the bone. Focus. Focus on Emma's grave. Use a shovel to dig up the bone. Focus. Focus on Ida's grave. Use a shovel to dig up the bone. Focus. Focus on Samuel's grave. Use a shovel to dig up the bone. Focus. Focus on James' grave. Use a shovel to dig up the bone. Focus on Mary's grave. Use a shovel to dig a small chest. Please note the code: Flower + Crystal Ball months + Clock + Mask days. The code needs Emma and Ida (10 + 12 = 22) and Samuel and Albert (30 + 03 = 33) combined for months. Enter code 2233 breasts. Open it and take a puncture. Focus. Focus on Albert's grave. Put the puncturer in his grave. Click on the grave to break it open and take the bone. Focus on the open grave. Put all the bones down. Complete skeleton, attaching again to the pelvis, legs and hands. Focus on the skull. Click on the jaw to open and take the timepiece. Focus. Focus on Rose. Give him a timepiece. Click the white box around the timepiece. Spring 1935: Roots[editing | edit source] Focus on Rose. Take his gold. Focus. Focus on Frank. Take his silver timepiece. Focus. Focus on Leonard. Take his Bronze Age figure. Focus. Enter the doorway in the back room. Focus on the Alchemist Brothers nest. Put the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put in the silver timepiece and click to open it. Focus. Focus on Samsara's nest. Put the gold timepiece and click to open it. Please note that all clocks are set at 2:45. Leave the back room. Focus on grandpa's bell strings. Move the clock at 2:45. Focus. Click on Rose to make the tree roots wrap around her. Click again to close the clock. Focus. Go to the back room. The gate in front of the sacrifices is now open. Leave the back room. Focus on the office. Pay attention to the stars. Focus. Focus on the framed pictures on the wall. Note the letters corresponding to the sacrifices: A - Albert's brain, Emma's tears, Frank's hair, (3) I - Eastern eye, J - James' tongue, (1) L - Leonard's leg, Mary's teeth, Rose's blood, Samuel's eye. Go to the back room. Balance the sacrifices: Hair - 3, Eye - 1, Leg - 2, Tears - 4, Teeth - 3, Language - 5, Blood - 2, Eye - 1, Brain - 3, Empty - 5. Each sacrifice and numbered scale shall be up to 6. By subtracting the scale number 6, you will get answers to the cabinet code: Samuel and Ida (6-1 = 5), Mary and Albert (6-3 = 3), Emma (6-4 = 2), Roos (6-2 = 4). Focus on the office. Enter the correct numbers: S-5, don't you understand? M-3, three, I-5, E-2, can't you do that? A-3, three, R-4, don't you understand? Open the closet and take the pot with your heart. Go to the back room. Place your heart on the last scale, come down to the roots of the tree. Click on all the victims that the roots will absorb them. Go on to the black figure. William Vanderboom's spoiled soul. Get all the victims to William. Click on the white box around the dress. Family Emblems (More Roots)[edit | edit source] James' Emblem[edit | edit source] Focus is a suitcase. Enter code 666. Focus. Focus on the Vanderboom family coat of arms on the suitcase. Press the rip case and get the emblem under it. Focus on tarot maps: Death - Symbol of the East, solution Leonard: 0 deg waves, 15 deg round, 45 deg bird, 95 deg Nike Queen of Pentacles - Solution Emma: Devil - Symbol of the East, solution albert: the triangle that points to the left, the pin points to the left, the letter C, the triangle that points up the Hung Man - Symbol of the East, Hermit - Symbol of the East, Solution to Frank: Star - Symbol of the East, Wheel of Fortune - Solution samuel. Emma emblem[editing | change source] Focus on flowers. Click order: 3, 4, 2, 4, 1. Get an emblem. Samuel's Emblem[edit | edit source] Focus clock. Set 10:35. Take the emblem. Albert's emblem[edit] edit source] Focus on the cabinet with four symbols. Top left - triangle points to the left. Top right- Dot ends on the right. Lower left - Symbol pointing as C. Lower right - Triangle pointing upwards. Take the emblem. Notice tarot map: Empress - Symbol of the East. Flip card over - Solution Rose: R1 * S4 * J5 * A6 * M4 * L1 * I3 * F5 * E1 Frank's Emblem[edit | edit source] Focus on writing. Press the letters VARES. Take the emblem. Notice tarot map: Lovers - Solution mary. Mary's Emblem[edit | edit source] Focus hand cabinet. Click fingers in order: 3, 4, 2, 1, 4. Get the emblem. Leonard's emblem [edit] The red dove in the upper middle. Two-striped dove in the lower left. White dove to the upper right. A one-striped dove in the lower left. Call me twice. Focus. Focus on the area below. Take the emblem. Rose's emblem[editing | edit source] Focus on Oujia's board. Input RUSTYLAKE. Take the emblem. Eastern emblem[edit] change source] Focus on the table. Order tarot cards: Death - Lower right. - Top right. Empress - Upper middle. Posture Man - Bottom Left. Hermit - lower middle. The star - the top left. Take the emblem. Final level[editing | edit source] Focus on Aldous. Talk to him: Hi brother, find elixir Defocus. Focus on the family coat of arms. Note the glass bottle and the black egg. Focus. Focus on the alchemist kit. Water + Earth = Clay. Clay + Water = Plant. Plant + water = algae. Algae + water = last. Fire + Earth = Lava. Lava + Air = Stone. Stone + Fire = Metal. Metal + keat = chalk. Earth + air = dust. Dust + chalk = black egg. Fire + Earth = Lava. Lava + Air = Stone. Stone Air = Sand. Sand + Fire = glass bottle. Mix the glass bottle and black egg together, creating an elixir. Focus. Focus on Aldous. Pour the elixir into his glass. Talk to him: You drink first, brother click on a glass to drink. Continue when you die. Take the seed. Continue by mouth. Focus on Aldous. Don't worry, we'll always be here in our past and future lives. Talk to him: You better give me the seed Give him the seed. Talk to him: Rusty Lake's fate lies in that little seed I have to leave. Mr. Owl needs me. But we will meet again, in this life or the next click on the white box around the seed. Bugs[edit | edit source] Chapter Of Child's Play, his loose hair tape can be seen between the time Albert's beehive knocked onto his head and when the sky turns gray, despite the fact that it was formerly Samuel's sdad. In the trenches, after the grenade exploded, Leonard's wrong leg is broken. In the house his right leg is missing, but the shadow flashback to his left leg is broken instead. Soundtrack[edit | edit source] Soundtrack for Rusty Lake: Roots includes 27 specially commissioned tracks by Dutch composer Victor Butzelaar. It can be purchased separately bandcamp.com (first 16) (Other 11). Sumner of 1860: Uncle, torn behind a photograph is a Sanskrit phrase: -- a man (manush) -- hungry spirit (preta). This term is also the name of the achievement of Rusty Lake: Paradise. Also, the Latin phrase pti. cor on top. Cor means heart, but like pti. has been abbreviated, its exact meaning is unknown. Timepiece is the देव the word, which means god (deva). Summer 1870: The staircase of William's journal is the word अस्त्र, which means divine or demon (asura). Summer 1870: Wake framed paper with sacrifices is the Italian word lingua on it, which means language. Summer 1904: Family Band It is not known whether Mary was killed or if she simply died of old age. The song played here later appears on the record piano ac ac league. Spring 1919: Entering CUBEESCAPE on Oujia's board brings Rose, telling you: My daughter will return to Rusty Lake. ALDOUS WILLIAM instead of insertion does not change anything. Also, the player can choose to specify YES characters instead of moving planchette directly to the word. Autumn 1929: Treasure Timepiece counts , which means man (manush). Autumn 1930: The Stars Timepiece reads अस्त्र, which means divine or demon (asura). After giving a letter to Frank and clicking Harvey to make him go away, the words written in the window reveal that Dale Vandermeer was born on December 18th, 1930. Autumn 1932: Graveyard timepiece देव, which means god (deva). Spring 1933: The Last Dance Framed Paper with Sacrifices is the Latin word sanguis on it, which means blood. The first record, Vanderboom's Family Time, is a song played by a family band in the past, accompanied by a piano ac league. Its title contains a grammatical error because it should be written in Vanderbooms family time. After updating the update on June 9, 2017, Rusty Lake's Steam version has 16 unlockable achievements. Gallery[edit | edit source] See also: Rusty Lake: Roots / Gallery Games Premium Games Community Content is available on CC-BY-SA unless stated otherwise. Noted.

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