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Rusty lake roots walkthrough war hero

We are Rusty Lake: Rusty Lake is both the name of our indie game studio and the horrible and surreal world we have created. Become part of Rusty Lake: Roots - Level 1: Tree Walkthrough. See 2: House Rusty Lake: Roots - Level 2: House Walkthrough. Watch 3: Uncle Rusty Lake: Roots - Level 3: Uncle Walkthrough. See 4: Stairs rusty lake: Roots - Level 4: Stairs walkthrough. Watch 6: Wake Walkthrough. Watch 8: Childbirth in Rusty Lake: Roots - Level 3: Uncle Walkthrough. Watch 6: Wake Rusty Lake: Roots - Level 5: Elixir Rusty Lake: Roots - Level 3: Uncle Walkthrough. Watch 6: Wake Rusty Lake: Roots - Level 5: Elixir Rusty Lake: Roots - Level 3: Uncle Walkthrough. Watch 6: Wake Rusty Lake: Roots - Level 3: Uncle Walkthrough. W Fertility in Rusty Lake: Roots - Level 10: Fertility Walkthrough. See 12: Search Walkthrough. Watch 17: At a walkthrough. Watch 12: Search Walkthrough. Watch 16: Stars Rusty Lake: Roots - Level 17: At a walkthrough. Watch 25: Masks rusty Lake: Roots - Level 16: Stars Walkthrough. Watch 17: At Rusty Lake: Roots - Level 17: At a walkthrough. Watch 25: Masks rusty Lake: Roots - Level 16: Stars Walkthrough. Watch 17: At Rusty Lake: Roots - Level 17: At a walkthrough. Watch 25: Masks rusty Lake: Roots - Level 16: Stars Walkthrough. Watch 17: At Rusty Lake: Roots - Level 17: At a walkthrough. Watch 25: Masks rusty Lake: Roots - Level 16: Stars Walkthrough. Watch 17: At Rusty Lake: Roots - Level 17: At a walkthrough. Watch 25: Masks rusty Lake: Roots - Level 18: Stars Walkthrough. Watch 17: At a walkthrough. Watch 26: Masks rusty Lake: Roots - Level 18: Stars Walkthrough. Watch 18: Masks rusty Lake: Roots - Level 18: Masks rusty Lake: Roots - Level 18: Stars Walkthrough. Watch 18: Masks rusty Lake: Roots - Level 18: Masks rusty L Roots - level 25: Masks walkthrough. Watch 26: Voodoo Rust Lake: Roots - Level 26: Voodoo Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 29: The Endgame Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Brood Rusty Lake: Roots - Level 27: Tomb Walkthrough. Watch 27: Brood Rusty Lake: Roots - Level 27: Rusty Lake: Roots is the tenth game rusty lake and another premium game. It is set while in rusty lake location cube escape games, but is not considered part of the series, instead is a standalone game with some connections. The game will take place on 19 May 2017. During the game, the player must help Vanderbooms grow his pedigree through the years, which spans three generations. At the end of the game there are several golden family emblems that the player can collect to open at a special level, which includes the beginning of the genealogy. In 1860, in 1860, in 1860, in 1860, he became the first person to be killed in the 1860s. James Vanderboom has arrived at Rusty Lake. His uncle just died in mysterious circumstances. James was his uncle's only heir. He had no idea of the events that would change his life. Focus on James. Click on the envelope in your pocket. Read the letter: Dear James, I'm sorry to inform you that your uncle is dead. He left you his house and a very special seed. Plant it and start with your family. Note the numbers at the bottom of 572. Point the focus twice. Focus on the case. Enter code 572. Click the lock. Open the cover of the case. Take the bone to the dog. Click on the dog to get him to dig a hole. Place the seed in the hole. Focus. Pick up the watering jar. Focus on the well. Attach the watering jar to the rope. Click the handle to shoot it down. Click on it again to bring you back up. Take a jar of water. Focus on James. Click on him; a white ordith surrounds his face. To finish the chapter and add it to the family tree, click the box. Spring 1860: House[edit | edit source] Drag stool over James, then click on him to get him to get him to get him to poke the slot until it falls. Focus on the pots. Pick up the worm. Click on the left side to get the diamond. Focus the focus, then focus on the slot. Click on the egg to the bird hatches. Give the worm to the bird. Click until it flies away. Take the diamond. Focus, then focus on the door. Put the diamonds in the door in any order. Click the bracket, then click defoo, and then click the door. Click on the white box formed in the doorway. Summer 1860: Uncle's [edit] editing source] Focus on the dresser on the right of the fireplace. Use the key to open the bottom drawer and get an axe. Open the middle drawer and get the matches. Focus on the fireplace. Use an axe to chop a tree. Pick up the wood. Focus on the window. Use the padlock key. Open the window. Notice that bloody handprint pattern. Focus. Focus on the office. Press the buttons in order: First line - Right. Third row- Medium. Line five- Left. Sixth row- Right. Click the screen to open it. Focus on the timepiece. Open it, then tap it to see the time: 8:25. Pay attention. Focus on grandpa's watch, the clock part. Drag your hands to 8:25. Focus. Open the clock case. Click on the body until it falls on the floor. Focus on the nipple of the body. Click on the nipple until it opens. Continue to the body. Click on jar's heart. Click the jar around the white box. Summer 1865: Finding Love [edit] editing source] Focus on the office. Take the rose. Focus. Focus. to the tree. Click The Crow to get the close. Focus on the couple. Take a check in your pocket out of your pocket. Give Mary a rose. Make Mary smell the rose, causing her nose to bleed. Use Mary's handkerchief to wipe blood, get a handkerchief with blood. Focus on James' hand. Write down the blood. Give him a feather with an empty hand. Click on the hand bracket to have him write a note. Take the love letter. Focus. Give Mary a love message. Click on Mary's on her slide closer to James. Take the worm. Focus on the tree. Give the worm to the crow. Click it to fly away. Take the key. Focus on the office. Use the key to open the cabinet. Take the ring. Focus on the couple. Put the ring on Mary's hand. Click on the white box around Mary's face. Spring 1867: Childbirth[edit | edit source] Focus on birth certificates. Albert- a mole on your head, a red stain. Emma- Hair on your head, blue stain. Samuel- Bald head, white stain. Pay attention. Focus on the table. Use scissors to cut the plant. Rebut and focus on overturning the dresser. Put the plant in the club. Use a mortar to grind the plant. Use a spoon to pick up the ground plant, now spoon the birth drink. Focus on Mary. Give him the birth drink. Click on Mary's to lift up her skirt. Use scissors to cut the umbilical cords of three infants. Click on each child to put them in cribs. Click on Mary again to cause the placenta to fall. Take the placenta. Focus on the bottle cabinet. Use the key. Take three bottles. Focus. Focus on the cradles. Take another crib knock. Focus. Focus on Mary. Give him a bottle and then take it if it is a bottle of wine. Focus. Focus on the window. Open the window and place the bottle down. Take the bottle of wine. Focus. Focus on the cradles. Give the bottles to the babies. Left-White bottle. Medium- Blue bottle. Right, Red bottle. Right, Red bottle. Click on the white box around Emma's bottle. Summer 1870: Staircase[editing | change source] Focus on the top shelf. Arrange the books so that the two flat lines are at the ends. Focus on the bottom of the bookcase. Arrange symbols: Triangle, Ring, Crescent, crescent, crescent, triangle, Ring, Crescent, Ring, Crow, Deer, Pheasant. Focus on the lower shelf. Arrange books to order symbols: Square, Triangle, S, Cross. Finishing the last shelf puzzle moves the bookshelf. Focus on the wall image frame. Bottles must be added 3 Lbs, 4 lbs lbs and 5lbs. Bottle + weighs 1 lb. Bottle • weighs 2 lbs. Defocus, then focus on the scale. Consider bottles using bottles + and •to weighs 5 lbs. Add an elixir to the bottle. Take the elixir. Focus on the dog. Put a drop of elixir in the dog's cup. Click on the dog so it can drink the elixir. Focus. Focus on James. Pour the elixir into his glass. Press him to drink it. Click on him when he falls dead. Move down to the coffin. Click the coffin to open the lid. Focus on James' hands. Move the rings to copy the example of his finger. There can only be three rings on each finger. Push the silver rings to the other fingers. Take the eye. Pay attention. Focus on the office. Get a coin behind the jar. Press the buttons to make deer and crow. Open it and take the coin. Focus on the broken shape. Collect the pieces to complete the bust. Focus on your head. Put your eyes in the socket. Focus. Click the section at the bottom of the shape. Take the knife. Focus, then focus on James' head. Use a knife to cut out his tongue. Pay attention. Focus on the office. Put your tongue in the jar. Click the jar around the white box. Spring 1876: Children's game Take the bullets from the left pot. Get the toilet cover. Focus. Focus on the tree. Take the branch off the tree. Take the branch, then a ribbon, then marble. Focus. Click samuel to let him aim for the sing. Shoot the butterfly from the tree. Focus on the tree. Click on the butterfly to have it fly down the jar. Give Emma a pot cover. Click on Albert to push him emma. Click emma, then Albert to push him emma. Click emma again so Albert falls over. Click on Albert falls over. Click on Albert falls over. Click on Albert to push him emma. Click emma, then Albert, then Emma again so Albert falls over. Click on Albert falls over. poor kids. Their lives full of miseryBut their legacy is very important. Press the white box around his head. Spring 1884: Fertility[Editing | Editing Source] Focus on the flower pots. Use a bee to pollinate the white flower: Flower I - Mix one yellow, two red, green leaves. Flower II - Mix one blue, two red, spiked leaves. Flower III - Mix one red, two blue, low leaves. Flower IV - Mix one yellow, two blue, low leaves. Flower IV - Mix one yellow, two blue, low leaves. Flower IV - Mix one yellow, two blue, low leaves. Flower III - Mix one yellow, the glowing seeds to fly out. Click emma; The seeds go under her dress, impregnate her. Click on the white box around Emma's face. Spring 1885: Masks[edit] Take a blue mask. Pick up the watering jar on the windowsill, filling it with rainwater. Take a jar of water. Focus. Focus on the pipes. Pour the water down to the left of the pipe. Take the key. Focus on the closet on the closet on the window. Take the longest icicle. Focus on the pipes. Use the icicles on the right. Take the key. Focus on the closet on the left. Use the binoculars. If Albert's still wearing a white mask, focus on the window. Use binoculars. Look at that big rock. Zoom in on the drawing. Defocus, then focus on the cabinet with four symbols: Upper left - Triangle points to the left. Take a hot ass. Focus on Albert. Give him a hot kick. Focus on the window. Use binoculars. Zoom in on the black square on the moon's surface. See hands figure: 5231. Focus. Focus on the little chest on the table. Put the code 5231. Take the butterfly. Focus on Albert. Focus on Albert. Focus on Albert. Put the butterfly on the table. Hit Albert to make him stab the butterfly. Focus on the flyer. Get the gear. Focus. Focus on the window. Open it and get the gear. Focus on Samuel. Take the matches out of your apron pocket. Give him the saw into the corner, drag it. Click cut the tree. Drag the pieces to fit under the paper. Use glue to connect the pieces. Stop when the paper says it's ready. Focus. Focus on the clock. Assemble the pieces of wood. Put the case back on the clock. Focus on the belt. There's a little gear on the belt. The big gear is on the top button. The middle gear is on the middle button. Focus. Put two of them back on the side of the source] Focus on the table. Death - Voodoo doll X'ed-out eyes. Devil - Voodoo doll horns. Empress - Voodoo doll with crown. Focus on the tree hole. Hermit - Voodoo doll hiding in a hole. Focus on the office. Star - Painted star in closet. Go to the tent. Focus on the table. Order tarot cards using symbols of voodoo dolls. Death- Upper middle. - Top right. Empress- lower right. Posture Man - Lower Medium. Hermit - Bottom left. The star - the top left. Tap one more time. Take the key from Ida. Focus, then focus on the office. Use the key and take the glass ball. Focus. Go to the tent. Watch the glass sphere. Note the symbols. Death-Samuel couldn't see his eyes. Satan- Albert in the devil's mask. Empress - Rose wears the crown. Hanged Man - Emma hanged the noose. Hermit - Frank in the telescope. Order tarot cards using symbols of the crystal ball. - Death on the top right. Satan- Upper middle. Empress - Top left. Posture Man - Bottom Left. Hermit - lower middle. Star - lower right. Tap the cards to focus. Focus on the crystal ball again. Click through five visions. Click on the white box around the East face. Autumn 1891: Swing[edit | edit source] Focus on Albert. Take the pumpkin. Use a knife to cut the pumpkin. Take the pumpkin mask. Focus on Albert. Give him a pumpkin mask. Hit him to get the key. Focus. Focus on the locked closet. Take the teddy bear. Pocus on the lock key to open the cabinet. Take the teddy bear. Focus on the locked closet. Take the teddy bear. Drag the gel to the right, causing it to fly. Pick up a teddy bear. to the well. Give Frank a teddy bear. Hit Albert twice to turn the heeber so Frank can fall. Click the white box around well. Autumn 1891: The Search[edit | edit source] Focus on the memorial. Take the ink and the piece of paper. Focus on the shelf. Take a piece of paper. Focus. Focus on the portrait. Take a piece of paper. Focus. Focus on the table. Place the pieces on the table. Arrange the pieces together to complete the map. Note the locations on the map. Mill - A Hotel - B (B = 62) Bridge - 30 and 5 (C = 35) Chapel - 30 and 3 (D = 33) Focus on the shelf wall. Solve the mystery. B + C + D - = ? 62 + 35 + 33 - 4 = 126 Input solution and open the shelf. Take the stamp. Press the letter to roll it up, and put it on the tube. Pick up the phone. Focus. Open the window. Focus on the telescope. Move the numbers to 60 and 2. Look at the light coming from the hotel. Focus. Focus on Harvey. Put a phone around his neck. Press the white box around Harvey's head. Winter 1895: Wedding photo [editing | edit source] Focus on the closet and get the hat. Focus. Focus on the top of the closet on the left. Press the buttons in order: 4x white, 3x black, 5x white, 3x black, 2x white, 3x black, 2x white, 1x black, 2x white. Open the closet and take the mask. Focus on the family. Place hats for the right people: Albert - Mask. Emma- Black hat. Eastern Veil. Leonard- Brown cap. Mary, green hat. Samuel- Tophat. Focus on the camera. Take a photo. Click on the left. Take the turmeric and the white last. Focus on flower pots. Take the key. Note the colors of the flowers: red, white, black, red, yellow. Focus. Focus on the tree. Have some berries. Click on the treehole to make the oil drip out. Use the bottle to take the oil. Focus. Focus on the table. Pick up the mortar. Put turmeric in the mortar. Use the knives to grind. Use oil on it. Pick up the yellow paint. Put the projectile in the mortar. Use the knives to grind. Use oil on it. Take the red color. Focus on the canvas. Put white, red and yellow colors palette. Use a brush to draw the canvas. Figures - Black color. Earth- Yellow color. House- White color. House- White color. Moon- Red color. Focus on Emma hanging from a tree. All his tears. Click on the table. Look at the paper: The High Priestess always tells the truth the Devil always lies in the chariot lies only when the Empress speaks the truth only once look outside Defocus. Focus on Samuel's cards: my sister died. (True) The cabinet code starts at 37. (True) The paper reveals Emma's death. Focus on the closet. Samuel's the only one offering to start the code. Focus on the painting of Aldous Vanderboom. Click on the lower-right corner to get the key. This key opens the window and there's a map inside. Focus on the East maps: the key is hidden under the newspaper. I can't believe you did this. Focus on the right table. There's no key under the paper. Focus on Albert's coat pocket. He's got a photo of the East inside. Focus on the closet. This code is not working. Focus on Albert's cards: I don't believe you did this. My brother's not married. I can't believe you did this. The map is hidden right in the painting. I can't believe you did this. Focus on Albert's coat pocket. He keeps a photo in the east. Focus on Samuel and Ida's wedding photo on the well. They're married. Focus on the painting of Aldous Vanderboom. There's no map on the right. Focus on Mary's maps: The map is hidden in the upper left corner of the photo. (True) The dress code ends at 94. (True) It's summer. I can't believe you did this. Focus on the wedding photo. Take the map from top left. Focus on the closet. This final combination is correct and opens the locker. There's a map in there. Open the window. It's snowing, so the season's winter. Focus on the table. Put down three tarot cards. High priestess Samuel. Satan - Albert. The chariot- Mary. Empress- Ida. Focus. Focus on the window and open it. Take the deer's skull. Focus. Focus on Albert. Give him the skull. Click on the white box around Albert's face. Summer 1904: Family Band Take the paper. Focus. Focus on the wall frame. Put pieces of paper on the frame. Note the music page. Focus on Samuel. Make him play notes: EGEG. Focus. Focus on Albert. Put him on the notes: TLTL. Focus. Tap until is dead. Focus on Mary. Take his teeth out of his mouth. Focus. Focus on the table. Put your teeth in the bottle. Click on the white box around the bottle. Summer 1904: Voodoo Pick up the phone. Focus on the left. Use the pipe to light the candle to light the direction of the doll's head and hands. Move the voodoo doll's left hand up. It allows Samuel to kill the lamp over his head. Focus on the lamp over his head. Focus on the lamp on the floor. Open it and take the needle in the doll's chest. This allows you to move eastern hands and solve the combination of code in the chest. Hands in the middle - Eyes open + Shut up. Open your chest and get the scissors. Focus on voodoo dolls. Use scissors to cut both button eyes off the dolls. Focus. Focus on Samuel and Ida. Take your eyes off the table. Focus. Focus on the table. Focus. Focus on Albert. Give him the pot. Hit him to let him ejaculate in the pot. Have a pot of semen. Focus on the table. Take the potato. Open your chest and get the egg. Focus. Focus on the grate. Click on them to make Frank crawl above. Give him the potato. He's doing a favor with the flint back. Focus on the big contraption. Connect the pipes to the funnel with the main flask. Toss the egg and sperm in the funnel. Use the flints kleel to boil the drink. Arrange the pipes to connect the potion to the left, and the water to the right. Click on the water to the right. Click on the water to the right. Click on the water to the right. Arrange the pipes to connect the potion to the left, and the water to the right. Click on the water to the right. how many pigeons need to fly, in which direction to get motorcycle pieces. The movement of pigeons in the post moves where they fly the map. A-3 dove. B - 2 doves. C - 1 pigeons. D-4 dove. Focus on the pigeons. Red dove in the lower left. Call twice to send out, then remember, doves. Focus. Focus on the ground Take the bike. Focus on the pigeons. Red dove in the upper right. Two-striped dove in the upper right. Two-striped dove in the upper right. Two-striped dove in the upper left. White dove with lower leg. A one-striped dove in the upper middle. Two-striped dove in the upper right. striped dove in the upper left. White dove in the lower left. A one-striped dove with the lower leg. Call me twice. Focus on the motorcycle instructions. Focus on the motorcycle. Put down four. Drag parts to the guide's path. Touch the gestab. Focus. Press the white box around Leonard's head. Winter 1918: Trenches Take a wooden cup and the right table with a wooden cup and the right table with a wooden cup on his leg stump, and then table the leg in the cup. Focus on the dresser. Open the second drawer and take the scissors. Use the key in the lower drawer and take the pinches. Focus. Focus on Leonard. Use scissors to cut open the fabric of his left pant leg, left hand, and remove the bundages from his head. Use the pinches in your left foot. Arrange bandages to cover the blood. So focus on Leonard's head. Zoom in his eye until you're taken into his memories. Focus on the grenade. Pull the pin and blow it. Bring the pieces of the ruined soul together. Click to do this as Leonard shout out the flashback. Press Leonard to open his eyes again. Go back to his memories. Focus on the grenade. Pull the pin and blow it. Bring the pieces of Samuel and the Shadows of the East together. Click on them to make Leonard shout out the flashback. Press Leonard to open his eyes again. Go back to his memories. Focus on the grenade. Pull the pin and blow it. Drag mr. Crow's shadow pieces together. Click on him to go to his place. Hey, Brother Save Leonard. Go back to Leonard's memories. Focus on the locked box and open it with the key. Get the gas mask. Focus to his place. Hey, Brother Save Leonard. Give him the gas mask. Focus on the locked box and open it with the key. Get the gas mask. Focus on the locked box and open it with the key. Get the gas mask. Focus on the grenade. Pull the pin and blow it. Tap the icon to display the three digits. Drag the three-digit pieces to finish the code. Remember the symbols before clicking on them to leave Leonard's miracle. Focus on Right. Open the chest with symbols: reverse triangle, circle, Y line. Take your foot off your chest. Focus on Rose. Talk to him: Can you hear me? Focus on Ouija's board. Move the planks to yes. Focus on Rose. Talk to him: What's your first name? Focus on Ouija's board. Move the planschetti to write william. Focus on Rose. Talk to him: What's your last name? Focus on Ouija's board. Move the planschetti to write VANDERBOOM. Focus on Rose and take her golden key. Focus on the wardrobe. Open it with the key from the top right. Click on the mirror until live appears. Focus on the chest. Use them as a KEY to open the chest. Focus on two paper. Note what's written on them. Rebirth <- sacrifices the clocks focus on The Rose. Talk to him: What do you have to live with again? Focus on Ouija's board. Move the planschetti to write sacrifices. Focus on Rose. Talk to him: What do you need to open the gate? Focus on Ouija's board. Move the gel to write TIMEPIECES. Focus on Rose. Talk to him: I will help you click on the symbols associated with words. Forks branch + stick = water. Wire + Fork branch = Food. Fish bones + Fork branch and stick = Wooden stick. Focus. Click on the paper plane to make it fly out of the well. The bucket's coming down. Focus on the bars. Click them to make the hand appear in the possession of berries. Stick your hand with a sharp rock. Pick up the berries. Focus on Frank. Give him the berries and have a fork. Focus on the bucket and take a cup of liquid. Focus. Focus on Frank. Give him a cup of drink. Focus on the bucket. Put the wire to the left and forks to the right. Focus. Focus on the bucket and get the grilled fish. Focus. Focus on the bucket and get a wooden stick. Focus. About Frank. Give him a wooden stick. Hit be right. Focus on the bucket and get a wooden stick. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get a wooden stick. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Focus on the bucket and get the grilled fish. Frank to have him drag himself over the bucket. Click on the paper plane flies out. Focus out. Focus o the lever to make the bucket go. Hit it again to come back. Focus on the bucket. Notice the symbols, asking for water. Focus on the dog. Clicking on a dog causes it to urinate. Put the cup down. Drag it over so that's where the urine flow ends. Click on the dog. Clicking on a dog causes it to urinate. Put the cup down. Drag it over so that's where the urine flow ends. Click on the dog. Clicking on a dog causes it to urinate.

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 fire. Take the axe. 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 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. Focus on the bucket go. Hit it again to come back. Click on the white box around Frank's beard. chessboard. Place these two down. Use the Knight to search for the king. Tip: You can't move 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 on the table. Put your brain in a jar. the white box around the jar. Winter 1927: Bathroom[edit | edit source] 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 on the dresser. Open the middle drawer and pick up the charcoal. Focus on the oven. Open the middle drawer and pick up the charcoal. Focus on the oven. Open the middle drawer and pick up the charcoal. Focus on the oven. Open the middle drawer and pick up the charcoal. 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 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 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 grasshoppers jump to: 1x green, 2x brown, 3x green, 2x brown, 3x green, 2x brown, 3x green, 2x brown, 1x green, 2x brown, 1x green, 2x brown, 3x green, 2x brown, 1x green bottom up: 3x frog, 3x insect, 3x grasshopper, 2x insect, 3x grasshopper, 2x insect, 3x grasshopper down. Drag the frog to 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 bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Make it jump twice and place the coin under it. Drag the bug to the coin. Use shovel coin to dig a hole. Focus on the hole and take the timepiece. Winter 1930: The Stars(edit | edit source] Focus on the table. Take the map and the bird food. 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 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 guarterback. Focus. Focus on Harvey. Open the letter V. Notice three more letters. Focus on the letter. 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 cube to the left. Right cube to the left. Right 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 right. Top cube to the left. Middle cube up. Bottom cube to the right. Lower left cube to the right. Lower left cube to the right. Lower left cube to the right. Top cube t cube left, down, up, then right. Bottom cube to the left, right, left, left, right, left, left, right, right, left, left, right, right, right, right, right, left, left, right, r 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. Click Frank to offer Rose his hand. Let them dance in that order. Right, right, right, right, left, left, left, left, right, righ 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 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 on Samuel's grave. Use a shovel to dig up the bone. Focus on Mary's grave. Use a shovel to dig up the bone. Focus on James' grave. 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 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 on Rose. Take his gold. Focus on Frank. Take his silver timepiece. 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 the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in and Click to open it. Focus on the Crow and Dead Man's nest. Put the Bronze Age figure in an adversariation and Dead Man's nest. Put the Bronze Age figure in an adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the Bronze Age figure in adversariation and Dead Man's nest. Put the 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 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 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 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 up the Hung Man - 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 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 upper left. White dove to the upper right. A one-striped dove in the lower left. Call me twice. Focus on Ouija'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. 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 Air = Stone. Stone Air = Stone. Stone Air = Stone. Stone + Fire = glass bottle. Mix the glass bottle and black egg together, creating an elixir. 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 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 broken instead. 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). Summer 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 ptl. cor on top. Cor means heart, but like ptl. 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 ingua 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 Ouija'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 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's Steam version has 16 unlockable achievements. Gallery [edit | edit source] See also: Rusty Lake's Steam version has 16 unlockable achievements.

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