



I'm not robot



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Sanitarium game walkthrough

Ultimate Walkthrough by CRASH INTRODUCTION Sanitarium is a unique game that beautifully combines thriller and psychology. You play the part of Max. The story tells the story of Max's journey to discover his tragic story and confront the demons of his past. Slowly, as you gather more information, the pieces begin to fit in and it becomes clear that much more is at stake self-discovery of one man. The game is divided into nine episodes, and within each episode reveals what happened to it. Like this for a sad city. This is a way to suffer eternally. In this way to join the lost people. Dante The story begins inside the crazy house after Max's tragic accident A few useful tips : First, talk to everyone at the beginning of each chapter. Make sure you select all the options available in the conversation. Sometimes it can trigger something later. Whenever you get stuck, talk to everyone !!! Most items must first be reviewed before you can use them. Tips correction : For a sound puzzle in the hive : the correct sequence should be 13524 not 11524 There is another possible way to notice what is the combined number for opening the lock on the door of the cornfield. Look at the sign in front of the church. The number of verses will match the combined number. TOWER CELL Main goals : Escape from tower cell Max Q : What happened to Max? A: There are two people you could talk to here: Dadon and Martin. We could tell you about the tragic accident. Here you will discover another name: Dr. Morgan.Q: This alarm drives me crazy. How could I turn it off? A: There is an alarm switch in the lower left wall. Review it, and then drag the switch to set off the alarm. Keep in the beginning; most things here need to be reviewed first before you can communicate with them. Q : How could I get to the control room ? A: Take a towel from the cell next to Max's. Use a towel with a cable and fly to the control room. Q : How could I open a filing cabinet ? A : Use the video on the table first. Connect all cables to their appropriate locations (the same color). A short circuit from the video will open the charging cabinet. Inside, you'll find out some memos about how to get out of this place. Q : How to get out of this control room ? A : Press the button right next to the abyss (small green button). The bridge will appear. Lenry Q : How could I get out of this Tower Cell ? A : Get a key from above the charging cabinet. Lenry in his right cell knows the way out. Talk to him. Go to the top level and inspect the locking mechanism under the angel statue. Use a key with a locking mechanism. Author's note: From this experience of Tower Cell you will learn about an important name: Dr. Morgan. Who is this guy? Why did he do this to me? The answer to these questions may be in the upcoming chapters INNOCENT ABANDONED Main goals : Save children from curse Q : Where am I ? What's wrong These kids? A : After talking to several children in the neighborhood, you will see that your name is Max and there is a 'mother' who controlled all these children. You can talk to Megan Peg's leg, Billy, Jessie, Marty (in front of the city store) and Timmy (down on the beach). Notice the game Jessie's playing. You know from the church files and newspapers and city hall that the comet was strutting around town. The father, Jeddah, killed his entire family because he was crazy, and Reverend O'toole supported him and said he was innocent. Then the mother came and took care of the children. All adults are not welcome in this city. Of Timmy, you know Dennis out the rope to ring the church bell so no one could attend mass anymore. Jessie Dennis Q : Who is the leader of these children ? A: Dennis O'toole seems to be the leader of these children. You can find him in the cemetery. Talk to the other kids in the cemetery: Derek, Eileen, Lumgy and Marcus. Q : Where is the key to the city store ? A: Dennis has the key. He'll give you the key if you could win your 'Hide and Seek' game. Challenge him to play. You have a choice to play Hide and Seek with the kids after talking to Eileen about the cemetery. Q : Where are their hideouts ? A: Derek can be found inside the church (front row of seats). Eileen in a tree next to city hall, Marcus under the bed in his house (Jeddah Farm in the North) and Wilbur inside a barrel near an old fishing house. Q : Where is Dennis hiding ? A: Dennis is hiding inside an abandoned school, in front of an old fishing house. Drag the pal into one of the crypts in the cemetery. Use it to open the forbidden school gates. My God, Dennis is hiding with all this body of death. What a sick boy. Q : What is Dennis' secret weapon ? A: Ask her other children about his secret weapon. You know Denis' secret weapon is Carol. Q : Where could I find Carol ? A: Get an Eileen shovel under an angel statue. Use this shovel to dig Carol's grave (the one with the name C. on the tombstone). Q : How could I pick up a metal cross in the north river (next to city hall) ? A: This might be a little tricky. Take a small stone from the ground, just in front of the church (near a small garden block under the left mosaic glass). Throw a stone at the church bell. His last call will be Timmy. Go to his place on the beach and get his fishing rod. Use a fishing rod to get a metal cross. Q : How could I get over a broken bridge ? A: Try riding a roskin' house in front of the city store. One of the horses is broken (medium) you can take it. Use a horse on the river. Use it to cross the bridge. Q : What is the number of lock combinations on the farm door ? A : Ask Mary about the lock (she just stands in front of jeddah farm). She told you that your mother said the combination was associated with the loss of Jessie. Talk to Eileen and Peg Leg about Jessie's game. Then play the Tic Tac Toe game with Jessie. The (song) is 451 (Eileen has won 4 times, Peg Leg 5 times, and you 1 time). Use this number to open the door. Q: How could I beat that scarecrow? A: There's no point chopping it to pieces now. Try a different tactic. First destroy all the pumpkin around the wooden pole. After that, slice it 2 times. That should be it. Maria Q : How could I turn on this generator ? A: First, talk to the 'mother' in the barn. When he throws you out, take the key off the ground. Open the tractor machine. Get a jumper cable. Go back to the store. Unlock the right door with a key from Dennis. Get a gas canister on the counter. Go to City Hall. Open the rubber hose next to the pond with a key. Go to the beach. Open the fuel tank cap. Use a hose on it, then use a gas tank to hold the gas. Go back to the farm and fill the generator gas tank. Use the jumper cable on it. You can fix the generator. Q : How could I destroy this 'mother' of beasts ? A: Burn her to death. Place a metal cross on large green eggs next to the generator. Connect the jumper cable to the cross. Turn on the generator. After this, just walk left and meet Maria. Author's note: Finally the pain is taken from these poor children. That ugly sleazy monster who calls himself 'mother' is gone forever. From this experience, you will know that your real name is Max. But who am I? What am I doing here? Go to the next chapter to find out. COURTYARD AND CHAPEL Main goals : Help Vera reload the Q fountain : I'm back in the asylum. What am I going to do now? A: Talk to other patients, especially Vera Stark. After you talk to her, she'll move away from the chapel door. Other patients like Elvis, Skippy, etc., will tell you a lot about the strange music and Dr. Morgan's experiment. Vera Q : Where could I find Preacher Bob's Holy Cross ? A: Skippy, ballerina dancer, keep it in your possession. You have to distract him first. Let him dance. Go to Dr. Norgan's lab near the man with the fish. Get all the CDs on the table. Each CD will affect certain people. Here is a list of functions of each CD: Captain Dick's Ballad (Fisherman), Belladon in an Instant (Skippy), Rocky Billy Swing Things (Elvis) and Donner Party Waltz (??). Play Skippy's favorite CD. Go back to him again and get the cross off the bench. Give it to Preacher Bob. In return, they'll give you and the old room. Skippy Q : What am I going to do with this stupid broom ? A: It is very useful, do not worry about it. Use it to open a box near a fisherman. Q : Help me solve this riddle of water pipes !!! A : Manipulate all valves until only tube number 3 on the left is fully filled (the circle is a symbol of the pond). On the left side of the plate, a small map could be seen to ensure that it could fill the pond. Look at these pictures to help you. Other images show you which valve you need to move (M). After solve the puzzle, pull the lever on the pond right now. Go out there and talk to Vera. Someone or something's in the lake right now. My God, it's a gargoye. Talk to him and enter Author's note : You know from this chapter (from Vera) that your former profession is a doctor. Max still feels guilty about his sister Sarah. He thought Sarah died because of him. Now you're entering chapter four as a young Sarah. CIRCUS OF FOOLS Main goals : Find Sarah's doll and give it to her Sarah Q : Where to start this chapter ? A : Use binoculars and look at the villa in the distance. After Antonio Bandini, the owner of the circus, gave you a pass to play Squash Squid, you go to the arena to play and play that match. You will automatically win 3 tickets. Then talk to everyone on this island, especially Sean, Wilbur Smith (tattoo master), Martha (Sean's mother), Matt and Ashley (Siamese twins) and Stuart Limpkin (freakshow master). You will learn of the squid Iggy, the freed beast that killed several people on the island. Q: Mean Gino's love story. What do I have to do to help him? A: You heard Gino write a song called Inferna by Sean, a boy on the outskirts of this town. Talk about the song with him, then try to talk to Inferno about it. Give Gino the idea to get a tattoo in his hand (that's what you heard from Wilbur Smith). After that, go visit Gino in Wilbur's caravan. Talk about Inferno and tattoo. Talk to Inferno again. This time they'll listen to you about Gino's intentions. Sean Q: Inferno's secret, fire breath skill. Where do I find oil for her? A: You can talk to Wilbur Smith about oil. They're going to give it to you. Bring this oil to Inferno. He's going to teach you his secret and give you a baton. Q : I don't have enough tickets to watch Freak Show ? A : Use your winning tickets to play another game. If you win, you'll get three extra tickets. You can keep playing as long as you want. But remember that you can only play Ring Toss and Pig Shooter. Other games will make you lose or won't let you play again. Bring five tickets to Stuart Limpkin. They're going to let you get on Freak Show. Q: How could I free Wood, Man Animal? A : Grab a needle under Wilbur Smith's nose (lying on his counter). Use this needle to unlock Timbber's cage. Q : How to manage Mary Go Round ? A : Pick up a can of oil near Sean's house (lying on the ground next to his father). Use a can of oil to loosen the lever. Take off the lever and jump in. Inferno Timber Lefty Q: The Keeper won't let me get into Fun House. I'm too short. What do I have to do to overcome this problem ? A: You have to find a nose for a clown. Get a needle on the ground (next to the Pin Thrower stand). Bring the needle to the main tent and challenge Lefty with it. He's going to give you one of his red balls. Take the red ball to Fun House again and insert it on Board. Now the board will say that you are tall enough (the clown is very happy so he helps you). Give 5 tickets for usher and you can step into Fun House. Q : Lady Ivanna tells me to bring 3 important things to go through my problem. Where is the output and what are the important items ? A: If you let wood, he'll make a hole near Sean's house. Go out there and look in the hole. My God, that squid killed Timber. What an ugly monster he is. By this time, you should have collected 3 items: a oil flask, a baton and a shard of glass (from Fun House). You can jump in and get in CAVE Q: Where do I go. Sarah won't get in the water? A: Get ready first. Use a shard of glass to illuminate the wooden stick on the ground. Use the bat with fire. Now get in the water. Q : How could I beat this ugly monster ? A: Aim right. Burn his eye (in the abdomen) 5 times and you should kill him by then. Step back whenever he starts spitting poison. After you have killed him, step into the light at THE MANSION Author's note: This is the best part of the game. You could see how Sarah saw all the conversations between her family. Look how sad the story is going to be... Q : Where is the key to brand's watch near the stairwell ? A : The key is inside the master bedroom on the second floor (lying on the bedside table). Q: I couldn't get into the study room on the first floor. There's another key. What should I do? A : Remember what the wife told her husband in the kitchen Dinner will be ready by 6 am, and the husband replies Contact me if you need the study room? Move your hand to grandpa's class at 6:00. After that, the husband will leave the study room. Get the key on the table. Q : Where does Sarah hide her doll? A: The information is on the video. Take it off the shelf in the study room downstairs. Play it on video in the living room on the second floor. See where Sara's secret place is (located in the attic!). Unlock the attic door with a key from the study room. Q : Where is her secret place ? A: It's on the other side of those boxes. First, get the key from inside the teddy bear on the corner. Pull the trampoline from the left to the boxes. Then use it to jump over the box. Unlock the trunk with a key. You'll find Sarah's doll inside. Q : Where is Sarah ? A : Come down to the second floor and enter Sarah's bedroom. Give her a doll. The author's note: From this chapter Max learns how he lost his sister Sarah. Nevertheless, he loves her very much and tries to fulfill Sarah's last wish, finding her favorite doll. LABORATORY Main goals : Entering the main room Q : How to open the door ? A : Use a strange device to the left of the door. First, you need to get a valve pipe behind the image on the right room. Click on the picture on the wall to move it. Then insert the valve into a hexagonal hole nearby Device. Then spin the valve to activate the device. Q : What is the solution to the wheel jigsaw puzzle ? A: This is pretty simple. Just pull the lever for every other position. A, move towards a wise clock. Pull the lever when you first enter the puzzle window, move A to the right using the wheel, and pull the lever again. Keep doing that until all the position is reached. Q : How do I open a locked door inside a lab ? A : Use the voice key panel on the wall next to the door. The password is kept on 3 panels on the wall. A clue to this can be heard from the tapes on the table. After you hear the ribbon, go to each board, click on the letters of the upper letter, and then reassess the letters to build the word. The right panel reveals Key Hides To, the middle reveals Youth, the left panel reveals Salvation. Combine this word on the voice key panel to form a password: Youth hides the key to salvation. Author's note : This is a simple and short chapter, essentially containing only 2 puzzles. In this chapter you will know that your father is a very strict teacher. He just wants you to be the best, not just good. With this presence, gain your success in medical school. But..... Your mental is not really stable. As you get to the center of the room someone comes across and his you by the head Main objectives of HIVE : Destroy Gromna's 'evil plan Grinwall' Q : How to overcome this laser scanner ? A : Get a belt from one of the insectoids near you (little red thing). This will help you overcome the problem of scanners and insects will not attack you afterwards. Q : What is the password for a small house in the southern part of the hive ? A: It's Gravin's house. First talk to him in a small house in the north (left). He'll tell you about his password, Grenesir. Q: How could I get Gravin to quit? A: Let the machine stop working first. To do this, you need to make the central machine broken. Get a sledgehammer and Gravin's tools from Gravin's house. Go to the big house in front of Gravin's office. Enter and locate the pipe with a patch on it. Hit him with a sledgehammer. Then operate the bellows, it will kill one of the operators. Take his body of death (limb on the floor). Then you control the control panel. Q : How to control the control panel ? A: This is a bit tricky, but not very difficult. Click on control panel. See these images to help you manage the control panel. Manage A or B keys to change color. T, M or B to move the Griza Author's Note : Chapter Six tells us about Max's favorite character, Grinwall. He's presenting his work at the research center, conducts several experiments using baby animals. Max disagrees with the way the experiments are conducted, but there's no authority to stop it. His innermost mind is finally trying to break out and that's the way chapter six begins with the character of his comic book MORGUE AND CEMETERY Main goals : Pursuit of Dr. Morgan Q : How could I open the door to a steel morgue ? A: This is very simple. On the steel door there are 2 wheels, center and upper. First move the top right wheel 3 times, until the gear moves to the upper position. Then push the right lever to the left. Repeat these moves until the gear in the upper left position reaches its right end position. Then repeat all but this time push the lever to the right. Continue to do this until the lower left gear reaches its right end position. Then spin the center wheel to open the steel door. Ghost Q : How could I reopen the morgue door ? I learned from the stamps on the table in the right room that I had to search the body drawer again A: It's freezing. You have to warm up the door first. Go to the furnace room. Get the monkey key from the tools on the floor. Use it to release a gas pipe just outside the morgue (left tube). Go to Dr. Morgan's office. Get Dr. Morgan's bust on the table. Use it to blast open a crack in the north wall of your office. Do this 2 times until you create a hole in the right room that I had to search the body drawer again A: It's freezing. You have to warm up the door first. Go to the furnace room. 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