

# Walkthrough

## Road to India

### Dream 1

You start the game facing the Taj Mahal. Turning to your right, go forward. Turn left towards the Taj and look down. Take the flute that is on the floor and go to the staircase in front of the Taj. Take the left staircase and staying on the mezzanine, go as far as you can go. On the floor is a rope. Take it and turn around, go all the way in the other direction until you face an orange tree. Put the rope on the floor and use the flute on it. Climb the rope and take the orange. Turn around and go past the staircase. There is a monkey on the floor, between the stairs and the break in the fence leading to the elephant. Give the orange to the monkey and take the tile that he leaves behind. Go back to the Taj's entrance. Zoom in and use the tile on the floating puzzle. Solve the floating puzzle. Enter the Taj and go forward one more warp.

### Night 1

You start facing the house and a crying lady (your girlfriend's mom). Turn around and pick up the branch on the floor. Turn around again and talk to the lady. When she leaves, take some grass from the pots that are flanking the front door. Turn left and walk down the street. At this point, you should see a young kid begging for change. Ask him for some change for an American dollar. Turn right and go to the cinema. Use change on gum machine and get pink bubble gum. Go back to the house. On the right of the house is a fence. Zoom in. Combine the gum and the branch. Use new item on the key on the floor. Use the key to open the door. Go into the yard and take the photo that is on the altar. Go back to the kid and exhaust all conversations. Turn left and go up to the cow. Use grass on the cow. Go forward until the end of the street, turn left and go forward to the ATM. Use ATM card on the machine and get some cash. Go back to the mouth of the alleyway (the Warp right before where the cow was). Ignore the old beggar for now and go into the alley. On the floor, mixed with the garbage is a coathanger, which you have to take. Go to the magazine stand that is right before the fork in the road. Click on the car magazine in the window. Zoom in on the kiosk's door. Use the coathanger on the door. Go back to the kid and again exhaust all conversation. Use the money on the kid to get the car magazine. Go and talk to the old beggar and exhaust all conversations. Follow him into the alley.

### Dream 2

You are now in a jail cell. Click on the bed and take the banana. Zoom in on the outside window and use the banana on the monkey. The monkey will eat the banana and leave a peel on the floor. Take the banana peel, zoom in on the inside window and use the banana peel on the window. Zoom out, click on the bed. Once the guard is knocked out, talk to the monkey and say: Eek, Gnee, HooHooHoo, Gnee, WaHeeHee. The monkey will have listen to you and gotten the key from the guard's desk. Use the key on the door and leave the cell. Take the machete that's lying beside the guard. The key to figuring out the upcoming maze is to know that you need to go behind the two guards to knock them out. Go through the other door and go forward until the first fork. Go left until another fork, turn right, go up the stairs and use the machete on the guard. Take the key that is right beside the guard. Turn left and go up the stairs. Take the vase. Go back to the second fork (the one right before the guard) and take the other path and use the key on the door. Go up the stairs and zoom in on the window. Use the vase on the guard. Go back down the stairs and take the other path. Use the machete on the guard and walk out of the labyrinth. Once in the middle of the Taj, take the map on the floor. Go outside the Taj and all the way to the elephant. Use the machete on the rope holding the elephant and climb the elephant. Go forward and through the crack on the wall.

### Day 2

You are in a New Delhi back alley, facing the young beggar. Exhaust all conversations with him. Turn right and take the right side of the fork. Go to the end and turn right. Look on the floor and take the business card and the medallion. Go back to the fork and take the other path. Two warps

past the sleeping beggar, look at the ground and take the feather. Go back to the sleeping beggar and use the feather on him. Take your wallet from his pocket. Turn around and go to the preceding warp. Go into the yard. Go to the door on the right and at the back. Go into the room. Exhaust all conversations with the old woman. Go back to the young beggar. Exhaust the conversation and give him some money. Ask him the last question. Go back to the old lady's house and take the bill on her desk. Go to the other end of the alley, the one you haven't been to yet and talk to the rickshaw driver. Use the money on him and talk to him some more.

### Night 2

You are outside the gates of a large Victorian house. Take the rope on the floor right in front of you. Go to the warp right before you can turn. Take the branch that is hiding in the bushes. Go all the way forward, to the warp with the crack in the wall. Combine the rope and the branch and use them on the crack. Once on the other side of the wall, walk forward until the fork in the path. At the fork, go to the garden shed and enter. Take the screwdriver, the pliers and the wooden box. Exit the shed and go to the back door of the house. Use the box on the bottom of the door, zoom in on the alarm system. Use the screwdriver on the box and use the pliers on the exposed wires. Go to your left and forward until you are facing the garage's window. From there, turn right and go to the house, turn left, forward and right again. You should be passed the chimney, facing the dining room window. Enter the house. Exit the dining room and go into the foyer. On the same floor, go into the library. At the front of the library, there is a Japanese puzzle box. Click on the box to zoom in. Solve the box (you simply have to slide all the pieces) and take the key inside. Exit the library and go up the stairs. From the top of the stairs, turn left. Use the key on the door and enter the room. Talk to the lady present. Exhaust all conversations.

### Dream 3

You are inside the temple to Kali. Go around the room and pick up all six stained glass windows that are on the walls (there are three on each side). Exit the main room and go all the way down the stairs. Take the door handle. Turn around, go forward and turn left. Go to the window. If you look carefully at the stained glass windows, near the top there appears to be eyes. Use only the stained glass windows where the eyes are looking forward on the window. A beam of light will strike the middle of the room and open up a staircase. Go down the stairs into the labyrinth. There are two ways of solving this labyrinth: you can either follow the wind chimes or wait for about five minutes for the rat to show up. The rat will get up in front of the next door you need to go through. If you make a mistake, the labyrinth will be reset and you'll have to start from the beginning. The pattern to go through the labyrinth is : forward, forward, forward, forward, turn left, forward, turn right, forward, turn right, forward, forward, turn left, forward. Touch the wall to go through. The floating lady is now on the floor trigger in the main room and the bridge is out. Get out of the labyrinth and back into the corridor leading to the main room. On your right there should be a torture room. Enter the room and go to your right. Looking around, on the back of the chair there is a chain. Take it. Go back to the main room, to the front right before the bridge. Combine the door handle and the chain. Use the combined item on the lever, on the other side of the ravine. The fire should now be turned off. Go forward on the bridge.

### Day 3

You are in the dark, looked up inside a cupboard. Look around slowly and find the pack of matches. Take matches and combine the match with the box of matches. Look around and take the rag and the oil. Combine the rag and the oil. Use a lit match on the combined item. Zoom in on the lock, click on both sides and get out of the closet. Go up the stairs. Use the screwdriver on the hinges to remove the door. Go to the library door and talk to it. Anusha is on the other side and will fill you in the details. Exhaust all conversations. Go up the stairs. Cross the landing and go into room on your right. Look around and take the keys on the desk. Exit the room and go to the room directly across. Enter the room. Take the walkman from the night table and zoom in on painting on the wall. Click on the painting to reveal the safe. Use key on the safe. Take the CD that is inside. Go to the room where the crazy lady was the night before. Combine the walkman and the CD. Use the combined item on the lady. Exhaust all conversations.

### Night 3

You are back on the back porch of the house. Go to the garage's door (it's on the far side of the garage). Use the key on the door and enter. On the workbench there is a remote starter for the car. Take it. In the next warp, on the floor there is a cricket bat. Take it. Go back outside, to the garage's window. Zoom in on the window and use the remote starter on the car. Go back inside the garage and take the keycard that is beside the knocked-out guard. Exit the garage and go towards the gazebo. Continue past the gazebo until you get to the statue of Kali. Use the keycard on the alarm system that's on the statue. Go all the way to the temple. A guard is sleeping on the steps, blocking your way. Use the cricket bat on the guard and take the machete that he drops. Go up the stairs that he was blocking, all the way to the window. Use the machete on the window. Take the stairs that are in the middle of the room. Go forward until you see Anusha passed out on an altar. Click on her. Exhaust all conversations with Dharmesh.

The End