

## Decisions of the Elders - Walkthrough

**Warning!** This page contains the complete solution or walk-through to “Decisions of the Elders”. Reading this page can spoil the challenge to complete the game by yourself! So before you use this walk-through click around in the pictures and read the responses carefully. You might be rewarded with important hints or funny responses at the very least.

### Part 1 – Rays of Hope

So you have crashed. Your task is clear: Find your wife-to-be!

Look at yourself to find a **MAGAZINE** in your pockets (1 point / 1 point in total). In your inventory look at this magazine twice (1/2). Look at the foliage at the waterside on the lower right. Use the heart-shaped foliage to move it apart and discover a shiny piece. Pick it up to see it's a fish **HOOK** (2/4).

Walk to the right, then to the upper left. Watch the termites though. On the upper left is a cave with a camp fire. The tree above it has a small hole in it. Use the hole to get a **CAN** out (2/6). Look at the can in your inventory to see...nothing. Walk over to the camp fire and use the can on the charcoal (3/9) to get some contrast on the can. Look at it again in your inventory to see...still nothing.

Leave the camp site on the lower right and walk to the left, back to the place you came from. Walk behind the rock into the sunlight and use the can on the beam of light to see that the can holds **TERMITE FOOD** (10/19). Walk back to the right and go over to the termite hill. Use the termite food on the cane next to the hill and the termites will cut it down for you (7/26). Pick up the **CANE** (1/27).

Walk to the left twice. On the other side of the river there's an axe handle. It's out of reach. In your inventory put the hook on the cane (2/29) and use the makeshift **FISHING ROD** to pick up the axe **HANDLE** (4/33). Since there's an axe blade in the tree, use the handle on the **BLADE** to get it out (3/36) but the handle slips out again.

Put the handle in the resin seeping out of the tree (2/38) and in your inventory combine the handle and the axe again (1/39). It's still not good enough so put the axe into the river to expand the wooden handle (you've read the magazine, right?) (8/47). But the blade is rusty. Walk to the right twice and to the upper left to the cave and the camp fire. Since the fire is surrounded by rough rocks, use the axe on the rocks to sharpen it (10/57).

Leave the cave on the lower right and walk south to the waterfall. Use the axe on the vine tied to the tree (7/64) and use the vine to climb down the ledge. Use the **VINE** twice to rip it from the tree (2/66). Use the rope on the waterfall to get a **WET ROPE** (2/68). Walk left into the cave behind the waterfall. On the rock at the lower left there's a heart-shaped rock attached with a **CHEWING GUM**. Pick it up (1/69) and use the gum on yourself to soften it (5/74). Put the chewing gum in the bowl to seal the hole (3/77) and use the wet rope with the bowl to make it shine and reflect the sunlight (2/79). Walk to the right, at the upper ledge walk all the way to the left.

You need to walk to the right but each time you're transported back. Let yourself be transported a few times to get the necessary hints for this puzzle. Below you see a little red rock. Use your axe on

the little tree that's in the way (1/80) and use the cane with hook on the red **ROCK** below (2/82). It's an ore stone. Put your magazine on the green marked X near the entrance of the cave (1/83). Place the red ore stone on the magazine (1/84). Talk to the loose stone above the entrance and it'll fall down on the ore, pulverizing it (3/87). Use the handle from your inventory on the rock to move it and retrieve the **ORE POWDER** (2/89). Use the powder on the magnetic field on the right to show a path (4/93). Carefully walk the path to the edge on the right, making sure you don't touch the field. On the other side push the button to change the direction (5/98). Now walk into the force-field to be transported to the other side of the chasm (7/105).

Walk on to follow your path...or fall your path. Make sure you grab the balloon when its handle is within reach (3/108).

## **Part 2 – Physics Lesson**

You have crashed - again. This time you have crash-landed on a tree. Passing under the hive is too dangerous. Grab the one brown **LEAF** on the right (1/109). Place it on the hole in the middle of the branch you are standing on. Use your stick on the leaf to create a little fire (2/111). The smoke chases the bees away. You can now climb down the tree.

Look at the drill in one of the gold-birches. You can't get it out without the right tool. Go to the right and get **1 FEATHER** (1/112) and the **CROSS** (1/113) from the scare-crow. Enter the hut.

In the hut you take the **MEASURING CUP** (1/114) from the cupboard on the right. Open the lid of the kettle in the fire-place (1/115) then take the **SEALING RING** from the lid (2/117). In your inventory use the ring on the cross to make a **CROSSBOW** (2/119). Read the books on the shelf to get an important hint and yet another point (1/120). Take the yellow ugly picture off the wall (1/121). It was attached to the wall with a 10 mm zinc-coated hexagon head wood screw which you can't retrieve without the right tool. Turn the ugly picture on the floor (3/124) and read the writing on its back (4/128). Leave the hut, then head south.

Shake the big walnut tree (3/131) and pick up the **WALNUT** from the ground (1/132). Take the **SHOVEL BLADE** (2/134) from the windowbox of the shed. You cannot produce a spade yet because of the wax in the shovel blade. Enter the shed.

Of all wrenches the 10 mm wrench is missing on the tool board. There's a drilling machine without a drill and a pendulum clock without a proper pendulum weight. Use the walnut on the pendulum to get a working **CLOCK** (3/137). Open the left drawer of the workbench to get a pair of **TONGS** (2/139). Leave the shed, then head east.

There's a plateau in the north which you can't access from here. There's a potato field. You grab the only ripe (= brown) plant on the left of the field to get a **POTATO** (1/140). Then use the strange device on the right of the field. Take the **BLACK HOLE GENERATOR** (1/141) and the bird feather (1/142). You now own **2 FEATHERS**. Go west to leave the area. Go west again to leave the area with the shed.

There's one more red feather hidden in a bush (1/143). You now have **3 FEATHERS**. By grabbing into the knothole you learn that there's a wrench inside. You cannot get it unless you can make the snappy squirrel leave its home. Place your clock on the branch fork (5/148) and push the pendulum (2/150). Now you can take the **WRENCH** (3/153) from the knothole. Go north.

Use your tongs on the **DRILL** (2/155) in the middle birch-tree. Use the black hole generator on the fairy circle in the center of the area to get the **BALLOON** (5/160). Enter the shed again (south, east).

Use the drill on the drilling machine (1/161). Use the shovel blade on the drilling machine (3/164). In your inventory put the stick into the shovel blade to produce a **SPADE** (1/165). Leave the shed through the door. Then go west to the area with the squirrel.

Can you see the bald (=brown) spots in the meadow? They are 5 steps east and 2 steps south from the squirrel tree (Remember the “treasure map” at the back of the ugly picture in the hut). Use the spade on the brown spots. The treasure is a **COPPER COIN** (5/170).

The following cut-scene is important to understand the plot!

Go north to the birches. The gold-birch which you freed from the drill is now bleeding gold. Collect the gold juice with your 1 liter measuring cup (3/173). You now have a **FULL MEASURING CUP** that weighs about 10 kg. In your inventory use the 3 feathers on the stick to produce an **ARROW** (2/175). Load your crossbow with the arrow (2/177). Go east and enter the hut.

Use your wrench on the zinc-coated **SCREW** on the left wall where the ugly picture used to hang (3/180). In your inventory press the coin into the potato (2/182), then press the screw into the potato (You can also start with the screw and then add the coin). You have just produced a **POTATO BATTERY** (5/187). Place the battery in the socket under the picture (a summit photograph). A secret door opens (10/197). Walk through it.

On the plateau grab the 0.4 liter **COKE CAN** (1/198). Pick up the **MESSAGE** from the floor (1/199). Use the message on the hot plate on the right end of the plateau (3/202). In your inventory use the full measuring cup on the coke can (2/204). Your measuring cup now weighs 6 kg. Place it on the 60 kg stone on the plateau (2/206) which now has a total weight of 66 kg - exactly the weight your balloon can carry. Attach the balloon to the stone (2/208). Use your crossbow on the balloon (10/218). Search the soldier with your hands and expect to travel to the future.

### **Part -1 – Intermezzo in Future Perfect**

You have not landed in the future but in the past! Stupid relative transporter settings! You meet Doc Black. He can help you to travel back to the present time, but he demands a worm. You are not allowed to use the tunnel back to Doc’s hut. You must find the worm elsewhere.

Borrow the **JETPACK** in the cave (2/220). Unfortunately the tank is empty. Pour the liquid gold into the jetpack (1/221). Use the jetpack on yourself and fly to the pasture (3/224) which you cannot leave without a worm. Throw your wrench into the tree crown and hit an apple (3/227). The worm which lived in the apple flees into the soil. You must get it out of there somehow. Try to cut the fence with your combination pliers. You find out it’s electric! You must find a way to insulate your pliers. Put them in the cowpat next to the trough to **INSULATE THE PLIERS** (2/229). Now you can cut the fence with your smelly but insulated pliers (5/234). The soil is not dry enough to conduct power. Fill your **CAN WITH WATER** from the trough (1/235). Water the soil where the worm disappeared (3/238). The wet soil now conducts power which chases the worm out of the soil. Collect the **WORM** with your empty can (1/239). Now you can use your jetpack again. After automatically returning the jetpack to Doc Black you give him the requested worm so that he can complete the worm hole

(1/240). The thing with the worm was just a spoof but the Doc creates the worm hole through which you return to the present.

Alas, something's missing there! It's the empty can. Put the empty can where you've found it at the northwestern corner of the platform (2/242). Now everything is as it should be. You hide in the cave and wait for your alter ego to complete the circle of time. You fall asleep. When you awake your alter ego is just being transported to the past. You have successfully restored the timeline.

Search the dead soldier's armor carefully (2/244). This time you are transported to the final part 3 of "Decisions of the Elders".

### **Part 3 – Time for Heroics**

You are now playing Julia. Together with your paralyzed brothers you are jailed in the brig of a Sarien ship. After the unpleasant talk with the Captain open the crack in the front wall and get the **EMPTY PIPE** (1/245). You need to get a small yet heavy missile to shoot at the button that controls the rays. Search Harry and find a **WALNUT** (2/247) which is too big for your blowpipe. Put the walnut into Perry's mouth and close it. Perry's jaws break the walnut. His **GOLD TOOTH** breaks as well. Pick it up from the floor (4/251), load your blowpipe with it and shoot at the button (10/261). Free at last!

Open and search the chest for the fun of it. You want to retrieve the gold tooth from the grate but cannot as your hand doesn't fit through. Leave the brig and check the ship's layout. The Captain said he would go to the bridge (which you currently cannot access anyway) so turn right and enter the engine room. Take the **DUCT TAPE** (1/262) from the pipe. Smelly hot engine oil is now running out. Leave the engine room and head north to the crew quarters.

See the spoiled **CHESSMAN** on the table? Take it (1/263) and walk back to the engine room.

What a mess and smell! Bath your hands in the cooled oil on the floor (2/265) and walk to the brig/cargo hold. Your hands are so smooth now that you can fish the **GOLD TOOTH** out of the grate (5/270). Leave the room.

In the hallway open the cupboard and learn that you can play hide and seek in it. You try the fingerprint scanner for the bridge door. It doesn't accept your fingerprint of course. Use the duct tape on the spoiled chessman to collect a Sarien fingerprint (3/273). Now you can fool the scanner and get access to the door (10/283).

The Captain is busy there but you cannot sneak past him. You need to lure him out of the bridge somehow. Load your blowpipe with the tooth again. Shoot at the switch near the window (3/286). Instead of sucking the air out of the bridge the air condition is now transporting smelly air from the engine room into the bridge. You must expect the Sarien to smell the engine oil and go to check the engine any moment!

You leave the bridge and hide in the cupboard till the Sarien has left the hallway for the engine room (2/288).

Go back to the bridge. Take the wall-mounted **GUN** (2/290). Alas, it's unloaded!

Go to the crew quarters and check out the toilet tank in order to find really **HARD LIQUOR** (4/294). Walk to the top left corner of the room to automatically trigger an elevator. Up there use the liquor

with the right locker door (3/297). Take the item from the open locker (3/300). It's an energy cell which you plug into the gun (2/302). It's loaded! Now is the time to turn the tables.

Walk to the engine room and shoot your adversary (8/310). You fail, but...

And now lean back and learn the end of the plot. And don't miss the Captain's final threat...

LINK: <http://www.tonundtext.at/downloads/WalkthroughDOTE.pdf>