



## Introduction

There are few things on God's Green Earth more popular than ABC's smash-hit television show *Lost*. So it makes sense that, almost four seasons after the show began, a videogame would appear. *Lost* is all about storytelling, so developer Ubisoft decided to take a pure, direct route to telling the untold stories of some of Oceanic Flight 815's survivors. They made an adventure game.

*Lost: Via Domus* is a game which has a story that takes place concurrently to events that happened on the television show, especially during *Lost*'s first two seasons. You'll see plenty of familiar faces, from the heroic, headstrong Dr. Jack Shephard, to the gorgeous criminal named Kate Austen, and plenty of people in between. Not everyone is here -- and the game tends to skip around compared to the events on the show's timeline -- but this is a bona fide *Lost* game that will keep fans of the series intrigued 'til the very end.

So what's in our guide? Well, surviving Oceanic Flight 815 was just the first traumatic step in surviving life on The Island. We cover everything after the crash, giving gamers a complete walkthrough, as well as in-depth basics, and plenty of compendiums, including an inventory list and all of the contents of the in-game notebook. Everything you need to survive.

***In this *Lost: Via Domus* strategy guide, you'll find:***

- **BASICS** // Surviving even one day on The Island is difficult. Let us help.
- **WALKTHROUGH** // We get you through all seven episodes.
- **CHARACTERS** // Meet the cast of *Lost: Via Domus*, including the game-only characters.
- **INVENTORY** // Everything you can collect, use, trade, and more is listed here.
- **NOTEBOOK** // All of the contents of your in-game notebook in one place.

**Guide by:** Colin "I Miss Boone" Moriarty

**PLEASE NOTE:** This guide is chock full of spoilers for both the game and the television show.

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## Basics

Lost: Via Domus is an adventure game with very little action. The game is more about experiencing what's around you and interacting with other characters and your environment. It plays very much like a traditional adventure title in this way.



But Via Domus also has a lot of quirks that set it apart from other adventure games. First of all, it's episodic by nature, just like the serial classic that is Lost. There are seven episodes total, and each episode tells a different part of the story. The game can be played both continuously, from one episode to the next, or episode by episode (if you've already played through and unlocked said episode). It's not a long game by any stretch of the imagination, but there are some intricacies and finer points that exist throughout the experience, and that's where our guide comes in.

### Who Am I?

Your character's name, as you will find out during the game, is Elliot. You're a survivor of Oceanic Flight 815, but Elliot is a character that has never appeared on the television show, so you get to see the events that occur on the show's first couple of seasons from another, all-new perspective.

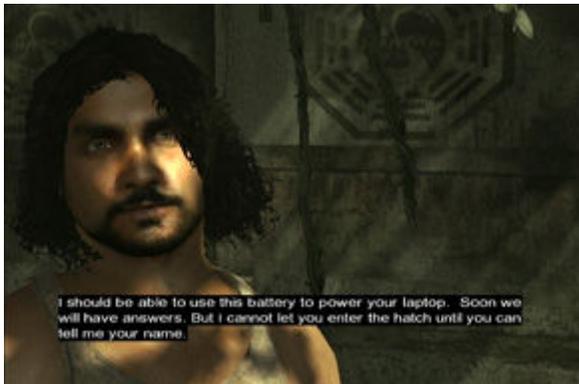


Elliot's quest throughout is a rather simple one to decipher. He wants to figure out who he is (since he's suffering from amnesia), and to do so, he has to take several steps, finding belongings, playing through flashback sequences, and convincing the other survivors (all familiar faces from the show) that he's not one of The Island's hostile inhabitants. The story and the events are indeed compelling, but fans of the Lost television show won't find anything they don't really know about. They'll just experience events in a completely new way.

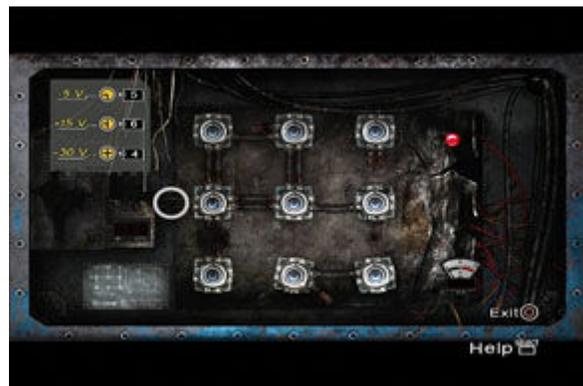


### Exploration, Conversation, Puzzle-Solving

Life on the Island isn't easy, and for Elliot, it's a lot harder than for most of the other survivors, because many of them simply don't trust him. You'll find that the game has three primary modes for you to play through, although they are all seamlessly integrated into one another.



Most of the game will be spent exploring. You'll explore the beach, the plane wreckage, the jungle, and even the hatch. This is where you can gather items, clues, and see much of the Island's mysteries and intrigues for yourself. While exploring, you'll run into other survivors of the crash, as well as the Island's "native" inhabitants, The Others. These interactions allow you to talk to them, pick their brains about a variety of topics, and you can even barter with them, trading things you've found for things they have.



The third aspect to the game, which takes place the least amount of time but adds the most challenge and depth, are the puzzles you must solve. Sure, getting through dark, dank caves, typing numbers into the hatch's computer, and convincing Jack and Sayid that you're not an Other is challenging enough, but the fuse-based puzzles you'll encounter throughout the game constitute the most difficult aspect of playing through the game. You'll no doubt want to consult our walkthrough for puzzle solutions, as well as a hand-holding through the rest of the game.

#### What else?

Lost: Via Domus presents itself in simplicity, so picking up the game and playing through it should hardly be a challenge for anyone. But there are tips, tricks and techniques we recommend utilizing as you play through. Read the next page, our Ten Tips, for precise information on certain finer aspects of the game.

## Ten Tips

This brief section of our guide reveals our ten tips to playing *Lost: Via Domus*. This is just some of the knowledge we've gained during our playthrough that we thought we'd share with you, the readers. Remember, though -- it's all opinion. Play the game the way it's most comfortable for you. These are just our recommendations to get the most out of your experience.

**1.) Investigation is Key** - Our walkthrough outlines all items and objects that demand investigation. It's a good idea to investigate everything for three primary reasons. First of all, it gives you the most information to work with when going through the game. Secondly, it allows you to, in some cases, unlock secret achievements, unlockables and the like. And the third reason is simplest to understand -- the game isn't very long, and exploring every nook and cranny is a good way to get the most bang for your buck.

**2.) Take Your Time** - The game holds for you a short experience. Prolong it by not rushing. Take in the scenery. Talk to everyone. Don't rush or try to skip ahead, which the game allows you to do from time to time. By taking your time and doing everything you were intended to do in the game, you'll walk away with the most you could have possibly gotten from the experience.

**3.) Talk to Everyone** - Conversation in *Via Domus* might seem repetitive, annoying and all-together useless. But many characters have unique and interesting things to say about a variety of topics, and just because you don't necessarily have to talk to any characters to progress to a certain point in the game doesn't mean you shouldn't. Plus, some of the voice acting is from the actual actor or actress who plays certain characters on the show, so hearing them do game voice acting is interesting in itself.

**4.) Collect, Collect, Collect** - If you see a stray Coconut, Water Bottle, Papaya, or *whatever*, gather it into your inventory. You'll need these items, and their equivalent values, to barter with other survivors of Oceanic Flight 815 for all of the necessities. Your inventory has a finite amount of room, however, so be sure to ditch less valuable items (such as the aforementioned Papayas and Coconuts) when you stumble across newer, more expensive items you can't shove into your inventory.

**5.) Avoid Trading Temptations** - There's *plenty* to trade with in the game, and a lot of characters, like Sawyer, will constantly be pushing something in order to get what you have. That's all fine and good, but most of the time, trading is unnecessary. You can purchase a gun, for instance, very early in the game, but you won't need it until much later, so wait until you need it to acquire it. If trading is necessary, we'll tell you about it in our walkthrough.

**6.) Avoid Playing by Episode** - Playing episode-to-episode is a great, accessible way to play the game, but if you're mid-quest with a robust inventory, or are in the middle of something in your main game, playing a regular episode will erase your current save. This will empty your inventory, literally cleaning you out, and perhaps erasing a valuable save. If you're going to jump into an episode to play, we recommend waiting until you've beaten the game in its entirety to do so.

**7.) Watch Your Step** - Dying in Lost: Via Domus is a rarity, but it happens from time to time, and sometimes the reason for dying can be frustrating. Be *especially* wary of dark caves and other treacherous areas where you're footing is uncertain. You don't want to fall into some sort of hole or chasm. Doing so will force you to start from your last save point.

**8.) Use What You Have** - Don't stock up on stuff you don't intend on using. As we mentioned in #4, collecting is vital, to be certain, but when you trade for something like a torch, don't hesitate to use it. Torches are relatively cheap (\$10) and you'll just ditch a spare torch you have later in the game to make room for more valuable items. So if you come across a cave and are being cheap, using your lighter to try and navigate, just stop! Use your torch, already!

**9.) Don't Fear Spoilers** - There are spoilers in the game, but you shouldn't worry about them. Why? Well, if you're playing the game, you're already a fan of Lost and should have seen many of the events that the game plays out already (most of which take place within the show's first two seasons). So you'll already know what's happening. Also, the game gives you a new perspective on some well-known events, as well as some fresh events with familiar characters. In other words, this is a game for Lost fans, so you should know it all already. And if you're not a fan of Lost, we recommend you watch the show first, and *then* play. Otherwise, spoilers are abound!

**10.) Wield Your Camera** - Elliot, as you will find out, is a photographer of sorts. At some point in the game, you will recapture your lost digital camera, which will allow you to take pictures at will. If an item recommends that you take a picture of it, do so. Taking these pictures will allow you to unlock all sorts of cool stuff in the game that would otherwise be locked for all eternity. Don't be afraid to wield your camera with regularity, and shoot, shoot, shoot!

# Walkthrough

Episode One: Force Majeure					
<b>Part One</b>	Part Two	Part Three	Part Four	Part Five	Part Six

As the first of seven episodes in the game begins, called Force Majeure ("Major Force" in French), you'll see one of the new characters introduced by Lost: Via Domus into the so-called Lost Universe. The character's name, as you will find out later, is Elliot, and as he enjoys his drink, things take a turn for the worse for him and the rest of the passengers on Oceanic Flight 815. As someone *seems* to know who he is and comes at him, the flight hits severe turbulence. It isn't long before yellow oxygen masks drop from above, luggage falls from the above-seat compartments, and people are thrown violently around. Then, the fuselage splits in two.



Before you know it, Elliot wakes up on The Island in similar fashion to Jack's experience during Lost's very first episode. Surrounded by bamboo and myriad other foliage, Elliot quickly comes to his senses, getting to his feet. And just like that, you gain control of Elliot to begin exploring The Island for yourself.



## Episode One: Force Majeure (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

### Objective: Find help!

"I'm wounded from the plane crash, my head's dizzy. I need to find other survivors and get help."

As you gain control, take a look at your surroundings and get your bearings. Though it doesn't immediately seem to be so, you're actually caught in somewhat of a linear path. There's bamboo and rocks surrounding you on all sides (except one) from your starting point, and as you go down the pathway in front of you, you'll notice more of the same. For starters, examine the **Plane Seat** in front of you, and then walk down the linear passage leading away from the starting point.



As you get far enough down the path, you'll automatically zoom in on a corpse haplessly caught amongst some thick vines. You can walk up to the **Body** and examine it at your leisure. Nearby, you'll see someone standing in the path. As you approach her, you'll realize it's a female unknown to you. Speak with her, and she'll disappear before your very eyes.



It's inconspicuous, to be sure, but further down the path, you'll find a **Shoe** you can examine (it's easy to miss, though). As you continue even further down the path, you'll run into Kate Austen, the first familiar face from the Lost television show you've seen so far. Speak with her and you'll encounter the first "action screen" the game has offered you. Rest assured, though. It won't be the last.



Episode One: Force Majeure (Continued)

Part One	Part Two	<b>Part Three</b>	Part Four	Part Five	Part Six
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Kate Austen

Quest-Related Questions	"I need a doctor." "I think my memory's gone." "Where's the plane?" "You wore handcuffs." (after flashback sequence)
Miscellaneous Questions	"Are you okay?" "Who are you?"
Other	N/A



Begin speaking with Kate. You'll have two lines of questioning, one that's quest-related, and the other of a more general nature. Ask the general questions first, since she'll have little to say. However, as you begin to pick her brain in regard to the quest-related questions, she'll offer you a **Bottle of Water** from the Oceanic crash before the first flashback sequence occurs. These types of sequences will put Elliot into a situation he, as a photographer, is most comfortable with. It involves taking pictures of things in order to recollect what happened.



This flashback is easy enough to navigate through. From the vantage point of your seat on Oceanic Flight 815, you'll have to zoom your camera in on some action happening in front of you. Be sure to clear the picture and take a snapshot of the flight attendant handing Kate a drink, with the US Marshall (named Edward Mars) following closely behind her. When the proper picture is taken, Elliot will then experience the flashback in vivid detail, allowing him to begin recapturing some of his lost memory. Speaking with Kate after the sequence is over about her handcuffs will allow you to traverse the jungle with the aid of a dog, who Lost fans will immediately recognize as none other than Vincent, Walt Lloyd's dog.



**Objective: Follow the dog**

"I need to follow the Labrador Retriever. It's the only way to locate other survivors."

Following Vincent around (though you don't know his name as of now) is easy enough, and doing so is the only realistic way of finding your way through the labyrinthine jungle surrounding you. Vincent can be slow at times (or downright unmovable), but most of the time he's running around. If you lose him, you have two options -- either use the on-screen prompt to call to him, which will (eventually) beckon him back to you, or you can listen for the direction of his bark to draw yourself closer. Either way, following him will ultimately bring you to the beach, where half of the wrecked plane, and a great many survivors, are located.



## Episode One: Force Majeure (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

### Objective: See who needs help!

"The crash site's in chaos! I need to check the survivors and help out somehow."

### To Investigate...

- **Comic Book:** "A Spanish comic book. I can't understand a word. I hope I didn't forget how to speak Spanish."
- **Electrical Panel:** "The electrical panel controls the fuel flow. I gotta use the panel to re-direct that fuel leak away from the sparks."
- **Gold Watch:** "This looks like real gold. Must have been some very rich passengers on the plane. Not much use now."
- **Luggage (x2):** "A water bottle. This could be useful for trading." / "Nothing in here."
- **Wheelchair:** "I may have amnesia, but at least I can walk. This place would be a nightmare for a cripple."

As you run down the remaining part of the jungle pathway, you'll see some of the crashed wreckage on the beach above. As you run onto the beach, the chaos around you becomes much more real. First and foremost, you should explore, as well as talk to everyone you meet. The latter is all listed below -- you should meet Michael, Jack, Hurley, Claire and Locke for the first time on the beach. You should also try to gather some goods. At least seven **Coconuts** and a couple of **Water Bottles** can be found upon careful exploration.



## Michael Dawson

<b>Quest-Related Questions</b>	"Do you need help?"
<b>Miscellaneous Questions</b>	"How did the plane crash?" "Where are we?" "Do you know me?"
<b>Other</b>	N/A



## John Locke

<b>Quest-Related Questions</b>	"Do you need help?"
<b>Miscellaneous Questions</b>	"How did the plane crash?" "Do you know me?"
<b>Other</b>	N/A



Episode One: Force Majeure (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

Hugo "Hurley" Reyes

Quest-Related Questions	"Do you need help?"
Miscellaneous Questions	"How did the plane crash?" "Where are we?" "Do you know me?"
Other	N/A



Claire Littleton

Quest-Related Questions	"Do you need help?"
Miscellaneous Questions	"How did the plane crash?" "Where are we?" "Do you know me?"
Other	N/A



Jack Shephard

Quest-Related Questions	"Do you need help?" "Where's the fuel leak?" (after asking question above)
Miscellaneous Questions	"How did the plane crash?" "Where are we?" "Do you know me?"
Other	N/A



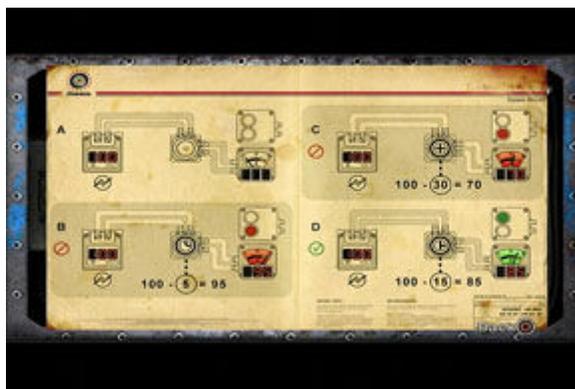
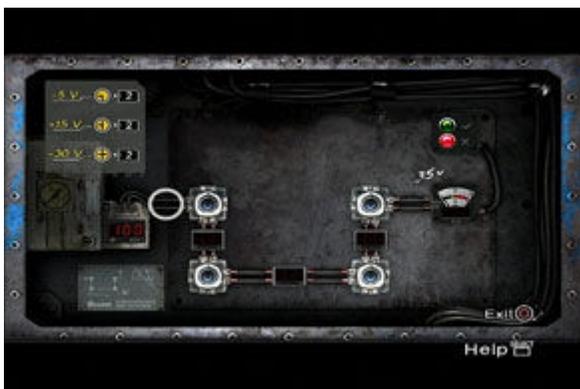
### Objective: Stop the fuel leak

"One of the plane's fuel tanks has been ruptured. I need to find an electrical panel to redirect the fuel to a second tank."

It's after you talk to Jack that you're given a new objective -- to stop the fuel leak on the downed aircraft. There's nothing imminent to the assignment, so you can explore the beach fully to find everything and talk to everyone. One word of warning, however; stay away from the plane engine on the beach! If you get too near it for too long, it will explode, and you will die. Fair warning! Otherwise, when you're ready to stop the fuel leak, head to the left side of the beach (if your back is facing the jungle) and seek out the electrical panel on the severed plane. You may or may not have already analyzed it, but if you have, you'll need to do again. A puzzle awaits.



This puzzle is easy enough to figure out on your own, but if you wanted to do that, you wouldn't be reading this guide, huh? Okay, so take a look at your screen (or the screenshots below). The screen on the left is what you'll be dealing with, while the screen on the right will show you what you're supposed to do in case you're confused. On the right side of the electrical panel, you'll see a "35v" written there. That's the integral clue, since you need to route the voltage (seen on the left) through to the right, but it must go from 100 volts to 35 volts. You do this using three types of conductors. Our solution? Start with a -5v elbow (95 volts), followed by a -30v cross (65 volts). For the final two, you can then use a -15v half-cross (50 volts), followed by another -15v half-cross, which you must rotate once. This should bring you to 35 volts, re-routing the fuel, and ending this sequence in the game.



## Episode One: Force Majeure (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

**Part Six**

### Objective: Find anything of mine

"Jack suggested I try to find personal items around the crash site. Anything familiar could help restore my memories."

#### To Investigate...

- **Backpack:** "My backpack. Damn -- it's empty. Looks like someone already rifled through it."
- **Baggage:** "Stripped clean. Someone's wasting no time to pick through the remnants."
- **Chessboard:** "Chess. I remember the rules, but I can't remember ever playing. Weird."
- **Comic Book:** "A Spanish comic book. I can't understand a word. I hope I didn't forget how to speak Spanish."
- **Luggage:** "Nothing in here."
- **Suitcase:** "Empty. Someone else got here first."
- **Wheelchair:** "I may have amnesia, but at least I can walk. This place would be a nightmare for a cripple."

After a cutscene in which Jack and your character are formally introduced, you'll be charged with another quest -- to find things of yours that may have survived the crash. This will help you with the amnesia you seem to have suffered as a result of the trauma you just experienced. Doing this is easy enough, so little explanation is necessary. You should do some exploration however (several **Coconuts** and a lone **Water Bottle** can be found), and talk to everyone as well. The intro "episode" of the game will come to an end, however, when you find your backpack on the far side of the beach from where you started. You will be assaulted, get a little hint into why this guy is after you, and just like that, the episode will conclude.



### Jack Shephard

<b>Quest-Related Questions</b>	"Have you found anything that could be mine?"
<b>Miscellaneous Questions</b>	"How did the plane crash?" "Where are we?" "Do you think rescue's coming?" "Do you know me?"
<b>Other</b>	N/A



## Kate Austen

<b>Quest-Related Questions</b>	"Have you found anything that could be mine?"
<b>Miscellaneous Questions</b>	"How did the plane crash?" "Where are we?" "Do you think rescue's coming?" "What happened to your Marshall?"
<b>Other</b>	N/A



## Sun-Hwa Kwon

<b>Quest-Related Questions</b>	"Have you found anything that could be mine?" "Do you know me?"
<b>Miscellaneous Questions</b>	"How did the plane crash?" "Where are we?"
<b>Other</b>	N/A



## James "Sawyer" Ford

<b>Quest-Related Questions</b>	"Have you found anything that could be mine?"
<b>Miscellaneous Questions</b>	"How did the plane crash?" "Where are we?" "Do you think rescue's coming?" "I forget everything." "Where are you from?" "Do you know me?" "Who are you?"
<b>Other</b>	N/A



## Episode Two: A New Day

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

### Objective: Find my camera.

"Whoever is trying to kill me mentioned a mysterious photo. I need to find my camera before he attacks again."

### To Investigate...

- **CD:** "Drive Shaft. "You All Everybody..." I can remember that song but I can't recall my own name."
- **Chessboard:** "Chess. I remember the rules, but I can't remember ever playing. Weird."
- **Comic Book:** "A Spanish comic book. I can't understand a word. I hope I didn't forget how to speak Spanish."
- **Suitcase:** "Empty. Someone else got here first."

## Claire Littleton

Quest-Related Questions	"Have you found a camera?" "What's our in the jungle?"
Miscellaneous Questions	"You think we'll be rescued?"
Other	N/A



## Jack Shephard

Quest-Related Questions	"Have you found a camera?" "What's our in the jungle?"
Miscellaneous Questions	"Who do you think attacked me?" "What can you tell me about the cockpit?"
Other	N/A



## Kate Austen

Quest-Related Questions	"Have you found a camera?" "What's our in the jungle?"
Miscellaneous Questions	"Who do you think attacked me?" "What can you tell me about the cockpit?"
Other	N/A



You'll be instantly charged with a new objective as this, the second episode, begins. You'll have to find your camera in the hope that it will allow you to jog your memory, but you should begin by running around speaking with everyone. Carefully combing the beach will allow you to speak with Jack, Claire, and Kate. Once the latter conversation occurs, you'll get yet another objective. But be sure to search the beach carefully for more **Coconuts** that can be used for some convenient trading before long. You'll need as much stuff as possible, so just be sure to collect whatever you can when you can.



Episode Two: A New Day (Continued)

Part One	<b>Part Two</b>	Part Three	Part Four	Part Five	Part Six
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**Objective: Reach the cockpit.**  
 "Kate suggested I search the cockpit wreckage in the jungle. Maybe my camera's there. I think I remember a stewardess saying she'd stow my camera."

**James "Sawyer" Ford**

<b>Quest-Related Questions</b>	"Have you found a camera?" "What's our in the jungle?"
<b>Miscellaneous Questions</b>	"Who do you think attacked me?" "You think we'll be rescued?" "What can you tell me about the cockpit?" "What's that letter?"
<b>Other</b>	You can trade with Sawyer, but it's not necessary.



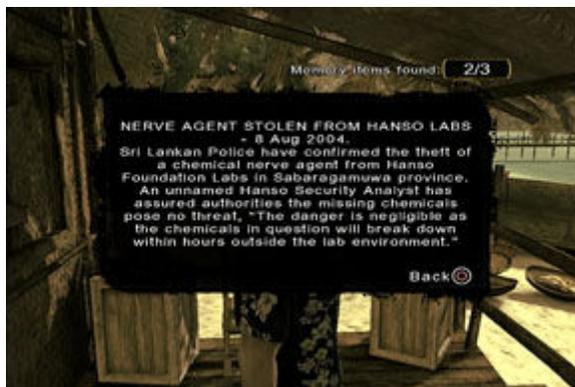
There's one character we didn't let you know would be around above, and that person is Sawyer. Sawyer is the first person you'll be able to trade with in the entire game, and you can trade with him if you want (after all, you should have plenty in which to trade with). However, you're not really in need of anything right now, and anything you do need you can get in a little while, so we'll leave the "if" up to you. Trade if you desire. Otherwise, move on.



To continue the storyline, what you'll really need to do is head down towards the beach, where the apparition of a woman you saw in the previous episode in the jungle will again be there waiting for you. As soon as you speak with her, you'll have another flashback that you'll have to contend with. With your camera again in hand, you'll need to take just the right picture so that you can gain a little bit more of your lost memory. In case you're curious what you need to shoot, just take a picture below on the right.



The flashback sequence doesn't end after taking the picture, though. Just like you had to talk to the flight attendant in the first flashback sequence in order for it to conclude, you must find three "memory items" around you in order to proceed. You can't actually *move* here -- only turn 180 degrees -- so they're easy enough to find. A **Diary**, a **Newspaper**, and a **Recorder** are the three items you must find. The contents of those, for those interested in clues, are listed below. After looking at them, talk to the woman you're with.



#### Contents of Clues...

- **Diary:** "KOH TAO, THAILAND --- SUNDAY August 15th, 2004---I called Australia today. Savo's made a critical error and Rico's found out. Rico has a way of digging up the dirt. I'm meeting him at this disgusting little pawn shop. ---MONDAY---I was surprised with a beautiful beaded necklace this afternoon. Very romantic. He's doing everything right on this vacation. Not like Venice!"
- **Newspaper:** "NERVE AGENT STOLEN FROM HANSO LABS - 8 Aug 2004. Sri Lankan Police have confirmed the theft of a chemical nerve agent from Hanso Foundation Labs in Sabaragamuwa province. An unnamed Hanso Security Analyst has assured authorities the missing chemicals pose no threat. "The danger is negligible as the chemicals in question will break down within hours outside the lab environment."
- **Recorder:** "[WOMAN'S VOICE states she's close to finding a man named Savo. She's following him to Australia and she's keeping this news secret from her lover.]"

## Episode Two: A New Day (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

### Objective: Get past Jack.

"Jack won't let me into the jungle to reach the cockpit section. I need to find a way to distract him."

After a revelation following the flashback sequence, you'll find yourself back on the beach with a brand-new objective. What happened with the female in your flashback will be a clue on what to do, since you'll need to distract Jack so that you can gain access to the jungle he's guarding. This is easy enough to do, since you'll no doubt notice that when you talk to anyone you spoke to earlier, a new option will be available in regard to Claire. No one will care, but Jack will, and when you tell him Claire's in trouble, he'll run off, leaving the jungle unguarded.



Just like that, you'll find yourself in the jungle, and as you walk forward, Locke will beckon you to come visit him in the nearby Banyon Trees. Speak with him about a variety of topics (it's funny how Locke is exactly how he is in the show, even if the voiceover is far from a dead ringer). Once you're done speaking with him, you get a new objective, and it's time to move with the episode.



### John Locke

<b>Quest-Related Questions</b>	"Have you found a camera?" "What's our in the jungle?"
<b>Miscellaneous Questions</b>	"What are these trees?" "What do you think attacked me?" "You think we'll be rescued?" "What can you tell me about the cockpit?" "Why are you here?"
<b>Other</b>	N/A



## Episode Two: A New Day (Continued)

Part One

Part Two

Part Three

**Part Four**

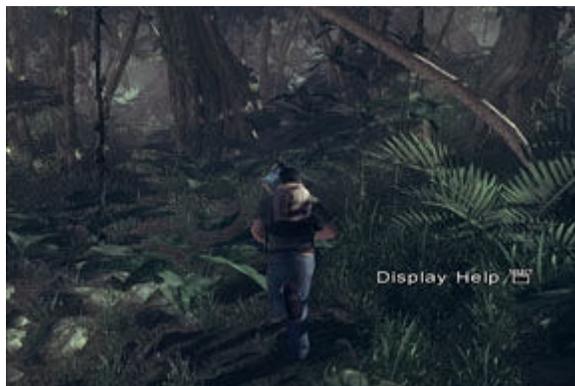
Part Five

Part Six

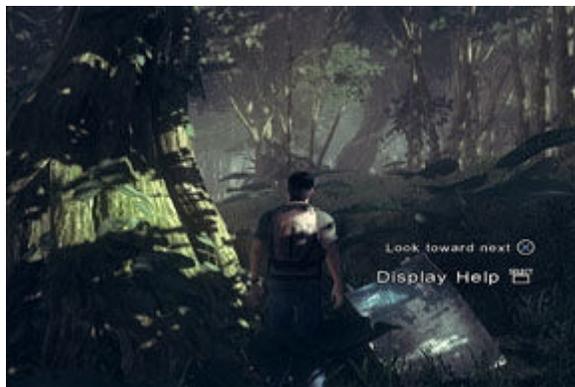
### Objective: Follow the plane debris.

"Chunks of plane debris are scattered all through the jungle. I bet these will lead me to that cockpit wreckage."

After speaking with Locke, you can find your way through the jungle by following the plane debris. Initially, this may seem a little bit strange. After all, the jungle is wide open, and if you've tried to explore it wantonly, you've likely already run into the "edge" of the jungle, which will transport you back to the start. Navigating is simple enough, though. Walk up to a piece of debris and the on-screen prompt will allow you, once pressed, to see the direction of the next piece of debris.



A point will come where someone toting a rifle will begin shooting at you, forcing you to keep moving as you navigate the field of debris in the jungle. Getting hit is pretty much impossible as long as you stay mobile, so be attentive so you don't have to start this area over again. Eventually, you'll make it through the danger and stumble across another part of the vast jungle.



Collect **Coconuts** and the lone **Water Bottle** as you head down this linear path (nice to have some structure in the jungle for once, right?) You'll see a person in a red shirt down the pathway, and as you approach this person, you'll realize it's Michael, chopping some wood. Speak with him, and you'll be able to pick his brain about a variety of topics. More importantly, however, you'll be able to trade with him. Definitely trade some of your numerous goods (trust us -- you should have *more* than plenty at this point) for a torch. You don't *need* it right now, but it's a hell of a lot easier than, say, using a lighter to navigate dark areas.



<b>Michael Dawson</b>		
<b>Quest-Related Questions</b>	"Have you seen the cockpit?" "Why are you out here?"	
<b>Miscellaneous Questions</b>	"It looks pitch dark in the cave." "You think we'll be rescued?" "I was attacked again." "What's in the cave?"	
<b>Other</b>	You will get a lighter from Michael; trade with him to get a torch or two. You don't have to, but it's a good idea.	

## Episode Two: A New Day (Continued)

Part One

Part Two

Part Three

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Part Six

### Objective: Navigate the cave.

"The cave is too dangerous to navigate without a light source. I need some kind of light to get through to the other side."

The cave beyond Michael's location is where you need to go. The lighter he handed off to you is extremely useful here (in fact, it's absolutely necessary). If you listened to use and bartered with Michael for a torch, then all the better, because you can use the torch to better see your surroundings. If you don't want to use the torch, however, or didn't get one, then you'll need to use the lighter in bursts. You can't use it continuously because the lighter will burn your hand if kept on too long. But on the other hand, the torch has a finite burning potential as well. What you decide to do is up to you, but navigating the linear cave remains a necessity, nonetheless.



Navigating the cave is far easier to do on your own; directions will only convolute the situation, especially because you may or may not be in almost complete darkness (depending on if you're wielding a torch or just the lighter). There are a few things to be aware of as you traverse the area, however. The most important thing is the conservation of your torch (if you bought more than one, you should be in the clear). When there's a glimmer of light and you can see where you're going, snuff the torch out to conserve it. When it's completely dark, light it up and run as quickly as you can. Again, this will conserve the torch.



Waterfalls will put your torch out, and there's no avoiding this, so simply light it back up once you're through any waterfall. You should also find a spare **torch** en route, next to a fallen polar bear in the cave. This will be a great supplement if you've squandered your entire first torch purchased from Michael. It won't be long after coming across this polar bear, however, that you should be in the clear and back out in the jungle, on the other side of the cave.



You won't have to walk outside of the cave for long. As you head forward, you'll almost immediately be brought to the next section of the jungle, and as you run forward along another linear path from there, a short cutscene will show you that you have, indeed, reached the location of the cockpit and the front of the plane. Looks like it's time to do a little exploration of our own.



## Episode Two: A New Day (Continued)

Part One

Part Two

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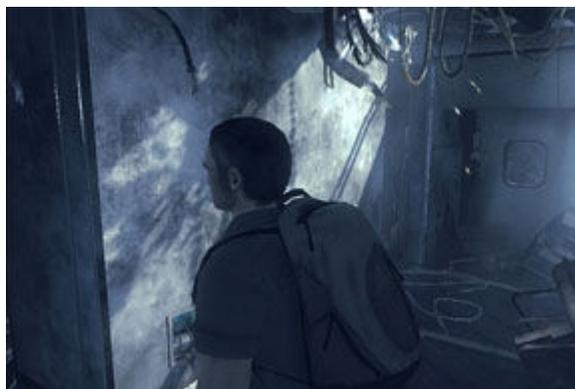
### To Investigate...

- **Blood Stain:** "Why is the blood on the OUTSIDE of the window?"
- **Book:** "THE ODYSSEY by Homer. A famous Greek poem written between 800 and 600 BC. 550 pages."
- **Busted Electrical Panel:** "This panel was destroyed in the crash. But the fuses seem to be working. Those could be useful."
- **Electrical Panel:** "It looks like this panel's still working. Maybe it controls the locked container."

Approach the plane from side; it's the only way you'll access it. The pathway leading up to the plane, as was the case with the short paths leading from the cave, are completely devoid of anything of interest. There's nothing to gather here, regrettably, probably due to the fact that Jack and company were already here and likely picked the place clean. Once you get to the plane, however, you'll realize that they've left something behind.



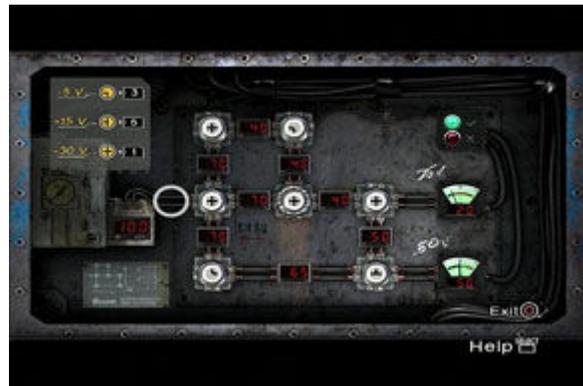
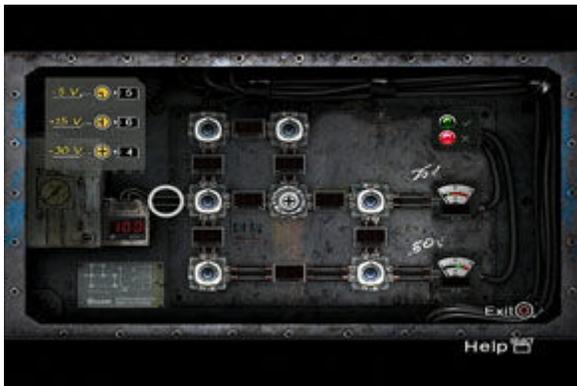
Climb aboard the plane and walk through it. You won't find anything of interest at the outset, though the plane is still sparking and shows signs of recently being wrecked. When you go towards the cockpit, you'll have a few things you can examine, including a **book**, which you can take into your inventory (it's a copy of Homer's The Odyssey), as well as a blood stain seen *outside* of the cockpit window. Very strange. But it's the two electrical panels behind you that are most interesting. You did a puzzle very similar to the one you're about to do now back on the beach, so you should be plenty prepared for what's coming.



One electrical panel is deemed "busted", and it's on the right. You should examine it anyway, because you can pick clean the fuses from it. By grabbing all of them, you should add to your collection nine new **fuses**, which will be stowed away into your inventory (you should have fifteen total fuses at this point, more than you'll need for the upcoming puzzle).



As for the electrical panel on the left, well... it still works, and we need to examine it. Like the earlier fuse puzzle, this one has voltage signs listed on it -- 75 volts, and 50 volts. Both must be fulfilled, with a combination of shared fuses and individual fuses effecting only one readout or the other. If you want a solution, here it is (you can also get it from the righthand screen below). The center will have a cross fuse, so keep it there. Put three cross fuses on the board as well - one in the lefthand corner, one underneath that (middle-left), and one next to the topmost volt reader (with "75v") next to it. Place elbow fuses, properly rotated, on the top middle (above the center cross), and on the bottom left. And finally, use the third fuse type, the half-cross, on the bottom right. Doing all of that will cause the electrical circuitry to spring to life.



When you've successfully completed the puzzle (there's more than one solution, by the way), a hatch will open up on the plane, revealing a small compartment where your gear is stored. Grab the **camera** and the **laptop**, and deboard the plane. When you do, you'll be assailed by The Others, and the episode will come to an end thereafter.

## Episode Three: Via Domus

**Part One**

[Part Two](#)

[Part Three](#)

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[Part Six](#)

### Objective: Get my laptop working.

"I need to find a way to access the laptop. People in the camp are suspicious of me, so I need to find out who I am - fast. That laptop should have answers."

You'll be back on the beach at the outset of this episode, and it's nighttime, so don't expect to find an incredible amount. Before you go ahead and start talking to everyone, it's probably a good idea to explore the beach and find what you can nonetheless. You'll be able to gather some **Coconuts** to add to your inventory, as well as a lone **Water Bottle** if you can look hard enough. Then, focus your attention on the survivors on the beach right now. You should find Hugo, Jack, Sawyer and Sayid. Try to talk to them in that order, because once you talk to Sayid, the story progresses and you may lose the opportunity to say certain things to other characters.



### Hugo "Hurley" Reyes

Quest-Related Questions	<p style="text-align: center;">"I was attacked." "I found my camera." "I found my laptop, but it's busted."</p>
Miscellaneous Questions	<p style="text-align: center;">"Why were you on Flight 815?" "Who do you think attacked us?" "What do you know about Kate?"</p>
Other	N/A



## Jack Shephard

<b>Quest-Related Questions</b>	"I found my camera." "I found my laptop, but it's busted."
<b>Miscellaneous Questions</b>	"Why were you on Flight 815?" "Who do you think attacked us?" "I think I've been seeing a ghost from my past." "What do you know about Kate?" "What do you know about Locke?"
<b>Other</b>	N/A



## Jack Shephard

<b>Quest-Related Questions</b>	"I was attacked." "I found my camera." "I found my laptop, but it's busted."
<b>Miscellaneous Questions</b>	"Why were you on Flight 815?" "Who do you think attacked us?" "What do you know about Kate?" "What do you know about Locke?"
<b>Other</b>	You can trade with Sawyer, but it's not necessary at this point.



## Sayid Jarrah

<b>Quest-Related Questions</b>	"I was attacked." "I found my camera." "I found my laptop, but it's busted."
<b>Miscellaneous Questions</b>	"Why were you on Flight 815?" "Who do you think attacked us?" "Do you know me?" "Do you think rescue's coming?"
<b>Other</b>	N/A



Episode Three: Via Domus (Continued)

Part One

**Part Two**

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Part Six

**Objective: Find Locke for a new battery.**

"Sayid said Locke found batteries in some plane wreckage. Sayid could use them to power up my laptop."

After speaking with Sayid, who can't help your broken laptop situation without a working laptop battery, you can speak with Locke. He's near one of the raging fires lit on the beach, carving what appears to be a spear. Engage him in conversation. Pick his brain about everything you can. It won't be long until you find yourself whisked away to another flashback, where your character will remember more from his past.



**John Locke**

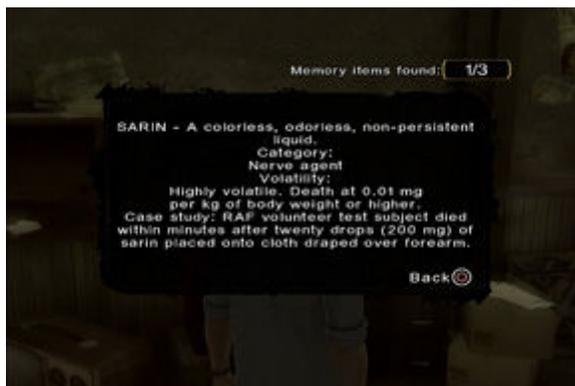
Quest-Related Questions	"I found my camera." "Find batteries."
Miscellaneous Questions	"Why were you on Flight 815?" "Who do you think attacked us?" "I met some people out there." "What do you know about Charlie?"
Other	N/A



Just like in previous flashbacks, you'll need to frame the picture *just right* in order to proceed. The picture below on the left shows how you'll need to frame it. If you're confused, just be sure to get both the girl and the merchant behind the counter in the same shot along with two other integral pieces -- the wheelchair-riding Locke, and the sign above the counter. Both must be in the picture for the game to register it properly.



After the flashback sequence, you can explore the back office of the store you're in, but you don't have to waste any time doing that if you don't want to. Simply talk to Rico near the front counter and he'll tell you what you need to know in order for you to be brought back to the beach in the current day with a brand new revelation.



**Objective: Coerce Locke to help me.**  
"If Locke won't help me, maybe I can add a little pressure. Everyone has a secret..."

Once back on the beach, you'll find yourself in front of Locke once more. Speak with him, and the quest-based questions will all be updated. The topmost one, about the wheelchair, will be the pivotal question to ask him. You can also ask him the other two new questions if you so desire. After threatening Locke to get what you need, he'll run off, leaving you on the beach alone. Take his advice and stock up on whatever you need, doing any last-minute exploring you may have left until now.

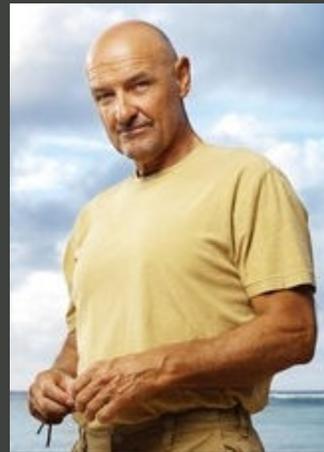


Episode Three: Via Domus (Continued)

<a href="#">Part One</a>	<a href="#">Part Two</a>	<b>Part Three</b>	<a href="#">Part Four</a>	<a href="#">Part Five</a>	<a href="#">Part Six</a>
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## John Locke

<b>Quest-Related Questions</b>	"I remember you were in a wheelchair." "My memory's returning. I remember Savo." "Ever heard of Lisa Gellhorn?"
<b>Miscellaneous Questions</b>	"Why were you on Flight 815?" "Who do you think attacked us?" "I met some people out there." "What do you know about Charlie?"
<b>Other</b>	N/A



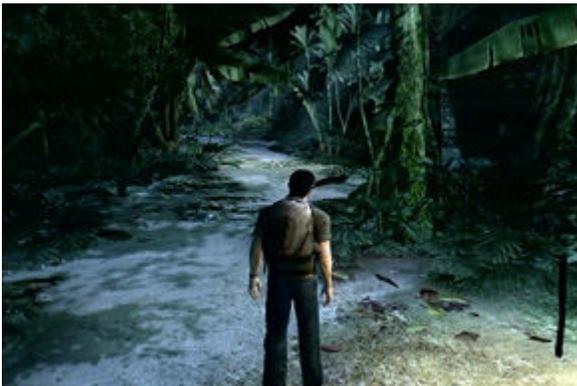
**Objective: Meet Locke at the tree line.**

"When I'm ready, I'll meet Locke at the tree line. Then he says he'll take me to the batteries."

**To Investigate...**

- **Backgammon Board:** "Backgammon -- the oldest game in the world. One side is light... one is dark."

When you've gotten your fair share of exploring done, scouring the beach for anything you may have missed earlier (things to collect for trade, that is), run towards the oddly well-lit pathway leading into the jungle. This is the tree line that Locke had earlier mentioned, and where you will find him. Speak with him, and he'll quickly give you another objective. Follow the markings he's set out for you, which will lead to the batteries you need. He'll be there with you shortly.



**Objective: Follow the tree markings.**

"Follow Locke's tree markings through the jungle. This should lead me to the batteries I need for my laptop."

Head forward and enter the jungle. It won't be too long until you see a new friendly face we've yet to run into in the game - Jin. Jin doesn't speak English, and unlike Sun, he *really* doesn't speak English. Speaking with him is therefore optional. To navigate the dark, dank jungle, you'll need to do what Locke told you to do and follow the markers he's left. This is very similar to following the plane wreckage earlier in the game, though much less conspicuous. Walk slowly along the path, searching for pieces of white paper with arrows affixed to the trees. This will lead you into the next area of the jungle, where you'll again run into Locke.



Episode Three: Via Domus (Continued)

Part One	Part Two	Part Three	<b>Part Four</b>	Part Five	Part Six
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**Jin-Soo Kwon**

<b>Quest-Related Questions</b>	"Do you speak English?"
<b>Miscellaneous Questions</b>	"Why were you on Flight 815?" "You're married to Sun?" "What do you know about the Others?"
<b>Other</b>	N/A



Locke is standing next to the entrance of what Lost fans know is the Swan Station. However, he's yet been able to open it, even with the power of such devices as a trebuchet. Pick his brain about the batteries and other items. A third quest-based question will present itself during your conversation. Ask him to give you the batteries again, and he'll tell you to follow him once more.



**John Locke**

<b>Quest-Related Questions</b>	"What is this place?" "I thought you were gonna give me the batteries." "Just give me the battery." (after asking second question)
<b>Miscellaneous Questions</b>	"Who was shooting at me?" "How can we open it?" "Where did this come from?" "I think I've been seeing a ghost from my past." "How can you suddenly walk?"
<b>Other</b>	N/A



Episode Three: Via Domus (Continued)

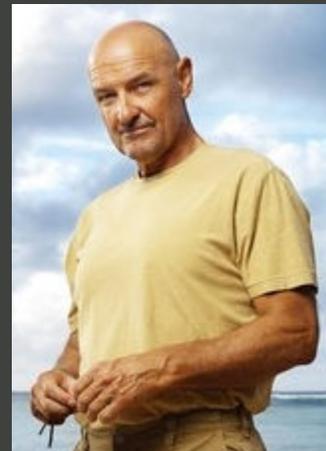
Part One	Part Two	Part Three	Part Four	<b>Part Five</b>	Part Six
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Head down the pathway ahead of you, collecting any stray **Coconuts** or **Papayas** that you happen to come across. When you run into Locke, speak with him. He'll be at the entrance to a dark, mysterious cave. Pick his brain about all options, being absolutely sure that you trade with him for at least one of his torches (though we got two -- you can never be too safe). When you've exhausted all of your leads with Locke, a new objective will show on-screen, and you'll get to proceed into the dark cave.



**John Locke**

<b>Quest-Related Questions</b>	"What's in the cave?"
<b>Miscellaneous Questions</b>	"What is this place?" "Have you been inside?" "Who else knows about this cave?" "You coming" "What do you know about the Others?"
<b>Other</b>	Trade with Locke for <i>at least</i> on torch, preferably two.



## Episode Three: Via Domus (Continued)

Part One

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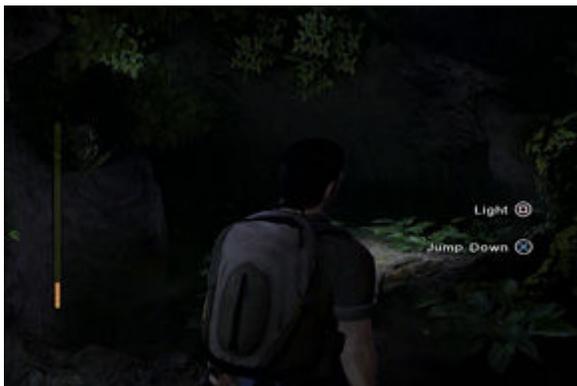
### Objective: Explore the cave.

"Locke is testing me. He wants to help me with my memories. What am I going to find in here...?"

Walk into the cave and light your torch with the lighter. It won't be long until Lisa, the apparition that's been haunting you for the entire game, shows up in the cave to lead the way. Getting through the cave is easy enough as long as you take your time. You'll need at least two torches to do so, but if you only traded for one with Locke, worry not -- you can find two more in the cave if you look hard enough (and you can always fall back on your lighter alone if need be). Just be *extremely careful* going through, since there are plenty of pits and chasms that can claim your life. And, of course, if you come across some bats flying by or a waterfall (and you'll come across both), be sure to light the torch back up after it goes out at your earliest convenience.



Finally, after chasing Lisa through the dark cave endlessly, you'll come across her and can "talk" to her. The conversation won't last very long, however, and when you finally regain control of your character, you should follow the on-screen prompt and jump to the area below. Here, you'll find a corpse, seemingly-ancient, grasping a compass. As you remove the compass from the dead hand of the deceased, Locke will show up once more. After a brief cutscene, the episode will conclude.



## Episode Four: Forty-Two

**Part One**

[Part Two](#)

[Part Three](#)

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[Part Six](#)

### Objective: Give the battery to Sayid.

"Sayid can modify these batteries to power my laptop. Once powered, my laptop should provide more information about who I really am."

### Objective: Follow your compass.

"I need to follow the compass I found in the cave. Locke seems to think it is a "gift" from the island. VIA DOMUS is engraved on the compass. That's Latin for "the way home"."

### To Investigate...

- **Case:** "LOVE 4 EVER -- someone loves bumper stickers."
- **Crate:** "Someone's scrawled 16 on the crate. Dunno what that's for."
- **Dominoes:** "Nice to see people can enjoy some dominoes out here. Looks like they're playing Texas 42."
- **Food Cart:** "An empty food tray. Sawyer's probably stripped it clean. It's got 23 written on it."
- **Fuselage:** "Plane parts everywhere. That 15 will forever remind me of 815."
- **Guitar:** "Charlie's guitar. Might be worth a photo."
- **Shells:** "Someone's ordered the shells like an infinity symbol. Or the number 8."

## Charlie Pace

<b>Quest-Related Questions</b>	"What was that explosion?" "Where's Sayid?"
<b>Miscellaneous Questions</b>	"Can I trust Sayid?" "You look familiar." "Why were you on Flight 815?" "What can you tell me about Kate?" "What do you know about Jack?" "Who are you calling the A-team?"
<b>Other</b>	You can trade with him if you like, but it's not necessary right now.



## Sun-Hwa Kwon

<b>Quest-Related Questions</b>	"What was that explosion?" "Where's Sayid?"
<b>Miscellaneous Questions</b>	"Can I trust Sayid?" "Why were you on Flight 815?" "What do you know about Jack?" "Where's your husband, Jin?" "What can you tell me about Kate?" "What do you know about the Others?"
<b>Other</b>	N/A



## Kate Austen

<b>Quest-Related Questions</b>	"What was that explosion?" "Where's Sayid?"
<b>Miscellaneous Questions</b>	"Can I trust Sayid?" "Why were you on Flight 815?" "I think I'm seeing ghosts." "What do you know about Jack?" "What's inside the Hatch?"
<b>Other</b>	N/A

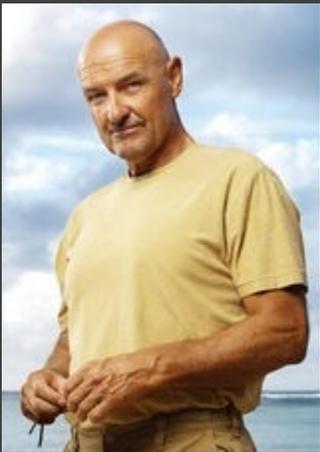


Episode Four: Forty-Two (Continued)

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**John Locke**

<b>Quest-Related Questions</b>	"What was that explosion?" "Where's Sayid?"
<b>Miscellaneous Questions</b>	"Do you believe in fate?" "What do you know about Jack?" "Can I trust Sayid?"
<b>Other</b>	N/A



**Hugo "Hurley" Reyes**

<b>Quest-Related Questions</b>	"What was that explosion?" "Where's Sayid?"
<b>Miscellaneous Questions</b>	"Can I trust Sayid?" "What can you tell me about Charlie?" "Why were you on Flight 815?" "What do you know about Jack?" "What's inside the hatch?" "What do you know about the numbers?" "What do you know about the Others?"
<b>Other</b>	N/A



As you gain control at the beginning of the fourth episode, you'll find yourself at the beach camp. It's daytime, and there's a *lot* to explore on the beach, including items that represent each of the six numbers (4, 8, 15, 16, 23, 42). Explore what you want, and talk to everyone you desire. They'll all say the same thing to you, however -- Sayid can help you, and he's in the jungle, at the hatch they've recently opened (hence the explosion). Head into the jungle when you're ready.



Navigating the jungle might seem a little confusing, but it's really not. You'll need to use compass bearings marked on yellow paper on trees in the jungle, and then use the compass on-screen to find the direction it's telling you to travel in. It's not necessarily linear, but if you hit the boundaries, the game will tell you, and you can simply try again. Doing this, you'll want to run into a new character we've yet to encounter in the game, but that fans of *Lost* will be plenty familiar with -- Desmond Hume. Speak with him, and pick his brain about a variety of important subjects.



Episode Four: Forty-Two (Continued)

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Desmond Hume

<p><b>Quest-Related Questions</b></p>	<p>"Who are you?"                  "You must be from the hatch."                  "What are you doing out here?"                  "What are the numbers?"</p>
<p><b>Miscellaneous Questions</b></p>	<p>"Are you an Other?"                  "What do you know about Jack?"                  "What do you know about the hatch?"</p>
<p><b>Other</b></p>	<p>N/A</p>



After speaking with Desmond, run past him and into a new area of the jungle. When you do this, you'll come across a linear pathway littered with **Papayas** and **Coconuts** galore, and you'll even get to examine one of the entrances of the hatch (but you can't access the hatch from this entrance). The path beyond this part of the hatch will lead to a beautiful body of water, and nearby, Sayid will be standing next to the other, more practical entrance into the hatch.



## Sayid Jarrah

<b>Quest-Related Questions</b>	"Here's the battery for my laptop." "My compass points to the hatch." (after asking the first question) "What's inside the hatch?" (after asking the first question)
<b>Miscellaneous Questions</b>	"What was that explosion?" "Do you know Desmond?"
<b>Other</b>	N/A



Talking to Sayid will net you very little by way of answers. However, you can still pick his brain about various issues, and he'll take your battery and laptop and promise to fix it. He'll also show you Flight 815's flight manifest, promising to let you into the hatch if you can prove your name is on it. Otherwise, he'll be very tight-lipped about just what's going on. You will, however, get a new objective as a result of speaking with him. Simply backtrack to the beach after you're done speaking with him to continue the next leg of the journey.



Episode Four: Forty-Two (Continued)

Part One	Part Two	Part Three	<b>Part Four</b>	Part Five	Part Six
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**Objective: Learn your name to enter the Hatch.**  
 "Sayid won't let me into the Hatch until I prove my name is on the passenger manifest. I should head back to the beach and ask if anyone can remember my name or anything else about me."

Once back at the beach, everyone you spoke to before will be lounging around again. Many of them will say the same stuff to you, but most have new quest-based questions-and-answers that can be spoken about to get some information about the manifest, and possibly finding some of your goods. You can talk to everyone on the beach, but as soon as you speak with Hurley, you'll be whisked away to a flashback sequence. This sequence is simple enough, so we won't hold your hand. Just walk up to the counter in front of Rico and take a picture of the folder in front of him to proceed.



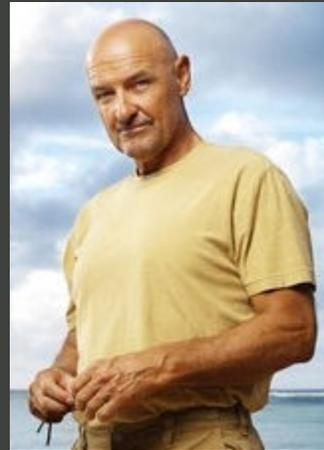
**Kate Austen**

<b>Quest-Related Questions</b>	"What's the manifest?" "I gotta learn my name. Found anything that might be mine?"
<b>Miscellaneous Questions</b>	"Can I trust Sayid?" "Why were you on Flight 815?" "I think I'm seeing ghosts." "What do you know about Jack?" "What's inside the hatch?"
<b>Other</b>	N/A



## John Locke

<b>Quest-Related Questions</b>	"What's the manifest?" "I gotta learn my name. Found anything that might be mine?"
<b>Miscellaneous Questions</b>	"Do you believe in fate?" "What do you know about Jack?" "Can I trust Sayid?"
<b>Other</b>	N/A



## Hugo "Hurley" Reyes

<b>Quest-Related Questions</b>	"What's the manifest?" "I gotta learn my name. Found anything that might be mine?"
<b>Miscellaneous Questions</b>	"Can I trust Sayid?" "What can you tell me about Charlie?" "Why were you on Flight 815?" "What do you know about Jack?" "What's inside the hatch?" "What do you know about the numbers?" "What do you know about the Others?"
<b>Other</b>	N/A



### Contents of Clues...

- **Folder:** "Zoran Savo | Born: May 3, 1952. Chenchey, Bosnia. Savo graduated from Whitney University in 1973. After completing his PhD in Neurological DNA, he moved to America to study prebiotic chemistry. In 1988 he joined Alvar Hanso's group at the Laboratoire de Biologie Neurologique in Paris where he studied genetics of the human brain. In 1992, Savo was appointed the first President of the Chenchey Institute of Research..."
- **Letter:** "To the Board of Directors, Hanso Foundation, I'm pleased to announce the commencement of Phase 2 of the Chenchey Project. We will now begin to explore the human brain in ways never before imagined. The results will no doubt astound. I thank you for your continued support and enthusiasm. Warmest Regards, TM"
- **Recorder:** "[Audio surveillance of Savo and an unidentified male. They're discussing a deal for delivery of sort of nerve agent.]"

Episode Four: Forty-Two (Continued)

Part One	Part Two	Part Three	Part Four	<b>Part Five</b>	Part Six
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After examining the folder and "remembering" what there is to remember, you can walk around Rico's shop to find some memory items. Be sure to examine the **Letter**, **Recorder**, and **Folder** to brush up on all of the memory items. Then, talk to Rico. It's talking to him, and the events that follow, that let Elliot remember what his name is. Scream it to the heavens -- you're ready to ease everyone's suspicions on just who you are.



Back on the beach, you can talk to the same cast of people that were there before (though you'll start off in front of Hurley, since the flashback took place after you spoke with him). Everyone will have the same peripheral stuff to say to you, but you can still talk to them about who it is you are via quest-related questioning. Tell anyone you want about your name, but it's of the utmost importance that you ultimately head back to the hatch, where you can speak with Sayid.



Sayid Jarrah

Quest-Related Questions	"I need to get in the hatch." "My name is Elliot Maslow." "What's inside the hatch?"
Miscellaneous Questions	"What was that explosion?" "Do you know Desmond?"
Other	N/A



**Objective: Enter the numbers.**

"Sayid is trusting me to enter the numbers on the Hatch computer: 4, 8, 15, 16, 23, 42."

After you speak to Sayid and tell him who you are, you are granted access to the hatch for the very first time. As you walk into the depths of the hatch, however, something unusual happens, and blast doors seal you in the living chamber of the hatch. It's here that you'll get a plethora of new objectives (depending on what you examine). Before you examine much of anything, however, take care of the first objective -- entering the numbers. Run to the computer terminal in the hatch and examine it. Then, enter the numbers, being sure a space is in between each of them: 4, 8, 15, 16, 23, 42. Doing this properly will reset the clock back to 108 minutes.



After that's done, a sense of urgency should disappear, though you'll still have several things to do in the hatch before all is said and done. But first, you should really just start by examining everything there is to see in the hatch. We have a list of what you can find below, but the *really* important things to grab are a plethora of **Fuses** lying around, as well as some really valuable trade goods, like an **Apollo Bar**, **Beer Cans**, and **Food Boxes**. You may have to start ditching some items of lesser value at this point, like Papayas and Coconuts, and maybe even Water Bottles, but that's okay -- the more valuables you have to trade, the better.



### To Investigate...

- **Backgammon Board:** "Backgammon -- the oldest game in the world. One side is light... one is dark."
- **Blood Stain:** "Bloodstains on the ceiling. Looks like somebody decided to pull a Hemingway. Might be worth a photo."
- **Book:** "A TURN OF THE SCREW. No thanks, I'm already seeing ghosts. Might be worth a photo, though."
- **Computer:** "An old computer from the 1980s. It's still running."
- **Concrete Wall:** "My compass is locked on this wall. Whatever's behind here has a powerful magnetic force. And it looks like it was sealed in a hurry. I need to get behind there..."
- **Gym Equipment:** "Save the world and stay in shape at the same time. Nice."
- **Hidden Map:** "This map shows a secret path to the sealed room. My compass is pointing at that room. Might be worth a photo."
- **Journal:** "Radzinsky's Journal. "From the Geodome, find the writings on the wall. Then you'll know your way to the other side.""
- **Jumpsuit:** "Name patch says "Kelvin". Who's Kelvin? Might be worth a photo."
- **Lava Lamp:** "A lamp. Groovy."
- **Lights:** "These lights seem connected to the button. Maybe the button will work if I can get them all lit... but how?"
- **Medical Cabinet:** "Looks like a cabinet full of vaccine. CR 4-81516-23-42. But a vaccine against what? Might be worth a photo."
- **Mural:** "An unfinished mural. These numbers are enough to drive you mad. Might be worth a photo."
- **Panel (x3):** "This panel powers a circuit to the Geodome. I need to complete the circuit to light LEDs. It must be 1 of 3 circuits."
- **Switch:** "It looks like I need to turn on the three lights to activate the button. Maybe it will help open the front door."

## Episode Four: Forty-Two (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

### Objective: Find a way to open the door.

"Blast doors have sealed me inside the Hatch. I need to find a way to override the system and open the doors."

If it isn't painfully obvious to you already, the blast doors are opened via the three electric panels strewn throughout the hatch. These panels are like the ones we've encountered earlier, but more convoluted and complex in nature. Using the Fuses you've found around the hatch, as well as fuses you've wisely kept from earlier in the game (if you're following our advice, that is), you'll have more than enough fuses to go around.

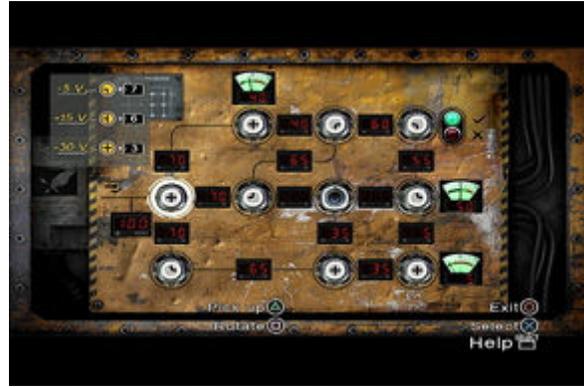
The first one we'll deal with is nearest to the entrance of the hatch, in the winding concrete corridors. There are nine slots for fuses, and all must be occupied. The screen below and to the right has the solution, but since the screen is small, allow us to explain. The two on the far left should be, from top to bottom, a -5v Fuse (going south and east) and a -30v Fuse below it. The next two to the right should be a -15v Fuse facing west, and another -30v Fuse below it. The three to the right of that will be, at the top, a -5v Fuse facing east and south, a -15v Fuse in the middle facing north, and a -5v Fuse below that, facing north and west. And finally, the two on the right should be, on the top, a -5v Fuse facing north and west, and a -15v Fuse below it, facing south.



The second puzzle is located near the washing machine and dryer in the living quarters of the hatch (just seek out some exercise equipment, Dharma Initiative clothing, and the like). To complete this fuse puzzle, all seven slots must be occupied. Starting on the left, use a -15v Fuse facing west. The two to the right should both be -30v Fuses. To the right of that, use a -15v Fuse on the top facing south, and a -5v Fuse below that, facing east and north. And finally, the two on the far right should both be -5v Fuses, one facing westward and southward, and another facing northward and eastward.



For the final fuse puzzle, head to the hatch's living quarters, and go to the bedroom. The final fuse puzzle is on the wall. This puzzle has ten slots, making it the biggest puzzle, but it's also the only puzzle where you'll leave one of them empty. From the left, place a -30v on the topmost slot, and a -5v one below that facing north and east. To the right of those, place a -30v Fuse on top -5v Fuse below that facing north and west. To the right of that, use a -5v Fuse on top facing south and east, leave the middle slot empty, and use a -30v Fuse on the bottom. And on the far right, use a -5v Fuse facing west and south, a -5v Fuse facing north and east, and a -30v Fuse on the bottom right.



With all three panels properly activated, head through the hatch and back to the Geodome, where the computer is located. Head to the mechanism that you sprang to life because of your fuse puzzle expertise, and activate it. This will seemingly cause even more problems for you, however, because blast doors will lock you in the Geodome, and the clock will quickly move to four minutes. What to do, what to do?



**Objective: Find hidden door.**

"According to the blast door map, there is a hidden door nearby that leads to the magnetic room."

Well, for starters, you need to move really fast from now until the end of the episode. Start by examining the hidden map shown on the door (and take a picture, if you'd like). Then, go to the computer, where it will ask you to type in the way home. This may be confusing to you at first until you recall what the term "Via Domus" translates into from Latin. With that in mind, type in "VIA DOMUS" into the computer and execute the command. But just when your problems appear to be over, they're in fact not. More menus will pop up on-screen.



This "Blast Door Menu" will seem convoluted, but it really isn't. Start by inserting and executing A, B, C and D individually. This will open up all of the blast doors and grant you access to the Black Light Menu. From here, you'll need to take two quick, rapid-fire "IQ tests" from your friends at the Dharma Initiative. The first question asks you to complete the sequence of numbers: 3, 7, 15, 31, ?. The answer, of course, is 63, since seven minus three is four, fifteen minus seven is eight (or four times two), thirty-one minus fifteen is sixteen (or eight times two), making 63 the next logical choice.



Oddly, the second question is even easier to answer. It asks you to complete the letter sequence, giving you the letters D, F, H, and J. These letters are all one apart from one another, so the answer is L. Once you answer that question, you should then rapidly, with the time remaining, insert the numbers -- 4, 8, 15, 16, 23, 42, remembering to put a space in between. This will stop the clock. Then, go to leave the hatch, and a cutscene will occur, ending the episode suddenly.

## Episode Five: Hotel Persephone

**Part One**

[Part Two](#)

[Part Three](#)

[Part Four](#)

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[Part Six](#)

### Objective: Find a way out of the cell.

"Jack and Sayid have locked me up, thinking that I'm dangerous and not to be trusted. I need to find a way out of the cell and resume my quest."

You'll begin this cutscene in the "holding cell" in the hatch made so famous by many episodes of *Lost*. Your surroundings will be completely dark (you can't see *anything*), and what's more, your entire inventory, save for your lighter, has been stripped from you. You will hear a mysterious voice calling your name, however, and as you use the lighter in the cell, you'll see a familiar face. Thereafter, approach the door to the now-lit cell and speak to Kate through the door.



### Kate Austen

Quest-Related Questions	"Let me out." "What about Jack?" "I was a journalist." (after the flashback)
Miscellaneous Questions	"How long have I been locked up?" "What about the numbers?" (after your release) "You believe me?" (after your release) "My past is a mess." (after your release)
Other	N/A



After asking Kate the very first quest-related question, you'll be suddenly whisked away to another flashback. Wielding a camera, it's up to Elliot to take a picture in the flashback, as was the case earlier, which will help him remember more of his past. This particular flashback may be convoluted, but it's not if you think about it. Go to the left side of the area and go behind the female at the laptop. Then, zoom in and get a picture of her laptop screen from as close as possible. Don't get *too* close, though, or you'll end up alerting her to your presence. Thereafter, you can explore the hotel you're in to find some "memory items", including a **Letter**, a **Recorder**, and a **Folder**.



## Episode Five: Hotel Persephone (Continued)

Part One

Part Two

Part Three

Part Four

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Part Six

### Contents of Clues...

- **Folder:** ""Los Angeles Sun Staff photographer ELLIOT MASLOW, 36. A photo-journalist for the last 17 years, Maslow was nominated for several photo-journalism awards over the years but has since fallen out of favor. Maslow was suspended last year during a violent incident in Venice, Italy for questionable judgment while a fellow journalist's life was in danger."
- **Letter:** "My dearest Lisa. If you are reading this, it means I'm dead. I can't believe what's happened -- The research being done at Savo's Institute has gone horribly wrong. Lives are in jeopardy. Patients are being injected with lethal chemicals. All in the pursuit of a mad dream... I'm so scared, and so sorry I won't see your face again. Please don't let it be for nothing. Tell the world who Savo really is. I love you. Joanne - 08/23/1999."
- **Recorder:** "[Savo and his henchman discussing growing suspicions about Savo's research and a breach in his Institute's security around research on the sixth sense. The breach doesn't concern Savo.]"

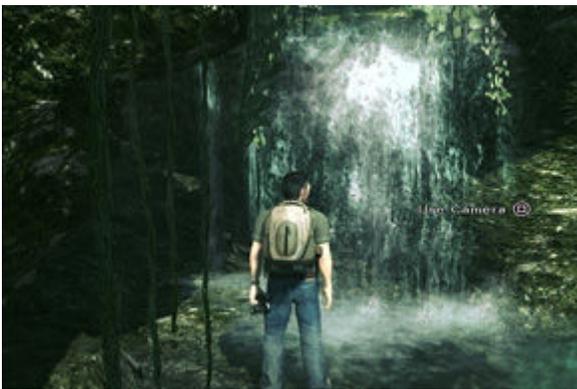
### To Investigate...

- **Toy Plane:** "Kate's keepsake plane. Might be worth a photo."

After the flashback, speak with Kate through the door again, and she'll release you. Take the time to talk to her outside of the cell, and then explore the rest of the hatch for a new series of items, including plenty of valuable **Food Boxes** and **Beer Cans**. You can also find the only new item to examine in the kitchen, Kate's toy plane, which you can snap a picture of. Otherwise, everything you can examine was available to examine during the last chapter. When you're done taking a look around and gathering what you want, head back outside to the jungle.



When you're outside, you may be confused on what to do, but trust us, it's easier than it seems to continue. Head leftward and across the water near some downed logs. Before you know it, you'll run into a waterfall. Walk through the waterfall and down the dark corridor behind it. This will lead to a manmade corridor leading to, you guessed it, another of the Dharma Initiative's secrets.



## Episode Five: Hotel Persephone (Continued)

Part One

Part Two

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Part Six

### Objective: Find a way to open the sealed door.

"The steel door to the magnetic room has been locked shut. I need to force it open."

#### To Investigate...

- **The Door:** "This door is locked shut. I need something strong like dynamite to blow this open. Didn't they use dynamite to open the hatch?"

When you examine the door at the end of the corridor, you'll be charged with another objective, to open the sealed door you've just discovered. However, you just can't open it right now. With that objective unlocked, however, you can now head back to the beach via the jungle (you should be given the option to get there expressly by way of on-screen prompts). Once there, begin exploring (you can find goods like **Coconuts** and **Food Boxes** if you need them), and talk to everyone you see.



## Charlie Pace

<b>Quest-Related Questions</b>	"Where can I find dynamite?"
<b>Miscellaneous Questions</b>	"The Swan Station." "What do you know about Hurley?" "You All Everybody."
<b>Other</b>	N/A



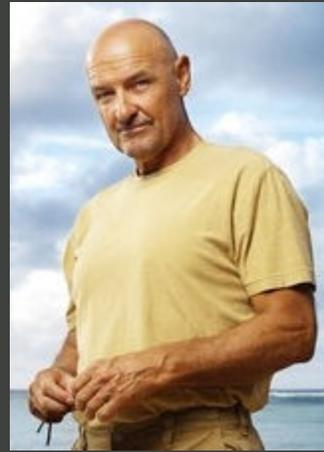
## Sun-Hwa Kwon

<b>Quest-Related Questions</b>	"Where can I find dynamite?"
<b>Miscellaneous Questions</b>	"The Swan Station." "Fate?" "Rescue?" "Trust?"
<b>Other</b>	N/A



## John Locke

<b>Quest-Related Questions</b>	"Where can I find dynamite?"
<b>Miscellaneous Questions</b>	"The Swan Station." "The Others."
<b>Other</b>	N/A



## Hugo "Hurley" Reyes

<b>Quest-Related Questions</b>	"Where can I find dynamite?"
<b>Miscellaneous Questions</b>	"The Swan Station." "What's the Dark Territory?" "Why are you cursed?" "What's the Dharma Initiative?"
<b>Other</b>	N/A



## Episode Five: Hotel Persephone (Continued)

Part One

Part Two

Part Three

Part Four

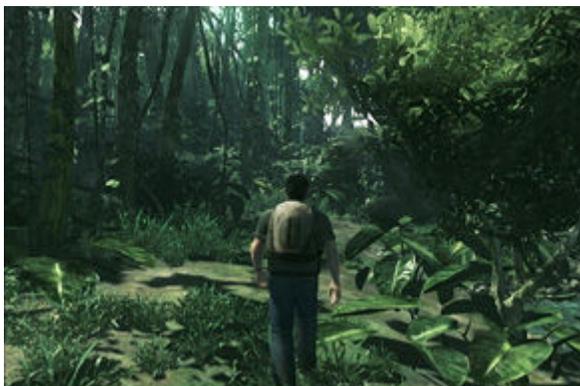
Part Five

Part Six

### Objective: Get dynamite at the Black Rock.

"I need dynamite to blow open the locked door. Hurley said to head for the hatch and follow the black flags to the Black Rock. I'll find dynamite there."

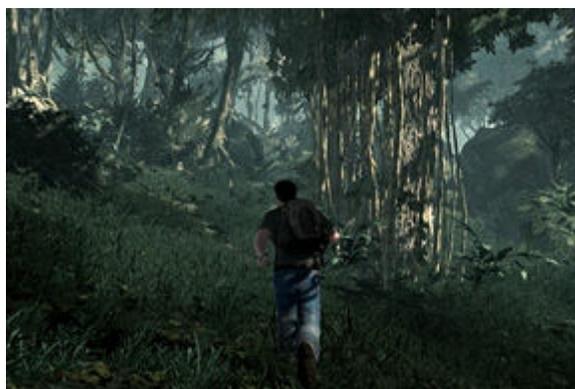
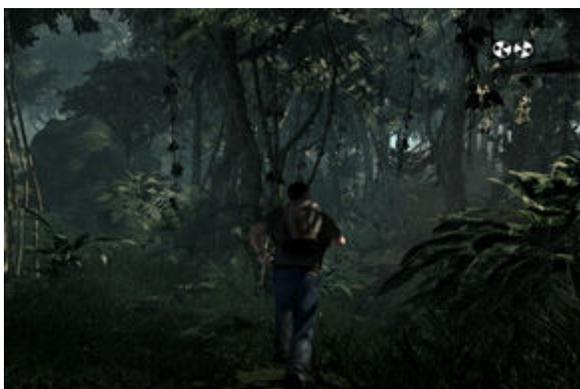
The integral person to talk to on the beach, as you've probably figured out by now, is Hurley. While Charlie, for instance, will tell you Locke's the man to talk to, it's Hurley who actually tells you where you can find dynamite. At this point, you'll get a new objective to fulfill, and can head back into the jungle. Jump straight to the hatch, and run to the dug up portion of it to proceed. You'll see a black flag with red stripes and a red flag, both on sticks, nearby.



### To Investigate...

- **Dynamite:** "Dynamite from the Black Rock. It doesn't look very stable. I better handle it very carefully."
- **Marker Flag:** "This must be the black flag that Hurley was talking about. It should lead me to the Black Rock."
- **Skeleton:** "A skeleton. This ship's been stuck here for a long time. Might be worth a photo."
- **Van:** "A Dharma Initiative van... what is this doing in the middle of the jungle? Might be worth a photo."

Now this upcoming part can be really frustrating. You'll have multiple run-ins with the Smoke Monster, and the only way to survive these run ins is to take Locke's advice from earlier in the game and seek out nearby Banyon Trees to hide in. These trees, made up of smaller trunks lined in a circle obscure the Smoke Monster's vision and allow you an effective way to hide. As you proceed from flag to flag, make sure that when the Smoke Monster assembles itself, you run back to the nearest Banyon Trees and hide until it's safe to proceed again. Otherwise, the Smoke Monster will make short work of you.



When you reach the famous Dharma Initiative VW van from the show sitting in the woods, you know you're on the right track (feel free to grab the goods from around it, including some **Beer** for trading, and take a picture if you'd like). As you're led into the next area, however, you'll be shot at from a mysterious source yet again. Just like earlier, keep moving to avoid being hit. The path is linear, however, so you should have little issue as far as getting lost is concerned (excuse the pun). Finally, you'll see your objective in the distance -- the sailing vessel known as the Black Rock.



Immediately head into the ship and explore the cargo hold, where you can find some goods, and even a skeleton of one of the Black Rock's long-dead crew (take a picture, if you so desire). However, the **Dynamite** the game drew to your attention is of primary concern. Grab the dynamite as soon as you can, but remember the lesson we learned when some of the survivors traveled to the Black Rock in the show. You must be *careful*, and in this game, that means that you can't run. You must walk.



## Episode Five: Hotel Persephone (Continued)

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As you go back into the area of the jungle where you were being shot at from, you will again be taking fire. *Don't* run; simply walk along the linear path, taking what cover you can. Surprisingly, the firing should be of little concern to you compared to getting through the jungle where the Smoke Monster dwells. As you did earlier, take refuge in Banyon Trees when the Smoke Monster materializes, and wait until it disappears to reemerge. Work your way through the jungle and back to the location of the hatch in this way.



When you're back to the location of the hatch, go back towards the lagoon and through the waterfall as you did earlier (again, remembering not to run to your location). Go to the locked door and place the dynamite on the door. However, without a way to detonate it, there's nothing else you can do right now. But when you examine the dynamite, a major hint as to what needs to be done should be instantly garnered.



Free of the dynamite on your person, you're able to run, so run through the jungle and back to the beach. Seek out Charlie and talk to him, heading to his trade menu. He has a gun, worth the equivalent of \$110. You should have *plenty* to trade at this point, so \$110 should be nothing more than a drop in the hat. Trade for the pistol, then go back to the hatch and the dynamite-armed door. Stand as far away from the door as you can, far enough back but while the game still offers you a chance to shoot your gun. Then, aim at the dynamite (you'll know you're on-target when the crosshairs turn red) and take a shot. The dynamite will explode, revealing an open doorway.



## Episode Five: Hotel Persephone (Continued)

Part One

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**Objective: Neutralize the magnetic interference.**

"I need to briefly neutralize the magnetic interference to allow my compass to find its true bearing."

### To Investigate...

- **Computer:** "An old computer from the 1980s. It's still running."

Run down the corridor, through where the door used to be. You'll eventually run into an almost-completely disassembled electromagnetic generator barely able to stand in the middle of the room. You can explore the semi-circular corridor around it (you'll find a **Food Box** and some **Beer** if you do), but the circa-1980s computer terminal is what you'll ultimately want to investigate.



When you do, you'll be presented with three new puzzles from the Dharma Initiative. The first one asks you to complete the number sequence given: 26, 17, 20, 11, 14, and 5. The answer is 8. (The first, third, fifth, and seventh numbers are six apart from one another, while the second, fourth, sixth, and presumably eighth number are also six apart: 14 minus 6 is 8). The second question asks you to finish the letter sequence: Z, X, V, and T. The answer is obvious -- R (the letters are all two from one another). The final question will ask you how the words God and Dog equate to the number 394 and an unknown number. The answer is 493 -- 394 in reverse (just like God is Dog reversed).

When those questions are answered properly, you'll be given a secret menu. Press A to send a ping before you do anything, and then check the station's status by pressing B. Finally, to end shut down (or neutralize) the reactor, which will end the episode, press C.



## Episode Six: Whatever It Takes

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Unlike all of the other episodes thusfar, this episode begins in such a way that your action is needed immediately. The Smoke Monster will materialize during a brief cutscene, and you'll have to run extremely quickly down a linear path. This segment is fairly long, but there are a few positives. First of all, as already mentioned, the path is linear, so it's hard to get lost. Secondly, you'll automatically be running, so you won't have to hold down your version of the game's run button to quickly dash down the pathway. And finally, the game brings you in the proper direction, so it's hard, even on accident, to turn yourself around, getting yourself caught in the Smoke Monster's path.



You'll no doubt notice the on-screen prompts that instruct you to slide and jump. Jump over all downed tree stumps and the like, while fallen trees and other things will necessitate a quick slide to get through it. If you fail to execute either of these actions as you're running down the path, you'll stumble and fall briefly. You can get away with this once or twice, but any more than that, and you'll be caught by the Smoke Monster. Also, carefully keep your footing on fallen logs over chasms and planks of wood over the swamp. The former will kill you automatically if you fall, while the latter will slow you down significantly.



**Objective: Follow the compass.**

"With the magnetic interference neutralized, my compass is giving me a new heading. I need to follow it and find "the way home"."

When you finally reach an open field, a cutscene will take over, and Elliot will have a close encounter with the Smoke Monster. The difference between him and characters like Mr. Eko, however, is that he'll live to tell about it. The nearby pillars making up a seemingly-invisible fence can't be passed (or you'll be killed), so you'll need to speak to Juliet from across the plane of the fence. You can pick her brain about a variety of subjects, both quest-related and miscellaneous in nature, but as you begin talking to her, it won't be long until you find yourself whisked away to a flashback sequence.



Episode Six: Whatever It Takes (Continued)

Part One	<b>Part Two</b>	Part Three	Part Four	Part Five	Part Six
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**Juliet Burke**

<b>Quest-Related Questions</b>	"You stuck me with a needle." "Why should I trust you?" "How do you know my name?" "I didn't kill her." (after flashback)
<b>Miscellaneous Questions</b>	"Who are you?" "What are these pillars?" "Why are you helping me?" (after flashback) "Who is Ben?" (after fence is lowered) "What does Ben want with me?" (after fence is lowered)
<b>Other</b>	N/A



Again, it may seem convoluted, but the picture you have to take is on your right (and you'll be immobile while taking the picture, though you can still pivot). Look at the man at the elevator after the girl walks away from in front of you. He'll pull a gun out of his trousers and flash it to the girl. Get a picture of this and you're golden. Afterwards, you can explore the hotel lobby. You'll find a **Diary**, a **Guestbook**, and a **Newspaper** to read if you're interested. Then, speak with the man at the elevator briefly, then talk to Lisa. Events will occur where, thereafter, you can speak to the man at the elevator again, and the flashback will end itself from there.



**Contents of Clues...**

- **Diary:** "SYDNEY, AUSTRALIA -- FRIDAY, SEPTEMBER 17, 2004 -- Savo's arranged a secret meeting somewhere in Sydney. What's he meeting about? More importantly, who is he meeting with...?"
- **Guestbook:** "~ HOTEL PERSEPHONE GUEST BOOK ~ DATE: Sept. 17, 2004 NAME & ADDRESS: Zoran Savo - Chenchey, Bosria COMMENTS: A pleasant stay and exceptional service. As usual."
- **Newspaper:** "Savo Lashes Out At "Pseudo-Science" Accusations - Sydney, Australia. Zoran Savo lashed out at reports the Chenchey Institute of Research is spending millions on extra-sensory perception research. "Our facility has never supported research based on empirical evidence", said the Institute's President, adding "The brain is simply not capable of ESP. It is pseudo-science at its worst."

## Episode Six: Whatever It Takes (Continued)

Part One

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When you find yourself back on the Island (realizing that you didn't kill Lisa, though you certainly got her hauled away at gunpoint), you can speak to Juliet again. Do so, and she'll ultimately lower the power of the fence so you can pass. After powering it back up as soon as you cross, Juliet will walk away, revealing a new path for you to take.



### Objective: Follow the underground passage.

"The underground passage is the only safe path through this area. I need to use caution. The Others are everywhere."

Follow Juliet and pick her brain -- you should be able to ask her a few more questions you weren't earlier able to. What's more, you'll be able to trade with her. You should trade with her for at least one of her torches, if not both of them. You'll need them before very long. If you already have a lantern, you can also buy fuel for it from her, but if you don't have a lantern, you'll find one inside the Flame Station shortly. Then, follow the linear path she led you to, which itself will lead you into a small building. Follow the pathway at the back end of the building, and it will lead you to a door that brings you to another Dharma Station. It's time to explore yet again.



## Episode Six: Whatever It Takes (Continued)

Part One

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### Objective: Reach an exit.

"I must access the main floor if I ever want to get out of here. If there is really a way off this island, I must be getting close."

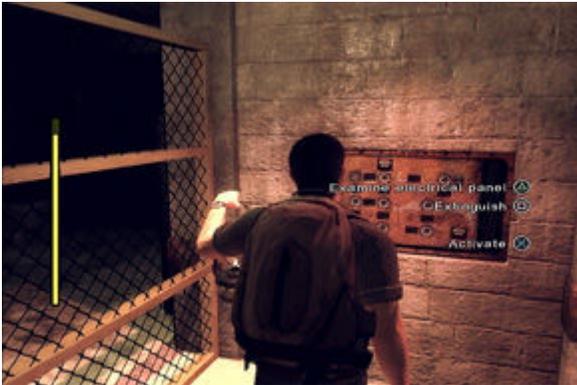
As soon as you enter, you'll want to light up your torch (or lantern) and get to searching. You'll find plenty of stuff here, from **Beer to Food Boxes**, and a plethora of **Fuses**. As we mentioned earlier, you'll also find a **Lantern** if you need one. Make sure to grab everything you find. Even though Fuses shouldn't be a problem for you (especially if you took our advice much earlier in the walkthrough and removed all of the fuses from puzzles you've solved), you should grab anything that's free and that you can fit into your inventory. A good rule of thumb to play by.



The Flame Station will also have plenty of familiar things for you to gander at, including the televisions Ben famously peered through at one time. You'll need to run around to maximize your torch/fuel situation, and remember that you can always go back and trade with Juliet if you're in need of more, though her supplies are finite, so don't be wasteful! *Do*, however, explore the station to its fullest.



The one thing of great importance that you should seek out, however, is the electrical panel (in other words, a puzzle) which is located deep in the station. As if the fuses scattered around everywhere wasn't enough of a hint for you, you'll need to solve this puzzle to proceed. Amazingly, it's rather simple, and involves *all* -5v Fuses (except for one). On the left side, you'll already have a -5v Fuse placed on the top which can't be removed. Place two underneath it, one facing west and south, the one below facing north and east. On the next line, the top one should face north and east, the second one south and east, and the third one north and west. And finally, on the right side, the top one should face west and south, the middle one should face east and south, and the bottom one, the only one that's *not* a -5v Fuse, should be a -15v Fuse facing northward.



## Episode Six: Whatever It Takes (Continued)

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Part Six

If done correctly, a gate will open to your right, granting you access to a ladder which leads to an area above. The episode will begin coming to an end at this point. To "climb" the ladder, simply approach it and follow the on-screen prompt to continue. It's at this point that you will begin hearing voices ahead. Listen to the conversation as you do some exploration. The **Gun Clip** on the first table you come to will give you the ammunition you need for your gun if you've run out (yes -- you'll use your gun soon). Also, you can find lots of other goods, like an **Apollo Bar** and some **Food Boxes** and the like if you want to throw them into your inventory as well.



We want to reiterate that the Flame Station is extensive, and you may not have explored it all. Feel free to go back and visit Juliet if you need more items to illuminate a more thorough search of the station. The amount of goods in the entirety of the Flame Station is truly staggering, so while you may have stumbled through in order to find the fuse puzzle we just solved, we have to implore you to explore some more and add what you can to your inventory. If you're all set, however, then click on -- you're almost done with this episode.

## Episode Six: Whatever It Takes (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

### To Investigate...

- **Computer:** "An old computer from the 1980s. It's still running."
- **Map:** "This map shows a cable running out away from the island. Another station? Might be worth a photo."

There are a few things to explore. You can find a map if you look around, but the computer is of real interest. Keep in mind that you never have to investigate this computer at all. You can finish the episode without doing so. But if you want to learn a little bit more about the Dharma Initiative, definitely take a look at the computer. Execute all three commands the computer is capable of at will, or just one or two, or bypass it all together. Whatever you want to do is fine. Ultimately, however, you'll want to bust through the door where the two character you hear speaking are located. The game will offer you a chance to shoot immediately, but don't. Instead, go through the door and let the man get out his first line. Then, quickly aim and take a shot to end the playable portion of this, the sixth episode.



Episode Seven: Worth A Thousand Words

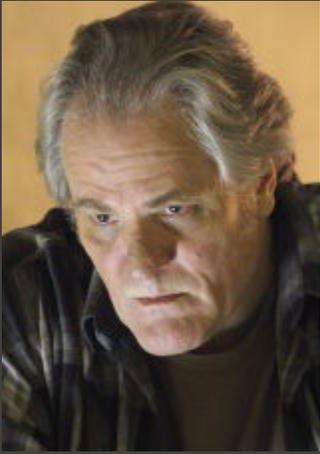
<b>Part One</b>	<a href="#">Part Two</a>	<a href="#">Part Three</a>	<a href="#">Part Four</a>	<a href="#">Part Five</a>	<a href="#">Part Six</a>
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After waking up in a cell, you might be thankful just to be alive. But you'll find yourself pretty agitated before long, because all of your gear, and we mean *all of it*, has been removed from your body. There's little to see in the cell itself, so let's get down to business. Look to your left to find the apparition of Lisa standing there. Approach it to continue the storyline. Then, when you gain control again go to the bulletproof glass holding you in your cell, where the famed Other named Tom will be standing him. Begin to speak with him through the bulletproof glass to begin a series of conversations.



**Tom**

<b>Quest-Related Questions</b>	"Where am I locked up?" "Where am I?" "I photographed a deal -- but I saw Lisa there." (after the flashback)
<b>Miscellaneous Questions</b>	"How do you know all about me?" "What is this place?" "Where do you people come from?" "Why should I help you?"
<b>Other</b>	N/A



You can speak with Tom about all six options, but he won't tell you much. It's when you bail out of speaking with him after asking him all applicable questions that a flashback sequence will occur. This is the last one of the game, naturally making it the most obscure and difficult of all of the flashbacks. You also have plenty of room in which to roam around, so do so, heading down the large corridor you're on and swinging left into the first room you encounter. Then, go left again and seek out a dark closet. When you explore this closet, the on-screen prompt will tell you to "hide". Hiding will allow you to take the perfect picture. When Savo and his associate walk into the room and exchange a briefcase with the Hanso logo on it, take a picture of the briefcase, zoomed all the way in. This will end the flashback, bringing you back to real time.



## Episode Seven: Worth A Thousand Words (Continued)

Part One

**Part Two**

Part Three

Part Four

Part Five

Part Six

### Objective: Find a way out.

"I need to find a way out of here and locate Ben, the leader of the Others. He seemed to have a special interest in me."

Once back in real time, speak with Tom again -- you'll be able to speak with him using the only new option in the discussion boxes. Fulfilling his end of the deal, he agrees to let you go, since you've admitted to him what he wanted you to admit. Approach the door of your cell and it will open automatically, letting you out into the corridors beyond. Begin exploring the various corridors and rooms you encounter. Not only will you find a plethora of **Fuses**, all of which you'll be needing for an upcoming puzzle (the last in the game!), but you'll also find quite a few items. By our count, three cans of **Beer** and five **Food Boxes** can be found, but you may find less depending on how thorough you are.



### To Investigate...

- **Cage (x3):** "These cages were used to contain animals for experiments."
- **Computer:** "An old computer from the 1980s. It's still running."
- **Device:** "This looks like a tracking device of some kind. It contains a bunch of fuses. I can always use those."
- **Door (x2):** "This door won't budge."
- **Emblem (x2):** "The Hydra Station emblem."
- **Folder:** "Spinal surgeon JACKSON SHEPHARD (37) was born in Los Angeles, California. As a young boy, he excelled in mathematics and science. He is a graduate of UCLA Medical School and is currently based out of St. Sebastian's Hospital in Los Angeles. He married once to Sarah Wagner. No children."
- **Panel:** "This panel must control the locked door. I need to redirect power to the door to unlock it."

## Episode Seven: Worth A Thousand Words (Continued)

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

You'll find some non-collectibles of interest as well. A few animal cages can be found, as well as some doors that can't be opened no matter how hard you try. A few Dharma emblems can also be examined. If you come across an electrical panel during your exploration -- and chances are, you will -- you almost certainly won't have the number of fuses needed to complete the puzzle. We'll go ahead and take care of that problem now.



A certain room can only be accessed by going up a ramp, and this is the room we're looking for. It's an aquatic room, with a large tank in the center and a bridge going over the tank. Explore the room for more goods to add to your inventory, and then use the circa-1980s computer for yet more Dharma Initiative fun.



The Dharma Initiative will have three more fun puzzles for you to solve, and you'll have to do so quickly (just like before). If you don't answer quickly enough, though, don't worry... it's really not a big deal at all, as the computer will just ask the same question one more time. The first question will give you a sequence of six numbers and ask you to finish the sequence: 2, 4, 8, 10, 20, and 22. The answer is 44, since the numbers alternate addition and multiplication of 2 (two and two is four, four times two is eight, eight and two is ten, ten times two is twenty, twenty and two is twenty-two, twenty-two times two is forty-four). The second question will give you a series of letters, and again ask you to finish it: A, B, D, E, and G. The answer is H, since A and B are one apart from D and E (skipping C) which is one apart from G and H (skipping F). The final question asks you to again finish a letter sequence: Z, X, C and V. The answer is B, because, if you look at a QWERTY-style keyboard, the letters from the left Shift button rightward is, you guessed it, Z, X, C, V and B.



With the successful completion of those three puzzles, the computer will give you some more options to explore. You can access a news report, check out some archived audio files, read a posted note, and most importantly of all, lift the nearby platform out of the water, by a simple press of the C button. Once the platform is up (which holds a heavily mauled, dead shark), examine it. This will give you the rest of the **Fuses** you need. With those in hand, head back to the fuse puzzle (since you've likely already encountered it during your travels).



## Episode Seven: Worth A Thousand Words (Continued)

[Part One](#)

[Part Two](#)

[Part Three](#)

**Part Four**

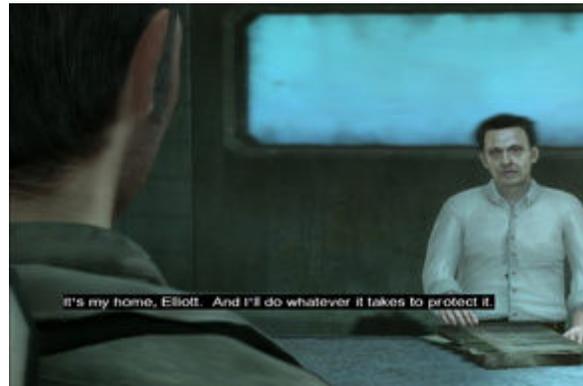
[Part Five](#)

[Part Six](#)

Once you've arrived at the fuse puzzle, take a look at it. This is the first (and only) time in the game where four different volt readers must be turned on properly for the nearby door to open. Since you're likely reading this for a solution, however (which can also be found in the screenshot below on the right), here it is. On the left side, use a -15v Fuse on the top, facing west, another below it also facing west, and another below that one, facing north. The middle row should be made up of, from top to bottom, two -30v Fuses and a -15v Fuse facing north. The row of two next to that should be made up of two -15v Fuses, the top one facing east and the one below that facing west. And finally, the last one in the righthand corner should be a -30v Fuse.



If inserted correctly, the nearby door will swing open. This will grant you access to a room where both Ben and Juliet are sitting quietly at a table. Approach them, examining the **Folder** on the table first before speaking with them. Speak with Ben (speaking with Juliet won't progress the story). You'll learn a lot about the endgame, here, and what you're expected to do. The good news for Elliott? Well, by agreeing to the terms set by the Others, led by Ben, you're promised safe passage off of the island and back home.



### Benjamin Linus

<b>Quest-Related Questions</b>	"Where is my stuff?" "What do you want from me?"
<b>Miscellaneous Questions</b>	"How do you know all about me?" "What is this place?" "Where do you people come from?" "Why should I help you?" (after asking quest-related questions) "How do I bring Jack to you?" (after asking quest-related questions)
<b>Other</b>	N/A



Episode Seven: Worth A Thousand Words (Continued)

Part One	Part Two	Part Three	Part Four	<b>Part Five</b>	Part Six
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**Objective: Bring Jack to the Black Rock.**  
 "Ben has asked me to lure Jack to the Black Rock. If I do this, Ben has promised me a way off the island."

After speaking with Ben about everything and opting out of the conversation, you'll automatically be whisked away by Ben's "people" back to the beach. Here, you can speak with Kate, Hurley and Sayid, who are all scattered at different locations along the beach. You can also find some goods, such as **Water Bottles**, **Coconuts**, and **Beer**, but at this late point in the game, collecting items is a fairly useless endeavor. When you're ready, find Jack at the far end of the beach and talk to him. This will push Ben's plan in motion, luring Jack to the Black Rock.



**Kate Austen**

Quest-Related Questions	"Where is Jack?"
Miscellaneous Questions	"My memory's returning."
Other	N/A



**Hugo "Hurley" Reyes**

Quest-Related Questions	"Where is Jack?"
Miscellaneous Questions	"My memory's returning."
Other	N/A



## Sayid Jarrah

<b>Quest-Related Questions</b>	"Where is Jack?"
<b>Miscellaneous Questions</b>	"My memory's returning."
<b>Other</b>	N/A



## Jack Shephard

<b>Quest-Related Questions</b>	"I found a way off the island."
<b>Miscellaneous Questions</b>	"My memory's returning."
<b>Other</b>	N/A



After speaking with Jack, head to the jungle. As you get deep enough, an on-screen prompt will offer to automatically whisk you away to the Black Rock. So do that, running down the subsequent path towards the ship itself. Jack will be standing just inside the ship, so approach him and speak with him. After picking his brain, walk through the ship, climbing up several levels (the debris that was preventing you from doing this earlier has since been removed). When you do make this climb, something unexpected will occur.



## Jack Shephard

<b>Quest-Related Questions</b>	"Are you ready?"
<b>Miscellaneous Questions</b>	"Do you believe in fate?" "You think we'll ever get home?"
<b>Other</b>	N/A



## Episode Seven: Worth A Thousand Words (Continued)

Part One

Part Two

Part Three

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Not surprisingly, you'll run into Tom (dressed in the same type of gear you first saw him in during the show's first season). Tom is armed, and so is Jack, but the stand-off is useless, because the Others have captured Kate. Tom offers Elliot his compass back, but Elliot, after having a rather disturbing flashback (one that we, as the player, don't partake in), suddenly feels a pulling at his conscience. And just like that, you're given another objective. It's time to make a choice.



### Objective: Save Kate and Jack.

"Both Kate and Jack are about to be taken by the Others. It's up to me to save them."

Armed with the gun Jack gave you earlier, the way to remedy the situation seems rather obvious. Draw your gun and approach Jack and Kate, both on their knees in front of the armed Tom. Look beyond Tom, near his friend, and you'll see some dynamite sitting rather obviously atop some wooden crates. Aim your gun at the dynamite and press the trigger (remembering that the shot is "on target" if the crosshairs turn from white to red). If done properly, the dynamite will explode, eliminating Tom and his friend as a threat, knocking Elliot out cold, and leaving Jack and Kate puzzled as to what just happened.



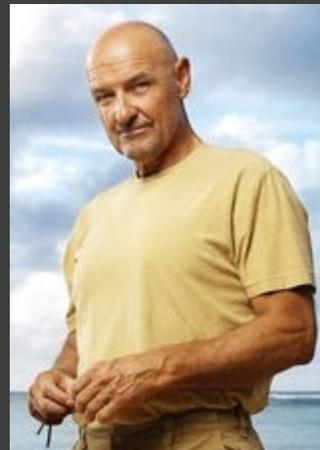
Kate and Jack ultimately make their way back to the beach without Elliot, since they can't bring him to safety without help. That's when Juliet stumbled upon Elliot, giving him some hints and telling him to run to the boat that will allow him to reach home before it's too late. She gives you a piece of advice that's fairly useless (a compass bearing 325) and then you're off, with only ninety seconds to reach the boat before the Others blow it into oblivion.



You'll remember a similar sequence earlier in the game that you should prepare you for the jumping and sliding you'll be doing en route to the boat. Since there's little time to spare, you can only blunder once, maybe twice, or you'll never reach the boat in time. Be sure to slide under downed trees and jump over fallen logs, big rocks, patches of water, and the like. You'll also need to keep your balance as you cross a log over a chasm. Remember, you only have ninety seconds, but you'll be running automatically (so just move in the direction you want to go), so all you have to worry about is jumping and sliding at the appropriate times.



<b>John Locke</b>	
<b>Quest-Related Questions</b>	"It's time to go..."
<b>Miscellaneous Questions</b>	"How did you find the boat?" "Do you believe in fate?" "Heard any more about the Others?" "Do you want to be rescued?" "You're staying?"
<b>Other</b>	N/A



When you reach the dock in time, you'll run into none other than John Locke, who will save your boat, the Via Domus, from being destroyed by the Others. You can speak with him about a variety of topics, and then you can walk down the dock and approach the boat, which will begin the ending sequence to the game. Prepare to be floored by the ending! Congratulations, gamer! You've beaten Lost: Via Domus. Now, try to wrap your head around everything you're about to see.



## Characters

This section of the guide covers all of the characters who make an appearance in *Lost: Via Domus*, characters who you are able to communicate with. We do *not* discuss characters that only appear in the game, such as the main character, Elliot, or Lisa, another character who has a large role in the game, but not in the show. Instead, the list below briefly discusses each character that appears in both *Lost* on ABC and in *Via Domus*.

The characters are listed alphabetically by first name, and information about them is from the mind of someone who has seen every episode of *Lost* at least once up through the sixth episode of the fourth season. If there are any discrepancies as a result of subsequent episodes that answer questions or clear up confusion spoken about below, please keep that in mind.

### Benjamin Linus

We know next-to-nothing about Benjamin Linus (known as "Ben"). He's been on the show extensively since *Lost*'s second season, initially disguising himself as a downed hot air balloon pilot named Henry Gale. But there's a lot more to Ben than meets the eye, and he seems to be the only person on The Island with a grasp on what's actually going on. He's the man with all of the answers, and in *Via Domus*, he's the catalyst behind Elliot's great escape from the Island. But did Elliot escape at all?



### Charlie Pace

Before crashing on The Island, Charlie was in a popular, well-known band called Driveshaft. Their major hit, "You All Everybody", was well-enough known that even John Locke had heard of his band, and was a fan. But landing on The Island changed everything, and ultimately, Charlie appears to have met his maker at the end of *Lost*'s third season, after a season of extensive foreshadowing into his death. But in *Via Domus*, Charlie is alive and well, and while he doesn't play a huge role in the game, he's someone you'll get information from and trade with from time to time.



## Claire Littleton

While it's unfortunate that *anyone* would crash on The Island, for Claire, the situation was considerably more dire. Well into the third trimester of her pregnancy when Oceanic Flight 815 fell, Claire defied the supernatural, mysterious odds of The Island and birthed her child, Aaron, without much of an issue. Claire plays a fairly miniscule role in the events of *Via Domus*, but talk to her when you encounter her to get more information on other people and on the current situation at hand.



## Desmond Hume

You'll only run into Desmond Hume one time during your entire voyage in *Via Domus*, which is unfortunate, since Desmond is one of the most dynamic and intriguing characters the *Lost* universe has to offer. Desmond was on The Island already when Oceanic Flight 815 crashed, victim of a ploy hatched by a mysterious man named Kelvin. Desmond later accidentally kills Kelvin when it appears Kelvin was trying to jettison from The Island, leaving Desmond alone to take care of the Swan Station. Ever since, Desmond has played an integral role in the events of *Lost*, but in *Via Domus*, he serves as nothing more than an aside.



## Hugo "Hurley" Reyes

4, 8, 15, 16, 23, 42. If those six numbers mean more to someone on The Island than anyone else, it's to Hugo Reyes, more commonly known as Hurley. Hurley, who comes from a working class family, happened to win the lottery by playing those numbers, and ever since, he was struck with bad luck, seemingly culminating in the demise of Oceanic Flight 815. But Hurley didn't just stumble across those numbers. Rather, he learned them while at a mental institution from a mysterious patient named Leonard. Hurley plays an extensive role in the events of *Via Domus*, and as one of *Lost*'s more intriguing and dynamic characters, that's certainly a good thing.



## Jack Shephard

Jack Shephard is *Lost*'s main character. A talented spinal surgeon, Jack immediately takes the lead after the crash of Flight 815 and is largely responsible for the long-term survival of those who managed to survive the crash on The Island in the first place. His role on *Lost* is as major as his role in *Via Domus*, where this main character takes the lead against your character, Elliot. However, in the game, not all is as it seems, and Jack can thank Elliot for his life as the game comes to an end. Or can he?



## James "Sawyer" Ford

James Ford, popularly known as "Sawyer" (a name he took from the man who killed his mother) spent his pre-Island days as a professional conman, staying under the radar while surviving based on his skills of deception. After the Oceanic crash, however, Sawyer becomes one of the most hated and reviled survivors, and often finds himself as the target of aggression and agitation early in the game. Later, though, Sawyer becomes a productive and important part of the team, and in the game, is your primary conduit with which to trade goods you found around The Island for goods he has that you need. Pretty typical, considering his role early in the *Lost* series, when the events of *Via Domus* purportedly take place.



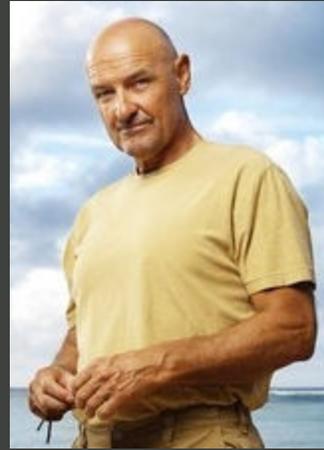
## Jin-Soo Kwon

Jin's appearance in *Via Domus* is brief and unimportant, but he appears there nonetheless. Jin is the husband of another survivor of the crash, Sun-Hwa Kwon, but finds himself at an immediate disadvantage when the plane crashed. Hailing from South Korea, Jin's English skills are non-existent, and while his wife *does* understand English as if it were her first language, this isn't immediately evident. Jin goes from an outcast due to the language barrier to a productive and important part of the team rather quickly, however, and even learned some English from his wife. But don't expect much more than a cameo or two in *Via Domus* from Jin.



## John Locke

It was evident to a lot of people watching *Lost* early on that John Locke would become one of the major characters, perhaps even rivaling Jack in some ways as the show's true main character. Locke's past, at least much of it, is still largely a mystery. We know that he lived on a California commune, got duped by his father several times, and lost his ability to walk as a result of his father's unfortunate treatment of him later in life. We also know that The Island mysteriously gave him the power to walk after the crash, and the explanation as to why is still not clear. On the *Lost* show (as of when we're writing this), Locke has taken the lead of a group that chooses to ignore rescue and stay on The Island. In *Via Domus*, Locke plays an equally important role in many respects, and is the very last person Elliot sees before he makes his great escape from the hold of The Island.



## Juliet Burke

The Others, a hostile group somehow connected to the Dharma Initiative and the Hanso Foundation, are a dangerous collection of people who immediately make it their objective to eradicate any "threat" from the survivors of Oceanic Flight 815. But there are defectors in their ranks, and Juliet is one of them. After Jack is captured and held, along with Sawyer and Kate, Juliet is largely responsible for Jack's survival. While he was captured to execute much-needed spinal surgery on Ben, Juliet manages to make her escape and now lives amongst the survivors after a period of distrust. She appears later in the game and still appears as an Other when she does, but she, like Locke, is very much responsible for Elliot's survival.



## Kate Austen

Fans of *Lost* were immediately drawn to Kate as soon as the show began in 2004. She's a gorgeous woman, to be sure, but she's also a criminal with a sordid past that she hides from her fellow survivors of the downed flight as best she can. She was accompanied initially by a US Marshal named Edward Mars, extradited back to the United States from Australia to stand trial for the murder of her father, as well as a bank robbery of questionable motive. After Mars succumbs to his injuries sustained in the crash (after a failed attempt to end his life), Kate is on her own, and her secret is hers and anyone she chooses to tell. Your character in *Via Domus*, Elliot, will have *plenty* of run-ins with Kate, and like Jack, can thank Elliot for her life by the end of the game.



## Michael Dawson

Michael Dawson has all but disappeared from *Lost* after the end of the second season, but he hasn't been forgotten, and his inclusion in the fourth season seems somewhat inevitable (he's even credited in the opening sequence). Michael's story is a complicated one, a story which involves his estranged son Walt, and an endless desire to get himself off of The Island at any cost. In *Via Domus*, Michael appears several times, especially early on in the game, but his single-minded focus of finding his son and making an escape removes him from the equation rather quickly as his role in the game diminishes. Nonetheless, perhaps his appearance in *Via Domus* is foreshadowing of his return to *Lost* on TV? Time will tell.



## Sayid Jarrah

Out of everyone who survived the plane crash that fateful day, Sayid might be the most dangerous of them all. Highly trained and incredibly knowledgeable, Sayid was an officer in the Iraqi Republican Guard and is highly adept at the skills necessary to effectively torture someone. His extensive training gave way to an ability to survive on The Island, and Sayid was found to be extremely important in repairing broken electronics in order to attempt communications with the outside world. Ever since, he's been an integral member of the survivor's party. In *Via Domus*, he's perhaps the most untrusting of Elliot out of everyone, but you'll find a way to convince even him of just who you are.



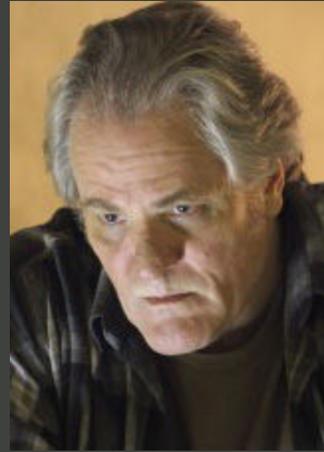
## Sun-Hwa Kwon

Sun is the wife of Jin, seen extensively in the television show *Lost*, as well as in the videogame *Via Domus*. Sun's past, up to the moment she boarded Oceanic Flight 815 in Australia, is a suspiciously intriguing one, and we know a lot about her life before the crash due to flashbacks. A native of South Korea, Sun speaks English fluently thanks to a man she had an affair with behind Jin's back, but hides this skill from him until they've been on The Island for some time. She doesn't play an important role whatsoever in *Via Domus*, but is instead yet another familiar face from the television show.



## Tom

Out of all of the main characters from the show that appear in the game, we perhaps know least about Tom. In fact, Tom's last name still eludes fans of the show, and since he's dead in the television show's timeline, we may never find out what it is. Tom is the first Other who openly reveals himself at the end of the first season, subduing the escape attempt of Michael, Sawyer and Jin. Later, he appears to be an officer of sorts in the Others' hierarchy, though we're not quite sure just what he was. Killed by Sawyer out of vengeance, Tom is gone in the Lost continuity, but makes an important appearance towards the end of *Via Domus*.



## Inventory

This section of our guide briefly covers all of the inventory in the game. This means that anything which you can pick up and store on yourself is covered here. All we've listed is the name of the object, and what the game says about said object. Nothing too complicated.

The inventory items below are listed alphabetically.

### **Apollo Bar**

"An Apollo bar. Seems this island has its own candy bar. It's worth \$50 for trading."

### **Beer**

"A can of beer. Sawyer will like this. It's worth \$25 for trading."

### **Book**

"THE ODYSSEY by Homer. A famous Greek poem written between 800 and 600 BC. 500 pages."

### **Camera**

"Digital camera. This is my camera. I was a photographer before the crash."

### **Coconut**

"A coconut. It's worth \$2 for trading."

### **Compass**

"My compass. It has "via domus" engraved on it. That's Latin for "the way home". But it doesn't seem to work like a normal compass."

### **Crossed Fuse**

"A crossed fuse. This fuse connects four straight lines."

### **Curved Fuse**

"A curved fuse. This fuse connects two power lines running at different angles."

### **Food Box**

"A food box. It's worth \$10 for trading."

### **Fuel**

"Jerry can of fuel. Useful for anything that needs fuel. It's worth \$20 for trading."

### **Gun Clip**

"A gun clip. This has 15 extra bullets for the gun. I need to use these carefully. It's worth \$30 for trading."

### **Hand Gun**

"A gun. Better safe than sorry on this island. You never know what's out there."

### **Laptop**

"My laptop. It looks like it busted in the crash. I need to fix it."

### **Laptop Battery**

"A battery. Sayid may be able to use this to charge my busted laptop."

### **Lighter**

"A lighter. Michael gave me this."

### **Oil Lantern**

"Oil lantern. This will be good in strong wind or rain."

**Papaya**

"A papaya. It's worth \$1 for trading."

**Split Fuse**

"A split fuse. This connects two power lines to a single power line."

**Torch**

"A torch. This will last longer if I keep it dry and stop it from going out. It's worth \$10 for trading."

**Water Bottle**

"A water bottle. This could be useful for trading. It's worth \$5 for trading."

## Notebook

Below are a list of quest objectives in the game. This section of the guide will be especially interesting to Lost fans who don't play games, since this explains all of Elliot's objectives throughout the Lost: Via Domus experience.

Objectives are listed below, grouped in order of episode, and within each episode, ordered based on how you receive the objectives.

### Episode One: Force Majeure

- **1.) Find help!** "I'm wounded from the plane crash, my head's dizzy. I need to find other survivors and get help."
- **2.) Follow the dog.** "I need to follow the Labrador Retriever. It's the only way to locate other survivors."
- **3.) See who needs help!** "The crash site's in chaos! I need to check the survivors and help out somehow."
- **4.) Stop the fuel leak.** "One of the plane's fuel tanks has been ruptured. I need to find an electrical panel to redirect the fuel to a second tank."
- **5.) Find anything of mine.** "Jack suggested I try to find personal items around the crash site. Anything familiar could help restore my memories."

### Episode Two: A New Day

- **1.) Get past Jack.** "Jack won't let me into the jungle to reach the cockpit section. I need to find a way to distract him."
- **2.) Find my camera.** "Whoever is trying to kill me mentioned a mysterious photo. I need to find my camera before he attacks again."
- **3.) Reach the cockpit.** "Kate suggested I search the cockpit wreckage in the jungle. Maybe my camera's there. I think I remember a stewardess saying she'd stow my camera."
- **4.) Follow the plane debris.** "Chunks of plane debris are scattered all through the jungle. I bet these will lead me to the cockpit wreckage."
- **5.) Navigate the cave.** "The cave is too dangerous to navigate without a light source. I need some kind of light to get through to the other side."

### Episode Three: Via Domus

- **1.) Get my laptop working.** "I need to find a way to access the laptop. People in the camp are suspicious of me, so I need to find out who I am - fast. That laptop should have answers."
- **2.) Find Locke for a new battery.** "I need to find a way to access the laptop. People in the camp are suspicious of me, so I need to find out who I am - fast. That laptop should have answers."
- **3.) Coerce Locke to help me.** "If Locke won't help me, maybe I can add a little pressure. Everyone has a secret..."
- **4.) Meet Locke at the tree line.** "When I'm ready, I'll meet Locke at the tree line. Then he says he'll take me to the batteries."
- **5.) Follow the tree markings.** "Follow Locke's tree markings through the jungle. This should lead me to the batteries I need for my laptop."
- **6.) Explore the cave.** "Locke is testing me. He wants to help me with my memories. What am I going to find in here...?"

#### Episode Four: Forty-Two

- **1.) Give the battery to Sayid.** "Sayid can modify these batteries to power my laptop. Once powered, my laptop should provide more information about who I really am."
- **2.) Follow your compass.** "I need to follow the compass I found in the cave. Locke seems to think it is a "gift" from the island. VIA DOMUS is engraved on the compass. That's Latin for "the way home".
- **3.) Learn your name to enter the Hatch.** "Sayid won't let me into the Hatch until I prove my name is on the passenger manifest. I should head back to the beach and ask if anyone can remember my name or anything else about me."
- **4.) Enter the numbers.** "Sayid is trusting me to enter the numbers on the Hatch computer: 4, 8, 15, 16, 23, 42."
- **5.) Find a way to open the door.** "Blast doors have sealed me inside the Hatch. I need to find a way to override the system and open the doors."
- **6.) Find a way behind the concrete wall.** "My compass is pointing to the magnetic anomaly behind the concrete wall. I need to find a way to access the magnetic chamber."
- **7.) Find hidden door.** "According to the blast door map, there is a hidden door nearby that leads to the magnetic room."

#### Episode Five: Hotel Persephone

- **1.) Find a way out of the cell.** "Jack and Sayid have locked me up, thinking that I'm dangerous and not to be trusted. I need to find a way out of the cell and resume my quest."
- **2.) Find a way to open the sealed door.** "The steel door to the magnetic room has been locked shut. I need to force it open."
- **3.) Get dynamite at the Black Rock.** "I need dynamite to blow open the locked door. Hurley said to head for the hatch and follow the black flags to the Black Rock. I'll find dynamite there."
- **4.) Neutralize the magnetic interference.** "I need to briefly neutralize the magnetic interference to allow my compass to find its true bearing."

#### Episode Six: Whatever It Takes

- **1.) Follow the compass.** "With the magnetic interference neutralized, my compass is giving me a new heading. I need to follow it and find "the way home".
- **2.) Follow the underground passage.** "The underground passage is the only safe path through this area. I need to use caution. The Others are everywhere."
- **3.) Reach an exit.** "I must access the main floor if I ever want to get out of here. If there is really a way off this island, I must be getting close."

#### Episode Seven: Worth A Thousand Words

- **1.) Find a way out.** "I need to find a way out of here and locate Ben, the leader of the Others. He seemed to have a special interest in me."
- **2.) Bring Jack to the Black Rock.** "Ben has asked me to lure Jack to the Black Rock. If I do this, Ben has promised me a way off the island."
- **3.) Save Kate and Jack.** "Both Kate and Jack are about to be taken by the Others. It's up to me to save them."

## Memories

This brief section of the guide covers Elliot's memories, which are recorded in his notebook. They are sorted by episode, in order.

### Episode One: Force Majeure

That woman... Did I just imagine her? Is my mind playing tricks? I remember seeing blood... A dead body... Who was the dead body? And who is that woman?

**FLIGHT 815** - I remember being on the plane before take-off. I saw Kate with some Marshall. She had handcuffs. She's a fugitive of some kind.

The stewardess took my camera and laptop to stow. I wonder where she put them. They must be with the plane wreck somewhere.

### Episode Two: A New Day

**THAILAND** - I was on vacation with a beautiful woman -- the same woman I've seen on the island. She found a way to distract a fisherman and get his boat. Maybe I can do the same with Jack.

I think that woman's my girlfriend. And she's a journalist tracking a story about someone named Savo.

She was planning to go to Australia to meet an informant -- Rico. But she was keeping that a secret from me. Why?

### Episode Three: Via Domus

**I REMEMBER...** - I was on vacation with the same woman I've seen on the island. I think she was my girlfriend. And she's a journalist tracking a story about someone named Savo.

She was going to Australia to meet an informant -- Rico. But she was keeping that a secret from me. Why?

#### Episode Four: Forty-Two

**I REMEMBER...** - Lisa was after a story about a man named Savo, some scientist who seems to have shady connections. But Lisa didn't trust me to help her with the story.

I beat Lisa to Rico's place. She was after information on Savo. But Rico decided to give me the info instead. Guess that's what she got for trying to keep it secret from me.

#### Episode Five: Hotel Persephone

**I REMEMBER...** - My name is Elliot Maslow and I was chasing the same story as Lisa: a story on Savo, a corrupt scientist. But Lisa didn't trust me to help her.

So I stole some information from her. Guess that's what she got for trying to keep the story secret from me in the first place.

Savo planned a secret meeting at Hotel Persephone, Suit 42. And I was heading there to catch it on film - but Lisa found out. She hates me now, and I bet she's gonna be at the hotel too.

#### Episode Six: Whatever It Takes

**I REMEMBER...** Lisa and I are chasing the same story. We both learned that Savo, a corrupt scientist, is planning something awful.

He's holding a secret meeting at Hotel Persephone, Suite 42. I saw him at the hotel with that thug who attacked me on the island.

The last thing I remember - Lisa was trying to sneak upstairs past one of Savo's bodyguards...

#### Episode Seven: Worth A Thousand Words

**I REMEMBER...** - The last thing I remember - I betrayed Lisa to Savo's bodyguard and he hauled her away... off the property I guess. That cleared the way for me to sneak upstairs to Savo's suite...