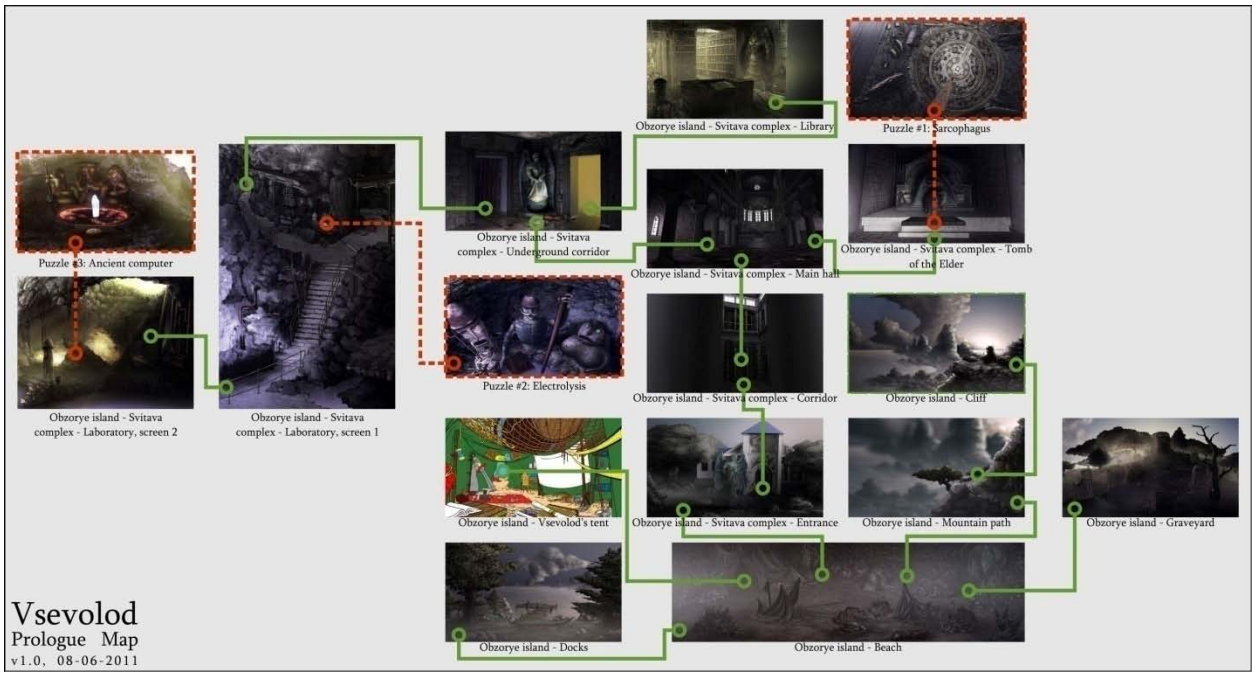
Walkthrough



General tips

1. Vsevolod is a traditional 3rd person point-and-click adventure game. It utilizes a coin menu for action selection, an inventory system for object manipulation, dialogue system for conversation with characters and general communication as well as a musical spell casting system available in some segments of the game. The problems are solved in a standard manner for the games of this genre.
2. Vsevolod features abundance of in-game books, some of which contain important clues. Although players are not required to read ALL in order to progress in the game, if you are stuck, consider browsing through the books you carry, or search for more in the game world.
3. Vsevolod utilizes a musical spell casting system that, once enabled in game, functions thus:
   - spells are acquired in game world through Vsevolod's or some other characters' comments, or any other object that may emit coherent musical pitches that form short melodies
   - melodies, or spells, are always comprised of 4 pitches
   - after hearing a melody, player is supposed to recreate it within musical interface
   - hitting correct notes before hearing the melody (guessing) will not work
   - once the melody has been correctly "played" the spell is created
   - spell is then used on objects in inventory or game world through the coin menu, by selecting SING action

Obzorye island, Tent

Pickup Dagger (1). Open and inspect the desk drawer to find Letters (2), a Large key (3) and an Inanimate glas (4) inside.

Obzorye island, Beach

Pickup Piece of cloth (1), Wooden pole (2) and Two sharp flints (3), by picking up a single Sharp flint (3) twice, near the ruined tent on the far left of the scene.

Obzorye island, Docks

Inspect the Canoe (1) and obtain a Leather pouch (1). Open it and find a Paper parcel (2) inside. Pouch now turns into an Empty leather pouch (3). Unwrap the Paper parcel (2) to receive Kumir (4).

Obzorye island, Svitava complex, Corridor

Use Wooden pole on the Padlock (2), thus breaking the rusty piece of hardware, as well as the Wooden pole which turns into a Piece of wood (1). Open the door.

Obzorye island, Svitava complex, Main hall

Use Sharp flints or a Dagger on the Silver cord (1) to take it. Use Silver cord (1) on the Inanimate glas, thus receiving Glas (2).

Use the Large key on the Large door (1) to the left to unlock it. However, it is not yet possible to venture deeper underground. Some kind of light source is needed.

Obzorye island, Graveyard

Use the Dagger on a Piece of wood to receive a Wooden shaft (1). Use Wooden shaft (1) on a Piece of cloth to receive a Dry torch (2). Use Dry torch (2) on Resin (1) to receive an Unlit torch (3).

Obzorye island, Svitava complex, Main hall

Use Sharp flints on an Unlit torch to receive a Flaming torch (3).

Obzorye island, Svitava complex, Underground corridor

Pick up the Pipe (1) as well as some Pellets (2) (21 pellets will do). If you should run out of pellets, return here and restock.

Obzorye island, Svitava complex, Laboratory, screen 1

Examine the Strange machine (1). Notice Dial (2) on the machine.

Pick up Heavy leather pouch (1). Upon examination it yields several useful items: a Set of 15 metal rods (2), a Set of numbered crystals (3), Copper plate (4), and Netjeri-dvosulvarni (5). Inserting the Set of 15 metal rods (2) into the Generator (1) stabilizes the machine and leaves the player with 3 metal rods (2) in this inventory. Turning the Dial (2) makes the lights go on, flicker, and then go partially off, flickering from time to time. Another inspection of the Generator (1) shows that the

device now feels very warm to the touch and that is surely overheating. Use Pipe on the Broken pipeline (3), next to the reservoir at the bottom of the cavern.

Obzorye island, Svitava complex, Laboratory, screen 2

Take the Bucket (4), use it on Seawater (3), and then use it on Desalination machine (1). Turning the Valve (2) will set the Desalination machine (1) into motion, thus filling the cooling tank in the Laboratory, screen 1. Also, take the Pincers (1).

Obzorye island, Svitava complex, Laboratory, screen 1

Use the Rusty valve (4). Use Dial (2) to fully restore power to the complex.

Obzorye island, Svitava complex, Tomb of the Elder

Use either Dagger or Sharp flints on the Loose panel (1) to remove it from the sarcophagus, revealing Puzzle #1: Sarcophagus:

- goal of this puzzle is to open the sarcophagus and obtain whatever's hidden inside
- first step is to align all the discs in such manner that the "roads" on the miniature city are aligned with the "road" leading "into" the "city". Once that is done, the stone element rises from the mechanism
- the dots on the "roads" of each disc reveal how many pellets are to be inserted into each hole (two pellets for the large disc, seven for the middle disc and three for the small one)
- press the button in the center

Pick up Two shaft pieces (1).

Obzorye island, Svitava complex, Library

Examine the Pile of rubble (1) and find a Pravchik hold (1).

Next, PC needs to examine the bookshelves. PC discovers and takes the following books: Book: Submitting the metals to thy will by the force of Perun (2), Book: Tales of the olden days - When the Sun became a God (3), Book: Jewels of the Svarozhna Crown – Capitals of Greater Slavia (4), The Book (5), and Book: Tales of the olden days – The taming of Zmey (6).

Obzorye island, Svitava complex, Laboratory, screen 1

Use Pincers on the Generator (1) to remove one of the rods from the Generator (1). Use the Energized metal rod (6) on the Two shaft pieces in order to get Two energized shaft pieces (7). Use Two energized shaft pieces (7) and the Pravchik hold, in order to receive the Pravchik (8). Finally, the power needs to be restored once again, which is achieved by using 3 metal rods on the Generator (1), followed by using the Dial (2).

Obzorye island, Svitava complex, Entrance

Play Open (1) on the Hand of the statue (2) to make the statue release its grip so the object it is holding falls to the ground. Pick it up thus receiving a Crystal number 9 (1).

Obzorye island, Svitava complex, Laboratory, screen 1

Use 2 metal rods, Copper plate, Netjeri-dvosulvarni and Pellets on Electrolysis table (5) to initiate Puzzle #2: Electrolysis:

- set the slider on Svarog's statue (left statue) to 2 (one degree higher than the lowermost setting), use Netjeri-dvosulvarni on the mouth of Svarog's statue and insert a pellet into the cup it is holding. Receive Netjeri-agonyosulvarni
- set the slider on Svarog's statue to 3 (one degree higher than the last setting), use Netjeri-agonyosulvarni on the mouth of Svarog's statue and insert a pellet into the cup it is holding. Receive Sulvari-trokisichni
- insert a pellet in the mouth of the Mother (right statue). Insert Sulvari-trokisichni into the pool
- use Metal rod with Perun's (middle statue) left hand and Copper plate with his right. Insert a pellet in his mouth

Upon completion, obtain Copper rod (9).

Obzorye island, Svitava complex, Laboratory, screen 2

PC uses a Set of numbered crystals, Copper rod, and Pellets on Bizarre device (5) to initiate Puzzle #3: Ancient device:

- insert a pellet into each Earth's toll slot
- count the points of stars on the board of the puzzle and insert the Crystals into appropriately numbered slots (note: if you have forgotten to insert pellets into Earth's toll slot, you may have to take out some crystals to access the slot)
- use Copper rod with the pellets
- pick up Bread and place it on Lord Velesz' head. Insert a pellet into Priest's bag

Upon completion, player activates Striyelnik in the Laboratory, screen 1.

Obzorye island, Svitava complex, Laboratory, screen 1

Look at Book: Tales of the olden days - When the Sun became a God within the inventory. Inspect its journal entry. Listen to the hymn of Lipetsk by clicking on the illustration. Recreate the spell within musical interface (it's **C-D-Eb-C**, or notes **1-3-4-1**) to receive Travel (2) spell. Sing Travel (2) on the Striyelnik (6), thus finishing the Prologue.