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Lost lands 2 walkthrough bonus chapter

Watch this step-by-step walkthrough for "Lost Lands 2: The Four Horsemen (PC)" to help you navigate through each level of the game. This guide may aid in solving puzzles, uncovering secrets, and progressing through chapters. For additional assistance or to contribute your own video, please refer to the information provided below. Game Details: * Developer: Five-bn Studio * Publisher: Five-bn Studio * Genre: Puzzle Hidden Object * Release: Not Set * Platform: PC For Lost Lands 2: The Four Horsemen we have: Report Problem | Please Submit a Problem for any incomplete, non-working or fake code listed above. If you know other secrets, hints, glitches or level guides, then please Submit your Stuff and share your insights with other players. Back to all Cheats » Latest Questions: * Where are the coin in hop? (Posted on: 03-10-2022) * Completed HOP no reward? (Posted on: 03-07-2022) Ask a Question | Stuck in this game? Ask a question below and let other gamers answer your question or view answers to previously asked questions. If you think you are an expert then please try to help others with their questions. Your Question | More Options | Need Help? Ask A Question Here! You are transported from a mall parking lot to a forest glade without explanation. To escape this situation, you need to explore Maaron's Cottage and solve puzzles along the way. Here's a step-by-step guide: 1. Move the carpet in the cottage using the hammer three times. 2. Remove the board and take the saw. 3. Place the stopcock. To progress further, follow these steps: 1. Obtain an energy sphere by solving the puzzle/minigame (refer to video walkthrough). 2. Use the energy spheres to create a path leading to the water portal activation. 3. Acquire the monk figurine and place eight of them in their respective positions. 4. Solve another puzzle by referring to the video walkthrough, then proceed forward. Next, follow these instructions: 1. Take the matchbox and use it with the knife to obtain the tassel. 2. Combine the candle, matchbox, and purple essence. For further assistance, refer to the Lost Lands 2 The Four Horsemen Walkthrough - Part 2 by GameOne - Play with Adam. This guide will help you overcome hidden items, secrets, and puzzles in the game. The story revolves around a brave girl who must stop four mysterious Horsemen (Heat, Coldness, Death, and Darkness) from controlling parallel worlds. To do this, she needs to find the key that will allow her to control these realms. A mysterious force has befallen these lands, and I've been asked for help by someone who wants to know what's happening. They've arranged a meeting at the Lake of Life, where I need to find a way to access the Wasteland from there. To do this, I'll need to talk to a mermaid (U), solve a puzzle (V), restore a mosaic, and use various items like a magnifier, shovel, and music box drum. My journey will take me through several locations, including a tower, Maaron's Cottage, and the Halfling Settlement. Along the way, I'll need to complete puzzles and interact with various objects, such as the STOPCOCK, KEY (Y), SICKLE (B), and MUSIC BOX DRUM (A). I'll also have to use items like the SHOVEL (Z) and PITCHFORK (F). As I progress, I'll uncover a mysterious tower that's holding secrets. I'll need to go inside and explore it, taking care of various obstacles along the way. Eventually, I'll reach the Space Portal, which is being sought after by an evil force. To unlock the portal, I'll need to solve more puzzles and complete various tasks, such as arranging monk figurines in a specific pattern or placing keys in the correct positions. Along the way, I'll also receive rewards like the RUNE and STONE CHIP. Throughout my journey, I'll have to use my wits and resourcefulness to overcome challenges and uncover the secrets of the mysterious force that's befallen these lands. **Section 1:** * Go down twice, then turn left. * Talk to the man and receive the Mosaic Fragment. * Collect various items: + Rune + Whale Rib + Stone Rune + Planks + Jar of Flies + Full Oil Can + Gaff **Section 2:** * Place the planks, go forward, take nails, and place stone rune. * Use whale rib to open compartment and play puzzle (slide mosaic fragments). * Walkthrough provided. **Section 3:** * Receive Handle, place it, and remove soil twice to get dynamite. * Go down twice and use nails and hammer on a object. * Collect tongues and tower figurine. **Section 4:** * Go to Maaron's Cottage, use gaff, collect crystal. * Place tower figurine, go down and left, place jar of flies. * Receive snake in a jar, take monocle, use knife to get stone on a rope. **Section 5:** * Go to abandoned settlement, receive snake in a jar, take monocle. * Use knife to get stone on a rope, collect mosaic fragment. * Place monocle, take ship's wheel and go right. **Section 6:** * Place stone on a rope, take stone rune and brush. * Collect crystal and pull rope, take mosaic fragment. * Go down, use brush, and place stone rune. **Section 7:** * Go to the canyon, arrange image correctly (mosaic puzzle). * Connect chain to statue, place ship's wheel. **Section 8:** * Receive gear, place it, play puzzle (gear rotation). * Walkthrough provided. * Take spear and use it to get mosaic fragment. The player is guided through a series of puzzles and actions to progress through the game. The journey begins with pulling a chain, taking a circle sector, and using various objects like a hammer, bowl, and corkscrew to obtain different items. As the player navigates through the game, they encounter various challenges, including solving puzzles, collecting items, and interacting with NPCs. Along the way, the player must place specific items in certain locations, such as a medallion, emerald symbol, and circle sector, to unlock new areas or progress through the story. The journey takes the player to different locations, including Rocky Town, Mountgore's Temple, and the Swamps, where they encounter various characters and obstacles. The player must use items like a knife, feather, and corkscrew to overcome challenges and collect valuable items. As the player progresses, they learn more about the game's story and lore, including the history of the Horsemen and the mysterious Lost Lands. Ultimately, the player's goal is to find the third Horseman and obtain the Compass, which holds the key to unlocking the secrets of the Lost Lands. **Warning: The area was once home to Chimera, which led to a near-extinction event. Some claim that a werewolf still inhabits these swamps.** To progress through the game, follow these steps: 1. **Werewolf encounter**:. Talk to the werewolf and receive instructions. 2. **Puzzle 1**:. Take the WOOL (T) and SCOOP (U), read the recipe, and open a compartment. 3. **Mines and Dwarf Temple**:. Collect Medallions (X-Z) in specific locations and place them in their respective pedestals. 4. **Fire's Dwelling**:. Use the KEY (A) to enter and collect items, including the DWARF FIGURINE (B). 5. **Dwarf Cemetery**:. Place the MEDALLION (C) and take the URN OF ASHES (D). 6. **Puzzle 2**:. Collect berries in a basket (I), pound them with the BUBBLE (J) and BASKET (K), and close the bottle. 7. **Fire's Dwelling**:. Place the PUZZLE (N) and solve it to unlock a new area. 8. **Werewolf's Hut**:. Use the TURNING POTION (R) to receive a KEY, which opens a trapdoor. 9. **Upper Corridor**:. Collect the LANTERN (H), BRUSH (X), and LATCHING MECHANISM GEAR (V). 10. **Puzzle 3**:. Solve a puzzle to obtain the WEIGHT. 11. **Mines**:. Place the LEVER (E) to open a new area, and then collect the STONE OF FIRE (G). 12. **Halfling Settlement**:. Collect items for potion preparation, including MOONDUST, VIAL, and GOLD ORE. 13. **Potion preparation**:. Follow a specific sequence of ingredients. 14. **Forsaken Sea**:. Collect CACTUS JUICE using the GLASS PIPE (Q) and FLASK (R). 15. **Fire's Dwelling**:. Place the STONE OF FIRE (S) to unlock new areas. 16. **Maaron's Cottage**:. Use the CACTUS JUICE (T) to create a potion, which is then used in various puzzles. 17. **Swamps**:. Use the LANTERN POTION (V) and collect an ALCOHOL-SOAKED CLOTH (W). 18. **Code cracking**:. Solve a puzzle using symbols and a code to obtain the PRECIOUS STONE (Z). 19. **Final steps**:. Collect additional items, including a BOTTLE OF RUM (C), MIRROR (D), SCISSORS (E), TUNING TABLE (H), and PRECIOUS STONE (G). These steps should help players navigate through the game's puzzles and collect necessary items to progress further. Markers as indicated in the hint: Walkthrough: K×4-L×3-M×5-N×2-O×5-P×7-Q×5 Take the FRESCO DETAIL (R). Go forward ×2. Place the FRESCO DETAIL (S). Go to the Dwarf Slums. Place the SCISSORS (T). Read the recipe (I). Open the compartment, use the coal and POTTLE OF RUM (U). Go to the Marquee. Place the HANDLE (V), pull it. Open the package, take the RED STONE (W). Go down ×3. Open the compartment, place the RED STONE (X). Take the JACK (Y). Go right. Use the JACK (Z), take the parcel. Use the KNIFE (A), open the parcel and book. Take the PUNCH CARD (B). Go to Maaron's Cottage. Place the PUNCH CARD (C). Make note of the symbols (D). Go to the Abandoned Halfling Settlement. Press the buttons in the correct order. You've already seen a hint about this. Push the symbols: F-H-E-F-G-E. Take the KEY (I). Go to the Canyon. Use the KEY (J). Take the CHIMERA HEAD (K). Go to the Swamps. Place the CHIMERA HEAD (L), take the FRESCO DETAIL. Go forward ×2. On the Dead Lake shore, there are some ruins with a mural. I suppose it depicts a Horseman... Let's restore it. Place the FRESCO DETAIL. Play the puzzle. Slide the mosaic fragments to restore the image. Walkthrough: O-P-S-R-O-N-Q-R-O-P-S-R-Q-N-O-R-U-T-Q-R-U-V. Take the VIAL FOR LIVING WATER (W). Go to the Lake of Life. I must set off to the Darkwoods - to do that, I must find a rune in the magic mirror in the Tower of the Worlds. Talk to the mermaid (X). Place the VIAL FOR LIVING WATER (Y) to acquire the LIVING WATER. Inspect the plate (Z). Go to the Canyon. Inspect the area (A). Play the puzzle. Place the snakes so that they point to given symbol pairs. Walkthrough: (B). Take the BOOMERANG (C). Go to the Swamps. Throw the BOOMERANG (D). Take the note (E) and KEY (F). Go down. Use the KEY (G). Take the EASEL (H). Go to the Tower Hall. Place the EASEL and MIRROR, remove the blanket. Take the RUNE (I). Go down ×2. Place the RUNE (J). Play the puzzle (K). Move the frames over the correct symbols. Puzzle walkthrough: (L). You receive the COLORFUL THREADS. Take the BOAR SKIN (M). Take the RAM (N), use the KNIFE (O). Remove the patch, take the WOLF FIGURINE (P). Go forward. Take the TONGS (Q). Place the RAM (R). Move the rope (S). Go down. Place the TONGS (T), push the tongs to acquire the WHEEL. Go forward. Pull the rod (U). Place the WHEEL (V). Pull the rope (W) and ran (X). Go to the Attic. Place the WOLF FIGURINE, open the chest. Take the NEEDLE (Z). Go to the Dwarf Slums. Place the COLORFUL THREADS and NEEDLE. Play the puzzle. Use the needle and thread to embroider the correct pattern. Walkthrough: (B). Cut the tapestry with the scissors (C) to acquire the TAPESTRY. Go to the Junction. Place the TAPESTRY (D). Go left. Play the puzzle (E). Press the buttons in the correct order. Puzzle walkthrough: 1-2-3-1-2. You receive the PENDULUM FIGURINE. Take the MEDALLION (F). Examine the area (G). Play the puzzle. Arrange the puzzles to restore the pendulum. Walkthrough: (H). Warrior tribes and various races inhabit the Darkwoods. They can help us to craft a weapon against the Horseman. Take the FOREST HUNTERS' STAR (I). Read the **Adventure Walkthrough** 1. **Forest Hunters' Star**:. Pick up the Forest Hunters' Star. 2. **Axe**:. Take the Axe and go down. 3. **Centaur Talk**:. Talk to the centaur, take the Comb and Pincers, and open a compartment with the Stone of Fire. 4. **Maaron's Cottage**:. Place the Pendulum Figure, go to Maaron's Cottage, and place the Stone of Fire again. 5. **Fire's Dwelling**:. Go to the Fire's Dwelling, place the Stone of Fire, and take the Dwarf Shield. 6. **Centaur's Village**:. Give the Dwarf Shield to the centaur to receive a Crystal Key. Give the Boar Skin to the centaur as well. 7. **Staff**:. Place the Crystal Key, take the Staff, use it, and open a cage with a Bird. 8. **Bird**:. Use the Bird, go down, turn left, and place the Medallion. 9. **Venom**:. Take Venom, use the leaf to acquire Fish, and go to Mountgore's Temple. 10. **Puzzle**:. Open a bag, take a Pattern Fragment, place it, and solve the puzzle by rotating circles and moving fragments. 11. **Ontus Figure**:. Solve another puzzle, take the Ontus Figure, and go back to Maaron's Cottage. 12. **Key**:. Take a Key, use it to open the Dead Lake, take a Hook, and throw it at the Waterfall. 13. **Sword Hilt**:. Climb up, take the Sword Hilt, use the Knife, and take a Red Tree Twig. 14. **Feathers**:. Use Fish, take Feathers and a Sapphire Symbol, and place them accordingly. 15. **Chip**:. Take a Chip, go down, place the Sword, take another Chip, and go back to the Centaur's Village. 16. **Doorknocker**:. Use the Red Tree Twig, take a Doorknocker and Stone of Fire, and place Feathers. 17. **Feather**:. Use feathers with leather to create something. 18. **Torch**:. Place the Stone of Fire, remove dirt, use an Alcohol-Soaked Cloth, and take a Torch. 19. **Burning Torch**:. Place the Burning Torch in the Square and take a Key. 20. **Screwdriver**:. Use the Doorknocker to open a chest, take a Screwdriver, and a Roller-Shaped Seal. 21. **Puzzle**:. Go back to the Fire's Dwelling, place the Key, take a Pickaxe, and play another puzzle. 22. **Lens**:. Use the Screwdriver to open a sack, take a Lens and Cheese, and go down twice. 23. **Mouse**:. Use Cheese, take a Mouse, and use it with the Comb to create a Comb with Thread. 24. **Bowstring**:. Place the Comb with Thread, turn a handle, and take a Bowstring. 25. **Abandoned Farm**:. Place the Lens in the Abandoned Farm, go back to the Fire's Dwelling, and use the Pickaxe to acquire Metal. 26. **Melted Metal**:. Go to the Dwarf Slums, use the Burning Torch and Metal, take Melted Metal, and use it with a Bottle of Cold Water. 27. **Arrowheads**:. Open a mold, take Unfinished Arrowheads, place them, and take Arrowheads. 28. **Final Destination**:. Go back to the Centaur's Village and continue the adventure. Note that this is still quite a long and convoluted text, but I've tried to break it down into more manageable sections. To proceed, we'll need to follow a series of instructions that involve using specific items and solving puzzles. First, use the arrowheads, bowstring, and living water to access certain areas of the map. Then, travel to Dead Lake and shoot the bow and arrows to interact with specific objects or characters. A conversation with a dwarf will be required, so have Mountgore's Apple ready. After that, we'll need to go forward, use the roller-shaped seal, and open two boxes to acquire other items like spinning tops and armored gloves. Next, place these items in designated areas and collect additional objects such as petrified eyes and dragon eyes. It's essential to make note of certain symbols during this process. Once you've completed these tasks, we'll return to Maaron and proceed with a new set of objectives that involve using the hammer, acquiring stone hearts, giving specific items to characters, and solving puzzles. These puzzles will require arranging figurines in a central line or inputting correct codes into cryptexes. Along the way, you'll need to interact with various characters, use specific tools like the spray and T-wrench, and place certain objects like wooden discs and lenses in designated areas. The game begins with a fast travel system that allows players to quickly move between areas. The first objective is obtained on the roof of Maaron's hut, where players must collect various items such as a Monk Figurine, Shovel, and Ladder. After acquiring these items, players can enter Maaron's hut and obtain additional Collectibles and Beyond Objects. These items are often hidden in creative locations, requiring players to use problem-solving skills to access them. Players then progress to the stronghold, where they must solve various puzzles to unlock new areas. One of the puzzles involves using a Sickle to remove thorns and find a key, while another requires players to use a Saw on a tree stump to activate a portal. Later in the game, players encounter Aquamarine, a mermaid who provides them with additional clues and items. The player must then solve a missing objects puzzle, where all necessary items are already present in the image. The final puzzle involves a rotating animal sequence that requires players to follow a specific pattern of movements to unlock an Energy Sphere. Once solved, this puzzle allows players to return to the stronghold and continue their progress. To progress in Lost Lands 7, follow these steps: - Go back to the glade and use the key to unlock the gate leading to the halfling settlement. - Acquire the necessary items from around the area including a Beyond Object on a shelf, a Collectible among pumpkins, a Monk Figurine next to an item, a Pitchfork near another item, a Manuscript from a snake box close-up, and an Energy Sphere from a lamp. - Use the Pitchfork on a haystack to find the final Monk Figurine. - Get a music box drum and use it with the music box in the room to trigger an event later. - Head back to Maaron's hut, collect Duckweed from a lake and use it to create the purple essence needed. - Return to the stronghold and place another Energy Sphere into an obelisk to unlock new foot. You then gain access to Tower Hall where you can get items needed for progress in the game. First, collect the Manuscript from the cactus and grab a Whale Rib and Stone Rune. Clean the winch with an oil can, lower the boat, and take out the Gaff inside it. Next, get the Jar of Flies from the shipwreck and some Planks from under the tree's foot. However, you won't be able to fasten them yet. Now, head back to the halfling village and use the jar of flies to capture a snake, receiving a Snake in a Jar. After that, return to the forsaken sea and click on the archway in the distance to progress to the abandoned halfling settlement. You'll find the Beyond Object above the door on the right and the Collectible just to its left. Use the snake to scare away the scorpion near the tree, allowing you to take a third Mosaic Fragment from the skeleton's hand. Also, take its Monacle, then use the knife to cut the rope and retrieve a Stone on a Rope. Examine the well to find some Nails, add the first stone rune to the pyramid, and move the boulder using the whale rib in the ship close-up to start a sliding puzzle game. Once you've completed it, take the Handle inside and use it to operate the well and discover Dynamite in the well bucket. Finally, look at the statue to see that you need a code to operate it. Go to Maaron's hut and use the Gaff to open the loft hatch, taking the Crystal found inside. Use the nails and hammer on the planks to climb the tree and get the Tongs. Place the dynamite inside the ship. Move to the stronghold next and use the tongs to take the Tower Figurine from the fire. Add the tower figurine to the shelf in Maaron's hut, then head back to the forsaken sea. Use the Monocle on the dynamite in the ship close-up to blow up the ship, making sure to take the Ship's Wheel that survives the blast. Click where the ship was to move on to the canyon and grab the Beyond Object and the Collectible. Use the stone and rope to hook the tree and take the fourth Mosaic Fragment from the nest. Go to the tent, take the Stone Rune, and take the Brush from the doorway. Return to the forsaken sea, go to the cactus close-up, and use the brush on the rock next to it to reveal a drawing of a soldier. Return to the canyon, add the crystal to the monument, and turn the pieces to match the image (see above). This will open up the huge round doors, so head inside. The Collectible is on the pillar at the back left, while the Beyond Object is on the wall on the left. Take the Gear at the base of the left statue, then add it to the mechanism on the right to start a cogs game. 1. Find the gears puzzle in the mechanism and complete it. 2. Attach the chain to the statue's spear. 3. Pull the statue down using the ship's wheel on the mechanism, then take the Spear. 4. Take the Stone Rune from underneath the statue. 5. Return to the abandoned halfling settlement and add the remaining stone runes to the pyramid (i5). 6. The pyramid will separate. 7. In the column inside, you need a code to operate it. 8. Back in the dwarf temple, use the Spear to cut the fabric (k5) to find a fifth Mosaic Fragment. 9. Select the far end of the temple and add all five mosaic fragments to start a puzzle. 10. Solve the puzzle by clicking on the symbols in the correct order: 1, 2, 4, 6, 7, 4, 2, 5, 7, 4, 1, 3, 6, 4, 1, 2, 4, 7, 5, 2, 4, 1, 3, 6, 7, 4, 1, 3, 6, 7, 4, 1, 3, 6, 7, 4, 1, 6, 4, 7, 5, 2, 1, 4, 2, 5, 7, 4, 6, 7, 4. 11. Once solved, the back wall will slide down, revealing a Note With The Symbols. 12. Go to the abandoned halfling settlement and look at the pillar revealed by the pyramid (i5). 13. Use the note to see the sequence and take the compass it reveals. 14. Enjoy the cut scene that concludes Part 1 of this walkthrough.

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