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## [Sherlock Holmes: The Awakened Walkthrough](#)

*I am glad of all the details, whether they seem to you to be relevant or not.*

I can imagine that this confrontation of rational versus supernatural, of a detective story universe versus a horrifying myth of Cthulhu may seem a little scary. Due to the linear [storyline](#), you probably got stuck somewhere along the way at some point. Well, be glad we're providing you with a nice walkthrough in case you find Sherlock's job a little too blurry. [Enjoy!](#) Pick up the box of matches on the writing desk. Leave house, speak with the paperboy. You learn of a (Candysnavian) Scandinavian Princess. Move on and speak with Bobby - he gives you directions to The Barnes Bookshop. On the way there you greet Miss Fleming, the flower seller. As you enter the bookshop notice the ladder - it has a scuffmark, also look at the flowerpot on the windowsill. You will speak with the proprietor about 2 books of interest - one on aquatic life, the other about pirates. You will find them on a small table. Examine them in your inventory. Exit the store. Walking back the way you came you will encounter Watson. Go and speak to him. Enter the courtyard. Watson introduces you to two people: Captain Stenwick and Sergeant Rufles. Question both men. And so, your investigations begin! Go round to the rear of the house. Approach the small shed. Find the lock not damaged. As you are about to enter, look up and take the piece of yellow rag. Examine the Maori symbol on the ground. Look in the fire-bowl, examine it with the magnifying glass, and take the stony object from it. Leave the shed to the left. Examine the ground by the far wall. There are footprints, use magnifying glass to inspect them (find a nail missing from the right one) then use the tape measure to find out the size of the shoe. You will also find in the top left part of the screen a fish scale, you will find this by using the magnifying glass. Pick it up. Now exit this screen. Look up at ironwork of wall to see if there's any damage or clues. You will need a ladder! Leave Stenwick's house, go to the left and then take the next left. Follow it to an old fence, and there is a ladder. Go back to the wall (you can get the clue from either side of wall) have ladder icon ready in your inventory, click on it, use ladder to get the fibre. Return to speak with Watson, then enter courtyard and speak with Stenwick again, where you will insult him as well. You then will go back to Baker St to carry out your analysis. Go to the large desk where your microscope and analyzer are. Sit down. Pick up: Solvent, Water, Acid and Mineral Spirits. Take fiber, place it in microscope. Use tweezers to remove darker bit of fiber. Back out of microscope and use the analyzer. Place that piece of fiber on it, add some solvent. You then receive a clue. Now put the fish scale in the microscope, use tweezers to extract a single scale (if you examined your fish book) Holmes will recognize it. Time to put the stone under the microscope. Use the tweezers to break it open, take the small pellets. Use the analyzer add some acid, you also need some flame. Opium! Finally, look at the rag under the microscope, hmm that's interesting! This part of your investigation is complete. You will now play Watson. Go out onto the street and speak with the paperboy. He tells you the bodyguard of the Scandinavian Princess has gone missing! You now head over to the bookshop yourself, and are accused of blabbing about the tumble the owner took in his high heels (so as to entice Miss Fleming). On a small table is the book you want - Maoris. Examine it. Retuning to Baker St is your first riddle. If you want to get to chapter 2 you must type in the correct answer: Thames or Harbor. Enter Pub. Speak with the bar keeper. Speak with the man with a hook. Exit Pub, turn left and cross the bridge. Knock on the Anchor-marked building. Speak with the Nepalese woman. Take her son's medallion. Seek the drunken mailman and get his bottle. Return to the pub and speak with the bar keeper. Enter private area and note the markings on table (You will need it later). Get the rope outside the house with anchor mark. Find the smuggler's house and show him the medallion. (He tells you to go to

Warehouse 12.) Show him the bottle and pick up the package. Return to the Pub. Open the package in your inventory with the knife and it will reveal the arm. Give the man with hook the wooden arm and pick up his hook. Find Warehouse 12 (the one with lights at door). Combine rope and hook and go to the front of warehouse 12. Look up, use hook to catch on the gap above door. As Watson, clean the window so you can see the hook inside behind the door. Move the pick and sooner or later you will pick up the lock on the floor. Swing the hook and lock against the metal bar lock and the door will open. Enter Warehouse. Pick up iron rod on floor near crates. Open the 2 crates in immediate vicinity and pick up a light/lamp from one of the crates. Climb up the boxes with planks and push the pot under the tap. Go to the left corner (near entrance) and turn the faucet. This will fill the pot with water. Climb up the boxes with planks again and push the filled pot to the far end of the room where you can see a rope hanging off another pulley. Climb the other boxes with planks and tie the rope to the filled pot. Go to the heavy door on the floor. Tie the rope to the door. Climb to the filled pot and use knife to cut original rope. The door opens. Use the lamp. On the left press the middle button, go to the right and press the top button, then press the bottom button, then return to the left side and press the top button. The door should open. Enter and turn right. Pick up coal from the box on the floor. Go straight in and turn left to the table where you will pick up a metal box with Edelweiss. Look and you will see/smell opiates. Climb the stairs and you will see a dead body. Pick up the statue near the head. Look at the body's hands. Dust and notice the small puncture in one of the fingers. Climb down and look at the clothes. Pick up the paper. Near the clothes there is a black kind of marking - look at it. Climb back to the statue and look at the steel piece on the left. Use Advertisement on it and then use coal to do a rubbing. The following cutscene is gruesome. Snakes are coming out of the dead body and the head is falling off. You are back in Baker Street. Analyze the Edelweiss box. In the Inventory, use the knife to open the box and get the white powder and particles. Use the Burner with matches. You need to check Customs. Go to the Pub. Talk to Bar Keeper. Go to customs and pick up the note. Go to Warehouse 16 (Use Map). Look at Tar Footprints, measure them and pick up the key. Follow the footprints to a door. Use the key to open the door. Pick up the tab on floor. Return to Baker Street for Cutscene and Quiz question. Watch Cutscene. Pick up the sedative. In the jail, pick up spoon and meal tin. Make a dummy. Use the coat and hat. Use the spoon and open the gate after solving the puzzle. Turn right and then left. The syringes are located in the laboratory room where Holmes says you have to be careful or the nurse with his back turned to you will see you. When he finishes his speech (Holmes that is), quickly crouch and go to the table in front of you to your right. Underneath are the syringes. Pick them up. Pass the lab room and Maurizio will talk to you. Go to Maintenance Room and look for the key around the left wall of door. Use the key to open the door. Pick up the caliper, iron rod (crowbar). Use caliper and pick up the 16mm pipe. Combine the pipe with the syringe. Go into the lab. Move towards the nurse and he will be shot with the blowpipe. Open the gate. Go to fallen nurse and pick up the note near him. Pick up the black Edelweiss. Open the book. Exit through the gate. Free Maurizio by giving him the crowbar but he will get caught. Go upstairs. Pick up the keys near the door. Use the spoon on wardrobe and pick up a jacket. Exit the door near the stairs and go into the garden. Watch the cutscene. Use the meal tin to get water. Go back to the door and down the stairs. Go to the end of the corridor, pass the lab and the maintenance room and use the keys to open the doors. Go to Becker and learn about the pink crystals. Go to lab and get the crystals, mix with water and pass to Becker. Go to the lab and get the doll. Go back pass original jail, turn left and give the doll to the girl to get the Key from her. Climb back upstairs, exit through the door and use the key on Frau Mueller's door. Get macramé, bottle on desk, paper on desk, specs. Get aviary key from the Jacket. Go to the garden and open the Bird Cage. Explore the floor and find the kitchen, learn that a smoke bomb is needed. Use the bottle and get water. Go back downstairs and talk to Becker. Get Trolley. Return to the lab and get Potash with meal tin, chlorine bottle, measure it with the scales. In the Inventory,

mix the water with chorine, and then the mixture with potash. You've just got yourself a smoke bomb. Return upstairs, go to the kitchen door and open it. The smoke bomb will activate. Get the rope and the note on the side of the table. Go back downstairs to Hell's Gate. Pick up the anvil at the maintenance room. At Hell's Gate, face the wall with the two levers - put the trolley under the right hand lever, tie the rope to the trolley leg, hang the macramé on the right hand lever and place the anvil inside it. Open the door with the left lever, go inside and then pull the truss rope tied to the trolley leg and voila. Both doors are opened. Once through the doors, there is another lever on left, make sure you pull the lever, this will keep the doors open permanently. Go down the stairs, and you will meet Wolff. Go to door beyond Sigmund's Cell. Use the spoon and unlock the door. Notice the dead body in the well. Pick up the key near the door (left facing door). Use the key to enter Gyjax Room. Pick up the note and classroom Key. Notice the book and skull by the sink. Find Wolff's records in the cabinet by the skull. Pick the poker by the fireplace. Use the poker and pick the lock at the door near the skull. Enter and notice the blackboard, Battery crank, bed, book on table, bird on the table. Go back to Gyjax main room. Use the Poker on the locked desk drawer. Pick up the notes. Exit the Hell's Gate and talk to Becker. Use the classroom key and get the beard. Go to the Gyjax office, look in the cabinet for patient files and get the file on the unknown patient. Combine Beard and Spectacles. Talk to Wolff disguised as Schwarz. Use the Lights to open a Secret Door. The first light is near the doc's office. The second one is opposite of Wolff's cage. The third one is behind Wolff's cage opposite the well door. When you meet the Enlightened One (a naked old guy) he asks you what his name is! The answer is "Light of Abyss". Guards are alerted. Run to the Gyjax's Room. Ring the bells: 3 times the first rope and one time the second rope (cook's note). Go into the Secret Room. There's a lift. Get in and go down into the Laundry Room. Use the Spoon on the locked cage. Enter and find Moriarty. Guards come running. Moriarty will charge at guards. Climb up stairs and get Amos clothes and hat from the shelves near the door. Open the door to escape. Watch the Cutscene. Answer Quiz Question: New Orleans. Watch Cutscene. Find the Bank and talk to the Guard. Bribe him. Find the Pier. Enter through the Gate. Enter the Warehouses, Saloon, Cabins and at the end is Champagne. Bribe Champagne and walk back. Follow the thief. Exit gate and watch the cutscene with the Sheriff. Use the Map to go to the French Quarter and Arneson house. Ring the Bell. Watch the cutscene. Use the Knife on the door. Look around the room, and then go out the backdoor of the stable. Look around in the garden: pick up some flowers near the water fountain and pick up a metal rod. After looking around, go into the house. First of all look around: footsteps (you should see mud at the lower right). Go into the right room, see the footprints, move the bed, crack the wooden plank and pick up the red stone. When you leave the room, go to the next room on your right. It's locked. Turn around and go to investigate the body (examine the fingers). Pick up Champagne bottle. Peek to furnace. Pick up the Paper. Go upstairs and pick up the letter on the desk. Get books from the bookshelf. Pick up metal cylinder from the rounded desk, and pick up the letter next to the bed. Go to the balcony and examine the lemon tree. When you look down the balcony you see a raccoon. Go down and exit the backdoor (since the front door is closed). Take the road on your right-front. Investigate the footsteps. Get to the house and go to the kitchen. On your right Holmes discovers a metal bowl which he hands over to Watson. Watson then has to fill it with water and take it to the horse. Then when the horse stands up, Watson finds a hammer. Take the hammer back to Holmes. Look at the floors very carefully. They are crucial. Try to open a door with people on the other side. Listen to the dialogues. If everything has been taken, examined properly, then the safe will open. The hint to the safe is in the newspaper... Code: 1223, 2424, 3426. Take the Key. Enter the room with stuffed animals. The Maid starts screaming. Go to the stables. Pick up the log and ram stable door. Save the Maid. Return to the stuffed animals room. Pick up the horn on the desk and use it on the stuffed goat. Look at the picture. Use the metal tube on the square table. Go to the balcony and pick up the lemon tree. Put the lemon tree on the floor mechanism and also a

metal rod to the lizard picture on the wall. The right side of the painting will open to another room. Exit the room and find Watson. Watch the cutscene. Eulah and Davy are sent to the Gallaghers. Enter the mosquitoes nest. Return to the lemon tree and finally, take a lemon. Return to Watson and use the lemon. Midway, look at the ground covered with blood. Walk towards the end of the pier. Look at the rope. Watch the cutscene. Go to Champagne. Give him the bottle of champagne. Pick up the planks and lantern. Go to Louisiana Nymph. Use the flowers on lady boss. Talk to Lucy. Return to Arneson's house. Quiz question. Get the ham from the kitchen. Go outside and look at the small raccoon prints on the ground opposite the stairs. Watch the cutscene of the raccoon's nest. Combine hammer, nails and planks. You now have a ladder. Use the ladder on the sofa at the balcony. Climb the ladder and get the signet ring. Go into the stuffed animal room, into the secret chamber and use the ring to open the locked cupboard. Pick up the money, and rifle. Exit and you will watch a cutscene with the sheriff. Take the ladder and use it to go down the balcony. Go to Champagne and bribe him. You are at the swamp. Explore if you want. If not, veer left. You will find a tree of strung up people. Shoot the body on the right of the tree with the rifle. Go left and enter dry land. Watch the cutscene. Explore. Use the broken statue on the big statue and pick up the idioms book. Go to Arneson. Exit the swamp. Watch a long cutscene. Leave New Orleans. You are back in Baker Street. Quiz question: 56436 6134. Go to Barnes. Watch the cutscene and return to Baker Street. Talk to the newspaper boy. Go to the harbor. Watch the cutscene with the bar keeper. Take the key and open the door to find Rochester's picture and map. Look at the map. Davy's message was 56436 6134. On the left of the map you can see degrees. On the vertical it's 56.436 degrees and on the horizontal it's 6.134. At that intersection you will find the place you need to go. Talk to the bar keeper. Watch the cutscene about the lighthouse. Return to Barnes. Watch the cutscene and you are back in Baker Street. Watch the cutscene and you are on the way to the lighthouse. Go to the lighthouse. It's sealed from the inside. Pick up the bar on the right statue (facing the lighthouse). Use the bar on the lighthouse door. Pick up the rope from the broken down shed opposite. Explore the right side of the island. Look at the crevice on the ground and the large hole in the ground further to the right. Go down. Look at the geysers. Read the document on pirates. From the geyser, walk the required number of steps towards the Ram. Watch the cutscene. Use the iron bar on the rock. Tie the rope on the other rock and lower yourself to the cave. Watch the cutscene. Walk towards the skeleton. Look at it. Pick up the dagger and use it on the light colored rock. It will move aside. Enter the passage to the main cave. Walk towards the crates on the left. Look at them. Use the dagger on one of them and pick up sails to use as rags. Walk until you see a hanging skeleton. Look at it and it will drop. Pick up the flask. Continue down to another cave. Go to the skeleton and pick up the rum flask. Pick up the funnel near the bottles on the ground. Pick up the gate leaning to the wall. Exit this cave. Veer right and you will see 2 planks leaning to a rock. Look up. Holmes will say there is something there. Go back to the hook above the skeleton. Use the lamp on the hook. On the right, you will see a switch connected to the hook. Use it. It will shine on the barrels above. Return to the 2 planks. Use the gate as a ladder to climb. Use the empty flask on the barrel. Walk until you see a pile of rocks (left of the main cave). Walk until you see a dead end cave. Look up. Use the funnel to talk to Watson. Get the matches from Watson. Walk back and you will see another side cave. There is a side cave to the right. Enter it and pick up the bones. Exit and turn right to the remaining cave (certain death). When Holmes says it's dark, combine the rags, rum, bones and matches to make a torch. At the rock, mix the rag and the flask to make a bomb. Use the bomb on the rock. Cross the rocks. Pick up the leather belt from the skeleton. Go to the big metal device and solve the puzzle. Try the four wheels one by one in each position, until the four lamps are lit (orange). Use the leather belt on the circular device below the puzzle. Pick up the big stone on the floor near the device. Use the stone on the lever. Pull the lever and the gate will open. Take the leather belt. Enter the opened cave. You will see many holes in the ground leading to an underground river. Go back to get the lamp. Notice it's been damaged. Use

the torch on the 2nd hole on the right. You will see another opening in there. Use the leather belt on the rock and lower yourself into the opening. Go left to the rock and pick up the wooden leg. From here go straight and veer left to another cave. Go to the door and look at the footprint. You need a wooden leg to open door. Use the wooden leg to open the door (stand on the footprint and face the other square). Enter the cave of treasures. Make another torch and look at the treasure. Pick up the sword. Turn left and go to the end. You cannot cross. Look up and talk to Watson. As Watson, go pick up the big log and use it by throwing it down to Holmes. Holmes will walk across. Walk to the end and climb up. Go to the door and open it for Watson. Go opposite to the broken down shed, take the pail (on the left) and fill it with water from the barrel (on the right). Return to the lighthouse and use the pail of water to douse fumes. Watch the cutscene of Ahmat. Douse the rest of the fumes. Go left, and look for some levers at a column. Ahmat escapes from upstairs. Go up the stairs. Look at the blood. Go near the crates and you will notice a plate on the floor. Pick it up. Use the blood to draw the pentagram. Look at the documents. You only need the star with that eye in the middle. Use the plate with the pentagram and approach Ahmat (at the overturned bookshelf). Watch the cutscene. Climb the stairs all the way to the top. Use the iron bar to open the door. Watch the cutscene. Climb the stairs to a locked door. Watch the cutscene and answer the question. Where did the Hindu hide the key? Answer: stomach. You are with Watson and the dead Indian. Get the key. Climb all the stairs again until you reach the locked door. Use the key to open the door. Watch the cutscene with Rochester. At the top of the lighthouse, pick up the empty bottle. Replace the green bottle with the blue bottle. Watch the cutscene. You have returned to Baker Street where Holmes explains everything.