

BLOCK A: DUNGEONS

Spain, 1481. Miguel de Fuentenegro, the son of a Duke, who as a gift of tongues, is charged of being a son of the devil by the Inquisition. He is shackled in a dungeon, shared with another prisoner: a pig, accused of killing a priest. The dungeon is in a basement, and it has an opening on the tall ceiling, closed by a grille. Suddenly, grill opens and the corpse of a teenager tied to a rope descends. Someone wants to help Miguel escaping, but that person clearly has a plan: the corpse comes with the key to the shackles and a toad with allucinogeous glands on its back.

A01: CELL

Use cell door to look outside, where the guard is

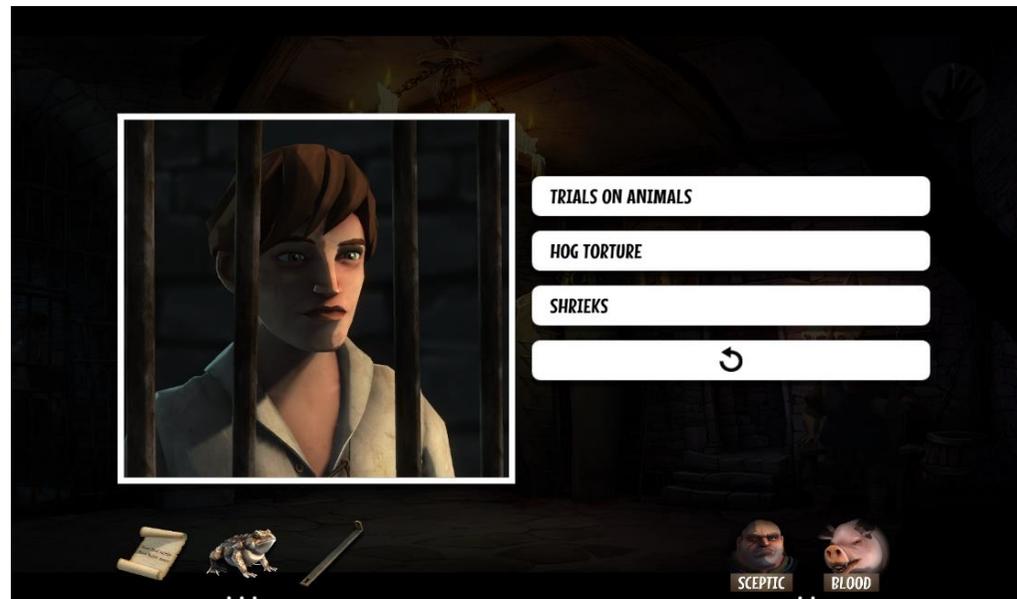
A02: GUARD

Select Guard

Select speech bubble to talk to the Guard

Ask Guard about the Hog's crime to get infoitem

Ask Guard about Son of the Devil to get infoitem



Use cell door to move inside the cell

A01: CELL

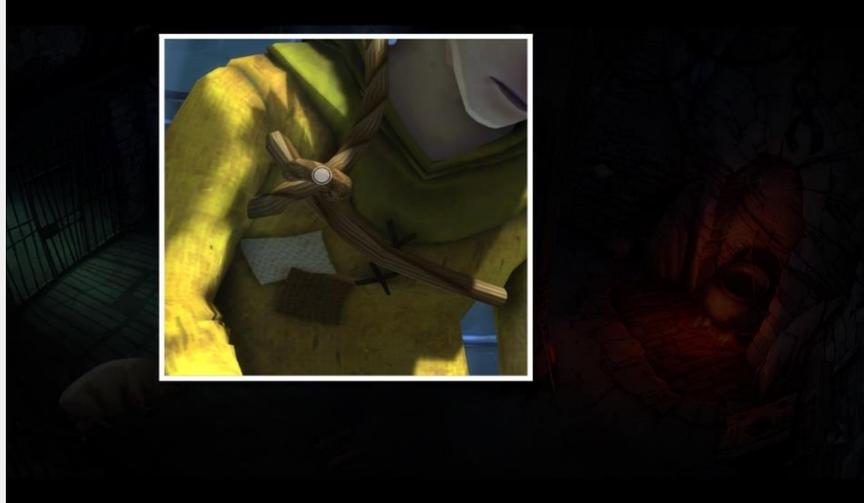
Look at the conduct that leads upwards: a corpse falls

Select hanging corpse

WALKTHROUGH YESTERDAY ORIGINS



Use string to untie corpse: it falls to the ground



- Select corpse on the ground
- Take note from chest
- Take toad from pouch

(Inventory)

Open note to get key

A01: CELL

Select John's portrait

Pan till shackles highlight

Use key with shackles - now John can move around the whole room



WALKTHROUGH YESTERDAY ORIGINS



Select shelf



- Get cloth from shelf
- Get jar from shelf

Select boot (torture instrument) to get it

Select John's portrait

Pan till arm highlights

Use Boot

Use cloth

Use information about the pig



(Inventory)

Select toad

WALKTHROUGH YESTERDAY ORIGINS

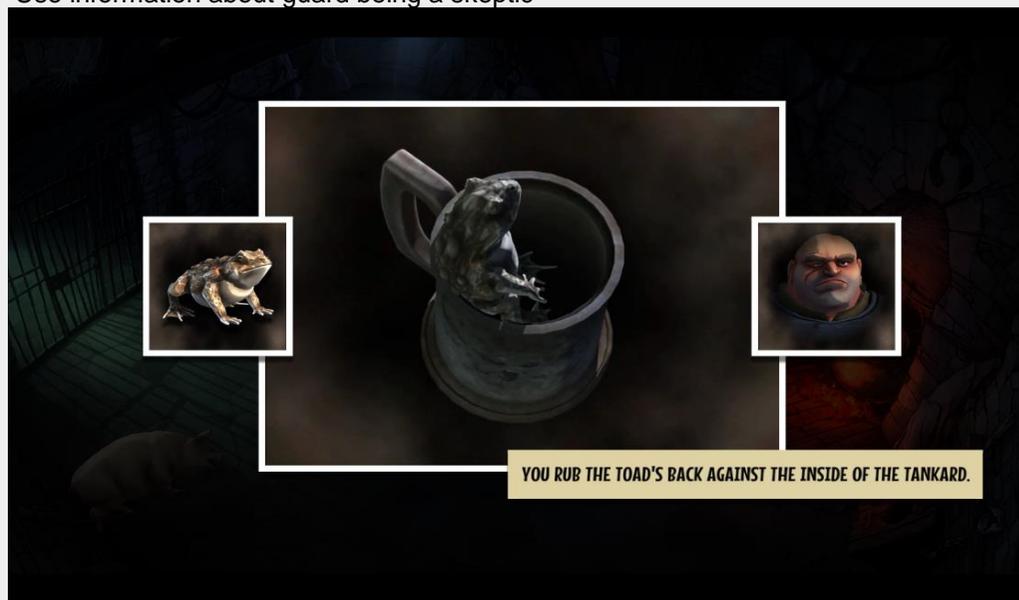


Find toad's glands (in its back)

Select Jar

Use toad

Use information about guard being a skeptic



A01: CELL

Select iron bar near column to get it

Select cauldron

Pan till fire highlights

Use iron bar with fire

Select pig

Pan till body highlights

Use iron bar with pig's body -> timed puzzle! If bar is cold, heat again

Select the jar that the guard has thrown close to the door

Use jar from inventory with it -> timed puzzle! If guard takes jar, repeat again to get infoitem devil

Select corpse

Highlight face

Use bloody cloth

Use information about devil

A03: EXT

Talk to Ginés

WALKTHROUGH YESTERDAY ORIGINS



BLOCK B: BEDROOM

Paris, present day. Morning. The rooster alarm beep of John's smartphone wakes him up. He has dreamt he was imprisoned by the Inquisition (block A), and he knows it's not a dream but a memory from a previous life. He knows he's an immortal who loses his memory every time he gets killed and comes back to life

B01: BEDROOM

- Get smartphone from bed
- Look at diary on bedside table and get it
- Look at coin on bedside table and get it

(Inventory)

- Select smartphone
- Select small light
- Now you control Pauline
- Go to bathroom
- Look at mirror to find some wrinkles, you get the infoitem
- Open Cupboard
 - Get hairspray
 - Get hair drier
 - Get cream



(Inventory)

- Select hairspray
- Select lid
- Get silencer
- Select cream

WALKTHROUGH YESTERDAY ORIGINS



- Select lid
- Get bullet
- Select hairdrier
 - Select handle to untwist it
 - Get gun
 - Use silencer with gun
 - Use bullet with gun
- Select shower
 - Use gun
 - Use information about wrinkles



BLOCK C: ANTIQUE

Boris tells Pauline and John that he's heard about Victoria Baxter, an antique collector that's in the city and is looking for a certain kind of Japanese sculpture named Niu. They have one of them at the antique, so they resolve to visit Baxter and tell her.

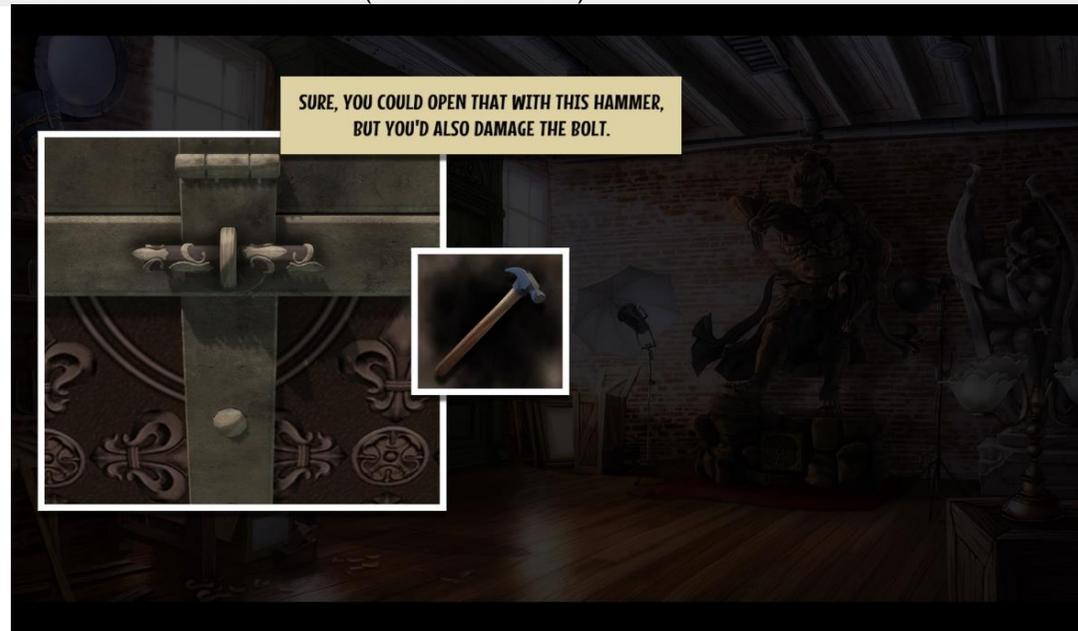
C02: WORKSHOP

- Select Workplace
 - Get brush from mug
 - Get ink
 - Get hammer
 - Get fixative
- Select chest

WALKTHROUGH YESTERDAY ORIGINS



Open left bolt
Open right bolt
Use hammer with center bolt (she doesn't use it)



- | | |
|----------------------|--|
| C03: BACKROOM | Go to street door |
| C01: STREET | Talk to Boris (next to the van)
Use information about hammer with Boris to get nylon hammer
Go to backroom door |
| C03: BACKROOM | Switch character to John
Use laptop
Take SD card from computer
Look carpet with antiques
Get wood box
Look cross upstairs
Look base |
| C03: BACKROOM | Go to workshop door to talk to Pauline
Give SD card to Pauline
Give info about cross base to Pauline
Select Pauline's portrait to control her |
| C02: WORKSHOP | Select chest |

WALKTHROUGH YESTERDAY ORIGINS



Use nylon hammer with center bolt
Get magnifier
Get camera

Select Workplace

Look at Petit's pic to get information about years

Select statue



Look at base

Use information about years with base to get documents

(Inventory)

Select camera

Use SD card -> get pics taken

Select backroom door to talk to John

Give documents to John

Give pics to John

Select John's portrait to control him

C03: BACKROOM

Go to shop

C04: SHOP

Look at printer

Look at blinking light: there's no cartridge

Go to backroom door

C03: BACKROOM

Go to street door

C01: STREET

Talk to Boris (inside van)

Ask him about cartridge to get it

WALKTHROUGH YESTERDAY ORIGINS



	Go to backroom door
C03: BACKROOM	Go to shop
C04: SHOP	Loot at printer Use cartridge with printer to get letter B Look at buffet Get pipe Look at showcase Get tissue Get card
	Go to backroom door
C03: BACKROOM	Select workshop door to talk to Pauline Give pipe to Pauline Give letter B to Pauline Select Pauline's portrait to control her
(Inventory)	Select magnifier Use ink Use pipe Use brush Use letter B



Select backroom door to talk to John
Give pipe to John

WALKTHROUGH YESTERDAY ORIGINS



Select John's portrait to control him

(Inventory)

Select box

Use pipe

Use card

Use tissue paper

BLOCK D: MANSION

Boris waits in the van while John rings Baxter's intercom and gets inside the building, observed by Baxter and a shady figure who seems to recognize John. John waits in a lounge. Baxter comes and John gives her the pics and the document. She goes away to analyze them.

D01: STREET

Use intercom

Use button

Wait one minute

Use intercom

Use button

D03: LOUNGE

Talk to Baxter

Loot at Samurai

Get Katana

Look at Plant

Get Atomizer

Use Baxter's card with resin

Look at envelope

Use atomizer

Use katana

Use Baxter's card



BLOCK E: SCRIPTORIUM

1483. John (now named Yago) is a teen scribe in a monastery in Spain. And a pretty good one, because he can understand any language. His boss, Gines, blindfolds him and 2 more scribes (TOribio and Giusseppe) and leads them into a secret library. Then they remove their blindfold from their eyes. Ginés orders Giusseppe to

E02: TORIBIO Look at Giusseppe's desk
Get reel
Go to corridor

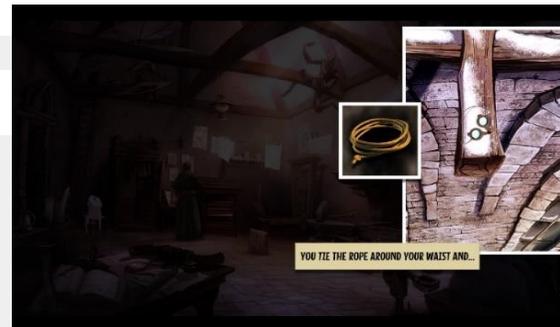
E03: CORRIDOR Go to Ezequiel's room



E05: EZEQUIEL

Look at chimney
Get rope
Select Ezequiel
Look at his eyes and see he's got no glasses
Talk to him and ask him about glasses to get info about glasses over window
Ask him about reel to know it's got invisible thread
Talk to him about thief that tore this clothes
Ask him about letters to get mould

Look at window
Use info about glasses
Use rope



WALKTHROUGH YESTERDAY ORIGINS



Look at workbench
Get chisel
Loot at table
Get periscope

(Inventory)

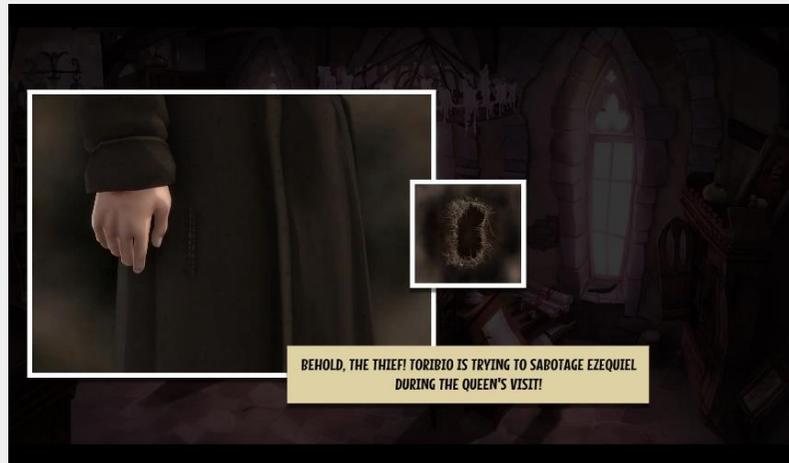
Loot at mould
Use chisel
Go to corridor

E03: CORRIDOR

Go to Toribio's room

E02: TORIBIO

Look at Toribio
Find tear in his clothes
Use information about the thief to find out he is the thief



Open closet
Get compass
Get salt
Look at Giuseppe's desk
Use glasses
Use information about invisible thread



WALKTHROUGH YESTERDAY ORIGINS



Use invisible thread to ring the bell
 Use blindfold to remember about last night

E01: LIBRARY

Look conduct to remember gregorian chants
 Look at windows
 Use door to stop remembering

E02: TORIBIO

Go to corridor

E03: CORRIDOR

Go to Ezequiel's room

E05: EZEQUIEL

Select Ezequiel
 Use info about gregorian chants
 Use info about windows



E03: CORRIDOR

You're now in the last doorof the corridor and you're in a room with painting

E07: PAINTING

Select pile
 Use salt on water
 Pan to activate plaque
 Use chisel with plaque

Go to corridor

E03: CORRIDOR

Go to Ezequiel's room

E05: EZEQUIEL

Select grinding wheel

WALKTHROUGH YESTERDAY ORIGINS



(Inventory)	Use plaque with grinding wheel Select periscope Use plaque		
E03: CORRIDOR	Go to corridor Look small window Use periscope Go to Toribio's room		
E02: TORIBIO	Look at Toribio Use info about Toribio being the thief Use letter E Use info about spying with the periscope Look at Giuseppe's desk Use invisible thread to ring the bell Go to corridor		
E03: CORRIDOR	Go to Ezequiel's room		
E05: EZEQUIEL	Select Ezequiel Give letters Go to corridor		
E03: CORRIDOR	Go to Toribio's room		
E02: TORIBIO	Get whip		
(Inventory)	Look at whip Use whip with rope		

WALKTHROUGH YESTERDAY ORIGINS



	Look at window
E06: WINDOW	Loot at beam Use rope+whip to get into Gines' room and get key
E02: TORIBIO	Go to corridor
E03: CORRIDOR	Go to room with painting
E07: PAINTING	Look at painting Find plaque Use compass



Use key with lock

BLOCK F: GOODBYE and G: PLANE

Discussion with Pauline and another with Amanda in the plane

BLOCK I: NEW YORK

I05: HOTEL (I)	Use phone Ask for WiFi password Ask for dinner to get sushi
(Inventory)	Look at smartphone Use wifi password Use info about book to get info about publisher

WALKTHROUGH YESTERDAY ORIGINS



Look at sushi dinner
Get chopsticks
Look at ventilation
Use chopsticks to get Amanda's card

(Inventory)

Look at Amanda's card
Use info about publisher
Talk to Amanda

I01: KOVAC

Talk to Kovac

I06: HOTEL (II)

Look at brochures

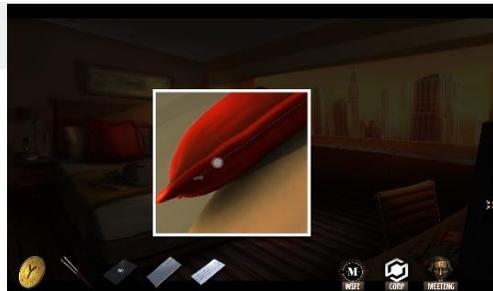


Get envelope

(Inventory)

Look at envelope
Use phone
Ask for dinner
Look at dinner
Open cover to see cryptex
Spell "GINES" in the cryptex to get usb key

Look at TV
Use usb key
Use pillow to get flashlight



WALKTHROUGH YESTERDAY ORIGINS



Look at Central Park map
Use flashlight



I02: ANDERSEN

Look under bank 1
Get remote

Look under bank 2
Get USB cable

Go to lake

I03: LAKE

Look at cart

Pan to charger
Use USB cable
Use remote



WALKTHROUGH YESTERDAY ORIGINS



- Pan to wheel to get info about dog
- Pan to get antenna
- Talk to Norman
- Ask him about dogs to get binoculars
- Loot at boat
- Pan to sail
- Use binoculars to see the frequency number



- (inventory)**
- Look at remote
- Use info about frequency number
- Use antenna
- When the boat comes, get key
- Go to Andersen's place

- I02: ANDERSEN**
- Look at box
- Use key

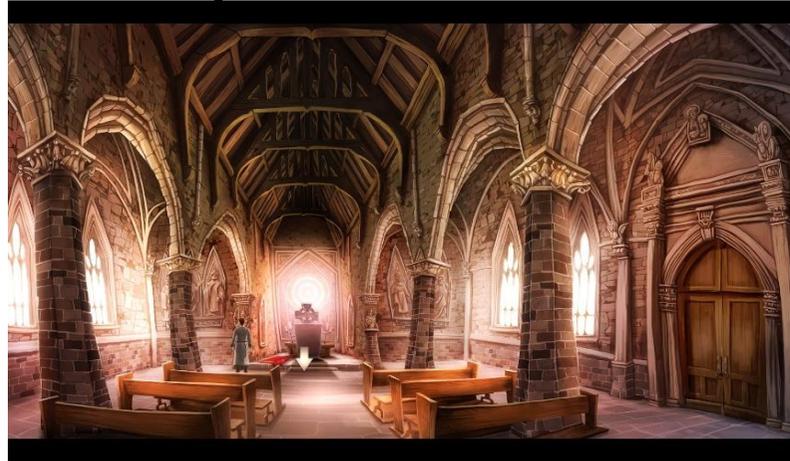
BLOCK J: CHURCH

- J06: CAYTIR** Talk to Caytir
- J04: OUTSIDE** Get into church
- J08: ENTRANCE** Look above the shield
- Get key
- Look at the right door
- Use key
- J03: CHURCH** Look at left statue

WALKTHROUGH YESTERDAY ORIGINS



- Get quiver
- Look at right statue
- Get crossbow
- Go to basement using tombstone



J07: FERGUS

- Talk to Gines
- Get boot
- Select corners to go to general view of ritual church

J01: RITUAL

- Select well to get alibi
- Go to lab (at the right of the stairs)

J02: LAB

- Select marble bucket
 - Get marble
- Select shelve with books
 - Get Note
- Select shelf with mirror
 - Get reel
 - Get bottle of radish



WALKTHROUGH YESTERDAY ORIGINS



Get tube

Get flask

Select suspended metal bucket

Use marble to get info on how to distract Ginés

Look at bucket full of things next to shelf with mirror

Get handsaw

(inventory)

Look at quiver

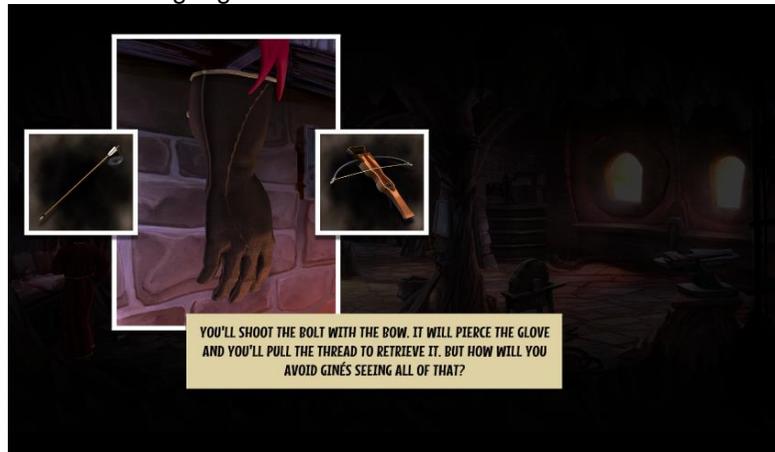
Use reel to tie it to an arrow

Look at glove

Use info about distraction

Use crossbow

Use arrow to get glove



Select bellows

Pan to loose brick to move it

Get ring



WALKTHROUGH YESTERDAY ORIGINS



	Go to ritual room
J01: RITUAL	Select area in front of altar to see a reduced view
J07: FERGUS	Select Fergus Use radish Talk to Fergus Select Fergus Pan to his eyes to realize thy're just like Caytir's Select corners to go to general view of ritual church
J01: RITUAL	Go to lab (at the right of the stairs)
J02: LAB	Select shelf with books Pan to quill and pen Use note Use info about Fergu's eyes to write a note to Caytir
	
(Inventory)	Open tube Use note to put it inside Go to ritual room
J01: RITUAL	Go upstairs
J03: CHURCH	Go to the church's entrance
J08: ENTRANCE	Go outside
J04: OUTSIDE	Look at falcon Use glove Use tube to send the falcon to give the message to Caytir
J01: RITUAL	Go upstairs

WALKTHROUGH YESTERDAY ORIGINS



J03: CHURCH

- Talk to Caytir
- Give her the ring
- Ask her for the cape to get it
- Go to the church's entrance

J08: ENTRANCE

- Look at Ursus
- Pan to leg to see his bleeding



Ask him about the blood to get another boot

- Look at boots
- Use handsaw to cut them

Go outside

J04: OUTSIDE

Go to cart

J05: CART

- Look at cart
- Look at barrels to have the idea to put Fergus inside
- Look at cloth
- Use flask to put somniferous on it, so the cart driver sleeps



WALKTHROUGH YESTERDAY ORIGINS



Look at cart
Get leather stripes
Select the corners to go to the general outside view

J04: OUTSIDE

Get inside church

J03: CHURCH

Select tombstone to go to the basement

J01: RITUAL

Select area in front of altar to see a reduced view

J07: FERGUS

Select Fergus
Use boots
Use cape
Use leather stripes
Use info about barrel



Talk to Fergus
Talk to Gines
Talk to Scarpetta

BLOCK H: COIN APPEARS

H01

Talk to Baxter

H02

Choose conversation, Pauline uses her computer to hack baxter's server (this will not be actually played till the flashback in block N)



BLOCK M: CATACOMBS

M02: FENCE

Look at Boris
Pan to his head light



Talk to him
Ask him about the light
Ask him for the lighter so he gives it

Select fence
Use ice axe on upper clamp
Use ice axe on lower clamp
Get bar

Select right skeleton
Pan to nose
Use laser



Select laser pointer on the ground
Use canteen to put some water on it
Use ice axe to discover a pivot

WALKTHROUGH YESTERDAY ORIGINS



- Pull pivot with bar
- Select right skeleton
- Get laser
- Select left skeleton
- Pan to nose
- Use laser
- Select laser pointer on the ground
- Use canteen to
- Use ice axe to discover a pivot
- Pull pivot with bar
- Select left skeleton
- Get laser
- Select any of the pivots



- Use bar again, Boris comes, you rotate it and the door opens
- Go through the open fence

M03: WELL

- Loot at rings on wall
- Use rope to have the idea to get Taupe to put the rope on the rings
- Go through the door on the left

M02: FENCE

- Select the exit on the lower right corner, where Taupe is
- Use laser pointer so Taupe comes
- Talk to Taupe
- Tell her about the rope thing

M03: WELL

- Go through the open fence
- Take torch from the ground
- Select well

WALKTHROUGH YESTERDAY ORIGINS



Use torch
Use lighter to light the torch and throw it into the well



Go through the door on the left

M02: FENCE

Select the exit on the lower right corner, where Taupe is
Use laser pointer so Taupe comes
Talk to Taupe
Tell her about the bottom of the well, so she puts the rope

M03: WELL

Go through the door on the right

M04: BOOK ROOM

Loot at table
Get lamp

(inventory)

Look at lamp
Use ice axe to remove cover
Use medallion with lamp



Look at column

WALKTHROUGH YESTERDAY ORIGINS



Use lamp with column

BLOCK K: AMSTERDAM (will not be played till the flashback in block N)

K04: STERN

- Select lifesaver to get it
- Select hanging oars to get one of them
- Select trunk to open it
- Get gaffer tape
- Use stair to climb onto the roof

K01: ROOF/PROW

- Select door to have the idea of knocking it to take Julius by surprise
- Select stern to go there

K04: STERN

- Select Julius
- Use Lifesaver
- Use Oar
- Use GafferTape
- Use surprise infoitem to knock on the door from the roof, take Julius by surprise and hide him inside the trunk



- Select toolbox on firm land
- Get PVC elbow
- Get PVC tubes
- Get Pliers

- Select plant
- Use pliers to get thorn

(inventory)

- Use PVCTubes
- Mix with PVCElbow to create PVCGun
- Select Markus
- Use PVCGun
- Use PVCTubes (the remaining one)

WALKTHROUGH YESTERDAY ORIGINS



Use thorn to blow it with the tube to wake up Markus and disarm him with the PVCGun when he comes out



K03: INT. BOAT

Talk to Julius and Markus
Use elevator to enter Mayhem's hidden workshop

K02: MAYHEM

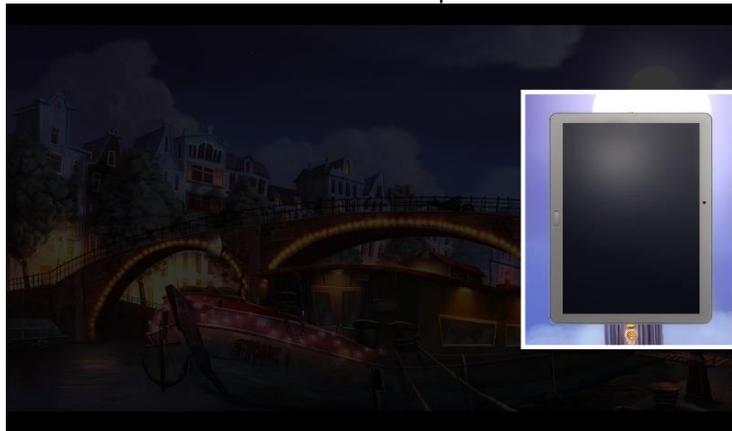
Select Mayhem
Talk about Julius and Markus to know they have a plane
Talk about coin to know she needs gold to forge it
Talk about painting to know she needs a topic to create a false Van Gogh from, and she gives tablet to take a pic of the topic
Use elevator to get back to where Julius and Markus are tied.

K03: INT. BOAT

Select door to go outside

K01: PROW

Select Westertoren
Use tablet on Westertoren to take a pic of it



Select door to get inside

K03: INT. BOAT

Select Julius
Select mouth to see he's got some gold teeth

WALKTHROUGH YESTERDAY ORIGINS



Use information about gold teeth
Use information about Mayhem needing gold
Use pliers to extract his gold teeth



Talk to him to convince him that you are rich
Talk to him and negotiate to reach an agreement for them to fly you to London
Use elevator to enter Mayhem's hidden workshop

K02: MAYHEM

Select Mayhem
Give her the tablet
Give her the gold teeth

BLOCK N: ENDING

N06: CELL

Select box
Open box
Get corkscrew

(inventory)

Select corkscrew
Open knife



WALKTHROUGH YESTERDAY ORIGINS



Select John's portrait
Use corkscrew with wrist to cut the plastic bridle and untie John
Talk to Ginés

N03: HALL

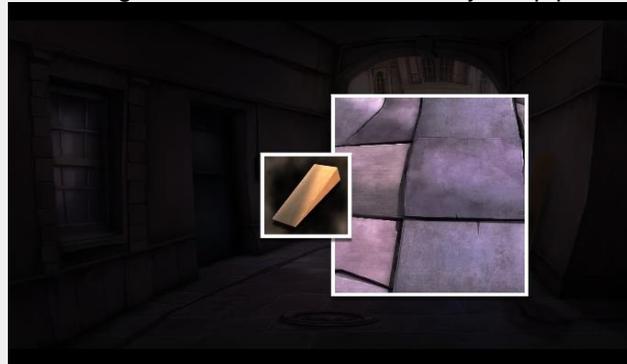
Talk to Baxter
Talk to Ginés while controlling Baxter as a kid
Talk to Baxter and Ginés

FLASHBACK

**Play H02 (Pauline hacking Baxter's server)
Play block K**

N04: ALLEY

Select Lenny when he and Ginés are visible (walking in front of the alley)
Select his pocket to get info about the key hanging from a key
Get wedge
Select slab
Use wedge with slab - Ginés and Lenny swap places



Select boxes
Get the medium-sized box
Get the largest box
Select the mounted box
Swap it for the medium-sized box
Swap the medium-sized box for the largest box
Select the largest box
Select the hole to get information about it being big enough for your hand to pass through it

WALKTHROUGH YESTERDAY ORIGINS



Select the interior to get into about it being big enough for you to get inside



Use the info about the hole
Use the info about getting inside it
Use the info about Lenny's key to get inside the box and steal the key from him

N05: CELL DOOR

Use light switch to light up John's cell
Select the door's lock
Talk to John
Select wine box
Open wine box
Get corkscrew

(inventory)

Select corkscrew
Open knife
Talk to John
Tell him about the door's lock
Ask him about the year he and Ginés were transmuted
Tell him that Taupe is waiting for them in the tunnels



WALKTHROUGH YESTERDAY ORIGINS



Give John the corkscrew

Select John's portrait to turn him into the playable character

N07: CELL (II)

Select table

Get radish

Select Boris

Use corkscrew to untie him

Use radish to wake him up



Talk to Boris

that Taupe is waiting for him in the tunnels

N05: CELL DOOR

Select Pauline's portrait to turn her into the playable character

Select the door's lock

Move the digits to 1501



WALKTHROUGH YESTERDAY ORIGINS



N01: EXT BAXTER Talk to Amanda to get into the mansion as a prisoner

****END OF FLASHBACK****

Talk to Ginés

Talk to John

Watch the credits till the very end not to miss the short epilogue

THE END