BLOWN AWAY (PC GAME) WALKTHROUGH by Daniel Marschall

Version: 19 September 2024

General information about the score system

There are 3 kinds of scores:

- Points for collecting items or performing actions (e.g. handcuffing a criminal).
- Points for absolving a room or chapter (e.g. when you walk to the door lock in the hospital, you have “absolved” the room and get rewarded). The score may vary on the number of movements you have done in the room.
- Points for solving a puzzle. These points are time-based. If a cheat is applied, you won’t get any points.

1. Hospital (40 pts)

Things to collect (0 pts):

- Fuse (“this fuse is good news”): 0 pts
  This fuse will affect the thermal maze puzzle

Hospital room (20 pts):

You can wait until the lights are off, but you don't need to. Walk to the control panel to leave the hospital room. You will get 20 points.

Access Panel "Magic square" (time-based 20 pts, with cheats 0 pts):

Any 3x3 magic square (e.g. Saturn seal) will work.
Example:

```
+--------+
| 8  3  4|15
| 1  5  9|15
| 6  7  2|15
+--------+
 15 15 15 15
```

```
+--------+
| 4  9  2|15
| 3  5  7|15
| 8  1  6|15
+--------+
 15 15 15 15
```

```
+--------+
| 2  7  6|15
| 9  5  1|15
| 4  3  8|15
+--------+
 15 15 15 15
```

```
+--------+
| 6  1  8|15
| 7  5  3|15
| 2  9  4|15
+--------+
 15 15 15 15
```

Red are the possible hints the game will give you if too much time has passed. As soon you get such a hint, you must do this specific puzzle, because you cannot change the hint.

2. Living room (40 pts)

TV game (0 pts):
- "SIGHT"

Things to collect (40 pts):

1. Handcuffs at the table next to the flower (0 pts)
   These will help you handcuffing the criminal in the tunnel (gives 10 pts), so that you can pass it quicker.
2. Small missile at bookshelf. DO NOT click the big missile. It will explode. (10 pts)
   Collecting this item has no effect at all, beside the bonus points.
3. Knucks at bookshelf (10 pts)
   Collecting this item has no effect at all, beside the bonus points.
4. Motorcycle at bookshelf (10 pts)
   Collecting this item has no effect at all, beside the bonus points.
5. Carbon paper book at coffee table (10 pts)
   Collecting this item has no effect at all, beside the bonus points.

Video poker / "Bet your life" game (0 pts)

- 1st button: Teacher Sam "TOY" (hard)
- 2nd button: Colleague Patrick: "LOCK" (medium)
- 3rd button: News reporter Robin: "DAME" (easy)

After you have unlocked a hostage in the "bet your life" game,
you can start collecting the clues.

Clues for teacher Sam (Video poker first button "TOY")
1st clue: Elephant at bookshelf
2nd clue: Toy Duck at bookshelf
3rd clue: Spinning globe at bookshelf
4th clue: Stamp book at couch table

Clues for colleague Patrick (Video poker second button "LOCK")
1st clue: City key at the wall above the plant
2nd clue: Portrait at bookshelf
3rd clue: Key inside the 2nd book at the bookshelf at the right top (“The key to Rebecca”)

Clues for girlfriend Robin (Video poker third button "DAME")
1st clue: News trophy at bookshelf
2nd clue: Tape recorder at bookshelf
3rd clue: Bird book at bookshelf

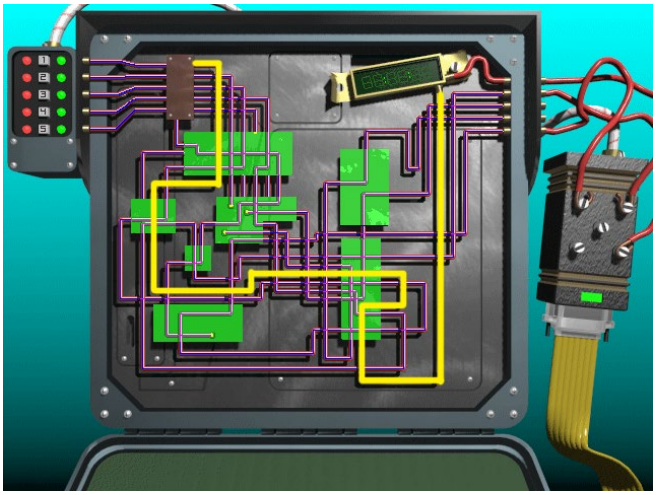
3. Studio (Girlfriend Robin, 100 pts)

Activate studio lights (30 pts)
Move to the right, and activate the first stage light.
If you can't move to the right, you need to take a step back.

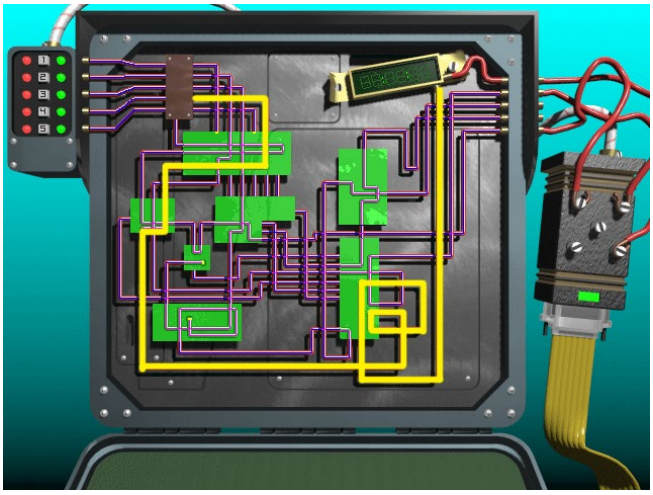
Concentration card game (0 pts, no cheat possible):
Pick a card and remember it for the rest of the game. You need to use it in the Grid game in Sam's room at the toy store.
If you want to skip the Grid game at Sam's room, pick the Joker (as hinted in the "Joker" card in the living room cabinet).

Thermal maze (70 pts, with cheats 0 pts, -20 points for burning a dead wire):
Find the correct wire. The game is randomized.
If you had taken the fuse at the hospital ("This fuse is good news"), then you can use the device 15 times, otherwise you can only use it 10 times.

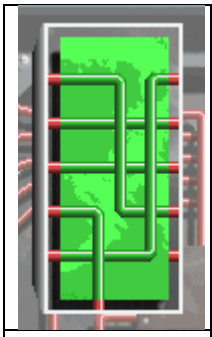
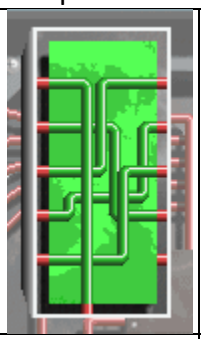
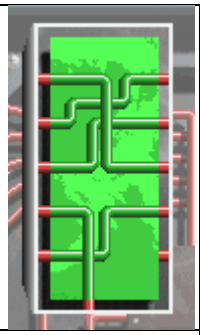
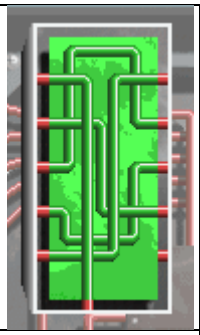
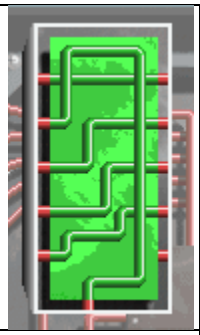
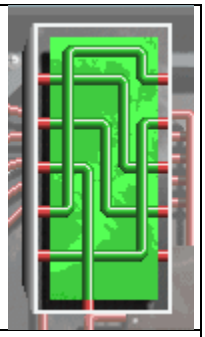
General Circuit A:



General Circuit B:



Variants of the first plate:

					
Circuit A: Choose 5 Circuit B: Choose 1	Circuit A: Choose 3 Circuit B: Choose 2	Circuit A: Choose 2 Circuit B: Choose 5	Circuit A: Choose 5 Circuit B: Choose 2	Circuit A: Choose 1 Circuit B: Choose 5	Circuit A: Choose 4 Circuit B: Choose 2

4. Laboratory (Colleague Patrick, 140 pts)

<u>Fuse box (20 pts, with cheats 0 pts):</u>
You need to place the fuses in the slots, but fuses with consecutive numbers must not be placed next to each other (connected with a line).

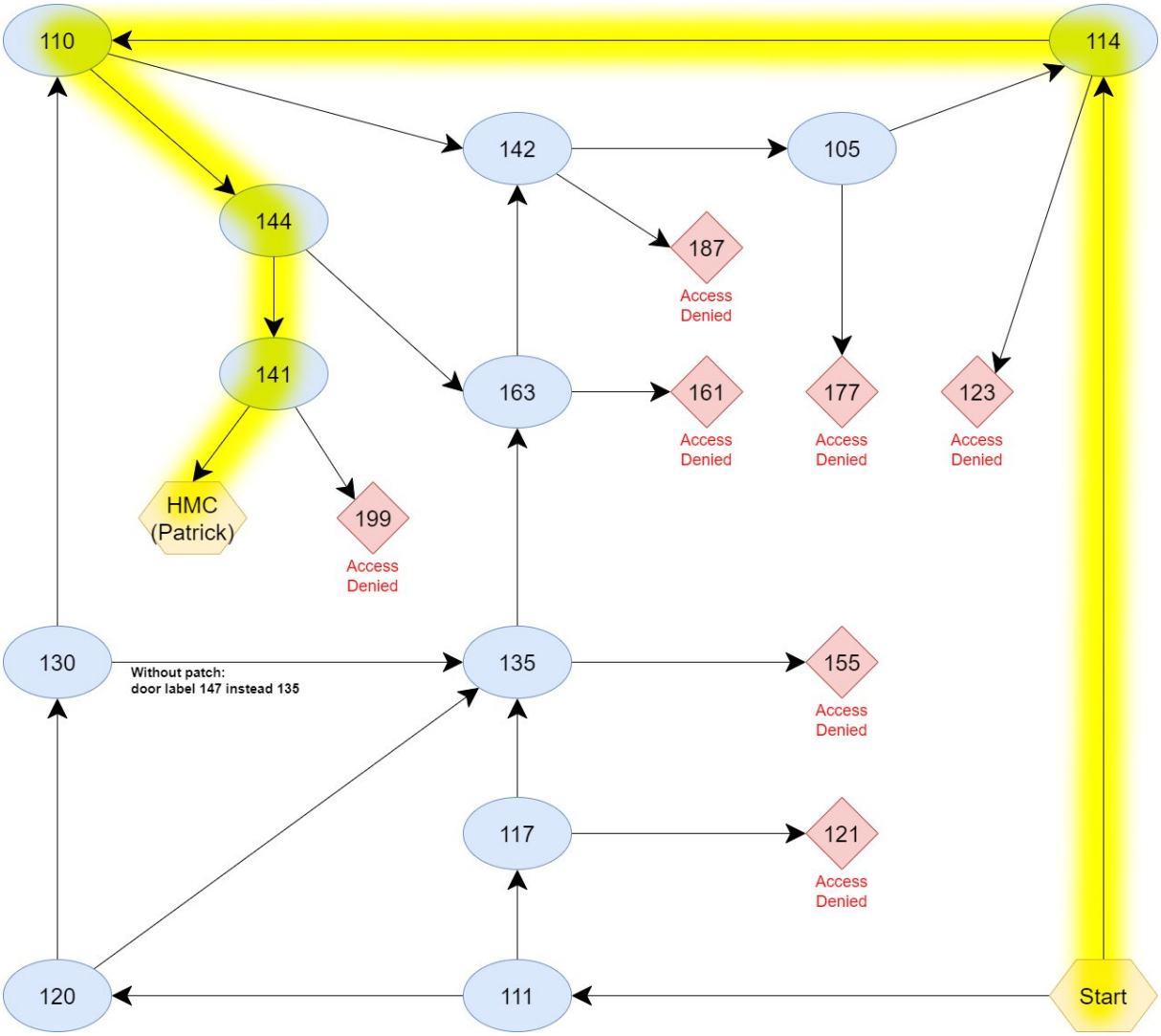
512 solutions exist. One of these solutions is:

<u>Memory game (30 pts, with cheats 0 pts):</u>
First level: 3x3 memory game.
Second level: 5x5 memory game.

After completing both puzzles (even with cheats), you get another 10 pts.

Laboratory room maze (40 pts):

111	114*
123	110*
144*	142
163	141*
199	HMC*



Mercury puzzle (40 pts, with cheats 0 pts, -1 points for each misplaced chemical):

...

5. Toy store (Teacher Sam, 140 pts)

Buy a newspaper (0 pts):

Click in the moment the homeless person holds the newspaper into the camera. If you are in window mode, you need to click at the block border around the video, not in the video where the newspaper is.

If you buy the newspaper, the homeless person will help you in the tunnel, later in the game.

Xylophone (20 pts, with cheats 0 pts, -5 pts for each wrong tone):
Max 4 failures allowed.

9	Red
8	Yellow
7	Pink
6	Purple
5	Green
4	Light red
3	Blue
2	Yellow
1	Red

2
23
2345
234523
23 45 23 45
23 45 23 45 98
23 45 23 45 98 35
23 45 23 45 98 35 87
23 45 23 45 98 35 87 65
23 45 23 45 98 35 87 6531
(23 45 23 45 98 35 87 65313)

Train game (time-based 30 pts, with cheats 0 pts, -5 pts for each fallen log):

18 logs need to be placed on the wagons:

Towing vehicle	(0 logs capacity)
Coal wagon	(0 logs capacity)
Brown wagon	(5 logs capacity)
Green wagon	(3 logs capacity)
Brown wagon	(5 logs capacity)
Wagon with roof	(0 logs capacity)
Red wagon	(3 logs capacity)
Dark-brown wagon	(5 logs capacity)

When the wagon shivers, you need to move to another wagon,
because the tree logs cannot land on a shivering wagon.

You can hold the mouse button pressed for better acceleration.

Labyrinth game (time-based 30 pts, with cheats 0 pts)

…

Enter Sam's room

By entering Sam's room (after solving both puzzles), you get another 20 pts.
By starting the grid card game, you get another 10 pts.

Grid game (30 pts, with cheats 0 pts):

There are three variants of the game, based on your previous actions in the game:

1. If you played the concentration game during the rescue of Robin and have chosen the Joker:

- You will not see an animation at the beginning
- Sam says "If you choose wisely, I think the real laugh will be on him" (TY06A44.WAV)
- In this case, select the Joker and you win the game.

2. If you played the concentration game during the rescue of Robin and have not chosen the Joker:

- Sam says "Jimmy, he was muttering ‚Pick a card, any card.' before he left. Does that help any?" (TY06A43.WAV)
- You will see a "walking" animation at the beginning and you need to follow this path.
- You will begin with the card that you have chosen in the concentration game (or if you can't remember, you have to look at the direction of the walking animation begins with)
- Select the next card which has following attributes:
    - The number on the card must be the distance away from your current card ("A" is "1").
    - Move in a direction away from a wall, select a card having the wall suit.

        North/Up = Club
        West/Left = Heart
        South/Down = Spade
        East/Right = Diamond

3. If you have not played the concentration game yet, or if you are in training mode:

- Sam says "Start on the tile without a face" (TY06A42.WAV)
- You will see a "walking" animation at the beginning and you need to follow this path. You only need to remember the first direction of the path (since there are sometimes multiple valid start paths, but only one is allowed).
- Select the next card which has following attributes:
    - The number on the card must be the distance away from your current card ("A" is "1").
    - Move in a direction away from a wall, select a card having the wall suit.

        North/Up = Club
        West/Left = Heart
        South/Down = Spade
        East/Right = Diamond
    - After 11 moves, you win the game.

6. Switch room (30 pts)

If all 3 hostages are dead, you are Game Over.
If at least one survived, and the other 2 are either alive or dead,
you will receive a phone call from Justus telling that he has kidnapped your daughter Lizzy.
You will be forwarded to the switch room to locate the phone call origin.

For completing the living room chapter, you will be rewarded with 50 points.

Bug: If you have solved the Video Poker with a cheat, you will not receive points for leaving the living room chapter. (This bug was fixed in Daniel Marschall's patch)

Search map game (30 pts, with cheats 0 pts):
Just click all maps until you find the correct one.
You need to remember the code word.

7. Helicopter (60 pts)

When entering the helicopter, your maximum points should be 540.

Code word (30 pts, with cheats 0 pts):

929	YAW	999#2#9#
7655	ROLL	777#666#555#555#
4327	GEAR	4#33#2#777#
74824	PITCH	7#444#8#222#44#
74568	PILOT	7#444#555#666#8#
354377	FLIERS	333#555#444#33#777#7777#
4624463	IMAGINE	444#6#2#4#444#66#33#
56978425	JOYSTICK	5#666#999#7777#8#444#222#55#

Press the number key 1-3 times, then press # to move to the next digit

The code word will be the one you heard at the template game.

Note: If you exited the game and reloaded from a save game, the code will be "JAW" since the code from the template game won't be loaded due to a bug.
This bug was fixed in Daniel Marschall's patch.

Sound cipher (30 pts, with cheats 0 pts):
Put all colors outside ("MONUMENT"), then press ENGINE ENGAGE

8. Bomb van (80 pts)

When entering the bomb van, your maximum points should be 600.

Phone game (40 pts, with cheats 0 pts):

Average the integers, or find the missing integer-group rotation.

There are bugs in there! Please see all solutions below.

~~001~~	~~122~~	~~263~~	~~Method: Average number with bug? (Average is actually 132, not 122)~~
001	132	263	In the patched version by Daniel Marschall
021	210	102	Method: Integer rotation
036	147	258	Method: Average number
123	145	167	Method: Average number
~~134~~	~~225~~	~~314~~	~~Method: Average number with bug? (Average is actually 224, not 225)~~
134	224	314	In the patched version by Daniel Marschall
~~145~~	~~237~~	~~327~~	~~Method: Average number with bug? (Average is actually 236, not 237)~~
145	236	327	In the patched version by Daniel Marschall
221	422	623	Method: Average number
~~281~~	~~441~~	~~821~~	~~Method: Average number with bug? (Average is actually 551, not 441)~~
281	551	821	In the patched version by Daniel Marschall
330	431	532	Method: Average number
349	493	934	Method: Integer rotation
358	235	112	Method: Average number
369	459	549	Method: Average number
532	761	990	Method: Average number
550	752	954	Method: Average number
571	157	715	Method: Integer rotation
752	743	734	Method: Average number

Find the detonator (time-based 20 pts)

Detonator #1 (20 pts, with cheats 0 pts):

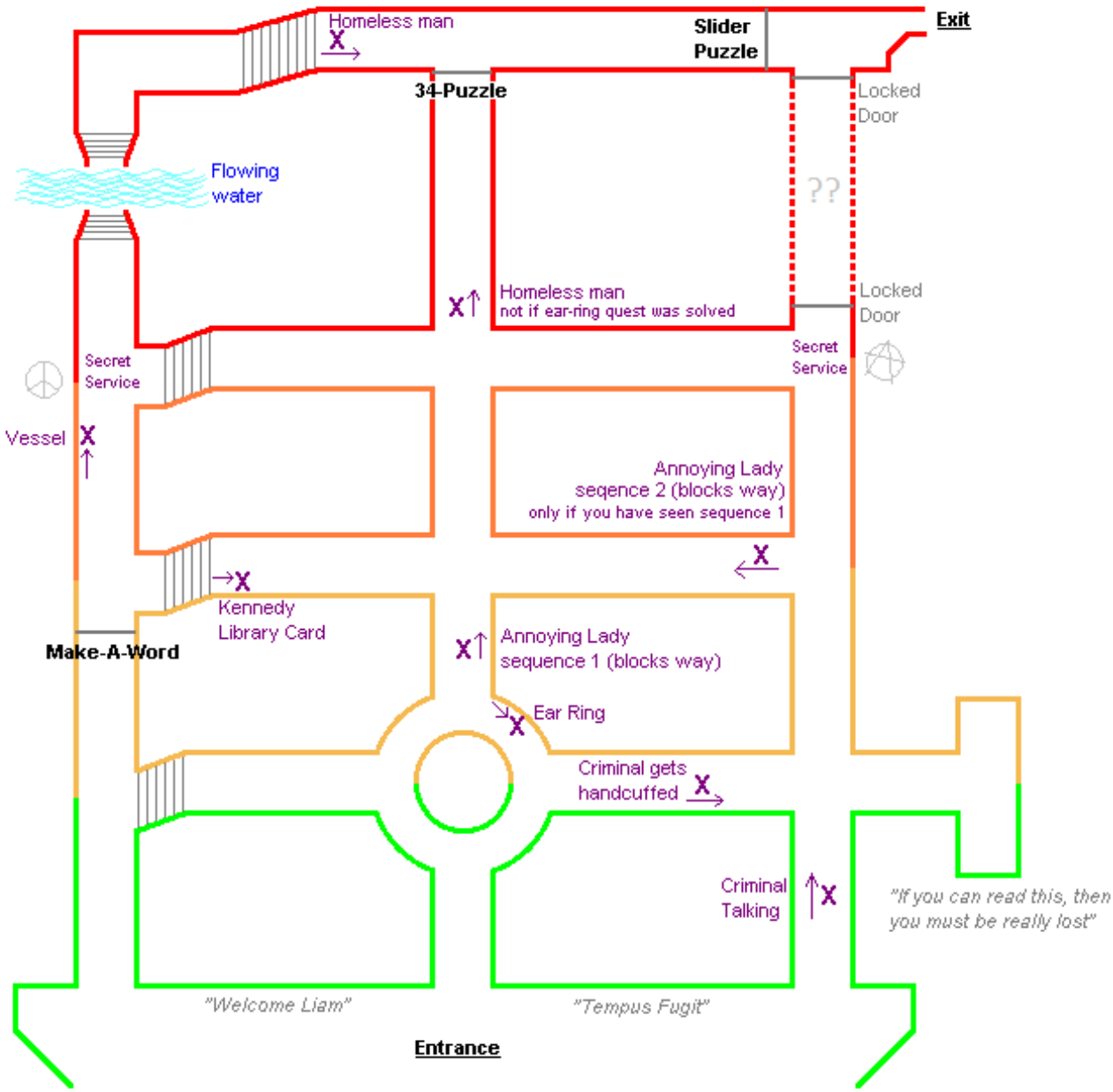
"ACE"

Do not click the blinking button in the middle!

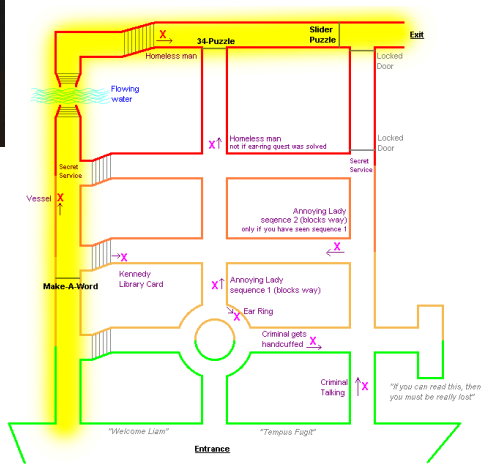
9. Tunnel (110 pts)

You have 20 minutes until the second detonator will explode.
Various people and things will try to delay your journey through the tunnels.

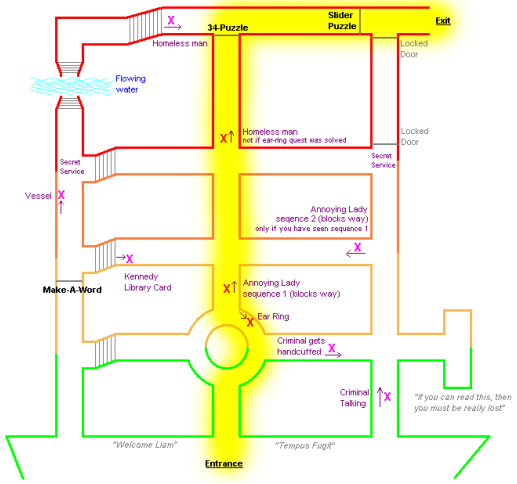
Attention : The 20 minute countdown time will be saved in your savestate. So please make sure to have a savestate at the beginning of the tunnels. Otherwise, in case you are taking too long for a puzzle and save, you might not be able to complete the game in time.



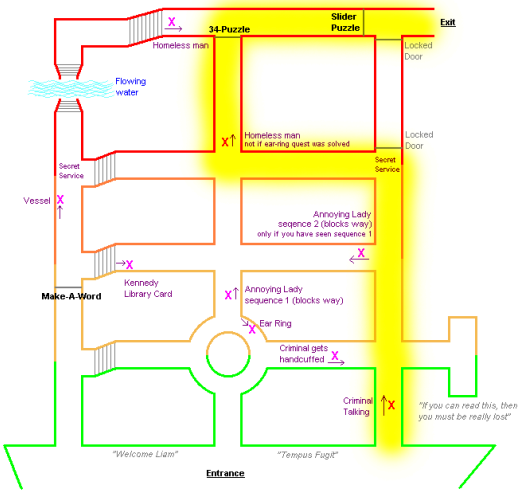
There are 3 possible paths:



Path A (left corridor):
- At the entrance, choose the left corridor
- Go 2 steps forward
- Solve the “Make the right word” puzzle
- Look straight forward. At the left wall you see a small vessel. Click it. (It is very hard to recognize, and you can only click the vessel when you are coming from the door. You can see the vessel from the other direction, but cannot click it from this point of view!) The vessel will make the flowing water disappear.
- If you have not recued girlfriend Robin, then you need to collect the Kennedy Library card now, otherwise you cannot pass the Secret Service man. To do this: Turn right and take the ID card, then turn left again.
- After passing the secret service man, cross the now dry channel, then turn right.
- Solve the slider puzzle. If you have bought the newspaper from the homeless person, you can skip the puzzle.



Path B (center corridor):
- At the entrance, choose the center corridor
- You can only pass the center corridor if you find the earring from the annoying lady. To Find the earring: Walk forward till the center ring, then turn left, 2x forward, take the earring, then turn left .
- Walk towards the red door.
- Solve the 34-Puzzle
- Turn right
- Solve the slider puzzle. If you have bought the newspaper from the homeless person, you can skip the puzzle.



Path C (right corridor):
- At the entrance, choose the right corridor.
- Walk forward.
- Walk past the criminal guy who talks to you.
- If you didn’t rescue girlfriend Robin, then you need to get the Kennedy Library card now: Turn left, 2x forward, turn around, take ID card, 2x forwards, turn left.
- After the secret service man let you pass, you automatically turn left at front of the closed door.
- From there, walk forward, then turn right.
- If you did not buy the newspaper from the homeless man, then you need to solve the 34-Puzzle now
- Solve the slider puzzle

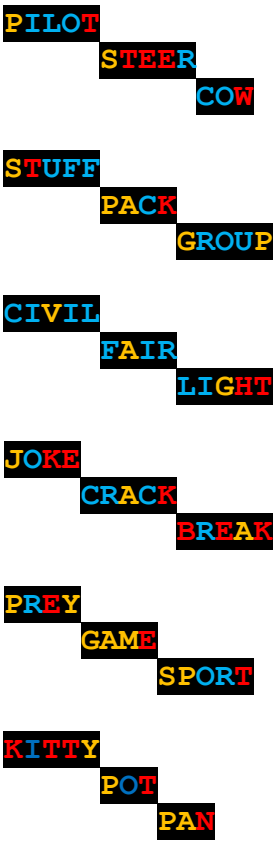
Capture the criminal (10 pts):

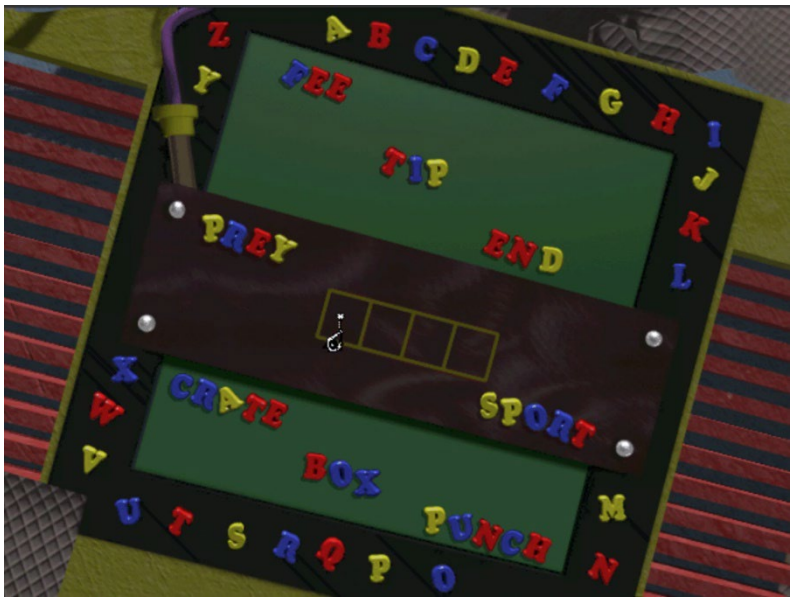
You can only capture the criminal if you have taken the handcuffs from the living room shelf at the beginning of the game!

- When you walk the right corridor, the criminal will talk to you.
- When you walk through the center corridor, walk towards the circle, and then go right (so that you are in the right corridor again), you will handcuff the criminal

"Make a word" puzzle (30 pts, with cheats 0 pts):

Note: You can escape this puzzle if you want to try to choose another path instead.





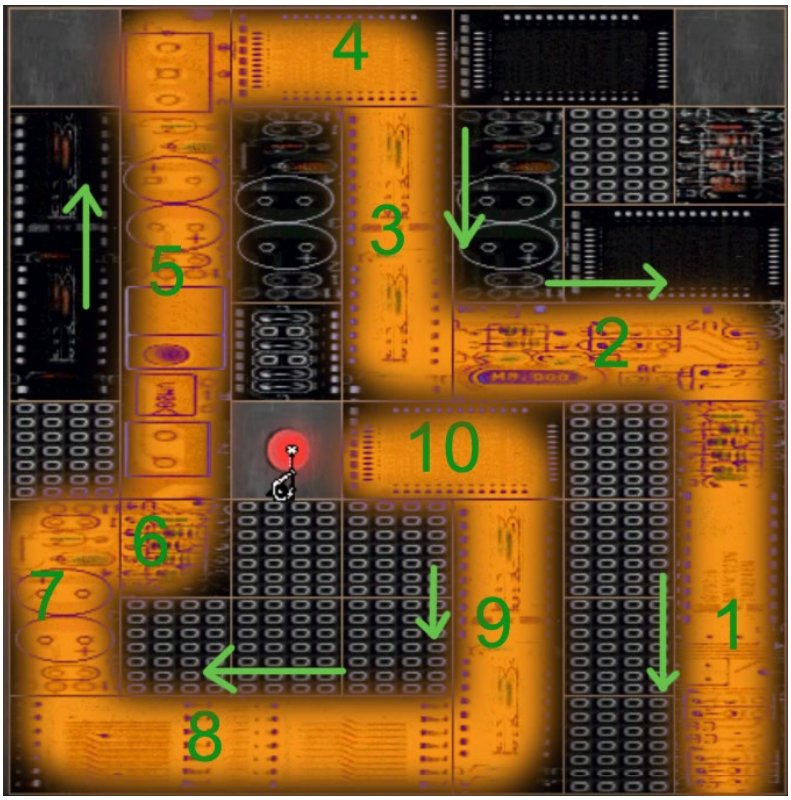
34 magic square puzzle (30 pts, with cheats 0 pts):

Note: You can escape this puzzle if you want to try to choose another path instead.

You can solve this puzzle with any 4x4 magical square, e.g. Yang-Hui-Square.

```
+------------+
|16 03 02 13|34
|05 10 11 08|34
|09 06 07 12|34
|04 15 14 01|34
+------------+
34 34 34 34  34
```

Slider puzzle (40 pts, with cheats 0 pts):
You need to slide the pieces until you find a red button hidden underneath.
Pressing that button will open the door.



10. End game (110 pts)

You will be rewarded with max. 100 points for absolving the tunnel, based how many moves you did in the tunnel.

Click the TV at the wall above to enter the switch game (10 pts).

1-3-5-7 Switch game (80 pts, with cheats 0 pts):
see https://en.wikipedia.org/wiki/Nim
http://www.balmoralsoftware.com/blown/blown.htm#1-3-5-7%20Switch%20Game

This always works for this game:

1. Reset the game until Justus takes 1 from the 7-row
2. Remove 4 from the 5-row
3. Remove 2 from the 3-row
4. Remove 1 from the 5-row
5. Remove 1 from the 7-row

Detonator #2 (20 pts, with cheats 0 pts):
Code "ACE"
Press the button in the center in the moment your daughter says “zero”, not earlier!

The maximum possible score is 1000.