

# HOLSTIN – Janowski House Demo Walkthrough



## Main goal

The main goal of Holstin: The Janowski House Demo is to find and read the blueprints of the underground tunnels that spread under Jeziorne-Kolonia. To do that, you need to complete two tasks: find the slide with the blueprints and put it in the projector. Since finding the slide is the more obvious task, we'll cover that first.

## First light bulb

You need to get access to the first light bulb. You'll find it in the bathroom on the ground floor. Flick the switch on the wall, so the ooze blocking access to the toilet will go down. Take out the light bulb from the lamp. Now it's in your inventory.

## Fuse box

Walk up to the lamp in the hallway. Open the inventory and select the "Use" option on the light bulb. Now you can climb the stairs. There's a knife on the hallway floor, so pick it up and go back down to the vestibule.

Open the fuse box on the wall, and put the fuse in the left-most position. Now you can go to the kitchen. Take the key from the drawer and push the cupboard blocking the entrance to the living room. Underneath the sofa, you can find the second fuse. Now put fuses in positions 2 and 4 (looking from the left).

## Second light bulb

Now go upstairs and use the key on the locked door the furthest from the stairs. It's the grandparents' bedroom. Use the light switch on the wall and take the light bulb from the lamp on the nightstand.

With the second light bulb, go to the room the bloody footsteps lead to. Put the light bulb in the lamp and use the folding stairs. They lead to the office, and now you can unlock the door to the hallway

### **Free the cabinet in children's' bedroom**

Now, put fuses in positions 3 and 4, take the light bulb from the hallway, and climb up the folding stairs in the office. Now, with the lamp in the parents' bedroom turned on, push it toward the hole in the wall. Go to the grandparents' room and put the light bulb in the lamp on the nightstand.

Enter the children's room and go toward the corner opposite the door. With the light reaching the ooze through the hole, you can now get to the cabinet with the lamp.

### **Reach the slide**

However, there are only two light bulbs in the entire house. Push it as far from the hole as it goes. That way, you'll still have access to it when the ooze goes up. Take the light bulb from the parents' bedroom, since you don't need the light reaching through the hole. Put the lightbulb in the cupboard you just pushed. Now you can take the slide from the shelf.

### **Reaching the basement**

The projector is in the basement, and the door has to be forced open. There is no key, so we need a more violent solution. It will be available to you when you reach the office.

### **Safe**

There's a safe mounted in the wall, behind the statue in the office. The statue will move if you do two things: put a ring on the woman's finger and bring water to fill her jug.

### **The sacred water**

Go to the toilet on the ground floor. If you have a fuse in position 1 and a light bulb in your inventory, you can shine the light on the ooze there. The watering can is next to the toilet seat. It's empty, so you need to fill it.

Go to the toilet upstairs. First, turn the light on in the hall, and push the cupboard so you can open the door to the toilet. Use the watering can on the faucet, or the shower to fill it.

### **The betrothal ring**

The ring you need is in the grandparents' bedroom. You need the key from the kitchen drawer and a fuse in position 3 to turn the light on. Once you're inside the room and the light is on, go to the small grey box on the nightstand. You'll find the ring there

### **The Rheingold**

When you use the filled watering can and the ring, the statue will move. It reveals the safe that contains the shotgun - the perfect tool to open the door to the basement