



Solo Path Guide

ALL THE TIPS TO PROGRESS IN THE ADVENTURE OF
SOLO PATH

Welcome to the Solo Path Guide,
if you are here it is because you are
probably struggling to solve the puzzles of
the game and your progress is stopped.

In this guide you will find all the tips to
complete the adventure and finally
understand the mysteries that surround
the SANDOR complex.

Be careful to turn the pages slowly so you
don't spoil the puzzle solutions you haven't
faced yet.

This guide will consist of 5 parts.





Part I

THE FOREST

The first step that will condition your adventure is to follow the tutorial that will guide you to this abandoned hut located on your right after the bridge.

On the table of this one is a valve that just carry and place on the chest located on the floor to your right to retrieve a lamp and a first document that will introduce the plot of the game.

Then take your way,
take the tunnel and let yourself be guided to the entrance of the complex.

You should not encounter too much difficulty in this level.





Part II

THE SANDOR COMPLEX - MAIN FLOOR

You have entered the SANDOR complex.

You find that once the front door crosses the electricity cuts.

You will need to restore power by carrying a fuse stored in a small cabinet facing you and placing it in the circuit breaker located in a room on your right

(an electric symbol adorns the door of the right room)

Be careful not to touch the electrical arcs in the room.



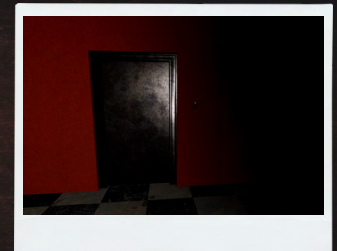
Once the electricity is restored, by placing your back at the front door, you will notice the presence of 5 doors in total and a corridor leading to an elevator so access is regulated by a digicode.

Take the first door on your left.
This gives you access to a restaurant room with two doors.

Footprints are visible on the ground and indicate a path between it.

Follow the prints and see that they lead you to the toilet and that one of the cabins is locked.

Go the other way, and open the door near the bar by pressing the red button on the wall.



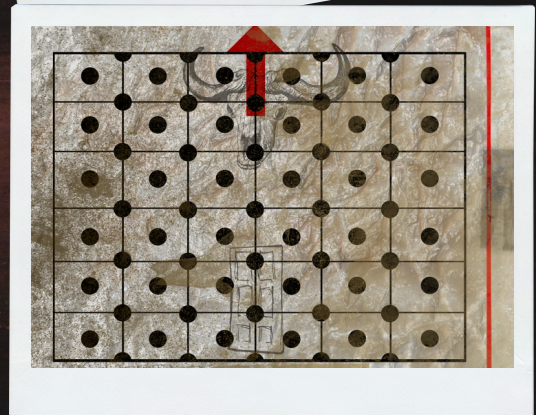
You access the cold room of the restaurant which also has footprints on the ground.

Follow these tracks and take the key that is on the wall next to the knives.

Then go back to the toilet, open the remaining door and flush to get a document that was hidden in the toilet bowl.

This document is an essential element for your escape.

(it features a grid with drawings symbolizing the main room of the complex [door & buffalo skull] and a quote on the back)



Back in the main hall (if you have fine hearing) you will hear a phone ringing from the recreation room whose door is decorated with a ground key.

Inside you will find that the television is on and that it successively displays a forest, painting, a skull and a piano.

This is a sequence to follow;

The forest symbolizing your route to enter the complex,

The painting the place on your left where to look.

The skull refers to a painting of the same pattern that you will have to turn to obtain a score and finally release *the piano* from its cover.

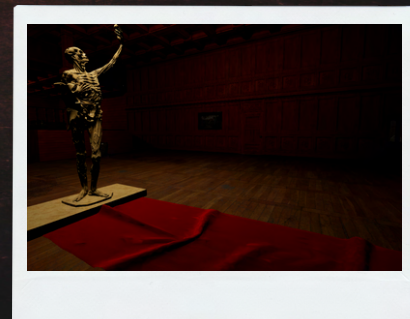
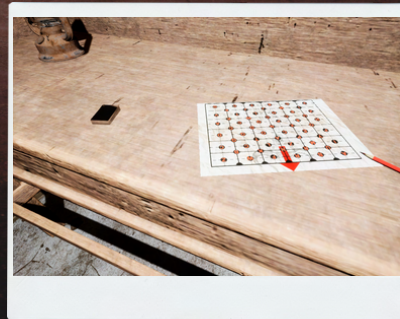


Reproduce the melody contained in the score on the piano and access the new piece.

In this rather macabre room you will get a new grid sheet similar to the first one as well as a lighter (take it).

You will notice that on the back of the sheet are books including a red one that must be entered.

Go to the library which is the first room on your right when you are facing the door of the main entrance.



Go to the back of the library and activate the book in the photo.

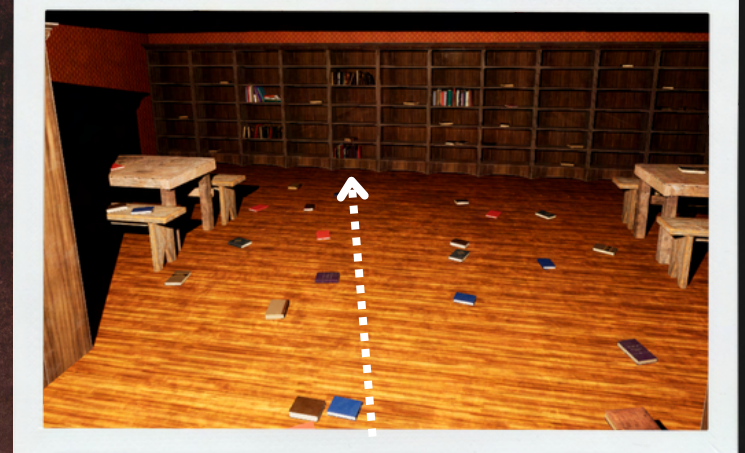
You will find that the ground opens up behind you offering access to the complex's crypt.

Once inside you will notice the presence of two coffins,
a pentagram on the ground with candles lit on 4 of the 5 corners of the pentagram.

Light the last one with your lighter and take the magnetic card from the left grave that just opened.

This will allow you to open the 5th gate of the complex.

Then return to the main hall and then to this 5th room with your magnetic card.



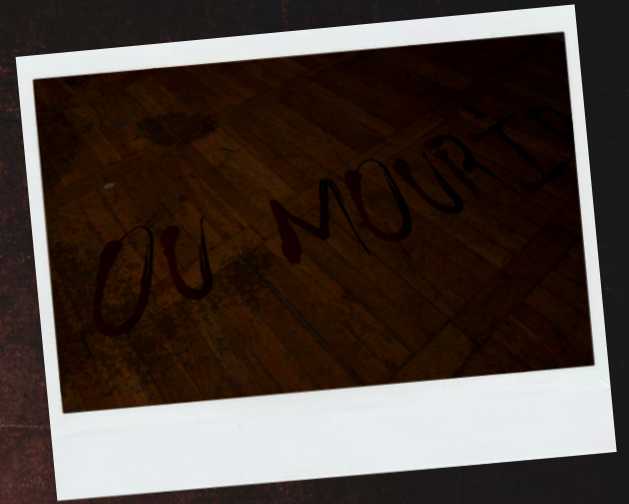
You may have noticed that the lobby has changed since you arrived.

Take the time to see the damage if you wish and go to the room protected by the magnetic card.

You notice a computer asking for a password and a bathroom. (Medication is stored in it, take it if your health is not at its maximum).

If you have the soul attentive you will also have noticed the presence of an inscription on the board located above the computer.

Go back to the main hall to look for this deer.

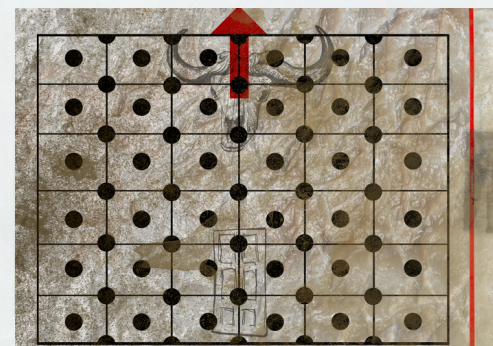
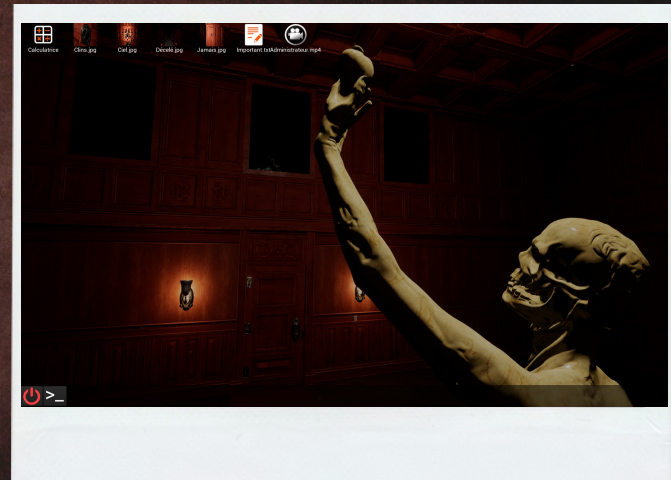


You will find an origami deer at the table that supported the model of the complex.

On the back of it is written: "sandor45" is the password allowing you to connect to the computer.

On this computer you will find 1 text document and a video present for the history of the complex as well as 4 photos having the title of keywords from the quote of your 1st document.

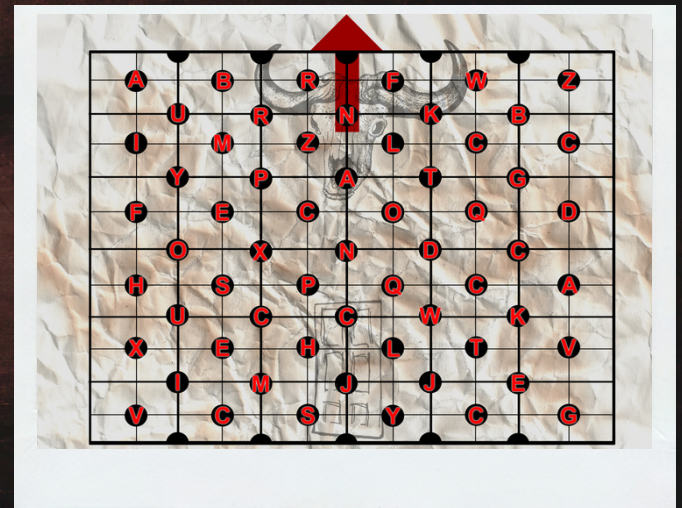
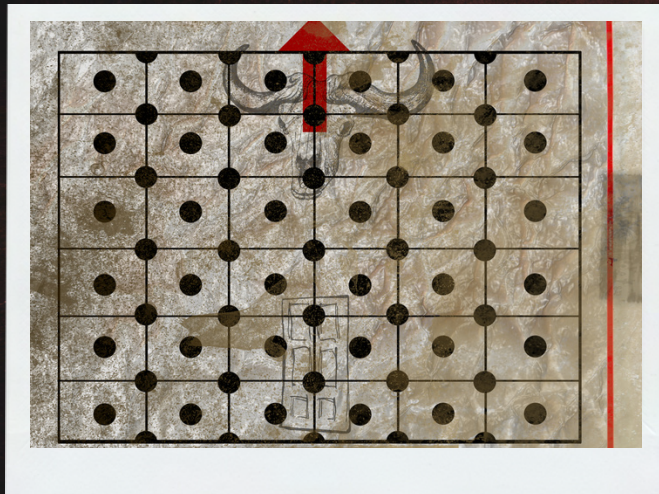
You will need to help yourself with photos and your two grids to solve the puzzle as well as the ceiling of the main hall.



The circles and squares on your leaves being a perfect copy of the ceiling above the statue you will notice that some of these circles are different and silver.

Simply replace these circles with the letters of your second document to form the word HIDE.

The digicode contains only numbers so you will have to go back to the computer to decode the formula.



Again on the computer you will have to enter the console (the button next to that of the shutdown of the pc) in order to enter the command HIDE.

After decryption, you will get
The elevator code is 5183.

Type the code then press the -1 button (the one on the 1st floor being broken)

Finally, get ready to see your adventure take a completely different turn...



A 3D rendered scene of a basement. In the foreground, a large, grey, industrial saw stands vertically on a wooden floor. To its right, a human skull and a skeleton are visible. In the background, a chair and a table are present. The scene is lit with a red glow, and the walls are made of glass panels. The text "Part III" is overlaid in the center.

Part III

THE BASEMENT - CHANGE OF ATMOSPHERE

On level -1 you will discover a corridor overlooking 4 doors.

Room A and B as well as a locked wooden door and an iron door also locked.

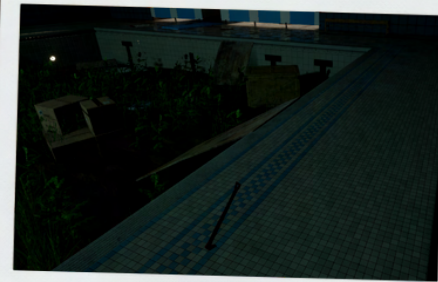
To unlock the wooden door on your left

You must go to room A which corresponds to the pool.

One of the cabins is blocked and you will need the crowbar that rests on the ground to open it.

You will then find the door key hanging on one of the horns of the buffalo skull.

Retrace your steps to open this room.

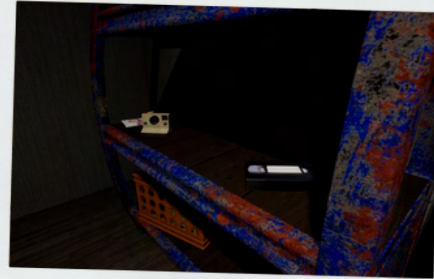


On your way you notice the presence of an electric box next to the iron door. Open it and continue towards the wooden door. Unlock it with your key and pick up items that might be useful inside.

Also take the VHS, you will need it.

Enter Room B which happens to be an abandoned amphitheatre.

You find a VCR connected to a video projector.
Insert the vhs into the VCR and watch the video.



The entire video deals with hearing and is interspersed with audible "BEEPS".

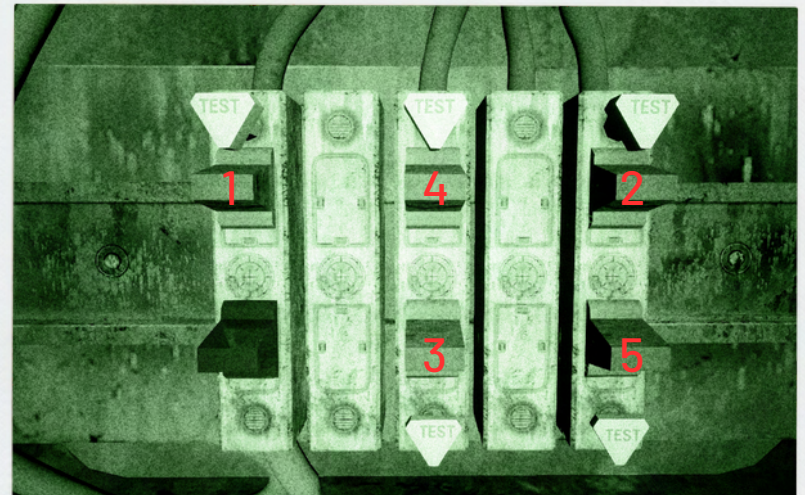
Just memorize them in the chronological order of the video.

Return to the corridor and press the "TEST" buttons on the electrical box to hear the same "BEEPS".

Once you have the sequence in mind, press the buttons below the "TEST" buttons to validate the command.

The order is as follows:

- Top left button
- Top right button
- Bottom middle button
- Top middle button
- Bottom right button



You sink deeper and deeper into the underground of the complex and understand that places close after your passage.

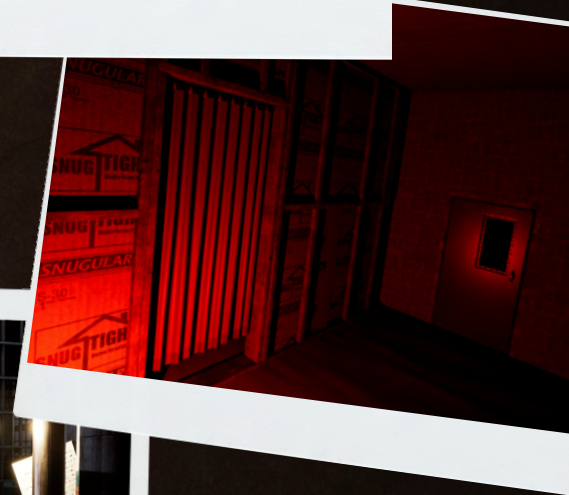
You're in a bunker and at the end of this tunnel you will face 3 doors, two locked and one protected by a code.

Go to your left and go behind the curtain.

You will see a sheet on the bars of a cell. Take it, it is a necessary indication for your escape.

It indicates that the prison key is under an oil lamp.

Go take it and go to the prison to take the second note that this person left you.



As your mysterious guardian angel of the moment told you, you unlock the main door of the prison and you find 4 cells.

One of them intrigues you particularly, its door is unhooked and you find a screwdriver and nails on the ground.

This is the former cell of your interlocutor who managed to escape.

He left you a second document to help you, this one is slipped between the wall and the toilet of his cell.

He asks you to go to the laboratory to retrieve the manual of the boiler room.

The code for the laboratory door is 2809.



Part IV

THE BASEMENT - THE MISTAKE

You gradually regain your mind and you manage to free yourself from this chair.

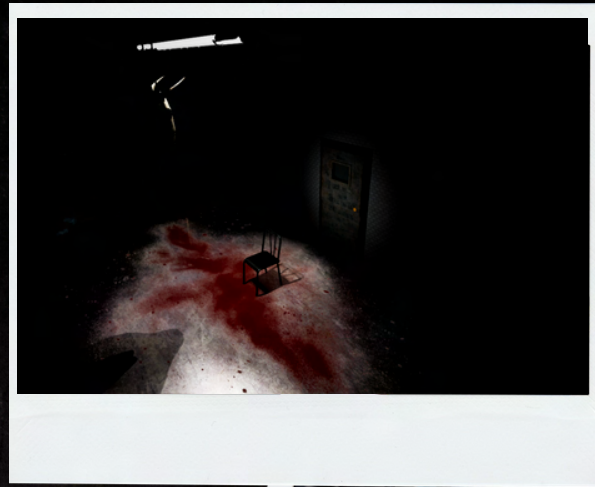
You notice that a policeman's body litters the floor of the same room as you and hears his radio emit a sound.

You try to answer and ask for help, without success.

You take into account his lamp which seems almost empty.

The little light it gives you is barely enough to discover this policeman's gun and get it back.

With the only cartridge it contains you will have to shoot the door lock behind the chair.



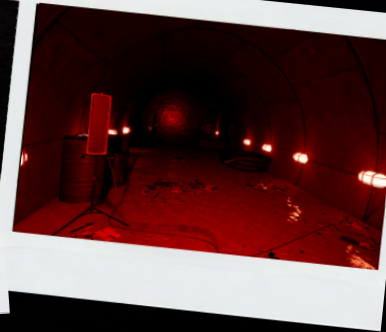
Once the door is open you will find the inert body of your guardian angel on the hospital bed.

In his pocket is a sheet containing a procedure to unlock the laboratory and the instructions for the boiler room on the back (unfortunately it is unreadable)

Go to the computer console and follow the instructions on the screen.

Then follow the instructions in your document to get out of the laboratory.

Once the door is unlocked, return to the beginning of the bunker.

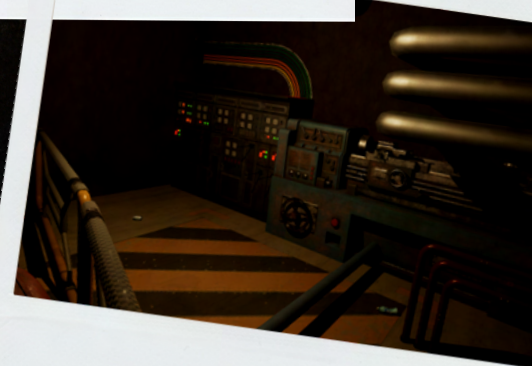


Ultraviolet lights illuminate an inscription of blood left by the deputy of Dr Crotone on the wall.

It indicates that to overheat the boiler room it is necessary to operate in this order:

- The 1st lever on the left
- The 4th lever
- The second lever
- Then turn the valve

The pipes of the boiler room explode following this overheating and create a passage through an old tunnel.



In this tunnel you will have to follow the oil lamps.

Exposure to laboratory gas causes severe coughing and hallucinations.

Follow your path as shown in the photos.

Once out of the tunnel you will find yourself in what appears to be a house basement.

Go up the stairs and open the door.





Final Part

THE HOME OF THE CROSTONE DOCTOR - THE ESCAPE

Here you are in what appears to be Dr Crotone's house.

Your journey seems to be coming to an end and you start looking for evidence before leaving the place permanently.

You go upstairs when you are seized of another hallucination that transports you to your apartment.

When you walk through the bedroom window door, you find yourself in a strange hallway with numbered doors.



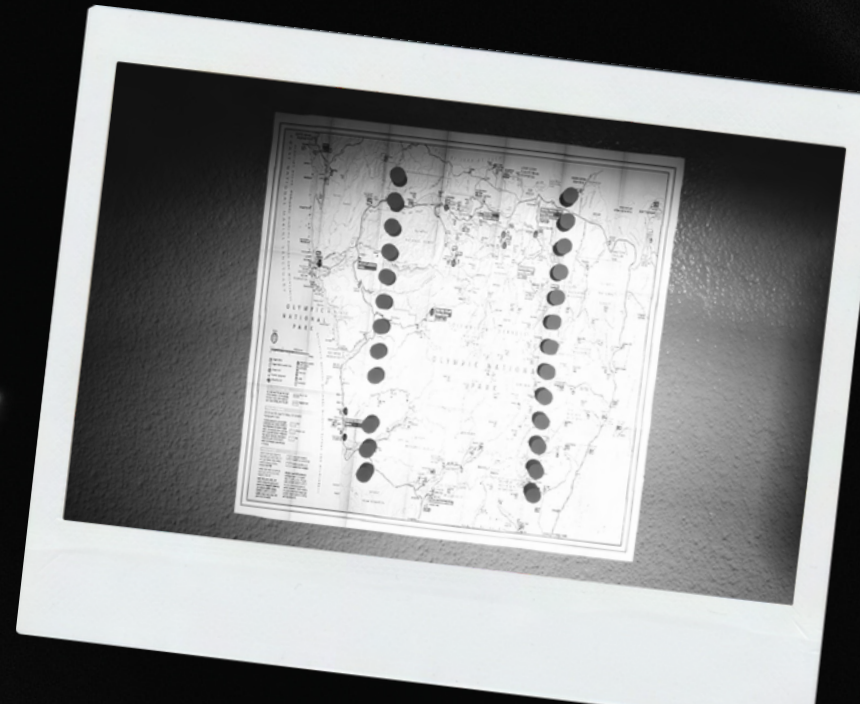
Just look at the map and the magnets on it to understand the logic of this hallucination and try to get out.

The magnets symbolize the 26 numbered doors, just pass them in the order indicated by the missing magnet.

The solution is as follows:

- Door #4
- Door #26
- Door #9
- Door #15

You will then find yourself again in Dr Crotone's house.



You will find that this floor gives you access to a bathroom and the Dr Crotone.

The door to a third bedroom is locked and access to the attic also.

Go to Dr Crotone's room, you will find a medical document (take it) and a lever opening the hatch of the attic.

Then go up to the attic, take into account the polaroyd if necessary and the key which are both placed on the table.

Notice that your captor's initial plan is posted on the wall.

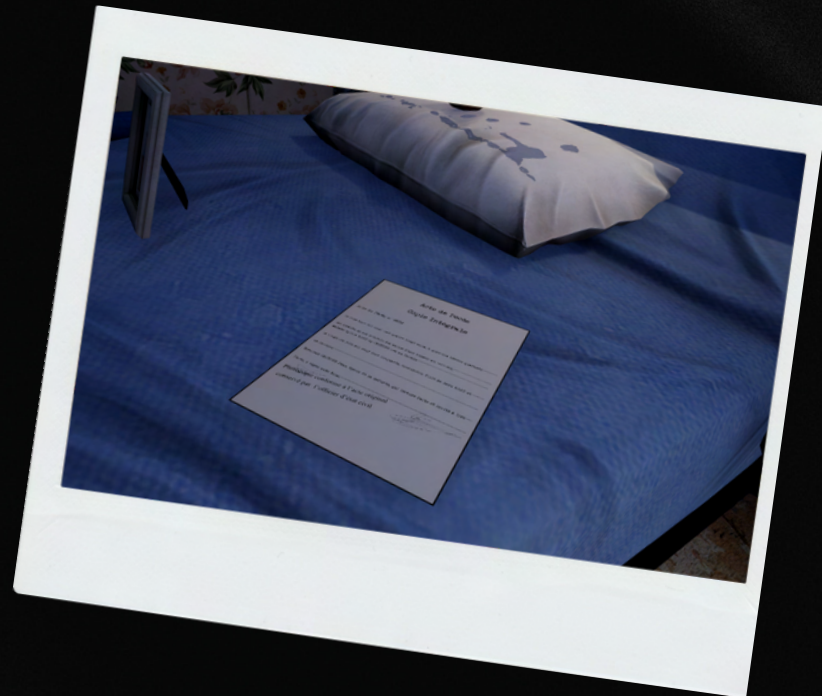
Take a picture, it could be used as evidence.



You can then go to the locked room and see that it is that of Dr Crotone's late wife.

You'll find his death certificate on the bed.
Take the document.

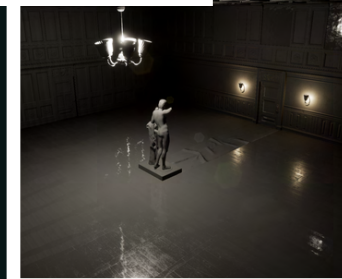
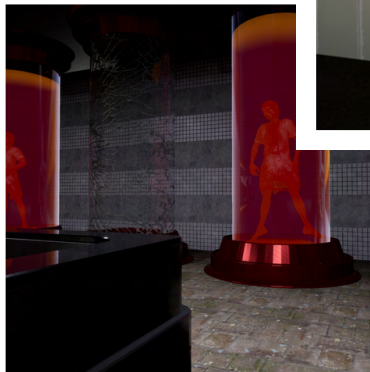
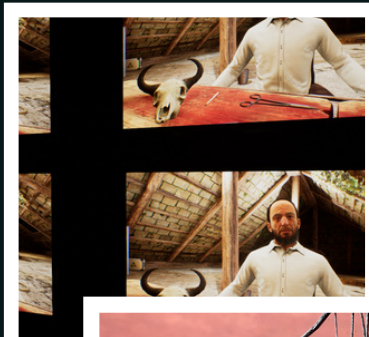
You can finally leave Dr Crotone's house and regain your freedom...



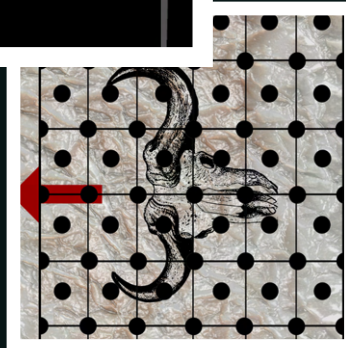
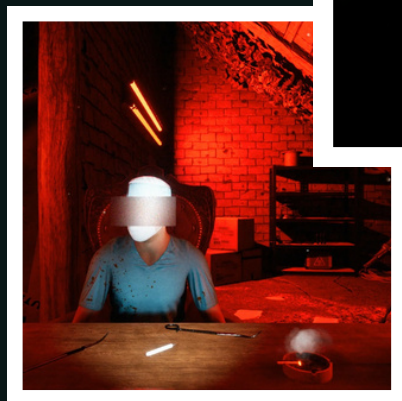


BONUS

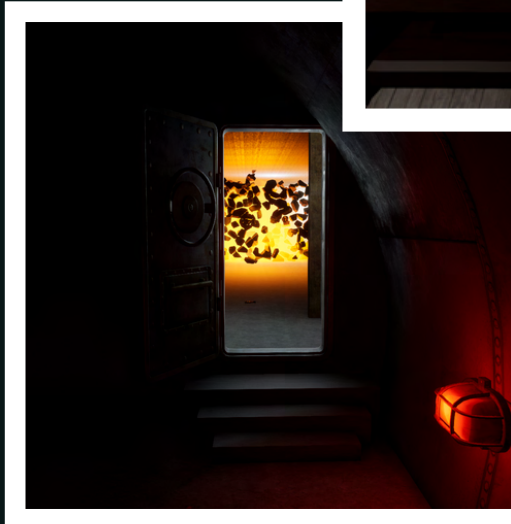
EARLY ARTWORKS + COLLECTIBLES



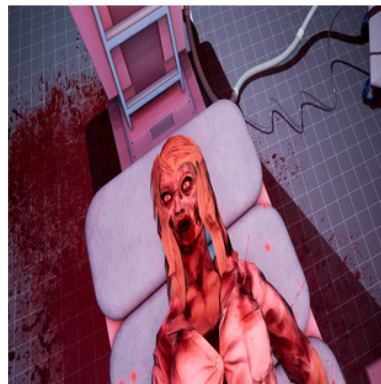
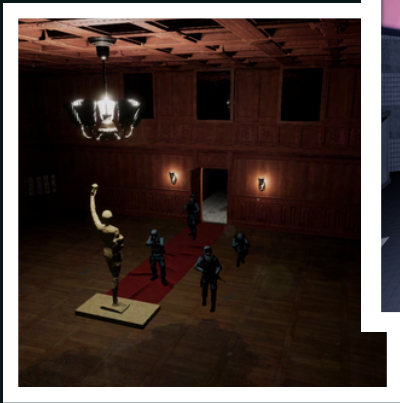
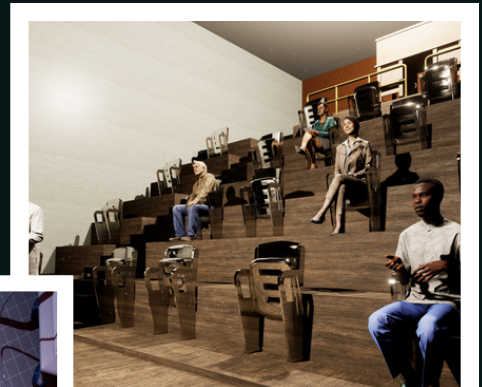
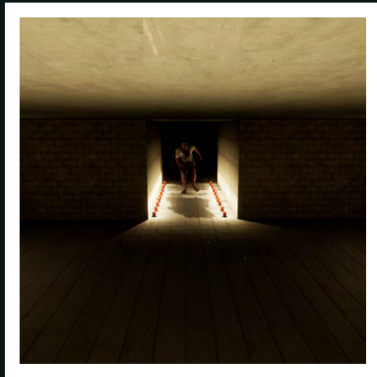
EARLY DEVELOPEMENT



EARLY DEVELOPEMENT



EARLY DEVELOPEMENT



COLLECTIBLES

A low-angle, red-tinted photograph of a classical statue, possibly of a deity or hero, seated on a pedestal. The statue is positioned centrally, looking directly at the viewer. Above the statue is a ceiling with a prominent grid of wooden beams and decorative elements. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of grandeur and mystery. The overall color palette is dominated by dark reds and browns.

Thanks