



**DUDE,
WHERE IS MY
BEER?**

**A WALKTHROUGH
(FOR THE NON-EXPERIENCED GAMER)**

HOW TO USE THIS GUIDE

This guide was made to help non point-and-click gamers enjoy and pass the game. It provides hints as to what you can do when you're stuck.

As a recommendation, we advise to play the game without the use of this guide, and come to it only if it's absolutely necessary.

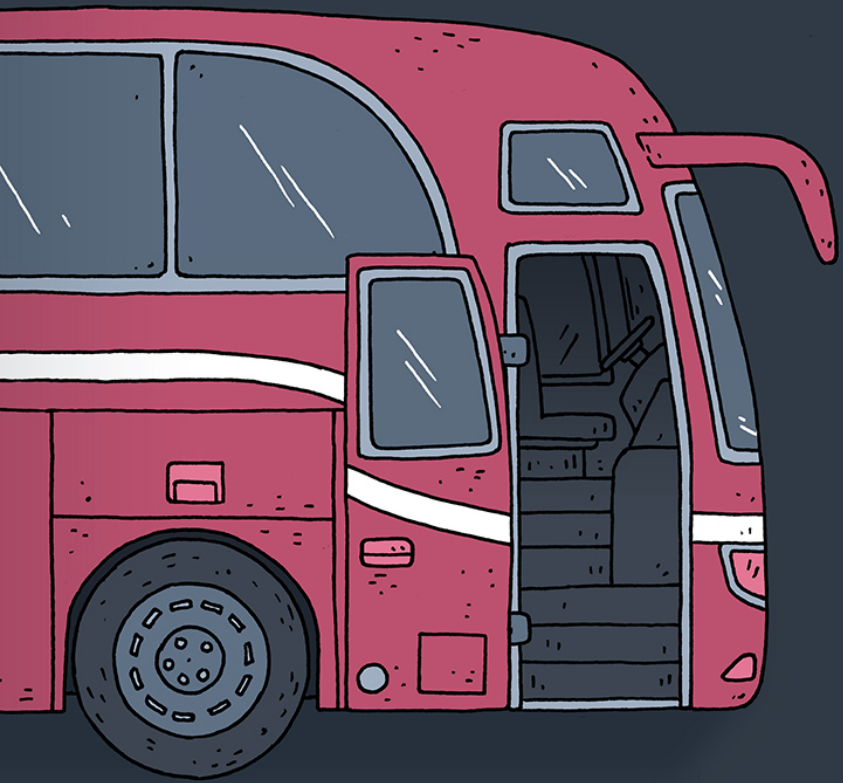
At the end of the document there is a step by step guide on solving the puzzles.

Use according to your needs! Enjoy the game!



Oh, hi there! Are you ready to help me find a pilsner? I've just endured a very long trip and I really need it... so... shall we get started?

THE STATION



I've just arrived at the Station, it's just a mid point between where I'm coming from and where I'm going to. We have 30 minutes to rest and I could really use a pilsner, though the driver said he won't give me any of the beers he has in his cooler.

Shall we try talking to him again? Maybe he has something else to offer, maybe not.

How about the rest of the people here? Let's look at the poster over here... hmm... a Brewing Contest?

So, next to the bakery there's a pub; there's a lot of rubbish outside, I can see a bell and a baby bottle, could I pick them up? Let's go inside the Underground Pub, I'm really thirsty.

THE UNDERGROUND PUB

Ah!!! Somewhere I can ask for a pilsners, let's see.

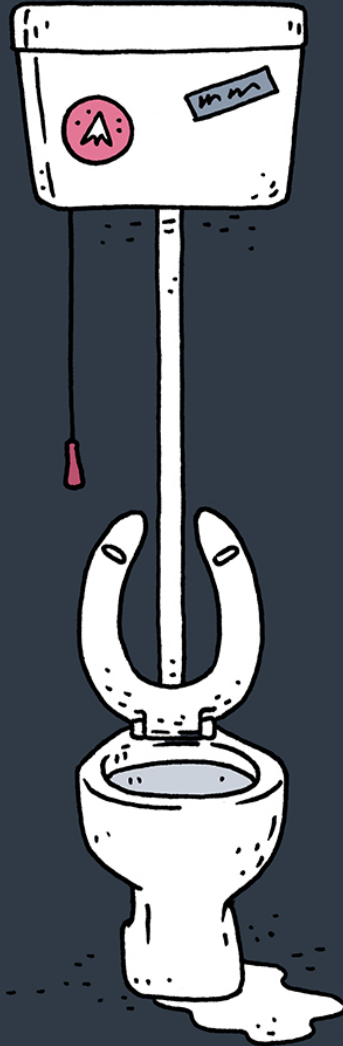
Are there things lying about I could pick up?

Let's be a little bit inquisitive, let's drink a beer and try getting into the toilet; why? Because in these kind of games that's what you're supposed to do: explore around, try to pick up things that could be useful later; and talk to anyone that could provide some answers, let the story unfold.

The janitor won't let me go into the toilet... Do I have something in the inventory I can give him so he doesn't see me?

Great. Now, how do I get in?





THE TOILET

It's smelly in here... but lot's of things lying around.
Hmm... another Brewing Contest poster?

How about that door at the back, eh? Does it go
anywhere?

Let's wash our hands and look in the mirror, shall we?
There are a lot of things we can do during the game
which are just for fun.

Did you pick everything up? Let's keep moving, there
are no pilsners here either. What if we try finding
another pub?

STORGATA

A main street... There should be some pubs around here.

But what about these snobby hipsters? Do you even understand what they're talking about? I don't.

I wonder if I can get a newspaper or magazine from the News News stand, or maybe somewhere else?

There seems to be 3 different areas I could access, but 2 of them seem to be blocked by that queue. Maybe it will start to diminish as time passes?

Let's try The Mistress, the sign outside says there's a Pub Quiz in there today.



THE MISTRESS



So many people here! Let's try talking to them to see what they have to say, though I might be a little bit shy and in need of a beer. Let's ask that cool looking bartender for one.

And what is this girl doing on her own at the back of the pub? I wonder why she's all alone?

And that door... I wonder where it leads to?

Right, nothing more to see here, shall we try to see if that fish on the wall is working, on our way out? I bet we can.

YOUNGSTORGET

Ah, this is the place where young people hang out.
Do I seem out of place? I feel out of place.

And what is that mascot doing over there? Is it a
sports mascot? It has the "Number One" finger so I
guess so.

What do they sell in that Food Truck?

And the typical fountain on the other side, What a
beautiful place. Do you want to make a wish?

I see some places I can try to access, especially
those bars, where I can hopefully get a pilsner.
Let's see.



KNIVEN



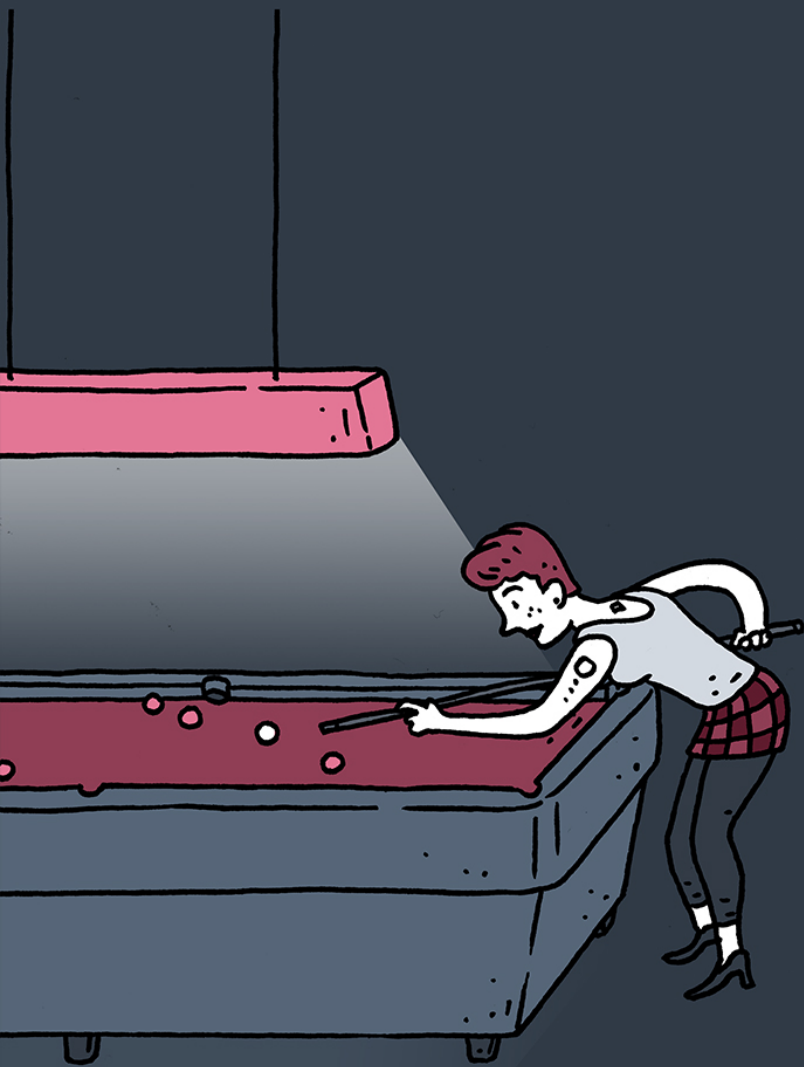
This place scares me. Everybody looks so rough and mean. Are they, though? And that music! Should I start praying? Is that a demon on the wall? Let's look at every scary detail here.

That bartender is wearing a Jolly Roger shirt... or is it just a skull? Let's see what kind of douchy beer we can find here... I'm starting to get the feeling that pilsners are impossible to find; the bartender from the first pub warned me.

That dog is huge! Let's pet him; after all, I'm more afraid of people than I am of animals.

Let's get out of here!

BIG DOGS



These places are so crowded! I wonder what sport everybody is watching, maybe someone can tell me. Maybe try talking to everyone? It's what makes the experience of adventure games more pleasant.

I see they have Guinness, I might want one later on if I can't find a pilsner, but I think I'm fine at the moment.

I remember I was really good at pool when I was younger, I doubt I could play anymore.

Either way, I'm here for a pilsner, nothing more.

GRØNLAND

I seem to be getting further away, but there's a bar here, can it have a pilsner? I wonder...

Poor guy, sleeping on the street. Let's see if he can tell us something about this place.

I can take a look into that barrel, sometimes it's possible to find things in there.

And that bicycle shop... how would I get in?
Ah! And a brewery, do they have pilsner there?

So... into the Dive Bar we go!



DIVE BAR



What's this? So empty. I wonder why? Is that the owner there? And what's this guy putting up on the wall?

And that black cat that looks pink! Does it have anything to say? I guess it can give me hints throughout the game. That's if we choose the easy mode of playing!

So no pilsners either... I'm starting to get fed up!

Let's walk just a little bit more, and then that's it; I'm giving up!

Well, it looks like I've gone full circle and found nothing useful. I think my best chance is to go down to the station and try to convince the Bus Driver to give me one of his beers... and the pen for the girl that wants to play the Pub Quiz!



THE DRIVER

So the driver might give me a pilsner after all! All I need to do is shut up that baby... I wonder if I can somehow stop the water falling on the baby bottle in the rubbish pile? I'm betting I can also use that bell to wake up the Homeless Guy. Something tells me I have to talk to him.

And this pen the driver gave me... if I give it to that girl maybe something will happen?

Let's try it.



THE FOUNTAIN

So, after giving the pen to Mireya, did you notice the line to get into The Crypt got smaller? I guess I'm doing things right! And I'm betting that's where the pilsner is.

But now, back at the fountain... is the sewer connected to the dripping water at the Station? Let's see if there's something we can use to stop it from leaking.



SYLVIE



Aha! She wasn't here before.

But it seems I can't understand her, is there a way to alter my senses? A way of making me more susceptible to other languages?

And now she has given me a bottle of wine! With a cork! That's exactly what I need to fix the fountain!

Remember! If you need hints, you can always ask the cat!

THE GARDEN

With the fountain fixed, I can pick up the baby bottle and the bell from the station; it feels like I'm getting somewhere at last.

Let's try giving the baby bottle to the baby and stop those annoying cries, and maybe get that pilsner.

And look, the queue to The Crypt has shortened, now I can access The Garden. Let's see what we can find in here, what we can learn.

With the bell I can try waking up the homeless guy, is it possible? Maybe I need to fix the bell first, then I can ask him for one of those clean bottles.



THE HOMELESS GUY

The Homeless Guy is now awake. I can try to get a clean bottle from him, but he doesn't want to give it away. Is there something he needs? He just told us he lost something...

Though, where can I find it? Buying a sandwich, a burrito? Or finding the remains of it?

If in doubt, ask the cat!

Now I have the Emerald bottle, would the baby want this?



THE CHEF

The baby doesn't care for empty bottles! Did you try giving it a bottle with water?

Now that we have the Emerald bottle, it seems that Mireya is not alone. Let's enter the Kitchen, I saw some milk in there before.

Can we help the Chef answer his question? Where would we learn something like that? It feels like it's too difficult, but not really.

Done? Let's go into the Kitchen.



THE KITCHEN

Wow, this is a messy place, but wait...
What do I see?



Finally! Milk! Oh no! It's empty...

There's something in the kitchen I can
pick up to mix with water and create
something similar to milk.

Maybe that can shut up the baby? Let's
hope it does.

THE CRYPT

Darn it! The Driver is gone! Let's ask the Hipster couple where could he be?

Now that the baby has shut up, I think the line at The Crypt has gone down, can I go in now? Yes! But not sober!

Everybody is dancing down here, they seem to be having fun; how can they enjoy this?

Let's ask the bartender for some pilsner, I have a good feeling.





The story begins to unfold... someone knows about Halvliter, they mentioned it in the Timehog Group Chat... what the hell is Timehog? I guess I need access to a phone! Lets ask around to see if anybody knows something about it.

THE HALVLITER



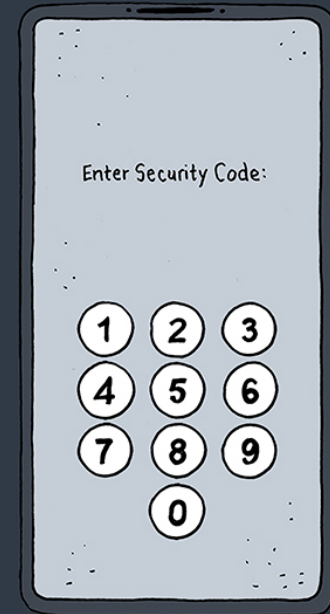
I have seen 2 phones lying around. The bartender at The Mistress has one, and the bartender at Big Dogs also has one. They both seem to know something about the Halvliter. Let's try to see if we can divert the attention by changing the channels... but first, I need that remote control.

Damn, I'm thirsty. Maybe it's time for that Guinness?

THE CODE

Of course it wasn't going to be easy! I need a code... What can the code be? Let's ask the bartender directly, maybe he will let it slip.

Ok, so according to what he says, the code must be the year they were in the finals... is there anyone that can know this information? Let's ask around.



THE MASCOT



The Sports Mascot must definitely know the year!

We have to talk to it, but we must give it something refreshing to drink. How about a really cold beer?

Could it be missing some flavor?

Finally, now we know what the code is supposed to, but how can we find it?

HOPPY_SAPIENS69

Who could hoppy_sapiens69 be? We must find him so he can give us the Halvliter.

Let's talk to people, see if they have heard about him.

Or maybe there's something in our inventory we haven't checked out yet! Something inside something else.

Aha! The receipt! Who could tell us about hoppy_sapiens69 with this receipt?





So his real name is Zorhodrag? Where can I look for a name? Ah! I know! It's close to a telephone and it has a list of all the names.

THE UI/UX DESIGNER



Hmmm... this guy won't let me use the yellow pages. Maybe if I help him fix his charger I can get him to pass them to me.

But how can I fix it? What about using some batteries? Yes, that seems the way to go... but where can I get some batteries?

Maybe the cat can give me a hint!

THE YELLOW PAGES

Well, it seems he won't give me the yellow pages even though I fixed the charger. What would be a way of getting him to leave?

I know! I have to make it impossible for him to work here.

Yes, let's do that.

Bye bye hipster dude!

Now I can check the yellow pages...



THE ANAGRAM



Well, it seems like Bahir is busy, how can I talk to him and confront him about the fact that he is Zorhodrag?

Is there anything new around? Has something changed? Hey, where did the worker go?

I need to get that Halvliter as soon as possible!

THE WIFE

After asking around I found Bahir's wife. But she's unhappy about her current situation with Bahir: he forgot their anniversary!

I need to give her something to make her happy. Maybe something Bahir was using before? Something that could appease her?

What could I use to replace Bahir's wallet?

But wait! Where is she going? What about her baby?



THE LANTERN

Now that his wife is happy, Bahir promised to give me the Halvliter. But what is this? He doesn't have it!



I need to find a black lightbulb to make this lantern work. Where could I find a lightbulb? On a ceiling? On a lamp? Let's have a look. What do I have that could get it down?

And what could I use to turn it black? I haven't seen any paint around...

Guinness?

THE BAKERY

The Bakery is locked! What can we use to open it? I don't think I will find Bahir's wife right now to get the keys from her. Better pull off a "breaking and entering" manouver.

Now let's go inside the toilet and find the Halvliter... I have to do it in the dark, though!

Aha! Here's the bottle... wait...



SOLVING PUZZLES

Puzzle #1 Entering the Toilet

Enter the Underground Pub and ask Bartender for a beer, now that you're "a little bit tipsy" you can talk to the Janitor. Get all information out of him. Give him the viewmaster so he doesn't see you going into the toilet. Pick up the keys from one of the tables and use them to open the door. You have to do it twice. Once inside, pick up the duct tape, the glove and the WonderMop. To pick up the wallet you must drink another beer to be "tipsy".

Puzzle #2 Picking Up the Baby Bottle and Bell

After talking to all bartenders and finding out there are no pisners around, go back to the station and talk to the Driver. He will give you any beer you like if you shut up the baby. Go to Grønland and talk to Sylvie, you have to be tipsy to understand her. She will give you a bottle of wine. Open the bottle, use the cork with the duct tape to create a giant band aid. Use the giant band aid with the fountain and the water will stop leaking - be sure to be sober for this. Now go to the station and pick up the bell and baby bottle while being tipsy.

Puzzle #3 The Emerald Bottle

Talk to Mireya at The Mistress. She needs a pen to play Pub Quiz. Get the pen from the Bus Driver and give it to Mireya. She will call a friend, but also, the line to The Crypt has shortened. Use Enough money with Newspaper dispenser. Open newspaper, now you have a Rubber band. Use Rubber band with Bell. Enter The Garden and pick up the Clock sign. Use Clock sign with Rubber band charged bell to create an Artisanal alarm clock. Use Artisanal alarm clock with Homeless Guy. Talk to Homeless Guy and learn he needs a tin foil hat. Pick up the barrel in front of him 4 times until you get a Half eaten burrito. Open Half eaten burrito and give him the Tin foil. He will give you an Emerald bottle.

Puzzle #4 The Question

To enter the Kitchen you must help the Chef answer the Pub Quiz question. The answer is in the Newspaper, which you have to read a few times to find the information that you're looking for.

SOLVING PUZZLES

Puzzle #5 Shutting Up the Baby

Enter the Kitchen at The Mistress. Pick up the Measuring cup. Use Measuring cup with the White powder that's on the floor. Go to the Fountain, use the Emerald bottle with the Fountain and fill it up with water. Go to the Toilet in the Underground Pub. Pull the Toilet handle to make it dark. Use the Measuring cup with white powder with the Emerald with Water. Open the Baby bottle to take of the Cap. Use the Cap with the Emerald with white water and give it to the baby.

Puzzle #6 Using the iPhone

Enter The Crypt and learn about Halvliter from the bartender. Go to Big Dogs and ask the bartender if he knows about a beer called Halvliter. Make him tell you he will check the Timehog Group. Ask him again if he has already checked it. After he says he will check after work, ask him for a Guinness. While he serves the Guinness pick up the Remote control. Use it with the TV, the bartender will leave and you can check the iPhone.

Puzzle #7 The Code

After checking the iPhone with no access, exit Big Dogs and come back in. Everything is back to normal. Ask the bartender what the code to his phone is. Go to The Garden and pick up a Glass. Use the Glass with the Cooler next to the Vegan Food Truck. Use the Frozen Glass with any Beer. Pick up a Banana from the Vegan Food Truck. Use Banana with the Frozen Glass with beer. Give Smoothie to Mascot. Now he will talk. Ask him for the year that the team was last in the finals, you will learn it's another date. Google the date and access the iPhone.

Puzzle #8 hoppy_sapiens69

Access the iPhone and look in the Timehog app. Read the Secret chat group. Open the Paper bag you found in the barrel. Now you will also have a Receipt and a Paper clip. Look at the Receipt and learn that the customer is called hoppy_sapiens69. Give the Receipt to Harvest at the Vegan Food Truck and he will reveal that the real name is Zorhodrag Blackghrald.

SOLVING PUZZLES

Puzzle #9 Zorhodrag BlackGhrald

Now that you know about Zorhodrag, go to the Underground Pub to look at the Yellow Pages. Jølla is now sitting there. Ask him for the Yellow Pages, but get his charger instead. Open the Remote control, and use the Batteries with Duct Tape, and use the new item with the Charger. Give Brand new charger to Jølla. Ask Jølla again to give you the Yellow pages, he will tell you to go away. Enter the Toilet and pull the Modem cable. Jølla will leave and now you can use the Yellow pages to find Zorhodrag.

Puzzle #10 Bahir's wife

Enter Dive Bar and look at Plaque. Now ask Bahir if he is Zorhodrag until he admits it. Go to the Station and ask Chantal if she is Bahir's wife. Go to the Underground Pub's Toilet, and while typsy, look at the Inside of the toilet and then pick up the Wallet. Back at the Dive Bar, use the Wallet from the toilet with Bahir's wallet. Open Bahir's wallet. Go to the Station and give the Credit card to Bahir's wife.

Puzzle #11 The Lantern

Go to Dive Bar as Bahir finishes his conversation with his wife. Obtain the Lantern and pick up the Glue. Use the Glue with the Glove from the Toilet, and then attach it to the WonderMop. Over the Homeless Guy there's a Light bulb that seems to be lose. Use the new WonderMop with the Lightbulb and grab it. Go to The Mistress, ask the Quiz King what he is drinking. Use the Lightbulb with the Dark beer and now you have a Black lightbulb. Use it with the Lantern to create a Blacklight lantern.

Puzzle #12 The Bakery

Pull the Dart from the Underground Pub. Now pull the Paper clip to stretch it and use it with the Bakery door. Walk to the far end and open the Door. Push the Brick to keep it open. Enter the Toilet. Pull the Toilet handle to make it dark. Use the Blacklight lantern to find the X. Use the Dart with the X. Walk out the door to the Underground Pub.

THE END.