

Domestic Elementalism: hints and walkthrough

The first part of this document contains hints for each puzzle in each room. The second part contains a full walkthrough.

The hints are also available online at fireisnormal.wordpress.com. There, they are blanked out and need to be highlighted with the mouse to reveal them one at a time.

Hints

ENGINE ROOM

I've just arrived at my house. What am I supposed to do?

1. Your character wants to eat, so go to the kitchen.
2. There are four elemental rooms in your house: Fire, Water, Earth and Air.
3. The Fire Room is the kitchen. Go to the back of the Engine Room and you'll be able to enter the Fire Room.

How do I fix my house?

1. When you first built your house, you created an aether engine which converted your own life force into aether (the mysterious fifth element) and used that to get all the devices in your house – the oven, the microwave, the bath, the 'fireplace' – up and running.
2. Once running, your four elemental rooms were able to draw power from the elementally-associated objects within them (for example, the floating cloud chair is associated with air, and the oven is associated with fire).
3. That power gets fed back into the aether engine, which in turn keeps the various devices running.
4. It's not a perpetual motion machine – the aether engine still has to feed on your life force sometimes – but it doesn't require much.
5. Something has happened to make the devices in your rooms stop working. They aren't feeding any power to the aether engine.
6. If you fed all your life force to the engine in one go, you would die. If you did it slowly, bit by bit, it would take you months to get the house running again.
7. But if you can get some of the objects in the elemental rooms to regain their association with the appropriate element, it should get the rooms working again. For example, an oven with a sheet of ice over it isn't going to provide any power to the Fire Room, but get rid of the ice and light a fire in the oven, and it'll be a different story.
8. You'll need to fix a couple of things in each room. You can keep track of your progress using the power gauges on the aether engine at the front of the Engine Room.

How do I get into the attic?

1. You need the key.
2. Have you fixed anything in the Air Room yet?
3. Have you unblocked the chimney in the 'fireplace'?
4. What did you need to do before unblocking the chimney and why?
5. There were birds nesting in the chimney. When you unblocked it, their nest fell down into the 'fireplace'.
6. The attic key is in the birds' nest.

I've filled up all the power gauges. Now what?

1. Have you gone back to look at the power gauges now that you've fixed everything?
2. You've filled up the gauges, but your house still isn't working.
3. Your house runs on converted life force.
4. You anthropomorphise your house in your head all the time.
5. And you're a witch.
6. Your house has come to life, and it's upset that you've been neglecting it.
7. If you're very nice to it, it will probably cheer up.
8. Wander around the house expressing affection (you can pet, praise and hug it) in different areas. Eventually its mood will improve.
9. You'll know when that happens.

FIRE ROOM

How do I get the oven open?

1. Have you got into the attic yet?
2. And stroked the dollhouse?
3. Did you get the bone saw from the bed in the Earth Room?
4. Have you tried transforming it? Does one of the items it transforms into seem like it might be useful for breaking a sheet of ice?
5. Transform the bone saw into an ice pick and use it to break the ice on the oven door.

Now that the oven is open, how do I fix it?

1. You can't actually fix the oven properly, at least not directly, but you can increase the amount of power it provides to the Fire Room.
2. Lighting a fire will increase the fire association of the oven and its power level.
3. You need something to burn. Have you got anything made of wood, or that can be transformed into wood?
4. The steel chair can be transformed into a wooden chair.
5. It's not going to fit in the oven as it is, though.
6. Do you have anything suitable for chopping up wood?
7. Transform the ice pick into an axe and use it to chop up the chair.
8. Put the wood in the oven.
9. Now you need something you can use to light the fire.
10. Your house seems deficient in boxes of matches and lighters.
11. Have you got the shampoo from the Water Room yet?
12. The shampoo is a hair-related liquid, associated with water. You can transform it into other hair-related items. You want one that produces heat.
13. Transform the shampoo into curling tongs (fire-associated). Use them to light the fire.

How do I fix the fridge?

1. Remember, you don't need to fix everything to get your house powered up again, just a few things in each room.
2. And the fridge isn't associated with fire anyway, so it wouldn't provide any power to the Fire Room even if you fixed it.
3. You can't fix the fridge directly, and you don't need to.

How do I fix the tiles?

1. Remember, you don't need to fix everything to get your house powered up again, just a few things in each room.
2. You can't fix the tiles directly, and you don't need to.

How do I fix the fairy lights?

1. Have you fixed the living wall yet?
2. When you got the flowers to open, some fireflies showed up.
3. And they're glowing. Which is what you'd like the fairy lights to do.
4. You need to get the fireflies to land on the fairy lights.
5. Wonder what attracted them to the flowers?
6. They seem to be enjoying the nectar in the flowers.
7. You need to put nectar on the fairy lights in the Fire Room.
8. So you need a tool for transporting liquids.
9. Have you got rid of the ice blocking the oven door yet?
10. The oven contains tongs: a tool for transporting hot things. If you changed their element, perhaps you'd get something for transporting liquids.
11. Get the tongs from the oven, turn the tongs into a pipette (water-associated), use it to collect nectar from the flowers on the living wall, and then put it on the fairy lights.

How do I fix the microwave?

1. Remember, you don't need to fix everything to get your house powered up again, just a few things in each room.
2. You can't fix the microwave directly, and you don't need to.

EARTH ROOM

How do I fix the living walls?

1. The flowers on your living walls open during the day, and close at night.
2. This is because your house is warm during the day and cools down at night.
3. If you warm them, they'll open.

4. Have you got the shampoo from the Water Room yet?
5. The shampoo is a hair-related liquid, associated with water. You can transform it into other hair-related items. You want one that produces heat.
6. Transform the shampoo into curling tongs (fire-associated). Use them to warm the living walls.

How do I separate the duvet from the bed?

1. You just need to cut the stitches.
2. With something sharp.
3. Like a knife.
4. There's a knife in a drawer in the countertop in the Fire Room, but it's blunt.
5. Have you seen anything you could use to sharpen a steel knife?
6. Actually, it's going to be hard to get a steel butter knife sharp enough to cut stitches. Maybe you should transform it into something else.
7. Transform the knife into a limestone knife (water-associated).
8. Have you seen anything you could use to carve stone into a more useful shape?
9. Get the chisel from the dresser in the Earth Room and use it to sharpen the knife.
10. Turn the knife back into steel and use it to cut the stitches on the bed.

AIR ROOM

How do I fix the cloud chair?

1. The cloud chair is on the ground. It's supposed to be floating.
2. You want to waft it upwards somehow.
3. The poker by the 'fireplace' can be transformed into a fan. You could try fanning the chair upwards.
4. The air current you can produce with the fan isn't strong enough to lift the chair. Do you have anything that can produce a stronger air current?
5. Have you got the shampoo from the bath yet?
6. The shampoo is a hair-related item associated with water. You could try transforming it into something associated with air.
7. The hairdryer still doesn't produce enough air to lift the chair. If only you had two of them...
8. If you had another bottle of shampoo, or another set of curling tongs, or another hairbrush, you could transform that into a second hairdryer.
9. Have you got the oven in the Fire Room open and lit a fire in it yet?
10. Have you unclogged the sink in the Water Room yet?
11. Have you lit up the fairy lights yet?
12. The shampoo is described as little more than melted soap.
13. You need to melt the soap you got from the sink over the fire.
14. You'll need a container to melt it in.
15. The Fire Room is a lot brighter now that there are fireflies on the fairy lights. You might spot something there you didn't see before.

16. Get the mixing bowl from the Fire Room.
17. Transform the mixing bowl into a saucepan (fire-associated).
18. Put the soap in the saucepan.
19. Melt the soap in the saucepan over the fire in the oven.
20. Transform both bottles of shampoo into hairdryers. Turn either of them on when at the cloud chair.

How do I fix the 'fireplace'?

1. The 'fireplace' is supposed to contain jets of air.
2. Have you looked in the mirror or out of the window?
3. It's very windy outside. If you could somehow get wind from outside to blow into the fireplace, it would be a good substitute for the air jets.
4. So you need to get the fireplace open to the outside world somehow.
5. The fireplace has a chimney, but it's blocked.
6. Do you have anything you could use to remove the bricks blocking the chimney?
7. Get the knife from the drawer in the countertop in the Fire Room.
8. There are birds nesting in the chimney. If you remove the bricks and let the birds' nest fall onto the hard floor, the birds might get hurt.
9. You need to put something soft on the floor of the fireplace.
10. Have you cut the stitches on the bed in the Earth Room yet?
11. Get the quilt from the bed in the Earth Room and put it in the fireplace, then use the knife to take the bricks out of the chimney.

WATER ROOM

How do I fix the sink?

1. There is something stuck in the sink.
2. You need a tool for clearing blocked drains.
3. Such a tool is likely to be associated with water.
4. Do you have any household tools associated with other elements?
5. Get the poker from the 'fireplace' in the Air Room.
6. Turn the poker into a plunger (water-associated) and use it to unblock the sink.
7. The sink is providing more power to the Water Room now. The taps still don't work, but you can't do anything about that directly, and you don't need to.

How do I fix the bath?

1. The curse affecting your house has filled your bath with lava.
2. The curse only seems to affect the house itself. If you could pull the plug in the bath, the lava would run out and probably wouldn't cause any further problems.
3. But the lava is so hot you can't get close enough to the plug chain to do that.

4. Maybe you could cool it down somehow?
5. Have you got rid of the ice sheet blocking the oven door yet?
6. Where did the ice go when you broke the sheet?
7. Get the ice spheres from the Fire Room.
8. Throw them in the bath.

How do I get the shampoo?

1. The shampoo is too high for you to reach, and climbing on a chair or something isn't going to work because the bath is in the way.
2. The bath itself has narrow slippery sides and allowing your character to climb onto it would set a terrible example of health and safety practices. Also, depending on where you are in the game, it may or may not be full of lava.
3. Perhaps you could throw something at the shampoo to knock it down.
4. But you don't want to risk the thing you throw landing on the shelf and becoming equally inaccessible.
5. Try transforming the items you have. What element do you think something designed for throwing would be associated with?
6. Have you cut the stitches on the bed in the Earth Room yet?
7. Get the bone saw from the bed in the Earth Room.
8. Turn it into a throwing star (air-associated) and throw it at the shampoo.

How do I fix the fountain with the waterlilies?

1. Fixing it completely is probably not going to be possible, at least not directly. You won't be able to get aether to put in it, and you won't be able to get the jets going again. However, you can at least give the poor waterlilies some water.
2. The taps in the bath and sink don't work, and there doesn't seem to be another water source anywhere.
3. You may need to transform something else into water.
4. Have you got rid of the lava in the bath yet?
5. And got the ship in a bottle?
6. Have you figured out what you need to do with the ship in a bottle?
7. Have you got the empty bottle?
8. And put a lid on it?
9. So now you have a bottle of air. If you transform it to associate with water...
10. Transform your bottle of air into a bottle of water.
11. Pour the water into the fountain bowl.

What do I do with the ship in a bottle?

1. You don't actually need the ship.

2. In fact, the bottle would be more useful empty...
3. ...but the ship won't fit through the bottle opening.
4. Does the ship in a bottle transform into anything that's more bottle-opening shaped?
5. Transform the ship in a bottle (water-associated) to a rocket in a bottle (fire-associated) and take the rocket out of the bottle.
6. So now you have an empty bottle. Except it's not technically empty.
7. That is, it doesn't contain a vacuum.
8. If you could find a lid to seal it, you'd have a bottle full of air.
9. Which you'd be able to transform into a bottle of earth, water or fire.
10. Have you fixed the cloud chair yet?
11. Now that the cloud chair is floating, you can see underneath it.
12. Get the lid from underneath the cloud chair.
13. The lid is too big for the bottle. You need to reshape it to fit, but a glass lid isn't very malleable...
14. Transform the lid to wax (fire-associated) and put the wax lid on the bottle. The bottle can be made of anything except wax (fire-associated) for this to work.

ATTIC

How do I get into the attic?

1. You need the key.
2. Have you fixed anything in the Air Room yet?
3. Have you unblocked the chimney in the 'fireplace'?
4. What did you need to do before unblocking the chimney and why?
5. There were birds nesting in the chimney. When you unblocked it, their nest fell down into the 'fireplace'.
6. The attic key is in the birds' nest.

What am I supposed to do here?

1. The attic isn't an elemental room. It doesn't need fixing.
2. There are no items to pick up here.
3. The books are just for fun. Looking at them is not required to complete the game.
4. In fact that's true of everything in the attic, with one exception. The one thing that seems out of place.
5. Stroke the fur of the weird tiny fluffy house.
6. Everything else here is optional.

Walkthrough

Go to the other end of the Engine Room.

Enter the Fire Room.

Take the steel chair.

Look at the countertop.

Look at the drawers.

Take the steel butter knife.

Look at the steel butter knife in your inventory.

Try to transform it to earth.

Transform it to water.

Exit the Fire Room and go into the Earth Room.

Look at the dresser.

Take the chisel.

Sharpen the knife.

Transform the knife to fire.

Go back from the dresser to the Earth Room and look at the bed.

Cut the bed with the knife.

Take the earth quilt.

Take the bone saw.

Go out of the Earth Room, go to the other end of the Engine Room, go into the Air Room.

Look at the fireplace.

Take the poker.

Look at the chimney.

Look at the earth quilt in your inventory and deposit it.

Look at the knife in your inventory and use it to remove the bricks.

Go back from the chimney to the fireplace.

Look at the birds' nest.

Take the attic key.

Leave the Air Room, go to the other end of the Engine Room.

Go up to the Attic.

Look at the dollhouse.

Stroke the dollhouse fur.

Go back down to the Engine Room, then go into the Fire Room.

Look at the oven.

Transform the bone saw to water.

Swing the pick at the ice.

Take the tongs.

Transform the ice pick to fire.

Transform the steel chair to earth.

Chop up the wooden chair with the axe.

Put the wood in the oven.

Go back from the oven to the Fire Room.

Take the ice spheres.

Leave the Fire Room, go to the other end of the Engine Room, enter the Water Room.

Look at the bath.

Transform the axe to air.

Throw the throwing star at the shampoo.

Take the shampoo.

Throw the ice spheres in the bath.

Take the ship in a bottle.

Go back from the bath to the Water Room.

Look at the sink.

Transform the poker to water.

Unclog the sink with the plunger.

Take the soap.

Leave the Water Room, go to the other end of the Engine Room and enter the Earth Room.

Look at the living walls.

Transform the shampoo to fire.

Turn on the curling tongs.

Transform the tongs (the tongs, not the curling tongs) to water.

Fill the pipette.

Leave the Earth Room and enter the Fire Room.

Look at the fairy lights.

Put nectar on the fairy lights.

Go back from the fairy lights to the Fire Room.

Take the mixing bowl.

Transform the mixing bowl to fire.

Put the soap in the saucepan.

Look at the oven.

Light the fire with the curling tongs.

Melt the soap in the saucepan.

Transform the questionable shampoo to air.

Transform the curling tongs to air.

Leave the Fire Room, go to the other end of the Engine Room, enter the Air Room.

Look at the cloud chair.

Turn on the hairdryer.

Take the bottle lid.

Transform the ship in a bottle to fire.

Empty the rocket out of the bottle.

Transform the bottle lid to fire.

Put the wax lid on the empty bottle.

Transform the bottle of air to water.

Leave the Air Room, enter the Water Room.

Look at the fountain bowl.

Put the water in the fountain bowl.

Leave the Water Room.

Look at the aether engine.

Look at the power level gauges.

Go from room to room, petting, praising and hugging any of the following:

- Engine Room (front): the main room
- Air Room: cloud chair, corner, paper flowers (on the coffee table), TV, window
- Water Room: sink, bath, fountain bowl
- Earth Room: living walls, bed, dresser, wardrobe
- Fire Room: tiles, oven, roses, fridge, microwave

There is nothing to pet/praise/hug in the Engine Room (back) or the Attic.

Keep showing affection to different areas of your house and after a while you will complete the game.