

Hello! Thank you for playing my game!

I made a walkthrough for anybody who might get stuck, the extra contents and the ending variation guide. If you want to complete the game 100% check the extra section first!

The game isn't perfect, if you encounter game breaking glitches please contact me. It was tested, but any feedback might help to improve.

Please, consider commenting and rating the game!

WALKTHROUGH

1st Day

Visit the Ground Floor of the mansion.

Go to your room, check the letters.

Check the hole on the wall for a Note.

Check the book open in the first room.

Go upstairs.

Check the sign on the door.

Talk to Gareth to receive the Warehouse Key.

Talk to Hilda and Sasha, then go to bed.

1st Night

Read the note on the floor.

Check out the fireplace.

Go on the First Floor to get water from the bathroom.

Go downstairs and extinguish the fire, then go to bed.

2nd Day

Talk to Zakhari then head to the Dining Hall.

Place yourself between Hilda and Zakhari.

Talk again to Zakhari for info on the master.

Look for the willow for a Spare Key.

[Solution: it's the one with the damaged trunk]

Go to the First Floor and unlock the Library.

Read the fairytale book and get a Silver Key.

Check the untidy shelf and rearrange it.

The room on the west side of the First Floor is now unlocked.

Check the book and the two mirrors.

[Solution: the mirror on the right]

After exploring, go back to the garden.

Unlock the Warehouse and check the water tank for a Note.

[Hint: check the Library on the Music Encyclopedia]

[Solution: the Piano]

Go back to the Second Floor and enter the piano room.

Explore the room first, then check the piano.

[Hint: the note asks for love, check the music sheet with the word love in it]

[Solution: check the bookshelf on the left]

Talk to Sasha or Hilda on the First Floor, then go back to your room.

2nd Night

Follow the shadow, go to the kitchen.

Interact with the shadow.

Watch the cutscene.

Go back inside, then to your room.

Check the note on the ground.

Go to bed.

3rd Day

Talk to Sasha in the Kitchen, he will mention the old ballroom on the Second Floor.

Go to the Second Floor and interact with the hole in front of the room.

Grab the Axe, then go to the Garden.

Talk to Zakhari near the entrance.

Axe the chunk of wood next to the Warehouse.

Interact with the hole again, cross the space and unlock the old ballroom.

You will find a Gramophone and a Rope. Grab the latter.

Go in the Bedroom of the Second Floor and check the furniture for the Winding Key and a Note.

Use the Gramophone, then exit the room.

Now that you have the Note you can unlock the trapdoor of the Warehouse.

[Hint: check the book in the dining hall on Ground Floor]

[Solution: 1 step up, 1 left, 1 up, 3 right, interact with the tile.]

Check the broken barrel for a Rusty Key.

Hide in the three barrels on the bottom of the room.

Once they're gone, grab the Lamp and return to the mansion.

Go to the Second Floor and open the locked room.

3rd Night

Go to the Third Floor, get to the room on the left.
Check the barrels for a Tiny Key and the shelves for the Ground Floor Map.
Check the map then, in the room on the right, check the chest for a Hammer.
Open the chest in Gareth's room on the First Floor for a Torn Sketch.
Smash the door of the middle room with the Hammer.
You will access the room of the master's painting: check the curtains.
Go to the kitchen and grab a knife from the lower cabinet, then travel back.
Tear the curtains with the knife to inspect the painting.
Open the little box to get the second piece of the sketch
Putting them together will reveal the face of Gareth's lover.

Go straight downstairs.
The map suggests that there's a hidden room in the house.
It's next to your room, where the wall is cleaner: smash it with the hammer to reveal it.
After the cutscene inspect the corpse: you will get a Dagger.
Check the kitchen and the bathroom.
Go to the third floor in the room on the right and talk to Gareth.

Stab him > Ending "Blood calls other blood"
Leave him > True Ending "Promise in the dark"
Bring him > Ending "The world burning"

BLOOD CALLS OTHER BLOOD

To get this ending you're required to have the dagger.
Watch the cutscene

PROMISE IN THE DARK

To get this ending you're required to have the complete Sketch.
[Hint] You have 20 seconds to escape the house before it collapses!
[Solution] The escape is the balcony in Gareth's room on the First Floor.

THE WORLD BURNING

[Hint] If you choose to save Gareth, you will have to get ready for a chase!
Don't let the ghost touch you or you will die. Always run or he will catch you.
[Solution] The escape is the balcony in Gareth's room on the First Floor.

EXTRA

If you collected all 15 Silver Coins, you will buy the ticket for Gareth's painting exposition.

That is, the bonus room! Here's a brief guide with all their locations.

- #01 GF, Ground Floor: cabinet next to the stairs
- #02 GF, Kitchen: right side of the pile of sacks
- #03 GF, Your Room: check the plant
- #04 1F, Library: under the table in the upper left corner
- #05 1F, Gareth's Room: in the dresser on the right
- #06 1F, Bathroom: check the plants
- #07 1F, Mirror Room: check the skull on the table
- #08 2F, Piano Room: crack in the wall
- #09 2F, Gramophone Room: in the drawers, next to the bookcase
- #10 2F, Old Bedroom: the left cabinet
- #11 2F, Gareth's Atelier: check the mirror
- #12 3F, Painting Room: check the crack on the wall
- #13 3F, Upper Room: in the bookcase
- #14 3F, Storeroom: rip the fluff out of the Teddy Bear
- #15 Outside, Shack: check the furnace

TEATIME

The TEATIME scenes are completely optional.

If you want to know more about the characters, they might be useful.

Interact with the book in your room and select the invitation letter from your inventory!

The teatime has three functions:

- Asking for hints
- Interacting with the characters
- Bonus scene if you find the object

Zakhari

1st Zakhari's nickname

2nd The tea road

3rd Broken glasses

Hilda

1st Hilda's childhood

2nd Singing

3rd Zodiac Signs

Sasha

1st Sasha's favorite sweets

2nd Brotherly love

3rd Childhood

Gareth

1st Gareth's favorite tea

2nd About Paintings

3rd Gareth's Lover

LOST OBJECTS

Like the Teatime Sections, they're completely optional.

There are four objects hidden in the house, each one belongs to one of the main characters.

Collect them and show them to their respective owners in the Tea Time Sections!

Gareth's item is not featured here because it unlocks an ending, you can find it in the walkthrough.

Hilda: "Purifying Salt" > Open box in the Shack

Sasha: "Mr. Buttercup" > Dresser in the Ballroom

Zakhari: "Pocket Watch" > Chest in the Storeroom

Gareth: "If time never turns again" > Found in the expo room