Spiral trap walkthrough

(Please don’t make any edits to this doc as I can’t track them easily – just message in the chat if you see something that needs fixing!)

# Opening

This walkthrough has been written to accompany the English fan-translation patch released by the AGT Team.

This guide makes use of inline spoilers, like so: Hello World! To view the spoiler text, simply highlight the text with your mouse. *\*NB: Spoiler text is not available for this word document, so the hints will be visible from the start.*

**Gameplay Tips:**

Some sections of the game have a timer system where time goes down for each move you make. In order to make it to the end, it is recommended that you don't investigate every possible area looking for tools. If you do however run out of time, you can restart the game from the beginning while retaining your obtained tools/EXP by choosing “Retry” from the main menu.

Making the wrong move on certain traps can cause an instant game over screen, so we also recommend saving often.  
  
The game has 5 possible endings. Three of them are very similar, however the true ending can only be reached by replaying the game for a second time (see the 2nd Round section).

# First Floor

**Room 101 Side Room**

**Keyword:** "Hotel Room" (investigate several areas)

**Room 101**

**Recipe:** "Chocolate Ice Cream" (drawer)  
**Keyword:** "Convenient Tools" (investigate several areas)

**Trap:** Traffic Light Type (activated by examining the door)  
- Examine the detonator = objective identified  
- Examine the detonator again (+5%)  
- Examine the lights (+5%)  
- Cut the cable with scissors/a box cutter (+10%)  
- Disconnect the wires in the order the lights are flashing (+10% x 3)  
- Press the button (+30%)  
- Execute when a reasonable success rate has been reached  
  
**Keyword:** "Sophisticated Trap" (choose "that trap was too sophisticated")

**Room 102**

**Recipe:** "Cocoa" (drawer)  
**Key Item:** "Plug B" (fridge)  
**Recipe:** "Cherries" (re-examine fridge)  
**Key Item:** "Key Card" (bed)  
**Keyword:** "FBI Agent" (obtained by finding a lot of items, may occur in a different room)

**Trap:** String Type (activated by examining the leftmost drawer)  
- Examine the lid = objective identified  
- Examine the lid again (+10%)  
- Cut the string with scissors/a box cutter (+20%)  
- Loosen the screws with a screwdriver (+25%)  
- Break the clasps using a mini crowbar (+20%)  
- Execute when a reasonable success rate has been reached

**Trap:** Traffic Light Type or String Type (activated by examining the bedside table drawer) \*See above.

**Room 103 (enter using the keycard)**

**\*If you don't enter Room 102 to pick up the keycard, you will activate a flask type trap here. (Scroll to the bottom of this section for the steps.)**

**Keyword:** "Free Hostage" (automatically obtained)  
**Key Item:** "Safe Key" (trash can)  
**Keyword:** "Digital Key" (trash can)

**Trap:** 4 Wire Type (activated by examining the cardboard)  
- Examine the detonator = objective identified  
- Examine the detonator again (+10%)  
- Use a voltmeter on the four wires (+10% x 4)  
- Cut the wire with current flowing through it (+50%)  
- Execute when a reasonable success rate has been reached

**Key Item:** "Plug C" (after disarming the trap)  
**Keyword:** "Time Limit to Escape" (after disarming the trap)

**Room 101 (2nd time)**

**Key Item:** "Plug A" (safe - open with the safe key)

**Stairwell**

**Trap:** Special Type (activated by examining the switchboard)  
< Step 1 >  
- Examine the orange part = objective identified  
- Loosen the screws with a screwdriver (+20%)  
- Use a crowbar to widen the gap in the case (+10%)  
- Examine the gap (+20%)  
- Execute when a reasonable success rate has been reached. Remove the lid.

< Step 2 >  
- Examine the cover = objective identified  
- Examine the cover with a red panel (+10%)  
- Cool the explosives with coolant spray (+10%)  
- Loosen the screws with a screwdriver (+20%)  
- Use a crowbar to dislodge the cover after loosening the screw (+10%)  
- Examine the base of the trap (+20%)  
- Examine the front cover (+5%)  
- Execute when a reasonable success rate has been reached. Remove the front cover.

< Step 3 >  
- Examine the holes = objective identified  
- Fit Plugs A to C into the holes (it doesn't matter which plug goes where)  
- Execute when the success rate reaches 100%. Activate the safety device.

< Step 4 >  
- Examine the cover with a red panel = objective identified  
- Loosen the screw with a screwdriver (+10%)  
- Use a crowbar to dislodge the cover after loosening the screw (+10%)  
- Examine the wires, then cut the suspicious wire with scissors/a box cutter (+10%)  
- Press the button (+50%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

**Key Item:** "4F Staff Area Key"

**Deduction Mode**

Pick four keywords to form an argument. Each keyword will deal a certain amount of damage. If you deal enough damage to your opponent by the end of the round, you can earn a "bluff" to be used next time. If you fail to make a convincing argument, you can still proceed with the story, but will not earn a bluff.

NB: Using a bluff during a round will change the text of the final deduction slightly.

**Suggested keywords:**  
"Time Limit to Escape"  
"Convenient Tools"  
“Free Hostage”  
"Sophisticated Trap"

**Flask Type Trap**

\*(if keycard was not used to unlock Room 103)< Step 1 >  
- Examine the cover = objective identified  
- Loosen the screws with a screwdriver (+30%)  
- Widen the gap in the cover with a crowbar (+20%)  
- Examine either glass dome (+10%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine either flask = objective identified  
- Examine either flask again (+10%)  
- Loosen the screws with a screwdriver (+20%)  
- Use the arrow buttons to match the two numbers (+50%)  
- Execute when a reasonable success rate has been reached. Remove the flasks.

# Second Floor

Go upstairs and exit the stairwell into the corridor.

**Room 201**

**Key Item:** "Rubber Ring" (coat rack)  
**Key Item:** "Key A" (under the bed on the right)  
**Recipe:** "Anko Dango" (drawer, near TV)

**Trap:** 4 Button Type (activated by opening the panel on the wall)  
< Step 1 >  
- Examine the case = objective identified  
- Examine the case again (+10%)  
- Pry open a gap in the case with a crowbar (+10%)  
- Use a voltmeter on the buttons to find out which does not have current flowing through it  
- Press the button which isn't electrified (+50%)  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 2 >  
- Examine the base = objective identified  
- Cut the tape with scissors/a box cutter (+5%)  
- Loosen the screw with a screwdriver (+5%)  
- After removing the two boxes on the right, press the button on the right (+30%)  
- Cut the wire with scissors/a box cutter (+5%)  
- Remove the small box at the back using a crowbar (+5%)  
- Press the button on the left after removing the two boxes on the left (+30%)  
- Examine the wire (+5%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Keyword:** "Transporting Refugees" (after deactivating the trap)

Press the button on the wall.

**Room 202**

**Key Item:** "Safe Dial" (bowl, above stove)

**Trap:** 4 Wire Type (activated by examining the fridge)  
- Check the detonator at the front = objective identified  
- Examine the detonator again (+10%)  
- Use a voltmeter on the four wires (+10% x 4)  
- Cut the wire with current flowing through it (+50%)  
- Execute when a reasonable success rate has been reached

**Keyword:** "Kidnapped Refugees" (after disarming the trap)  
**Keyword:** "Block of Ice" (examine the ice block)

**Room 203**

**Trap:** Traffic Light Type (activated by examining the door)  
- Check the detonator = objective identified  
- Examine the detonator again (+5%)  
- Examine the lights (+5%)  
- Cut the cable with scissors/a box cutter (+10%)  
- Disconnect the wires in the order the lights are flashing (+10% x 3)  
- Press the button (+30%)  
- Execute when a reasonable success rate has been reached

**Keyword:** "Landscape Location" (automatically obtained)  
**Recipe:** "Custard Choux Bun" (drawer under lamp)  
**Key Item:** "Lighter" (on the desk)  
**Key Item:** "Key B" (examine the suspicious box, attach the rubber ring to the front and stick your hand in)

**Room 202 (2nd visit)**

Light the stove with the lighter. Enter and exit the room until the ice melts.

**Key Item:**"Floppy Disk" (after the ice has melted)

**Passageway**

**Trap:** String Type (activated by unlocking the door using Key A and Key B)  
- Check the lid = objective identified  
- Examine the lid again (+10%)  
- Cut the string with scissors/a box cutter (+20%)  
- Loosen the screws with a screwdriver (+25%)  
- Break the clasps using a mini crowbar (+20%)  
- Execute when a reasonable success rate has been reached

**Keyword:** "Revenge Game" (after disarming the trap)  
**Keyword:** "Remote Switch" (after disarming the trap)

**Staff Room**

**Trap:** 4 Wire Type (activated by checking the doorknob) \*See above.

**Keyword:** "Windowless Rooms" (automatically obtained)

**Trap:** 4 Button Type, String Type or Dome Type (activated by examining the middle drawer)  
\*See above for 4 Button Type and String Type. Dome Type is as follows.  
- Examine the dome = objective identified  
- Distort the frame with a hammer (+5% up to 3 times)  
- Pry open the gap with a crowbar (+5%)  
- Cut the wires with scissors/a box cutter (+50%)  
- Cool the vent with coolant spray (+5%)  
- Cut the tape on the vent with scissors/a box cutter (+5%) (damage will be received if attempted before coolant the vent)  
- Press the button inside the vent with an ice pick (+50%)  
- Execute when a reasonable success rate has been reached

**Recipe:** "Fruit Parfait" (drawer, right desk)

Flip the switch on the power control panel.

**Room 204**

**Key Item:** "Metal Plate" (second shelf of bookcase)  
**Recipe:** "Chocolate Banana Crepe" (second drawer)

**Trap:** 4 Button Type or Traffic Light Type (activated by examining the third drawer) \*See above.

**Trap:** Special Type (activated by examining the safe)  
< Step 1 >  
- Examine the side cover = objective identified  
- Examine the area where the dial should be (+10%)  
- Create a gap in the side with an ice pick OR hit the cover with a hammer (+10%)  
- Use a crowbar to widen the gap (+30%)  
- Execute when a reasonable success rate has been reached. Remove the side cover.

< Step 2 >  
- Examine the wires = objective identified  
- Examine the door  
- Examine the brown part (+30%)  
- Identify the real wire with a voltmeter (+10%)  
- Cut the real wire with scissors/a box cutter (+30%)  
- Execute when a reasonable success rate has been reached. Disable the mechanism on the door.

< Step 3 >  
- Examine the door = objective identified  
- Insert the metal plate into the slot at the side  
- Attach the safe dial (+100%)  
- Execute the action. Open the door of the safe.

< Step 4 >  
- Examine the brown case = objective identified  
- Use a crowbar to widen the gap around the case (+30%)  
- Examine the detonator, then examine the chip on the right (+10%)  
- Press the switch (+50%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

< Step 5 >  
- Examine the floppy disk drive = objective identified  
- Insert the floppy disk (+100%)  
- Execute the action. Open the safe.

**Key Item:** "3F Stairwell key" (after disarming the trap)  
**Keyword:** "Inventive Traps" (after disarming the trap)

**Deduction Mode**

**Suggested keywords:**  
"Inventive Traps"  
"Kidnapped Refugees"  
"Revenge Game"  
“Remote Switch”

# Third Floor

**3F Stairwell**

**Trap**: 4 Button Type (activated by opening the door, after using the 3F Stairwell Key)  
< Step 1 >  
- Examine the case = objective identified  
- Examine the case again (+10%)  
- Pry open a gap in the case with a crowbar (+10%)  
- Use a voltmeter on the buttons to find out which does not have current flowing through it  
- Press the button which isn't electrified (+50%)  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 2 >  
- Examine the base = objective identified  
- Cut the tape with scissors/a box cutter (+5%)  
- Loosen the screw with a screwdriver (+5%)  
- After removing the two boxes on the right, press the button on the right (+30%)  
- Cut the wire with scissors/a box cutter (+5%)  
- Remove the small box at the back using a crowbar (+5%)  
- Press the button on the left after removing the two boxes on the left (+30%)  
- Examine the wire (+5%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Keyword:** "The Bomber"

**Room 301**

**Recipe:** "Chocolate Cream Choux Bun" (top drawer of left cabinet)  
**Recipe:** "Chocolate Swirl Ice Cream" (top drawer of right cabinet)

**Trap**: 4 Button Type or Flask Type (cushion) \*See above for 4 Button Type. Flask Type is as follows.  
< Step 1 >  
- Examine the cover = objective identified  
- Loosen the screws with a screwdriver (+30%)  
- Widen the gap in the cover with a crowbar (+20%)  
- Examine either glass dome (+10%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine either flask = objective identified  
- Examine either flask again (+10%)  
- Loosen the screws with a screwdriver (+20%)  
- Use the arrow buttons to match the two numbers (+50%)  
- Execute when a reasonable success rate has been reached. Remove the flasks.

Press the button (after examining the mirror).

**Room 302**

**Keyword:** "Narrow Corridors" (automatically obtained before opening the door)  
**Recipe:** "Chocolate Cone" (top left drawer of the left cabinet)  
**Recipe:** "Pudding a la Mode" (bottom drawer of the right cabinet)  
**Key Item:** "Small key" (re-check the bottom drawer on the right)  
**Key Item:** "Red Keycard" (box - after pressing the button in Room 301)

**Trap:** String Type (box - after pressing the button in Room 302)  
- Examine the lid = objective identified  
- Examine the lid again (+10%)  
- Cut the string with scissors/a box cutter (+20%)  
- Loosen the screws with a screwdriver (+25%)  
- Break the clasps using a mini crowbar (+20%)  
- Execute when a reasonable success rate has been reached

**Room 301 (2nd time)**

**Key Item:** "Doorknob" (open the padlock with the Small Key, then examine the showcase)

**Room 303**

**Trap:** 4 Button Type (activated by opening the door after attaching the doorknob) \*See above.

**Keyword:** "Inconsistent Trap Designs" (after disarming the trap)  
**Keyword:** "J's Dominant Hand" (after disarming the trap - any option is OK)  
**Keyword:** "J’s Profile" (immediately after entering the room)

Examine the cushion, and press the button.

**Room 304**

**Trap:** Flask Type (activated by examining the door) \*See above.

**Keyword:** "Housekeeper’s History" (after disarming the trap)

Examine the carpet beneath the marble stand, then move the stand and press the button.

**Room 302 (2nd Time)**

**Key Item:** "Green Keycard" (box - after pressing the button in Room 303)  
**Key Item:** "Blue Keycard" (box - after pressing the button in Room 304)

**Elevator Hall**

**Trap:** Special Type (activated by checking the wiring board next to the door)  
\*The success rate after inserting the keycard depends on your EXP level  
< Step 1 >  
- Examine the silver part on the right = objective identified  
- Insert the Red Keycard into the card reader (+?%)  
- After turning the switch on, unplug the three connectors (+20% x 3)  
- Loosen the screws with a screwdriver (+50%)  
- Cool the battery with coolant spray (+10%)  
- Execute when a reasonable success rate has been reached. Remove the red board.

< Step 2 >  
- Examine the silver part on the right = objective identified  
- Insert the Blue Keycard into the card reader (+?%)  
- Turn the switch on  
- Repair the wore with tape (+20%)  
- Cut a slit in the wire with a cutter or similar (+20%)  
- Loosen the screws with a screwdriver (+20%)  
- Execute when a reasonable success rate has been reached. Remove the blue board.

< Step 3 >  
- Examine the explosive on the left = objective identified  
- Insert the Green Keycard into the card reader (+?%)  
- Turn the switch on  
- Insert the Red Keycard into the card reader  
- Press the switch on the red board (+30%)  
- Insert the Blue Keycard into the card reader  
- Press the switch inside the small hole with an ice pick (+20%)  
- Examine the wires to the right (+20%)  
- After examining the wires on the right, cut the real wire from the ones on the top left (+20%)  
- Execute when a reasonable success rate has been reached. Deactivate the explosives.

**Key Item:** "5F Staff Area Key" (after disarming the trap)

**Deduction Mode**

**Suggested keywords:**  
"J's Dominant Hand"  
"Inconsistent Designs"  
"J's Profile"  
“Housekeeper's History”

# Fourth Floor

**3F Elevator Hall**

Press the button for the fourth floor twice.

**4F Elevator Hall**

**Key Item:** "Eagle Statue" (double check cardboard box)

**Room 401**

**Trap:** Dome Type (activated by examining the doorknob)  
- Examine the dome = objective identified  
- Distort the frame with a hammer (+5% up to 3 times)  
- Pry open the gap with a crowbar (+5%)  
- Cut the wires with scissors/a box cutter (+50%)  
- Cool the vent with coolant spray (+5%)  
- Cut the tape on the vent with scissors/a box cutter (+5%) (damage will be received if attempted before cooling the vent)  
- Press the button inside the vent with an ice pick (+50%)  
- Execute when a reasonable success rate has been reached

**Keyword:** "Expensive Traps" (after disarming the trap)  
**Keyword:** "Analysis of Traps" (after disarming the trap)

**Recipe:** "Mint Choc Chip Ice Cream" (bottom right drawer of the left cabinet)  
**Key Item:** "Black Plug" (inside the vase)

**Room 402**

**Key Item:** "Rabbit Statue" (on the desk)  
**Recipe:** "Lemon Lollipop" (pillow)  
**Recipe:** "Kiwi Crepe" (bedside table drawer)

**Room 403**

If you don't want to waste time, you can put it off until after Room 404.

**Keyword:** "Being Proactive" (automatically obtained)  
**Key Item:** "White Plug" (examine the wall after removing the painting)  
**Key Item:** "Wolf Statue" (on top of the cabinet)

**Trap:** String Type or Dome Type (activated by examining the drawer) \*See above for Dome Type. String Type is as follows.  
- Check the lid = objective identified  
- Examine the lid again (+10%)  
- Cut the string with scissors/a box cutter (+20%)  
- Loosen the screws with a screwdriver (+25%)  
- Break the clasps using a mini crowbar (+20%)  
- Execute when a reasonable success rate has been reached

**Room 404**

**Keyword:** "The Paradox" (automatically obtained)

**Trap:** String Type or Dome Type (activated by examining the drawer) \*See above.

Check the wall to move to the back room.

**Room 404 Back Room**

**Key Item:** "Lion Statue" (on top of cabinet)  
**Recipe:** "Caramel Choux Bun" (bottom left drawer of the cabinet)

**Room 403 (2nd Time)**

Place the four statues on the pedestal, matching the colors to the paintings in each room.  
(Red = Wolf, Blue = Lion, Green = Eagle, Yellow = Rabbit)

**Key Item:** "Gear" (hole in the side of the pedestal)

**Corridor**

Use the 4F Staff Key to open the door.

**Keyword: "**4th Floor" (automatically obtained)  
**Keyword:** "Earthquake" (automatically obtained)

**Staff Area-B (end of the corridor)**

**Keyword:** "Barricade" (examine the wall)

**Staff Room**

**Keyword:** "News on Earthquakes" (automatically obtained at the door)  
**Recipe:** "Ohagi" (bedding)

**Trap:** String Type, Dome Type or Flask Type (activated by examining the second drawer from the left)  
\*See above for String/Dome Type. Flask Type is as follows.  
< Step 1 >  
- Examine the cover = objective identified  
- Loosen the screws with a screwdriver (+30%)  
- Widen the gap in the cover with a crowbar (+20%)  
- Examine either glass dome (+10%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine either flask = objective identified  
- Examine either flask again (+10%)  
- Loosen the screws with a screwdriver (+20%)  
- Use the arrow buttons to match the two numbers (+50%)  
- Execute when a reasonable success rate has been reached. Remove the flasks.

**Trap:** Special Type (activated by examining the cardboard box)  
< Step 1 >  
- Examine the cover = objective identified  
- Examine the cover again (+10%)  
- Cool the detonator with coolant spray (+20%)  
- Loosen the screws with a screwdriver (+20%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the lid = objective identified  
- Create a gap around the lid using a crowbar OR hit it with a hammer (+20%)  
- Cool the detonator with coolant spray (+20%)  
- Unclip the two hooks (+20% each)  
- Execute when a reasonable success rate has been reached. Remove the lid.

< Step 3 >  
- Examine the sockets = objective identified  
- Put the white and black plugs into their respective sockets (+100%)  
- Execute. Activate the safety mechanism.

< Step 4 >  
- Examine the detonator = objective identified  
- Attach the gear  
- Press the white switch (+100%)  
- Execute. Activate the coolant system.

< Step 5 >  
- Examine the explosive = objective identified  
- Examine the explosive again (+10%)  
- Examine the wires (+10%)  
- Turn the two dials so that the red parts meet in the centre  
- After turning the dials, press the red button to release the clips (+50%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

**Key Item:** "4F Stairwell Key" (after disarming the trap)

**Deduction Mode**

**Suggested keywords:**  
"Expensive Traps"  
"The Paradox"  
"Being Proactive"  
"Analysis of Traps"

# Fifth Floor

**4F Stairwell**

Use the 4F Stairwell Key to unlock the door.

**Keyword:** "The Client" (automatically obtained)

**5F Stairwell**

**Keyword:**"Earthquake Follow-up" (automatically obtained)  
  
L leaves temporarily and the L command becomes unavailable.

**Room 504**

**Recipe:** "Melon Crepe" (bottom right drawer)  
**Key Item:** "5F Room Key" (cardboard box) \*Used to unlock all the other rooms on this floor  
**Key Item:** "Memo" (cardboard box)

**Trap:** String Type (activated by examining the cover on the wall)  
- Examine the lid = objective identified  
- Examine the lid again (+10%)  
- Cut the string with scissors/a box cutter (+20%)  
- Loosen the screws with a screwdriver (+25%)  
- Break the clasps using a mini crowbar (+20%)  
- Execute when a reasonable success rate has been reached

Press the blue button on the wall after disarming the trap.

**Room 501**

**Keyword:** "5th Floor" (automatically obtained)  
**Recipe:** "Sugar Cube" (bottom left drawer of the large cabinet)  
**Key Item:** "Metal Pipe" (panel on the wall)

**Trap:** 4 Button Type (activated by examining the cover on the wall)  
< Step 1 >  
- Examine the case = objective identified  
- Examine the case again (+10%)  
- Pry open a gap in the case with a crowbar (+10%)  
- Use a voltmeter on the buttons to find out which does not have current flowing through it  
- Press the button which isn't electrified (+50%)  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 2 >  
- Examine the base = objective identified  
- Cut the tape with scissors/a box cutter (+5%)  
- Loosen the screw with a screwdriver (+5%)  
- After removing the two boxes on the right, press the button on the right (+30%)  
- Cut the wire with scissors/a box cutter (+5%)  
- Remove the small box at the back using a crowbar (+5%)  
- Press the button on the left after removing the two boxes on the left (+30%)  
- Examine the wire (+5%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

Press the red button on the wall after disarming the trap.

**Room 502**

**Key Item:** "Odd Screw" (safe)  
Hint 1: The password hint can be found on the memo obtained in Room 504.  
Hint 2: The memo reads "lzxqo". The shape of the letters of the alphabet represent numbers/symbols.  
Answer: 1080 ("12x90")

**Trap**: Dome Type or 4 Button Type (drawer) \*See above for 4 Button Type. Dome Type is as follows.  
- Examine the dome = objective identified  
- Distort the frame with a hammer (+5% up to 3 times)  
- Pry open the gap with a crowbar (+5%)  
- Cut the wires with scissors/a box cutter (+50%)  
- Cool the vent with coolant spray (+5%)  
- Cut the tape on the vent with scissors/a box cutter (+5%) (damage will be received if attempted before coolant the vent)  
- Press the button inside the vent with an ice pick (+50%)  
- Execute when a reasonable success rate has been reached

There is a door behind the curtain, but it can't be entered yet.

**Room 505**

**Keyword:** "Hotel Interior" (automatically obtained)  
**Key Item:** "Turn Handle" (under the stand when the light is purple)

**Room 503**

**Recipe:** "Black Tea" (top drawer of left cabinet)

**Trap:** Wooden Box Type or 4 Button Type (bottom drawer of left) \*See above for 4 Button Type. Wooden Box Type is as follows.  
< Step 1 >  
- Examine the box at the front = objective identified  
- Smash the side with a hammer (+20%)  
- Examine the nails (+5%)  
- Pull out the nails with a crowbar (+20%)  
- Examine the box at the back (+10%)  
- Execute when a reasonable success rate has been reached. Remove the box at the front.

< Step 2 >  
- Examine the box at the back = objective identified  
- Examine each part of the interlocking woodwork (+10% x 4 locations)  
- Examine the wires with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Remove the wooden puzzle box.

< Step 3 >  
- Examine the detonator = objective identified  
- Loosen the screws (+5%)  
- Examine the explosives (+10%)  
- Examine the stick and push it (after loosening screws) OR hit it with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Corridor**

Use the 5F Staff Key to unlock the door.

**Trap:** Wooden Box Type (activated by opening the door) \*See above.

**Staff Room**

**Keyword:**"Grotty Staff Room" (automatically obtained)

**Trap:** Dome Type (activate by examining the cover on the wall) \*See above.

**To obtain some bonus Level 5 items:**  
- Press the green button on the wall after disarming the trap.  
- Return to Rooms 501 and 504 and turn off the red and blue buttons, respectively.  
- Go to Room 503. The light should now be green, and you can get one of each Level 5 tool, as well as some medicine from under the stand.

**Trap:** Special Type (activated by examining the cardboard box)  
< Step 1 >  
- Examine the box = objective identified  
- Fit the Odd Screw into the screw hole  
- Turn the cylinder on the left with the turn handle (+100%)  
- Execute. Unlock the box.

< Step 2 >  
- Examine the box = objective identified  
- Enter the unlock code (+100%)  
Hint: Using the numbers 1-4, create a unique code where none of the numbers are in the same place as the codes written on the box.  
Answer: 3142  
- Execute. Remove the box.

< Step 3 >  
- Examine the cylindrical frame = objective identified  
- Insert the metal pipe into the hole  
- Turn the cylinder at the top with the turn handle (+100%)  
- Execute. Remove the cylindrical frame.

< Step 4 >  
- Examine the centre = objective identified  
- Cut a slit in the wire with scissors/a box cutter (+20%)  
- Use an ice pick to make a gap in the lid (+5%)  
- Widen the gap with a crowbar (+25%)  
- Turn the cylinder at the bottom with the turn handle (+40%)  
- Execute when a reasonable success rate has been reached. Open the lid.

< Step 5 >  
- Examine the explosive (green part) = objective identified  
- Repair the blue wire with tape (+20%)  
- Use a voltmeter on the yellow wire (+20%)  
- Turn the cylinder at the top with the turn handle (+40%)  
- Press the button (+40%)  
- Execute when a reasonable success rate has been reached. Disarm the detonator.

**Key Item:** "Master Keycard" (after disarming the trap)

L returns.

# Sixth Floor

**6F Stairwell**

**Recipe:** "Strawberry Ice Cream" (bottom drawer of the left cabinet)

Use the Master Keycard to unlock the door.

**Room 601**

Answer to the pop quiz: "Third Floor"

**Keyword:** "6th Floor" (automatically obtained)  
**Key Item:** "6F Room Key" (books)

**Trap:** Puzzle Box Type (activated by examining the pillow on the bed)  
< Step 1 >  
- Examine the box at the front = objective identified  
- Smash the side with a hammer (+20%)  
- Examine the nails (+5%)  
- Pull out the nails with a crowbar (+20%)  
- Examine the box at the back (+10%)  
- Execute when a reasonable success rate has been reached. Remove the box at the front.

< Step 2 >  
- Examine the box at the back = objective identified  
- Examine each part of the interlocking woodwork (+10% x 4 locations)  
- Examine the wires with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Remove the wooden puzzle box.

< Step 3 >  
- Examine the detonator = objective identified  
- Loosen the screws (+5%)  
- Examine the explosives (+10%)  
- Examine the stick and push it (after loosening screws) OR hit it with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Room 602**

Unlock using the 6F Room Key.

**Key Item:** "Battery" (books)

**Room 603**

Unlock using the 6F Room Key.

**Recipe:** "Uguisu-An Dango" (top right drawer under the cylindrical box)

**Trap:** Puzzle Box Type (activated by examining the cylindrical box) \*See above.

**Key Item:** "Triangular Panel" (after disarming the trap)

**Room 601 (2nd Time)**

Use the triangular panel on the door to unlock it.

**Room 601 (Side Room)**

**Key Item:** "Round Panel" (trash can)  
**Key Item:** "Medal" (bedside table drawer)

**Trap:** Puzzle Box Type (activated by examining the top right drawer of the cabinet) \*See above.

**Room 602 (2nd Time)**

**Key Item:** "Square Panel" (oddly shaped box - open with the medal)

Use the round panel on the door to unlock it.

**Room 602 (Side Room)**

**Recipe:** "Melon Lollipop" (left cushion)

**Trap:** Puzzle Box Type (activated by examining the cabinet on the right) \*See above.

**Room 603 (2nd Time)**

Use the square panel on the door to unlock it.

**Room 603 Side Room**

**Key Item:** "Coagulant" (under the lid of the jar)

**Trap:** Puzzle Box Type (activated by examining the drawer on the right) \*See above.

**Staff Area**

Use the master keycard to unlock the door.

**Trap:** Chest Type (activated by opening the door)  
< Step 1 >  
- Examine the cover = objective identified  
- Strike the metal clasps with a hammer (+5% x 4)  
- Examine the cover (+15%)  
- Examine the base (+5%)  
- Distort the cover with a hammer (10% x 4)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the explosives = objective identified  
- Turn the dial until the light turns green  
- Unplug the wire to deactivate the control device (+30%)  
- Rotate the explosive (+40%)  
- Execute when a reasonable success rate has been reached. Remove the explosive.

**Elevator Control Room**

**Key Item:** "Electric Cable" (bedding)  
**Recipe:** "Marmalade Crepe" (left chair)

**Trap:** Puzzle Box Type (activated by examining the top right drawer) \*See above.

Reboot the elevator control panel.

**Staff Room**

**Recipe:** "Prosciutto e Melone" (trash can)

**Trap:** Tin Type (activated by examining the bottom left drawer)  
< Step 1>  
- Examine the wires = objective identified  
- Examine and untangle the wires (+10% x 9 possible locations) OR cut them with scissors/a box cutter (+20% x 3)  
- Pull out the nails with a mini crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Pull out the bomb.

< Step 2 >  
- Examine the explosive = objective identified  
- Depending on the trap, either the screws, wire or dial could be feints. Trying them will not trigger the bomb, so work your way through each systematically (+60%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

**Trap:** Special Type (activated by examining the trap on the desk)  
< Step 1 >  
- Examine the central brown part = objective identified  
- Examine the pendulum (+10%)  
- Examine the wires (+5%)  
- Examine the lid of the detonator (+5%)  
- Loosen the screw with a screwdriver (+10%)  
- Lift the bolt with a crowbar (+20%)  
- Hit the bolt with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the bolt.

< Step 2 >  
- Examine the pendulum = objective identified  
- Open the lid  
- Inject the coagulant (+100%)  
- Execute. Stop the pendulum from moving.

< Step 3 >  
- Examine the lid of the detonator = objective identified  
- Examine the pendulum (+10%)  
- Examine the lid of the detonator (+10%)  
- Strike the lid of the detonator with a hammer to distort it (+20%)  
- Pry the gap open with a crowbar (+20%)  
- Execute when a reasonable success rate has been reached. Remove the lid.

< Step 4 >  
- Examine the LCD panel = objective identified  
- Connect the LCD panel to the battery case using the electric cable  
- Slot the battery in the case (+100%)  
(If the order is reversed, you will take damage)  
- Execute. Return the system to working order.

< Step 5 >  
- Examine the explosive (under the gold lock) = objective identified  
- Use the buttons to light up all the lamps (+100%)  
Solution: press all buttons once, then press the second one from the left  
- Execute. Remove the explosives.

**Deduction Mode**

**Suggested keywords:**  
"4th/5th or 6th Floor"  
"Hotel Interior"  
"Grotty Staff Room"  
"Earthquake Follow-up"

**Key Item:**"Disarmed Bomb" (examine the trap)

**End of the Corridor**

Set the disarmed bomb on the wall.

**Key Item:** "Mysterious Key' (automatically obtained)

**3F Elevator Hall**

Press "R".

# Lounge

**Lounge Stairwell**

**Keyword:** "The Granada" (automatically obtained)  
**Keyword:** "The Mastermind" (automatically obtained)

The map is updated.

**Keyword:** "Other Passengers" (obtained by examining the staircase)

**V3**

**Trap:** Chest Type (activated by opening the door)  
< Step 1 >  
- Examine the cover = objective identified  
- Strike the metal clasps with a hammer (+5% x 4)  
- Examine the cover (+15%)  
- Examine the base (+5%)  
- Distort the cover with a hammer (10% x 4)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the explosives = objective identified  
- Turn the dial until the light turns green  
- Unplug the wire to deactivate the control device (+30%)  
- Rotate the explosive (+40%)  
- Execute when a reasonable success rate has been reached. Remove the explosive.

**Keyword:** "Ship's Owner" (after disarming the trap)  
**Key Item:** "Fancy Key" (potted plant)

**V4**

**Trap:** Double Case Type (activated by opening the door)  
< Step 1 >  
- Examine the lid at the back = objective identified  
- Examine the explosives (+5%)  
- Loosen the screws with a screwdriver (+20%)  
- Use a crowbar to widen the gap in the lid (+10%)  
- Examine the lid at the back (+5%)  
- Execute when a reasonable success rate has been reached. Open the upper case.

< Step 2 >  
- Examine the bottom case = objective identified  
- Examine the bottom case again (+10%)  
- Examine the metal wire (+5%)  
- Cut the metal wire with scissors/a box cutter (+20%)  
- Repair the exposed wire (near where the metal wire was) with tape (+10%)  
- Execute when a reasonable success rate has been reached. Remove the bottom lid.

< Step 3 >  
- Examine the wires at the bottom = objective identified  
- Examine the wires at the bottom again (+5%)  
- Examine the wires on the left to identify how everything is connected  
- Use scissors/a box cutter to cut a slit into the wires at the bottom (+20%)  
- Use scissors/a box cutter to cut the safe wires on the left (+20%)  
- Execute when a reasonable success rate has been reached. Disarm the detonator.

**Keyword:** "CLN" (automatically obtained)  
**Keyword:** "Satellites" (automatically obtained)

**Trap:** Tin Type (activated by forcing open the drawer on the left)  
< Step 1>  
- Examine the wires = objective identified  
- Examine and untangle the wires (+10% x 9 possible locations) OR cut them with scissors/a box cutter (+20% x 3)  
- Pull out the nails with a mini crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Pull out the bomb.

< Step 2 >  
- Examine the explosive = objective identified  
- Depending on the trap, either the screws, wire or dial could be feints. Trying them will not trigger the bomb, so work your way through each systematically (+60%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

**Key Item:** "Lockpick" (after disarming the trap)  
**Keyword:** "Time Limit of Small Traps" (after disarming the trap)

**V1**

Use the Fancy Key to unlock the door.

**Trap:** Chest Type (activated by examining the second drawer of the cabinet) \*See above.

**Key Item:** "Gear" (open drawer)  
**Key Item:** "Fuse" (re-examine open drawer)

**V4 (2nd Time)**

Fit the fuse to the side of the lever, then lower it to turn on the light in V2.

**V2**

**Trap:** Puzzle Box Type (activated by opening the door)  
< Step 1 >  
- Examine the box at the front = objective identified  
- Smash the side with a hammer (+20%)  
- Examine the nails (+5%)  
- Pull out the nails with a crowbar (+20%)  
- Examine the box at the back (+10%)  
- Execute when a reasonable success rate has been reached. Remove the box at the front.

< Step 2 >  
- Examine the box at the back = objective identified  
- Examine each part of the interlocking woodwork (+10% x 4 locations)  
- Examine the wires with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Remove the wooden puzzle box.

< Step 3 >  
- Examine the detonator = objective identified  
- Loosen the screws (+5%)  
- Examine the explosives (+10%)  
- Examine the stick and push it (after loosening screws) OR hit it with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Keyword:** "Nonlethal Explosives" (after disarming the trap)  
**Key Item:** "Crank Handle'" (top right drawer)

Use the lighter to light the spirt lamp.

**V2 Side Room**

**Recipe:** "Fancy Fruit Jello" (chair)  
**Recipe:** "Banana" (chair)  
**Recipe:** "Strawberry Doughnut" (chair)  
**Recipe:** "Soda Lollipop" (chair)  
**Recipe:**"Strawberry & Vanilla Cone" (chair)

**Trap:** Chest Type (activated by examining bottom left drawer) \*See above.

**V4 (3rd Time)**

Lift the lever up to turn off the light in V2.

**V2 Side Room (2nd Time)**

**Key Item:** "Handle" (examine the picture on the wall)

**Casino Hall**

**Trap:** Tin Type (activated by examining the second video poker machine from the left) \*See above

Examine the detonator and attach the handle.

**Trap:** Special Type (activated by examining the handle)  
< Step 1 >  
- Examine the box = objective identified  
- Examine the box again (+5%)  
- Examine the frame (+5%)  
- Hit the box with a hammer to distort it (+5%)  
- Hit the frame with a hammer to distort it (+5%)  
- Use a crowbar on the box (+15%)  
- Use a crowbar on the frame (+15%)  
- Examine the detonator (+5%)  
- Execute when a reasonable success rate has been reached. Disassemble the metal box.

< Step 2 >  
- Examine metal cover = objective identified  
- Examine the wires (+5%)  
- Examine the detonator (+5%)  
- Cool the detonator with coolant spray (+5%)  
- Examine the box on the left (+5%)  
- Examine metal cover again (+10%)  
- Loosen the screw with a screwdriver (+10%)  
- Hit the fittings with a hammer to distort them (+10%)  
- Hit the cover with a hammer to distort it (+5%)  
- Widen the gap in the cover with a crowbar (+15%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 3 >  
- Examine the box on the right = objective identified  
- Fit the gear into the hole in the side  
- Fit the crank handle into the hole at the top  
- Turn the crank handle (+100%)  
- Execute. Remove the cover.

< Step 4 >  
- Examine the box on the right (brown part) = objective identified  
- Examine the box on the right again (+10%)  
- Cut the metal wire with scissors/a box cutter (+5%)  
- Examine the metal frame (+5%)  
- Hit the frame with a hammer to distort it (+5%)  
- Widen the gap in the frame with a crowbar (+15%)  
- Hit the box with a hammer to distort it (+5%)  
- Widen the gap in the box with a crowbar (+15%)  
- Hit the fittings with a hammer to distort them (+5%)  
- Examine the wires connected to the fuses with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Disassemble the metal box.

< Step 5 >  
- Examine the box on the right = objective identified  
- Examine the keyhole twice  
- Examine the box and remove the plate  
- Unlock with the lockpick (+100%)  
- Execute. Open the lid.

< Step 6 >  
- Examine detonator = objective identified  
- Examine the detonator again (+5%)  
- Widen the gap behind the detonator with a crowbar (+5%)  
- Examine the device inside of the box on the right (+5%)  
- Press the button to stop the device (+50%)  
- Cut the wires leading out of the detonator with scissors/a box cutter (+10% x 4 times)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

The remaining time is reset.  
  
**Keyword:** "Housekeeper's Unrest" (automatically obtained just before the start of the deduction mode)

**Deduction Mode**

**Suggested keywords:**  
"Nonlethal Explosives"  
"CLN"  
"The Granada"  
"Time Limit of Small Traps"

# Walkway

**Lounge Elevator Hall**

Press number 4 in the elevator to get to 1B.

**1B Stairwell**

Go down the stairs.

**Walkway Stairwell**

**Keyword:** "System Designer" (automatically obtained)

Trap: 4 Button Type (activated by opening the door)  
< Step 1 >  
- Examine the case = objective identified  
- Examine the case again (+10%)  
- Pry open a gap in the case with a crowbar (+10%)  
- Use a voltmeter on the buttons to find out which does not have current flowing through it  
- Press the button which isn't electrified (+50%)  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 2 >  
- Examine the base = objective identified  
- Cut the tape with scissors/a box cutter (+5%)  
- Loosen the screw with a screwdriver (+5%)  
- After removing the two boxes on the right, press the button on the right (+30%)  
- Cut the wire with scissors/a box cutter (+5%)  
- Remove the small box at the back using a crowbar (+5%)  
- Press the button on the left after removing the two boxes on the left (+30%)  
- Examine the wire (+5%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Cafe**

**Key Item:** "IC Chip" (right closet)  
**Key Item:** "Empty Diary" (bookshelf)  
**Recipe:** "Sweet Skewer" (rightmost shelf)  
**Keyword:** "Reboot Inc." (junction box)  
**Keyword:** "Alois Bateson" (junction box)

**Trap:** 4 Button Type (activated by examining the leftmost shelf) \*See above.

Examine the junction box. There are three of them on this floor, each with two cables. Plug the cables into the sockets so that all six sockets are used across the three boxes.  
Solution: "●●○○☆☆○" (☆: place to insert the cable, ●: covered socket, ○: empty)

**Gift Shop**

**Recipe:** "Matcha & Vanilla Cone" (left shelf under the clothing rail)  
**Keyword:**"The Alois Foundation" (junction box)  
**Keyword:** "CLN Director Retirement?" (junction box)

Examine the tin, place the empty diary on it and use the lighter.  
**Key Item:** "Walkway Key" (inside the tin)

**Trap:** Puzzle Box Type (activated by examining the white clothes on the cabinet)  
< Step 1 >  
- Examine the box at the front = objective identified  
- Smash the side with a hammer (+20%)  
- Examine the nails (+5%)  
- Pull out the nails with a crowbar (+20%)  
- Examine the box at the back (+10%)  
- Execute when a reasonable success rate has been reached. Remove the box at the front.

< Step 2 >  
- Examine the box at the back = objective identified  
- Examine each part of the interlocking woodwork (+10% x 4 locations)  
- Examine the wires with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Remove the wooden puzzle box.

< Step 3 >  
- Examine the detonator = objective identified  
- Loosen the screws (+5%)  
- Examine the explosives (+10%)  
- Examine the stick and push it (after loosening screws) OR hit it with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

Examine the junction box and plug in the cables so that all six sockets are used across the three boxes.  
Solution: "○●☆●●☆" (☆: place to insert the cable, ●: covered socket, ○: empty)

**Walkway**

Use the walkway key to unlock the door.

**Keyword:** "Lifeboat" (automatically obtained)  
**Keyword:** "CLN Shareholders" (junction box)  
**Recipe:** "Anmitsu" (life ring)  
**Key Item:** "Dummy Plug" (gap in the floorboards)

**Trap:** Traffic Light Type (plastic box)  
- Examine the detonator = objective identified  
- Examine the detonator again (+5%)  
- Examine the lights (+5%)  
- Cut the cable with scissors/a box cutter (+10%)  
- Disconnect the wires in the order the lights are flashing (+10% x 3)  
- Press the button (+30%)  
- Execute when a reasonable success rate has been reached

**Key Item:** "PIN Code Note" (after disarming the trap)

Examine the junction box and plug in the cables so that all six sockets are used across the three boxes.  
Solution: "☆☆●○●●●" (☆: place to insert the cable, ●: covered socket, ○: empty)

**Staff Room**

The lock opens when all six buttons are lit.

**Trap:** Chest Type (activated by examining the bottom drawer)  
< Step 1 >  
- Examine the cover = objective identified  
- Strike the metal clasps with a hammer (+5% x 4)  
- Examine the cover (+15%)  
- Examine the base (+5%)  
- Distort the cover with a hammer (10% x 4)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the explosives = objective identified  
- Turn the dial until the light turns green  
- Unplug the wire to deactivate the control device (+30%)  
- Rotate the explosive (+40%)  
- Execute when a reasonable success rate has been reached. Remove the explosive.

**Trap:** Special Type (activated by examining the switchboard)  
< Step 1 >  
- Examine the lid = objective identified  
- Examine the lid again (+10%)  
- Examine the wire (+5%)  
- Check the bottom of the case (+5%)  
- Loosen the screws with a screwdriver (+15%)  
- Widen the gap in the lid with a crowbar (+15%)  
- Execute when a reasonable success rate has been reached. Remove the lid.

< Step 2 >  
- Examine the board = objective identified  
- Fit the IC chip into the space in the board  
- Plug in the cable  
- Input the number on the PIN Code Note using the keypad (+100%)  
Solution: 88224646  
- Execute. Unlock.

< Step 3 >  
- Examine the board = objective identified  
- Examine the board again (+5%)  
- Pry open the gap between the board and the case with an ice pick (+15%)  
- Loosen the screws with a screwdriver (+10%)  
- Use coolant spray to cool the area near the wire (+10%)  
- Unplug the cable (+15%)  
- Examine the keypad (+10%)  
- Execute when a reasonable success rate has been reached. Remove the board.

< Step 4 >  
- Examine the plug = objective identified  
- Remove the plug  
- Fit the dummy plug (+100%)  
- Execute. The detonator control system was deactivated, but the emergency system switched on.

< Step 5 >  
- Examine explosives case = objective identified  
- Examine the explosives case (+5%)  
- Examine the detonator (+10%)  
- Examine the emergency device (+10%)  
- Loosen the screw with a screwdriver (+20%)  
- Widen the gap in the explosives case with a crowbar (+5%)  
- Execute when a reasonable success rate has been reached. Remove the cover on the explosives.

< Step 6 >  
- Examine explosive = objective identified  
- Examine the explosive again (+5%)  
- Examine the detonator (+5%)  
- Examine the emergency device (+5%)  
- Disconnect cable between the case and the explosive (+15%)  
- Examine the wires connecting the emergency device to the explosives (+5%)  
- Use a voltmeter to identify the right wire (+5%)  
- Use scissors/a box cutter to cut the safe wire connecting the emergency device and the explosives (+10%)  
- Enter the correct numbers into the keypad (+50%)  
Solution: 02468  
- Execute when a reasonable success rate has been reached. Remove the explosive.

**Deduction Mode**

**Suggested keywords:**"CLN"  
"CLN Shareholders"  
"Reboot Inc."  
"Alois Bateson"

# Bridge

**Walkway Elevator Hall**

Press the upper □ button above to go to the bridge.

**Bridge Staff Room**

**Recipe:** "Milk Tea" (second top drawer from the left)  
**Recipe:** "Orange Lollipop" (third top drawer from the left)

**Bridge**

The remaining time is set to 5:00.

**Key Item:** "Ship Hold Key" (right drawer)

**Bridge Elevator Hall**

Press the lower □ button to go to the Walkway.

**Walkway**

Choose to "continue with the mission"  
\*If you choose to "escape by lifeboat", the Granada will be sunk by the US military and cause a game over.

**Walkway Stairwell**

Use the Ship Hold Key to unlock the door.

**Ship's Hold Stairwell**

**Recipe:** "Lemon Tea" (left drum)

**Large Warehouse**

**Key Item:** "Neutralizer" (trash can)

**Trap:** Puzzle Box Type (activated by opening the door to exit)  
< Step 1 >  
- Examine the box at the front = objective identified  
- Smash the side with a hammer (+20%)  
- Examine the nails (+5%)  
- Pull out the nails with a crowbar (+20%)  
- Examine the box at the back (+10%)  
- Execute when a reasonable success rate has been reached. Remove the box at the front.

< Step 2 >  
- Examine the box at the back = objective identified  
- Examine each part of the interlocking woodwork (+10% x 4 locations)  
- Examine the wires with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Remove the wooden puzzle box.

< Step 3 >  
- Examine the detonator = objective identified  
- Loosen the screws (+5%)  
- Examine the explosives (+10%)  
- Examine the stick and push it (after loosening screws) OR hit it with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Keyword:** "Baseball-mad Bomber" (after disarming the trap)  
**Keyword:** "Right-handed Trap" (after disarming the trap)

**Cargo Hold A**

**Key Item:**"Torn Note B" (poster)

**Trap:** Flask Type (activated by examining the red container)  
< Step 1 >  
- Examine the cover = objective identified  
- Loosen the screws with a screwdriver (+30%)  
- Widen the gap in the cover with a crowbar (+20%)  
- Examine either glass dome (+10%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine either flask = objective identified  
- Examine either flask again (+10%)  
- Loosen the screws with a screwdriver (+20%)  
- Use the arrow buttons to match the two numbers (+50%)  
- Execute when a reasonable success rate has been reached. Remove the flasks.

**Key Item:** "Storage Key" (after disarming the trap)

**Cargo Hold B**

**Keyword:** "Jeffrey Miller" (automatically obtained)  
**Keyword:** "Jeffrey's Family" (automatically obtained)

**Trap:** Traffic Light Type (activated by examining the container on the left)  
- Examine the detonator = objective identified  
- Examine the detonator again (+5%)  
- Examine the lights (+5%)  
- Cut the cable with scissors/a box cutter (+10%)  
- Disconnect the wires in the order the lights are flashing (+10% x 3)  
- Press the button (+30%)  
- Execute when a reasonable success rate has been reached

Turn on the hot water tap and examine the mirror to receive a hint: "2→1"

**Cargo Hold C**

**Keyword:** "Jeffrey Involved in Plan" (automatically obtained)  
**Key Item:** "Torn Note A" (steel beams)  
**Key Item:** "Handwheel" (pipe)

**Cargo Hold D**

Use the Storage Key to unlock the door.

**Recipe:** "Tricolor Dango" (third shelf of bookshelf)

There a note about how to interpret the hints on the first shelf of the bookshelf. It says:  
1→3  
3→6  
2→7  
376

**Trap:** Flask Type (activated by examining the third drawer of the cabinet) \*See above.

**Trap:** 4 Button Type (activated by examining the fourth drawer of the cabinet)  
< Step 1 >  
- Examine the case = objective identified  
- Examine the case again (+10%)  
- Pry open a gap in the case with a crowbar (+10%)  
- Use a voltmeter on the buttons to find out which does not have current flowing through it  
- Press the button which isn't electrified (+50%)  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 2 >  
- Examine the base = objective identified  
- Cut the tape with scissors/a box cutter (+5%)  
- Loosen the screw with a screwdriver (+5%)  
- After removing the two boxes on the right, press the button on the right (+30%)  
- Cut the wire with scissors/a box cutter (+5%)  
- Remove the small box at the back using a crowbar (+5%)  
- Press the button on the left after removing the two boxes on the left (+30%)  
- Examine the wire (+5%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Cargo Hold E**

Use the Storage Key to unlock the door.

**Key Item:**"Unique Wrench" (space between the containers)  
**Key Item:** "Torn Note C" (sacks)  
When all three torn notes have been obtained, they combine together to make a "Full Note" which reads "4→3".

The hint "3→8" is written on the wall.

**Trap:** Double Case Type (activated by examining the top drum)  
< Step 1 >  
- Examine the lid at the back = objective identified  
- Examine the explosives (+5%)  
- Loosen the screws with a screwdriver (+20%)  
- Use a crowbar to widen the gap in the lid (+10%)  
- Examine the lid at the back (+5%)  
- Execute when a reasonable success rate has been reached. Open the upper case.

< Step 2 >  
- Examine the bottom case = objective identified  
- Examine the bottom case again (+10%)  
- Examine the metal wire (+5%)  
- Cut the metal wire with scissors/a box cutter (+20%)  
- Repair the exposed wire (near where the metal wire was) with tape (+10%)  
- Execute when a reasonable success rate has been reached. Remove the bottom lid.

< Step 3 >  
- Examine the wires at the bottom = objective identified  
- Examine the wires at the bottom again (+5%)  
- Examine the wires on the left to identify how everything is connected  
- Use scissors/a box cutter to cut a slit into the wires at the bottom (+20%)  
- Use scissors/a box cutter to cut the safe wires on the left (+20%)  
- Execute when a reasonable success rate has been reached. Disarm the detonator.

**Cargo Hold F**

The hint "1 → 6" is written on the container.

**Trap:** Traffic Light Type (activated by examining the right drum) \*See above.

**Elevator Hall**

Input a four-digit code into the digital lock to unlock the elevator.  
Hint 1: Think about how the numbers are arranged in the last line of the hint found in Cargo Hold D.  
Hint 2: The numbers you need to input are 1, 2, 3, 4. However, they first need to be converted using the clues scattered around each room.  
Solution: 6183 (1→6, 2→1, 3→8, 4→3)

**Trap:** Special Type (activated by examining the switchboard)  
< Step 1 >  
- Examine the cover = objective identified  
- Examine the cover again (+5%)  
- Examine the case at the bottom (+5%)  
- Examine the cylindrical part (+5%)  
- Cut a slit in the tape with scissors/a box cutter (+5%)  
- Loosen the screws with a screwdriver (+15%)  
- Pry open the gap in the cover with a crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the device = objective identified  
- Press the buttons in the same order as the paint on the cover (+100%)  
Solution: white, green, yellow, blue, red, black  
- Execute. Remove the device.

< Step 3 >  
- Examine the bolt = objective identified  
- Fit the handwheel into the hole in the pipe  
- Remove the uniquely shaped bolt with the unique wrench (+100%)  
- Execute. Remove the bolt.

< Step 4 >  
- Examine the lid of the case = objective identified  
- Examine the tube (+5%)  
- Cut the tube (+10%)  
- Examine the pipe (+5%)  
- Examine the case containing liquid (+5%)  
- Cool the case with coolant spray (+15%)  
- Examine the lid of the case again (+5%)  
- Widen the gap in the lid of the case with a crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Remove the lid.

< Step 5 >  
- Examine the case containing liquid = objective identified  
- Pour the neutralizer into the case (+100%)  
- Execute. Neutralized the liquid.

< Step 6 >  
- Examine the case containing liquid = objective identified  
- Cool the case with coolant spray (+15%)  
- Examine the gold fitting (+5%)  
- Hit the fitting with a hammer (+15%, -5%)  
- Block the hole in the pipe with tape (+25%)  
- Execute when a reasonable success rate has been reached. Remove the case containing liquid.

**Keyword:** "Military Intervention" (automatically obtained)

**Deduction Mode**

**Suggested keywords:**"Military Intervention"  
"Jeffrey Involved in Plan"  
"Jeffrey's Family"  
"Jeffrey Miller"

# Engine

**Elevator Hall**

Press the lower □ button to go to the Engine Room.

**Control Room B**

**Keyword: "**Housekeeper’s Personality" (automatically obtained)  
**Keyword:** "Housekeeper’s Goal" (automatically obtained)  
**Recipe:** "Chocolate Filled Biscuit" (PC)  
**Key Item:** "Allen Key" (second shelf of cabinet)

Examine the device and push the button to unlock Control Room A and Maintenance Room B.

**Trap:** Traffic Light Type (third shelf of cabinet)  
- Check the detonator = objective identified  
- Examine the detonator again (+5%)  
- Examine the lights (+5%)  
- Cut the cable with scissors/a box cutter (+10%)  
- Disconnect the wires in the order the lights are flashing (+10% x 3)  
- Press the button (+30%)  
- Execute when the success rate is high enough

**Control Room A**

**Key Item:** "Machine Key" (first drawer of cabinet)

**Maintenance Room B**

**Key Item:** "Memo" (trash can)  
**Key Item:** "Part A" (on top of the container)  
**Key Item:** "Part B" (on top of the blue drum)  
**Recipe:** "Chocolate Sprinkle Doughnut" (left green drum)

**Trap:** Puzzle Box Type (bottom right container of the three stacked together)  
< Step 1 >  
- Examine the box at the front = objective identified  
- Smash the side with a hammer (+20%)  
- Examine the nails (+5%)  
- Pull out the nails with a crowbar (+20%)  
- Examine the box at the back (+10%)  
- Execute when a reasonable success rate has been reached. Remove the box at the front.

< Step 2 >  
- Examine the box at the back = objective identified  
- Examine each part of the interlocking woodwork (+10% x 4 locations)  
- Examine the wires with a voltmeter (+5%)  
- Execute when a reasonable success rate has been reached. Remove the wooden puzzle box.

< Step 3 >  
- Examine the detonator = objective identified  
- Loosen the screws (+5%)  
- Examine the explosives (+10%)  
- Examine the stick and push it (after loosening screws) OR hit it with a hammer (+20%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Control Room B (2nd time)**

Examine the device and push the button to stop it. Fit Parts A and B into the device and push the button again to unlock Maintenance Rooms A and C.

**Maintenance Room A**

**Key Item:** "Red Dial" (safe - open with the master keycard)

**Trap:** Wooden Box Type (3rd drawer) \*See above.

**Key Item:** "CD" (after disarming the trap)  
**Keyword:** "Babe Ruth" (after disarming the trap)  
**Keyword:** "Babe Ruth II" (after disarming the trap)

**Maintenance Room C**

**Recipe:** "Sesame Dango" (top left green drum)  
**Key Item:** "Green Dial" (enter the PIN into the container)  
Hint 1: Convert the alphabet into numbers  
Hint 2: Remove a pair of numbers from each row which correspond with the message. The numbers you are left with are the PIN.  
Solution: 0209 - Converting each letter of "HOPE" into numbers based on its position in the alphabet gives you "08 15 16 05". When these numbers are removed from each row of the memo, it leaves you with "0209".

**Control Room B (3rd time)**

**Key Item:** "Processor" (examine the device, push the button to stop it, and remove the part)

**Control Room A (2nd time)**

Attach the processor to the control device.  
Insert the CD.  
Open the cover with the Allen Key.  
Push the button to open the passageway door.

**Maintenance Room D**

**Recipe:** "Strawberry Choux Bun" (bottom right black container)

**Trap:** Tin Type (activated by examining the top black container)  
< Step 1>  
- Examine the wires = objective identified  
- Examine and untangle the wires (+10% x 9 possible locations)  
- Pull out the nails with a mini crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Pull out the bomb.

< Step 2 >  
- Examine the explosive = objective identified  
- Depending on the trap, either the screws, wire or dial could be feints. Trying them will not trigger the bomb, so work your way through each systematically (+60%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

**Maintenance Room E**

**Recipe:** "Strawberry Shortcake" (top black container)  
**Trap:** Tin Type (activated by examining the dumpster) \*See above.  
**Key Item:** "Blue Dial" (after disarming the trap)

**Engine Room**

**Trap:** Special Type (activated by examining the box)  
< Step 1 >  
- Examine the lid of the device = objective identified  
- Examine the lid of the device again (+5%)  
- Examine the explosives (orange part) (+5%)  
- Examine the lights on the side (+5%)  
- Examine the device underneath (+5%)  
- Examine the device (+5%)  
- Loosen the screws with screwdriver (+10%)  
- Widen the gap in the lid with a crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Remove the lid.

< Step 2 >  
- Examine the detonator = objective identified  
- Unplug the wire connected to the battery  
- Fit the three dials into the sockets  
- Turn each dial so the marks line up to the ones in the center (+100%)  
- Execute. Release the lock.

< Step 3 >  
- Examine the detonator = objective identified  
- Examine the detonator again (+5%)  
- Cool the detonator with coolant spray (+15%)  
- Examine the lights at the side (+5%)  
- Examine the device underneath the detonator (+5%)  
- Examine the explosives (+10%)  
- Pry open the gap between the detonator and the device underneath with a crowbar (+15%)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

< Step 4 >  
- Examine the device for controlling the numbers = objective identified  
- Insert the machine key into the keyhole (+100%)  
- Execute. Boot the device.

< Step 5 >  
- Examine the device for controlling the numbers = objective identified  
- Press the button to match the three numbers (+100%)  
Solution: Press the down button twice, then the up button once.  
- Execute. Remove the device.

< Step 6 >  
- Examine the detonator = objective identified  
- Examine the explosives (+5%)  
- Examine the lights (+5%)  
- Hit the fittings with a hammer (+5%)  
- Loosen the screw with a screwdriver (+5%)  
- Examine the wires with a voltmeter (+5% x 4)  
- Disconnect the wires in the order that the lights are shining (+10% x 4)  
- Execute when a reasonable success rate has been reached. Remove the detonator.

**Deduction Mode**

**Suggested keywords:**"Babe Ruth"  
"Babe Ruth II"  
"Inconsistent Designs"  
"Right-handed Trap"

# Ending guide & 2nd Round

After completing the game, you will be given the opportunity to save the game clear data. Starting a new round from this file will allow you to explore the rooms which were blocked before, and unlock the true ending.

You will retain all of your tools and EXP from any previous rounds, making the second round much quicker to complete. Below is a guide on how to obtain the true ending. A guide to the conditions for all the possible endings is given at the end of this section.

**Third Floor: Room 305**

**Trap:** Coil Type (activated by examining the black metal box)  
< Step 1 >  
- Examine the top cover = objective identified  
- Loosen the screws with a screwdriver (+5%)  
- Cut the metal wire with scissors/a box cutter (+5% x 2)  
- Detach the locks (+30% x 2)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the case = objective identified  
- Use tape on the electrodes (+5%)  
- Remove the electrodes (+80%)  
- Cool the coil with coolant spray  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 3 >  
- Examine the lid = objective identified  
- Examine the lid again to receive a hint  
- Enter the code into the keypad (+100%)  
Hint 1: There aren't enough vertical line breaks in the game, but the hint should be read like this:  
「?5432」  
「53?14」  
「2??5?」  
「3?5?1」  
「XXXXX」  
L tells you that it's like sudoku- no numbers should repeat on the same horizontal or vertical line.  
Hint 2: Fill in the question marks with only the numbers 1-5. Start with the first row. Once you've worked out the top four rows, the final row will give you the number to input.  
Solution: 41325  
- Execute. Remove the lid.  
  
< Step 4 >  
- Examine the detonator = objective identified  
- Examine the wires with a voltmeter to find the right one  
- Unplug the real wire (+95%)  
- Cut the wire leading out of the explosive (+5%)  
- Execute. Remove the detonator.

**Trap:** Tin Type (activated by examining the first drawer of the cabinet)  
< Step 1>  
- Examine the wires = objective identified  
- Examine and untangle the wires (+10% x 9 possible locations) OR cut them with scissors/a box cutter (+20% x 3)  
- Pull out the nails with a mini crowbar (+10%)  
- Execute when a reasonable success rate has been reached. Pull out the bomb.

< Step 2 >  
- Examine the explosive = objective identified  
- Depending on the trap, either the screws, wire or dial could be feints. Trying them will not trigger the bomb, so work your way through each systematically (+60%)  
- Execute when a reasonable success rate has been reached. Remove the explosives.

**Trap:** Traffic Light Type (activated by examining the second drawer of the cabinet)  
- Examine the detonator = objective identified  
- Examine the detonator again (+5%)  
- Examine the lights (+5%)  
- Cut the cable with scissors/a box cutter (+10%)  
- Disconnect the wires in the order the lights are flashing (+10% x 3)  
- Press the button (+30%)  
- Execute when a reasonable success rate has been reached  
  
**Key Item:**"Part 1 of ?" (third drawer of the cabinet)  
**Recipe:** "Chocolate Doughnut" (fourth drawer of the cabinet)

**Fifth Floor: Room 502**

Examine the curtain and open the door behind it.

**Trap:** Coil Type 2 (activated by opening the door)  
< Step 1 >  
- Examine the silver cover = objective identified  
- Hit the fitting with a hammer (+15%)  
- Widen the gap in the cover with a crowbar (+15%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine the top cover = objective identified  
- Loosen the screws with a screwdriver (+5%)  
- Cut the metal wire with scissors/a box cutter (+5% x 2)  
- Detach the locks (+30% x 2)  
- Execute when a reasonable success rate has been reached. Remove the top cover.

< Step 3 >  
- Examine the case = objective identified  
- Use tape on the electrodes (+5%)  
- Remove the electrodes (+80%)  
- Cool the coil with coolant spray  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 4 >  
- Examine the lid = objective identified  
- Examine the lid again to receive a hint  
- Enter the code into the keypad (+100%)  
Hint 1: The method to solve the clue is the same as before. There aren't enough vertical line breaks in the game, but the hint should be read like this:  
「15??3」  
「?1?54」  
「?21?5」  
「?341?」  
「XXXXX」  
Solution: 34521  
- Execute. Remove the lid.  
  
< Step 5 >  
- Examine the detonator = objective identified  
- Remove the screw with a screwdriver  
- Examine the wires with a voltmeter to find the right one  
- Unplug the real wire (+95%)  
- Cut the wire leading out of the explosive (+5%)  
- Execute. Remove the detonator.

**Trap:** Flask Type (activated by examining the ladder)  
< Step 1 >  
- Examine the cover = objective identified  
- Loosen the screws with a screwdriver (+30%)  
- Widen the gap in the cover with a crowbar (+20%)  
- Examine either glass dome (+10%)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 2 >  
- Examine either flask = objective identified  
- Examine either flask again (+10%)  
- Loosen the screws with a screwdriver (+20%)  
- Use the arrow buttons to match the two numbers (+50%)  
- Execute when a reasonable success rate has been reached. Remove the flasks.

**Trap:** Traffic Light Type (activated by examining the second top drawer from the right) \*See above.  
  
**Key Item:**"Part 2 of ?" (trash can)  
**Recipe:** "Rum & Raisin Ice Cream" (rightmost bottom drawer)  
**Recipe:** "Chocolate & Vanilla Cone" (chair)

**Walkway: Staff Room**

**Trap:** Coil Type 3 (activated by examining the black metal box)  
< Step 1 >  
- Examine the silver cover = objective identified  
- Hit the fitting with a hammer (+15%)  
- Widen the gap in the cover with a crowbar (+15%)  
- Execute when a reasonable success rate has been reached. Remove the cover.  
  
< Step 2 >  
- Examine the top cover = objective identified  
- Loosen the screws with a screwdriver (+5%)  
- Cut the metal wire with scissors/a box cutter (+5% x 2)  
- Detach the locks (+30% x 2)  
- Execute when a reasonable success rate has been reached. Remove the cover.

< Step 3 >  
- Examine the case = objective identified  
- Use tape on the electrodes (+5%)  
- Remove the electrodes (+80%)  
- Cool the coil with coolant spray  
- Execute when a reasonable success rate has been reached. Remove the case.  
  
< Step 4 >  
- Examine the cover on the electrodes = objective identified  
- Cut the metal wire with scissors/a box cutter  
- Use an ice pick to widen the gap beneath the cover (+65%)  
- Execute when a reasonable success rate has been reached. Remove the cover.  
  
< Step 5 >  
- Examine the lid = objective identified  
- Examine the lid again to receive a hint  
- Enter the code into the keypad (+100%)  
Hint 1: The method to solve the clue is the same as before. There aren't enough vertical line breaks in the game, but the hint should be read like this:  
「19??5」  
「?7?59」  
「5?39?」  
「759?3」  
「XXXXX」  
Solution: 93571  
- Execute. Remove the lid.  
  
< Step 6 >  
- Examine the detonator = objective identified  
- Remove the screw with a screwdriver  
- Examine the wires with a voltmeter to find the right one  
- Unplug the real wire (+95%)  
- Cut the wire leading out of the explosive (+5%)  
- Execute. Remove the detonator.

**Trap:** Flask Type (activated by examining the leftmost drawer) \*See above.  
**Trap:** Tin Type (activated by examining the right drawer under the toy robot) \*See above.  
  
**Key Item:**"Part 3 of ?" (top right drawer)  
When all three parts have been obtained, they combine to make a "Stun Gun".

**Cargo Hold: Communication Room**

Watari will report about an unusual signal coming from the ship after the Deduction Mode on the Bridge.  
  
Go to Cargo Hold D, examine the closet, and use the "Mysterious Key" to unlock the door. Disconnect the blue cable.  
  
**Recipe:** "Ogura Crepe" (bottom left drawer)  
**Recipe:**"Chocolate Truffle" (right drawer)  
**Recipe:**"Yokan" (chair)

**Obtaining the True Ending**

Once the above has been completed, you also need to score a victory in the final deduction mode - "Identify the Housekeeper’s dominant hand!" to see the True Ending.

After the credits, the "Album" and "Sound Test" under the "Extras" menu will be unlocked.

**Other Endings**

**Spoiler warning ahead.**

Below are the conditions for obtaining all of the endings. It is also possible to trigger an earlier game over by choosing to escape by lifeboat before [unlocking the hold](#_Bridge).

|  |  |  |  |
| --- | --- | --- | --- |
|  | Stun Gun | Blue Cable | Final Deduction Battle |
| ED1 \* True ED | In possession | Cut | Victorious |
| The Housekeeper is caught and the Granada is stopped. L arrives at the scene by helicopter. | | |
| Epilogue | | |
| Alois is arrested and the CLN collapses. The player receives a letter from L. A few years later, Alois dies of a heart attack. | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Stun Gun | Blue Cable | Final Deduction Battle |
| ED2 | Not in possession | Cut | Victorious |
| The Housekeeper escapes and the Granada is stopped. | | |
| Epilogue | | |
| Alois is found dead under suspicious circumstances. The CLN is believed to be responsible, but the FBI are unable to prove it. The Housekeeper vanishes without a trace. With Alois' death, the case gets buried... | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Stun Gun | Blue Cable | Final Deduction Battle |
| ED3 | In possession | Not cut | Victorious |
| The Housekeeper is caught. The Granada's system crashes and the ship sinks. | | |
| Epilogue | | |
| Jeffrey is arrested. Alois and Reboot Inc. are investigated, but no evidence of the CLN’s involvement is found. The Housekeeper is attacked in prison and dies. The truth remains buried... | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Stun Gun | Blue Cable | Final Deduction Battle |
| ED4 | Not in possession | Not cut | Victorious |
| The Housekeeper escapes. The Granada's system crashes and the ship sinks. | | |
| Epilogue | | |
| Jeffrey is arrested. Alois and Reboot Inc. are investigated, but no evidence of the CLN’s involvement is found. The Housekeeper vanishes without a trace. The Granada case comes to a close without the truth ever coming to light... | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Stun Gun | Blue Cable | Final Deduction Battle |
| ED5 | Either | Either | Defeated |
| The Housekeeper escapes. The Granada is sunk by US bombers. | | |
| Epilogue | | |
| Jeffrey is arrested. Alois and Reboot Inc. are investigated, but no evidence of the CLN’s involvement is found. The Housekeeper vanishes without a trace. The case turns cold... | | |

# L Communicator

L's lines will change depending on the time of day and the time of year, as well as the player's gender and closeness to him (up to five hearts). Certain recipes can only be obtained on the second playthrough, whereas others can be obtained by visiting the L Communicator at certain times of year.

**Recipe Guide**

Translated from: http://nogood.rgr.jp/game/deathnote/rasen04.html#recipe

|  |  |  |
| --- | --- | --- |
| 1 | Vanilla Ice Cream | From the start |
| 2 | Chocolate Ice Cream | Room 101 |
| 3 | Chocolate Swirl Ice Cream | Room 301 |
| 4 | Mint Choc Chip Ice Cream | Room 401 |
| 5 | Rum & Raisin Ice Cream | Room 502 Side Room |
| 6 | Strawberry Ice Cream | 6F Stairwell |
| 7 | Vanilla Cone | From the start |
| 8 | Chocolate Cone | Room 302 |
| 9 | Chocolate & Vanilla Cone | Room 502 Side Room |
| 10 | Strawberry & Vanilla Cone | V2 Side Room |
| 11 | Matcha & Vanilla Cone | Gift Shop |
| 12 | Coffee | From the start |
| 13 | Cocoa | Room 102 |
| 14 | Tea | Room 503 |
| 15 | Milk Tea | Bridge Staff Room |
| 16 | Lemon Tea | Ship Hold Stairwell |
| 17 | Mitarashi Dango | From the start |
| 18 | Anko Dango | Room 201 |
| 19 | Uguisu-An Dango | Room 603 |
| 20 | Tricolor Dango | Cargo Hold D |
| 21 | Sesame Dango | Maintenance Room C |
| 22 | Strawberry Lollipop | From the start |
| 23 | Lemon Lollipop | Room 402 |
| 24 | Melon Lollipop | Room 602 |
| 25 | Soda Lollipop | V2 Side Room |
| 26 | Orange Lollipop | Bridge Staff Room |
| 27 | Strawberry Crepe | From the start |
| 28 | Chocolate Banana Crepe | Room 204 |
| 29 | Kiwi Crepe | Room 402 |
| 30 | Melon Crepe | Room 504 |
| 31 | Marmalade Crepe | 6F Elevator Control Room |
| 32 | Ogura Crepe | Communication Room |
| 33 | Plain Doughnut | From the start |
| 34 | Chocolate Doughnut | Room 305 |
| 35 | Strawberry Doughnut | V2 Side Room |
| 36 | Chocolate Sprinkle Doughnut | Maintenance Room B |
| 37 | Fresh Cream Choux Bun | From the start |
| 38 | Custard Choux Bun | Room 203 |
| 39 | Chocolate Cream Puff | Room 301 |
| 40 | Caramel Choux Bun | Room 404 Side Room |
| 41 | Strawberry Choux Bun | Maintenance Room D |
| 42 | Sweet Skewer | Cafe |
| 43 | Fruit Parfait | 2F Staff Room |
| 44 | Pudding a la Mode | Room 302 |
| 45 | Ohagi | 4F Staff Room |
| 46 | Sugar Cube | Room 501 |
| 47 | Prosciutto e Melone | 6F Staff Room |
| 48 | Banana | V2 Side Room |
| 49 | Cherry | Room 102 |
| 50 | Chocolate Truffle | Communication Room |
| 51 | Strawberry Shortcake | Maintenance Room E |
| 52 | Fancy Fruit Jello | V2 Side Room |
| 53 | Anmitsu | Walkway |
| 54 | Yokan | Communication Room |
| 55 | Chocolate Filled Biscuit | Control Room B |
| 56 | Sakuramochi | Spring |
| 57 | Strawberry Shaved Ice | Summer |
| 58 | Mont Blanc | Autumn |
| 59 | Shiruko | Winter |
| 60 | Birthday Cake - player | Your birthday (as set in the DS settings) |
| 61 | Birthday Cake - L | October 31 |
| 62 | Christmas Cake | December 25 |
| 63 | Valentine’s Chocolate | February 14 |

# **Debug mode & Closing**

**Debug Mode**

The English patch download includes a cheat code file which contains a code to unlock the hidden debug mode. The code is as follows (also works on the original game):  
521ABB30 656D6147  
021ABB30 6E75614C  
521ABB34 6C746954  
021ABB34 00496863

The debug mode can be accessed by reloading the game, after the opening movie. It contains three menus which can be swapped between using the box(es) in the bottom left-hand corner.

Hover over the buttons with your stylus/mouse to view information, then click to confirm. Use the directional buttons to change your selection.

Using the debug mode, you can access some content which was cut from the final game. This includes four keywords (Sun-Damaged Walls, 6th Floor Damaged Walls, Elevator and Housekeeper's Pay), as well as two debug traps with variations of the usual text.

**Closing**

Congratulations, you've reached the end of this guide! If you're craving for more games to play, why not also check out our English patch for Death Note: Kira Game available at https://agtteam.tumblr.com/post/676282663687028736/?

**Credits:**

English translation patch by the Anime Game Translations Team.

Hacking: Illidan  
Translation: Phantom, Haribeau  
Proofreading:

**Questions, comments or typos?**

Join us at discord using the invite link https://discord.gg/UUF7Zbm to send us your questions, check out our other projects or even lend a hand in our mission to bring more anime games out of Japan!

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Hope you enjoyed!