

Note: Some of the actions in this walkthrough can be done before others, but this is just one order of how to do things! :)

## Font styling legend:

*Dev notes*

OBJECTIVES STARTED

OBJECTIVES COMPLETED

Game-progression items / things to observe

=====BEGIN WALKTHROUGH=====

Read Grandma's letter.

Talk to Finley.

MEAN CHOICE: Sassy Introduction

NICE CHOICE: Confident Introduction, Apologetic Introduction

Read through Objectives.

Pick up the cardboard box (1 / 3 trash pieces) in front of the mansion.

You will also acquire a small blue fuzzy thing that was hidden under it.

Go inside the MANSION.

Note the light reddish colored matchbox (matches) on the desk.

Acquire matches.

Go to the POND FOREST.

Note the logs stuck in the glacier.

Combine matches with logs.

Acquire logs.

Go to DARK FOREST.

Note the ice pick frozen in the glacier near the left side / scene entrance.

Combine logs with ice pick to lay down kindling.

Combine matches with ice pick + logs to light a fire.

Acquire ice pick.

Go to POND FOREST.

Combine ice pick with the garbage patch (on right).

Hover to the flashlight and click on it.

Acquire flashlight.

Combine ice pick with the garbage patch (center).

Hover to the broken bulb and click on it.

Remove broken bulb (2 / 3 trash pieces) and acquire green fuzzy thing.

*OPTIONAL: Click on any of the bottles in the patches to see messages from town residents.*

Go to DARK FOREST.

Combine flashlight with darkness.

Move to the rightmost part of the scene.

Note the torn rag and the purple fuzzy thing hanging from it.

Click to remove torn rag (3 / 3 trash pieces) and acquire purple fuzzy thing.

**OBJECTIVE COMPLETE: "Clean up any trash."**

Combine purple fuzzy thing with blue fuzzy thing and get duster bottom.

Combine duster bottom with green fuzzy thing to get duster.

Go to MANSION.

Combine duster with each of the 4 portraits.

**OBJECTIVE COMPLETE: "Dust parlor portraits."**

Note the table with the glass cages and artifacts.

*The exact dates vary in each playthrough, but the decades stay the same.*

Click on the portrait on the left sidewall.

Note the date (year) and the young woman carrying the purse.

Click on the portrait next to the waterfall.

Note the date (year) and the young woman on the left with the headband.

Click on the portrait next to the mirrors.

Note the date (year) and the young woman's sleeves.

Click on the portrait on the right sidewall.

Note the date (year) and the necklace the woman is wearing.

Click on the table with the glass cages and artifacts.

Move the pieces to be in ascending order: HEADBAND, NECKLACE, GLOVES, PURSE.

Click on each plaque and enter the corresponding dates for each piece.

**OBJECTIVE COMPLETE: "Organize the parlor artifacts."**

Note the key that falls from the vent.

Click on key to acquire it.

Combine key with cabinet.

Acquire bulbs.

Go to DARK FOREST.

Note the broken lamp near the center of the scene.

Combine bulbs with broken lamp (x3).

**OBJECTIVE COMPLETE: "Make sure the lamp post is running."**

Go to MANSION.

Watch cutscene / Mel's introduction.

**MEAN CHOICE:** "You sure are clumsy."

**NICE CHOICE:** "I'll walk on over."

See blue-glowy thing traversing scene and highlighting:

1. A letter on the front desk.
2. Each of the portraits.

Click through cutscene of shock from seeing the blue-glowy thing and conveying this to Mel (*unskippable*).

Click on the letter.

Note the emphasis on "FIRST LETTER".

Note the order of the portraits based on how the artifacts / dates were arranged.

Click on the HEADBAND / 20s / first portrait.

Note the word "her" is highlighted.

Click on the NECKLACE / 30s / second portrait.

Note the words "Edeline" and "daily" are highlighted.

Click on the GLOVES / 40s / third portrait.

Note the words "in" and "evening" are highlighted.

Click on the PURSE / 50s / fourth portrait.

Note the word "Delia" is highlighted.

Take the FIRST LETTER of each of these words.

Head to the lock on the door on the right sidewall.  
Enter the letters "H E D I E D".

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OBJECTIVE STARTED: "Collect necklace cabinet clues."

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The FLORAL ROOM opens.  
Go through the cutscene and read the entire letter.

Go to POND FOREST.  
Grab the black glove from the garbage patch (center).

Go to the PARLOR.  
Pick up the teal mug resting on one of the shelves at the right of the room.

Go back to the FLORAL ROOM.

Use the glove on the broken panel.  
Use the ice pick on the branch in the window.  
Collect the green wire.  
Use the duster on the contraption below the window.

Water will start running. Use the mug on the contraption to collect some water.

Use the filled mug on the wilted roses hanging from the top of the bay window.

*You will receive a clue (1/8).*

Click on the necklace cabinet.

Place that clue on top of the teardrop pendant (0, 0).

On the table in the front, you will see a journal.

*OPTIONAL: Click on it to collect it.*

You will also see a red wire. Click to collect.

Finally, you will also see a typewriter with a message.

*Click on it to get the clue (2/8).*

On a pot above the necklace cabinet, a blue wire is hanging – click to collect it.

Click on the bookshelf and choose the math book.

There, you will see a bunch of pages.

Choose the bookmarked page.

You will infer the typewriter clue corresponds to “NOT (2,0).”

Click on the necklace cabinet.

Place the clue on the maple leaf necklace (2, 0).

Click on the bookshelf again, choose the math book, and go to page 29 or 30.

Click on the plastic grid to collect it. You will also see how to perform matrix multiplication.

On the far right corner of the room, you will see a grid math problem.

Click on it and write the following numbers:

1 2 0

0 2 0

Open your inventory and place the plastic grid on the zoomed-in matrix problem.

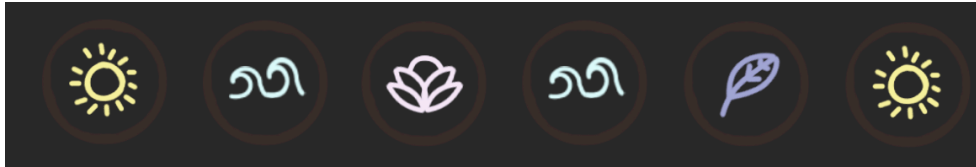
*Press the arrow key and you will receive another clue (3/8).*

Click on the necklace cabinet.

Place this clue on the pinwheel necklace (2,0).

Click on the gramophone.

Press the buttons in the following order:



*You will receive another clue about coral cups (4/8).*

Click on the necklace cabinet.

Place this clue on the coral cup necklace.



Go near the broken panel.

Combine the red wire with the panel.

Combine the blue wire with the panel.

Combine the green wire with the panel.

Now that the panel is fixed, click on it.

Turn on only the red button and close the panel. You will see the word "lavender".

Open the panel, turn on only the green button, and close the panel. You will see the word "reveals".

Open the panel, turn on only the blue button, and close the panel. A dialogue option will show up – choose "lavender reveals words."

Go near the left door of the FLORAL ROOM.

Click on the rag hanging on the pot.

Go to the PARLOR.

Combine the rag with the lavender diffuser, and you will get a lavender-doused rag.

Go to the FLORAL ROOM.

*If you didn't solve the typewriter clue from earlier, you can rub the lavender-doused rag on the typewriter and you should get more of a hint on where to look.*

*OPTIONAL: Rub lavender-doused rag on journal. Click on the journal and choose to open it. If you choose not to open it, you can change your mind anytime later on in the game.*

Open the panel, turn on only the red and blue lights, and close the panel.

*You will receive a clue with a cube (5/8).*

Click on the necklace cabinet.

Place this on the golden cube necklace.



Open the panel, turn on only the red and green lights, and close the panel.

You will see half a coordinate.

Open the panel, turn on only the green and blue lights, and close the panel.

You will see the other half of a coordinate.

A dialogue option will pop up – choose (1,2).

*You will receive a clue with the chandelier (6/8).*

Click on the necklace cabinet.

Place this on the snowflake necklace.





Open the panel, turn on all three lights, and close the panel.  
Collect the crank that drops from the roof.  
You will also see the wall text: *ARIES O' ONE*.

Go to the small clock above the ghostly letter / near the bay window.

Combine the crank with the clock.  
Open the clock and enter the time 01:01.  
*You will receive a clue that says "Not 1 and 1" (7/8).*  
Click on the necklace cabinet.  
Place this clue on the atom-shaped necklace in the center.

Go to the potted plants slightly to the left of the light panel.  
Collect the waxy disk.  
Combine your matches with the waxy disk to clean it.  
Click on the pink chart (pink clock-shaped astrology poster).  
Click on the text in the pink chart. Choose the "disk" option in the dialogue.  
Close out of the pink chart and open the golden chart. Place the disk on the golden chart.  
Move the disk to sagittarius (♐ / arrow-shaped symbol).  
*You will receive a disk clue (8/8).*  
Click on the necklace cabinet.  
Place this clue on the green sphere necklace (0, 2).

Go through the cutscene.

**MEAN CHOICE:** Solved one of the FLORAL ROOM puzzles incorrectly.

**NICE CHOICE:** Solved all the FLORAL ROOM puzzles correctly.

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**OBJECTIVE COMPLETED:** "Collect necklace cabinet clues."

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**OBJECTIVE STARTED:** "Open the sandy room's door."

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Go through the cutscene.

You will collect a blank sheet of paper with a circle and a connecting arrow.

*OPTIONAL: You can use Mel as a hint system through this room.*

Go to the poster above the chalk sun.

Open the poster and see the 3->4 mapping. Combine the blank sheet of paper with the mapping to get the 3->4 paper (1/5).

Click on the orange tree and get an orange.

Combine the orange with the roof bottle with the paper.

You will receive the 1->2 paper (2/5).

Click on the pages hidden behind the plant under the chalk sun.

*If you collected the journal, you will get the journal pages as well.*

*OPTIONAL: Read them.*

You will also collect a math book page.

Go to the FLORAL ROOM and click on the bookshelf.

Open up the math book again, and go to another page - 96 or 97.

Click on the plastic sheet to get the 2->4 paper (3/5).

Go back to the SANDY ROOM.

Click on the page under the lemon tree.

You will receive a blurry sheet.

Combine the lavender-doused rag with the blurry sheet to receive the 4->5 paper (4/5).

Go around the room and click on all the glass bottles (including the broken one near the door) to note their contents (your task will update with their contents as well for reference).

You will see that there is one boat, two shells, and three pearls.

Click on the portrait above the left door.

Click on the boat button, the shelf button, and then the pearl button.

Collect the 2->3 paper (5/5).

You will also note that there is another glass bottle with contents, along with a key inside.

Collect the chain on the floor from one of the deflated beachballs.

Collect the grappling hook from the deflated beachball near the coconut face glass bottle.

Combine the grappling hook with the chain.

Click on the portrait above the left door and use the grappling-hook-chain to grab the key.

Click on the mappings poster again and see the letter mappings.

Go to the portrait above the right door.

Enter the code "MY LOVE 4 U".

**MEAN CHOICE:** Call the puzzle stupid.

**NICE CHOICE:** Call the puzzle sweet.

Use the key on the safe.

Collect the token and note the contents of the bottle.

Go to the board underneath the shelf bottles.

Paste all the X->Y numerical mapping papers on the board.

Click on the board and overlay them according to their numbers.



You will receive a pink digital “token.”

Click on it and type “a” – you will now receive the completed pink digital token.

Click on the buttons board underneath the contraption. Using the numbers of each item that you saw in the glass bottles (or the journal!), connect them in that order.

You will receive a purple digital “token.”

Click on it and type “s” – you will now receive the completed purple digital token.

Combine the completed pink digital token with the door.

Combine the completed purple digital token with the door.

Go through the cutscene.

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**OBJECTIVE COMPLETED: “Open the sandy room's door.”**

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You enter the MILDEWY ROOM.

Use the flashlight on the darkness.

Go through the cutscene and read the entire letter.

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OBJECTIVE STARTED: "Open the mildewy room's door."

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*OPTIONAL: Collect the journal pages and read them.*

*OPTIONAL: Turn on the light switch and bring Mel in.*

Collect the smelly mixture from the shelf and the bag of berries near the right.

Grab the shovel near the gravestone.

Collect the mortar and pestle + ring above the fireplace.

Collect the ring hanging from the roof near the broken family tree.

Collect the ring hanging from the spiky plant above the small fenced garden with the giant closed mushroom.

Go to the tree near the far right.

Use the ice pick on the treehole.

Collect the token + spores.

Use the spores on the giant closed mushroom.

Collect the key under the mushroom shade.

Click on the recipe on the wall. Note the contents.

Use the key on the cabinet and collect the bay leaves and honey.

From the SANDY ROOM grab a lemon from the lemon tree.

From the FLORAL ROOM grab the peppercorns + ring from the dried herbs.

From the PARLOR grab the cloves + ring from the cabinet.

From the MANSION EXTERIOR go to the melted snowman, brush it off, and use the shovel to grab the whole turmeric.

In the POND FOREST go to the fox, use the shovel on the plant, and grab the whole ginger.

**MEAN CHOICE:** Use the fox repellent

**NICE CHOICE:** Use the berries

In the POND FOREST, use the ice pick on the garbage patch (left), and hack out the heart-shaped locket.

Click on the locket and enter the code "SAML" (Sweet Amy, My Love).

Collect the cinnamon from the locket.

From the DARK FOREST, collect the rock salt near the far right.

Go back to the MILDEWY ROOM and place all the collected ingredients (except for the honey and the lemon) into the pot.

Place the logs in the fireplace.

Use the matches on the logs.

Play through the cutscene and receive the filled tea mug.

Place the tea mug into the door hatch on the right door.

Note the content of the bottled letter hanging from the tree.

Go to the SANDY ROOM.

Click on the family tree.

Use the token on the slot.

*OPTIONAL: Click on all the buttons.*

Press the button for Margaret Sterling's husband (Alfred Sterling).

Place the rings in this order:



You will receive a paper and a token.

Go back to the MILDEWY ROOM.

Go to the small button board near the gravestone.

Click on it and use the token in the slot.

Press the buttons in the order “A M E L I A”.

You will receive an elixir.

Go to the right door and click on it.

Pour the elixir down the hatch.

Go through the cutscene.

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OBJECTIVE COMPLETED: “Open the mildewy room's door.”

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You are now in the INTERROGATION ROOM.

*OPTIONAL: Click on all the TVs.*

Click on the circle on the floor near the door on the right.

Play through the cutscene.

If NICE CHOICES > MEAN CHOICES, skip to SPLIT 1.

If MEAN CHOICES > NICE CHOICES, skip to SPLIT 2.

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**START SPLIT 1 (MAZE)**

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Collect the “W” letter on the table.

Click on the door with the flower above it.  
Collect the “E” letter hanging from the vines.

Click on the door with the sun above it.  
Collect the “L” letter in the glass bottle.

Click on the door with the leaf on it.  
Place each letter in the corresponding slot on the wall.  
Play out the cutscene.

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**END SPLIT 1**

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**START SPLIT 2 (ROOM)**

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Use the flashlight on the hole in the wall.  
Collect the key + L block.

Use the key on the cabinet to collect the E block.

Collect the hollow cord from the phone base.  
Use the hollow cord on the black waterfall to quell the fire in front of the table.  
Collect the W block from the glass cage.

Click on the puzzle near the cabinet and click the “well” dialogue option.  
Play out the cutscene.



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## END SPLIT 2

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You end up in a dark room.  
Your flashlight goes out.  
You cannot teleport.

Walk through the room and note what happens when each light turns on.

Click on the camera to enter the final passphrase:  
“He died and as well did”

You pass through and are now in the attic.  
Read the letter on the door to the right.  
Exit the attic.

*OPTIONAL: Click on the phone in the parlor.  
Exit the parlor.*

*If you chose one of the NICE CHOICES in your interaction with Finley,  
you will see her outside the mansion and can play out that cutscene.*

Proceed all the way to the DARK FOREST and go to the far right,  
where the ridge is.  
Use the shovel on the ridge. You collect a key.  
Read through the letter.

In the attic, use the key on the door to the right.

You are now in the last room.  
*OPTIONAL: Click on the terminals.*

Click on the letters behind the chair.

Play out the cutscene and go through the credits.

*And that's it! Congratulations, you have completed the game! :D You can try out other choices / options to see how they pan out in the credits for you.*

*Thank you for trying out this game!*