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This is the walkthrough of: Investigation on haunted hills.

Start of the game -----

Just enter your name, or nothing at all

Cutscene -----

Objective 1: Get inside the manor -----

You're in an overgrown garden with fences surrounding you. Behind you is the gate
you just went through to get here.

You can:

Type: back To turn around and face the gate.

(

If you type back you will stand before a tall rusted gate. It looks like it wont hold
much longer.

You can:

Type: back To turn back around

Type: forward To get a secret ending (1/5)

)

Type: forward To step further into the garden.

You carefully walk forwards into the garden. On either side of you stand two unkept
bushes.

You can:

Type: left To look into the bush to get the first out of 5 potoo collectibles. (1/5)

You will need to type: investigate to collect it.

Type: right To look into the birdsnest in the bush to get the key.

You will need to type: investigate to collect it.

(!!DISCLAIMER!! THE KEY WILL ONLY SHOW UP IF YOU HAVE GONE TO THE
DOOR !!DISCLAIMER!!)

Type: back To head back to the gate.

Type: forward To walk to the main entrance of the manor.

You're at the entrance of the manor. An eerie feeling has risen in your gut. On the right side of the window is a window.

You can:

Type: right To get one of my friend' easter egg.

Type: back To turn back around and walk back to the bushes.

Type: forward To open the door of the manor.

(!!DISCLAIMER!! YOU NEED TO GET THE KEY FIRST, YOU WILL HAVE TO WALK BACK TO THE BUSHES AND LOOK IN THE ONE ON THE RIGHT !!DISCLAIMER!!)

Objective 2. Find a place to sleep. -----

You take some steps into the main lobby. You need to find a couch or a mattress so you can get some rest. You really need to go to the bathroom though, there are two hallways one on your left, and the other on your right.

You can:

Type: left To walk into the room on the left.

(

This dimly lit room looks like it used to be a living room, and look! In front of you is a couch, it could be good place to get some shuteye.

On your left is a rotten coffee table, on your right is potted plant.

You can:

Type: forward To get two options to type: "sleep" this will unlock another ending (2/5) or "back" this will make you step away from the couch.

Type: left To look at a dark oak table with drawers, write the number of the drawer you want to open.

In drawer 2 is your first healing item that you can collect.

In drawer 3 is the second potoo figurine that you can collect. (2/5)

Type: right To look at a potted plant. (not necessary)

Type: back To walk back to the main lobby.

)

Type: back To go back outside. (not necessary)

Type: right To get enter the first fight of the game.

Objective 3. Get out! -----

You wake up feeling dazed, as if you slept on a concrete floor. As you open your eyes you sense how cold it is and worst part is you can't see anything...

You can:

Type: left

(

To walk up against a concrete wall, when you are in front of the wall you can type: "left" again.

This will knock you out but if you do that three times you no-clip into the backrooms.

(This is another easter egg for one of my friends.)

This will also result in unlocking another ending (3/5)

If you type: "back" you will walk back to the center of the room.

)

Type: forward To open the basement door. (!!DISCLAIMER!! YOU WILL NEED TO GET THE AXE FROM THE SOUTH SIDE OF THE BASEMENT !!DISCLAIMER!!)

Type: right To walk to the old furniture.

(

In front of you is some old furniture, an old couch, some old shelves and an rusty toolbox. (Write the names of the item to investigate)

You can:

Type: couch To check the couch, in it you will find two healing items

Type: shelves To check on the shelves, on them you will find nothing (not necessary)

Type: toolbox To check in the toolbox you will find one healing item and some wood glue

(Necessary for the axe you will be able to craft at the workbench in the south side of the basement.)

Type: back To go back to the center of the room

)

Type: back To turn around.

As you turn around you see some shadowy figures observing you.

You can:

Type: back To go back to the center of the room.

Type: investigate To fight the enemies. (This will unlock the south side of the basement.)

In front of you is a workbench, on it's left side are some old boxes, on the right is an old furnace with some firewood next to it.

You can:

Type: left To open one of the boxes

This will result in you getting the third potoo collectible. (3/5)

Type: right To get the axe handle. (Necessary for the axe you will be able to craft at the workbench)

Type: forward To get the axe head.

if you have all necessary parts for the axe (wood glue, axe handle, axe head) you will be able to craft the axe

Type: back To turn back around

* If you have the axe you will need to get to the door of the basement *

Objective 4. Escape the manor! -----

You swing your axe with all your might against the door, you force yourself not to say: HERE'S JOHNNY

After a bit of chopping at the door you manage to make a hole large enough to fit yourself through.

You will have to fight against two enemies.

You take a good look around looks like there aren't too many options. There are two hallways, left and right.

You can:

Type: right To head into the right hallway

(

In front of you is just a lit candle.. and a table with something on it, standing at the end of a hallway.

You can:

Type: investigate To check whats on the table.

This will result in you getting the fourth potoo collectible. (4/5)

Type: back To turn around.

This will result in you having to fight against another enemy, but this one will drop a healing item.

)

Type: left To head into the left hallway

You round a corner and you see that there is a small jar of gumballs on your left, and the rest of the hallway is in front of you.

You can:

Type: left To look at the jar of gumballs.

(

You take a closer look at the jar of gumballs but you can't see how many are left in it.

You can:

Type: investigate To get one healing item

You can only do that 3 times, because if you do it more your hand will get stuck and you have to take damage.

Type: back To step away from the jar.

)

Type: back To walk back to where you exited the basement.

Type: forward To enter the final fights

You find your way into the main lobby, but there is a creepy figure blocking the way, he kinda looks like a friend of yours, Sietse.

You can:

Type: forward To just fight the enemy without trying to dodge it.

Type: run To try to dodge fighting with it. (1 in four chance of that happening.)

Great, you're almost out, you rush to open the door, it's locked.\nLuckily there is a window next to it.

As any rational person would do you just jump straight through it.

With all the ruckus and sound you made another figure has spotted you and is rapidly approaching your location.

You can:

Type: forward To just fight the enemy without trying to dodge it.

Type: run To try to dodge fighting with it. (1 in four chance of happening.)

You make a break for the gate, but unfortunately you are stopped by one hell of a spirit!

You can:

Type: forward To just fight the enemy without trying to dodge it.

Type: run To try to dodge fighting with it. (1 in four chance of happening.)

You sprint as fast as you can to the gate, but what do you see?

* You will now enter the bossfight.*

Killing him will drop the fifth possible potoo collectible. (5/5)

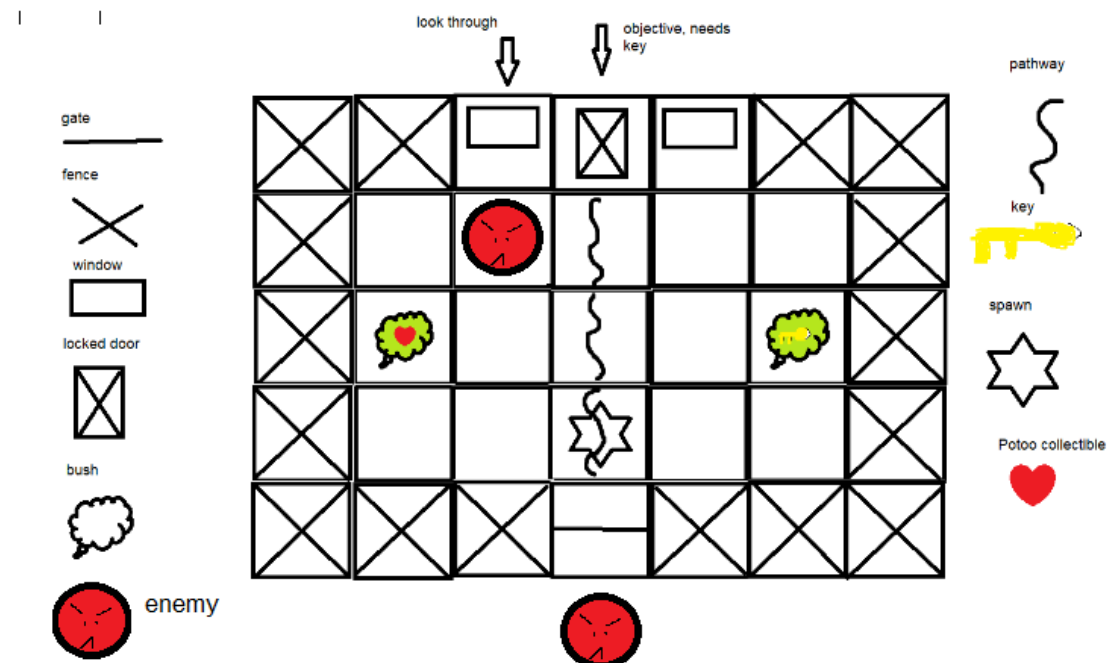
If your player hasnt collected all five potoo collectibles.
You will unlock the fourth ending. (4/5)

If you have collected all five potoo collectibles.
You will unlock the fifth ending. (5/5)

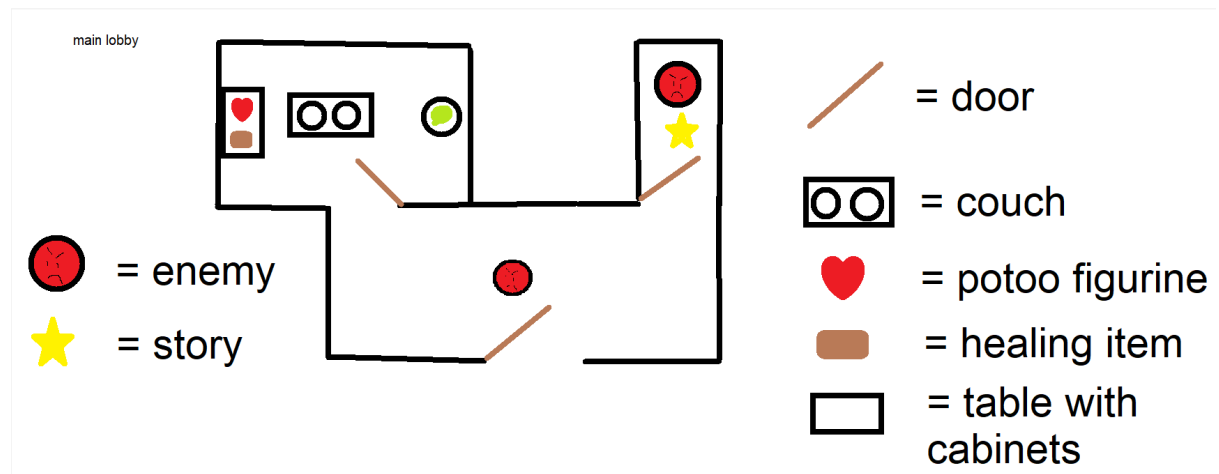
The end.

Maps of every room:

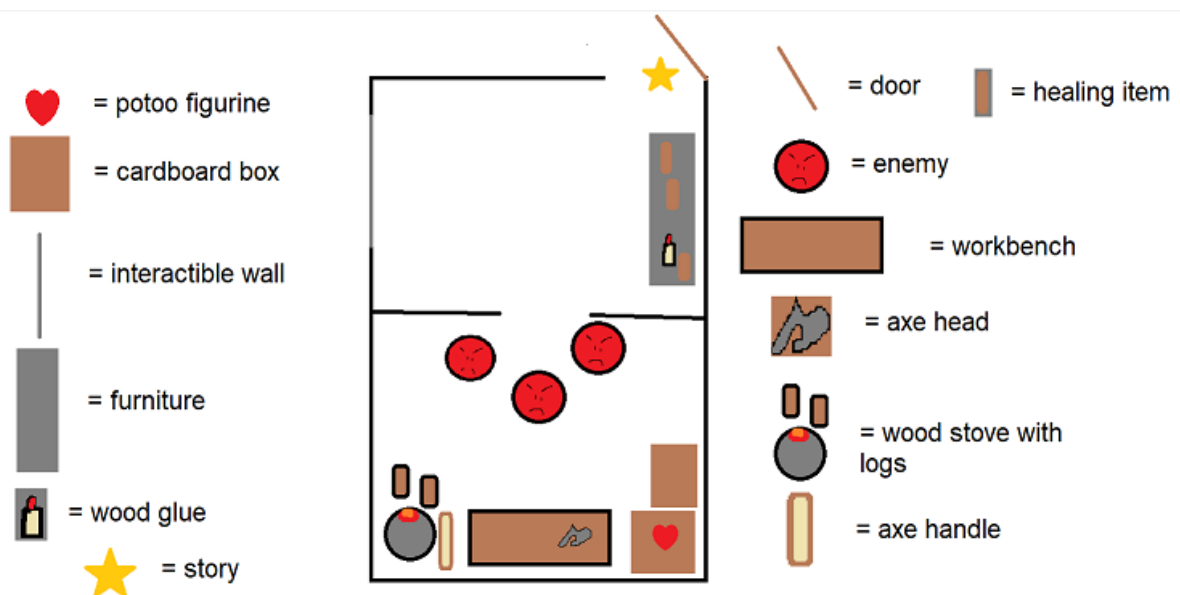
Garden



Main lobby



Basement



Hallways

