

# Ditren's Maniacal Mansion Walkthrough

# Level 0: Djamal

1. Click on the note



2. Read the note



3. Click out and press the red arrow



# Level 1: Djamal

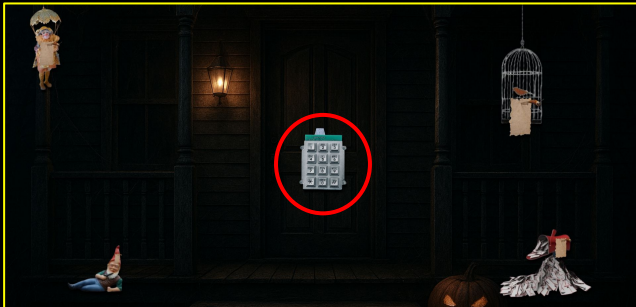
1. Click on the hints and read them



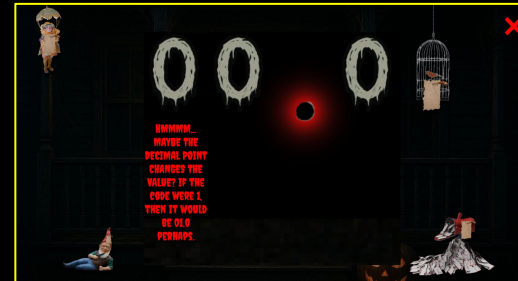
2. Deduce that the code is the answer to  $2+3$



3. Click on the keypad



4. Input the code 05.0

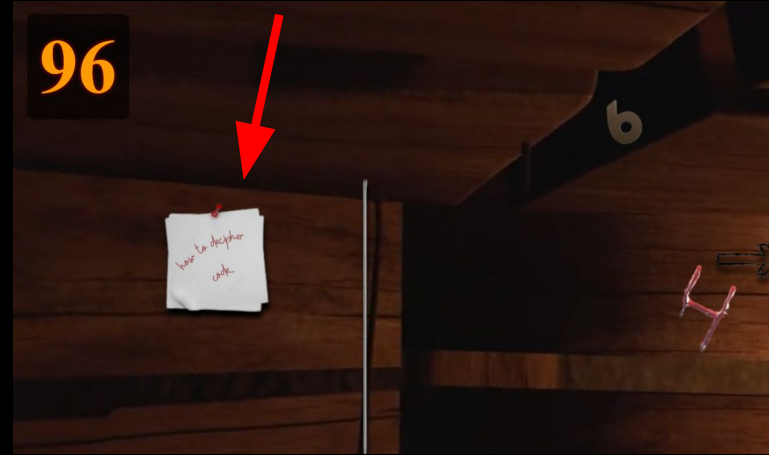


# 2nd Level: Escape the Grave Walkthrough

1. Press Left arrow



2. Press Note



# 2nd Level: Escape the Grave Walkthrough

3. Directions tell you where each number is in order

You are already in at the “West”, only number in dripping blood is



First number = 4

## HOW TO ORDER THE NUMBERS

1. FACE THE WEST WHERE THE MARK IN DRIPPING BLOOD WAS MADE.
2. TURN EAST TO THE MARK GREATEST THAN ALL OTHERS.
3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.
4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT
5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.
6. END WEST WHERE THE LAST SHADOW HIDES ABOVE.



# 2nd Level: Escape the Grave Walkthrough

Next, "East" is the far right side, so click right arrow to there. Then at the very bottom right, you will find the number that is greatest( Higher in value )



Second number = 7

## HOW TO ORDER THE NUMBERS

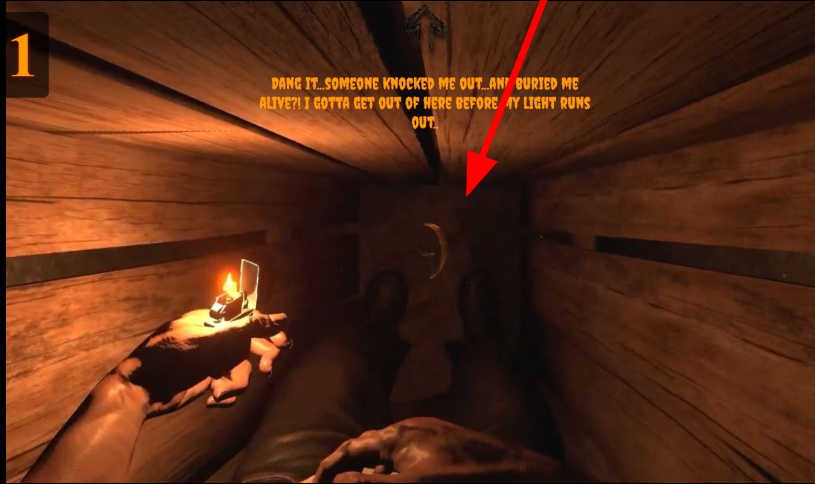
1. FACE THE WEST WHERE THE MARK IN DRIPPING BLOOD WAS MADE.
2. TURN EAST TO THE MARK GREATEST THAN ALL OTHERS.
3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.
4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT
5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.
6. END WEST WHERE THE LAST SHADOW HIDES ABOVE.





# 2nd Level: Escape the Grave Walkthrough

Next, “Memory you first woke to” refers to where you started when you loaded in. If you remove trash bags by clicking them, by your feet you will find a number carved in the wall



Third number = 9

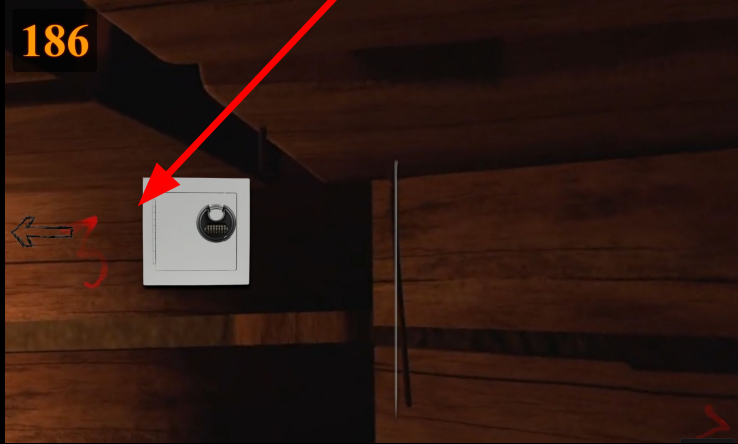
## HOW TO ORDER THE NUMBERS

1. FACE THE WEST WHERE THE MARK IN DRIPPING BLOOD WAS MADE.
2. TURN EAST TO THE MARK GREATEST THAN ALL OTHERS.
3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.
4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT
5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.
6. END WEST WHERE THE LAST SHADOW HIDES ABOVE.



# 2nd Level: Escape the Grave Walkthrough

Next, back to the east which means back to the far right by clicking the right arrow, The number that is left



Fourth number = 3

## HOW TO ORDER THE NUMBERS

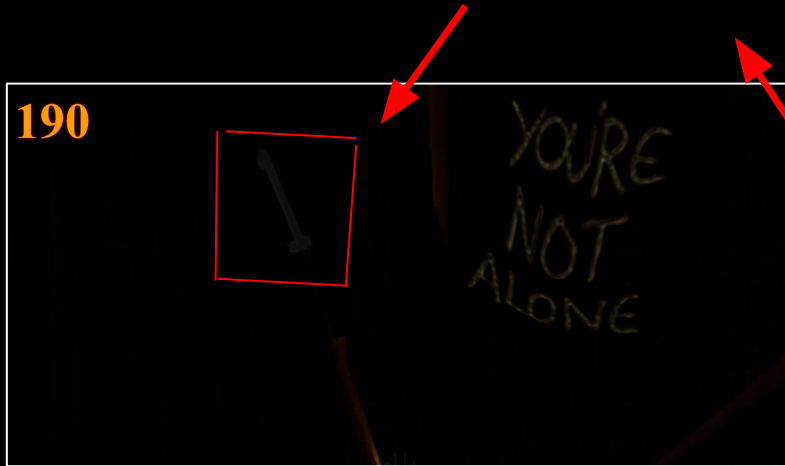
1. FACE THE WEST WHERE THE MARK IN DRIPPING BLOOD WAS MADE.
2. TURN EAST TO THE MARK GREATEST THAN ALL OTHERS.
3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.
4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT
5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.
6. END WEST WHERE THE LAST SHADOW HIDES ABOVE.





# 2nd Level: Escape the Grave Walkthrough

Next, “Raise your eyes North” Refers to looking up, go back to the starting screen and press the up arrow that is on the top of the screen.



Fifth number = 1

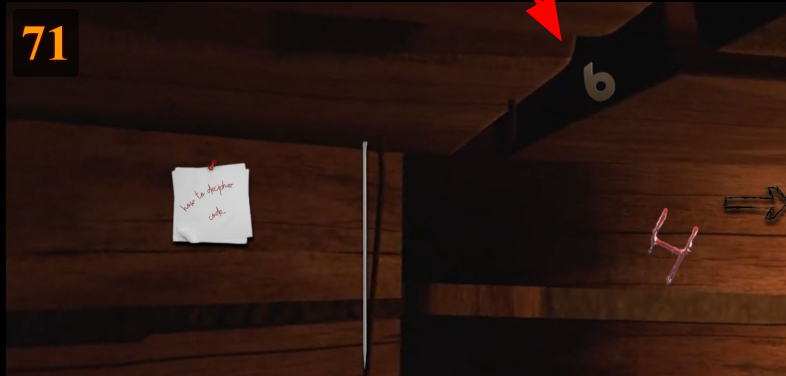
## HOW TO ORDER THE NUMBERS

1. FACE THE WEST WHERE THE MARK IN DRIPPING BLOOD WAS MADE.
2. TURN EAST TO THE MARK GREATEST THAN ALL OTHERS.
3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.
4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT
5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.
6. END WEST WHERE THE LAST SHADOW HIDES ABOVE.



# 2nd Level: Escape the Grave Walkthrough

Lastly, ending West to where the first number was and looking at the number that is higher above



71

Sixth number = 6

## HOW TO ORDER THE NUMBERS

1. FACE THE WEST WHERE THE MARK IN DRIPPING BLOOD WAS MADE.
2. TURN EAST TO THE MARK GREATEST THAN ALL OTHERS.
3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.
4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT
5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.
6. END WEST WHERE THE LAST SHADOW HIDES ABOVE.



## 2nd Level: Escape the Grave Walkthrough

4. Head to the far right and click on the box with the lock on it.

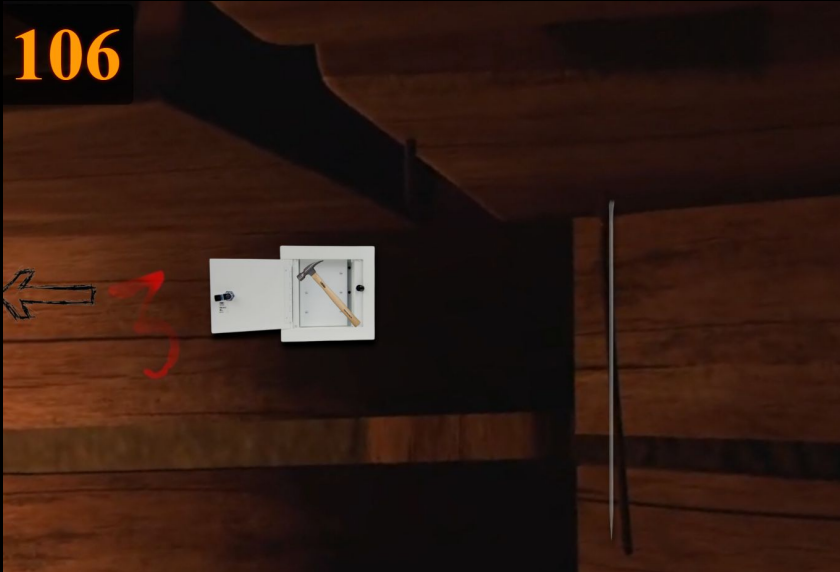


5. Insert the entire code by clicking in the middle, ( Numbers should be in the middle )



# 2nd Level: Escape the Grave Walkthrough

6. Click the box again to retrieve hammer.

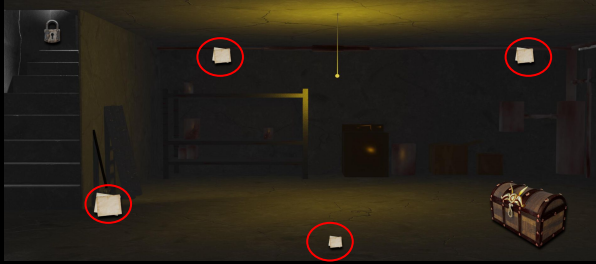


NOW THAT I HAVE THE HAMMER, I CAN KNOCK THOSE NAILS OUT!

# 2nd Level: Escape the Grave Walkthrough

5. Escape by clicking the nails on the current side(right side) and left side

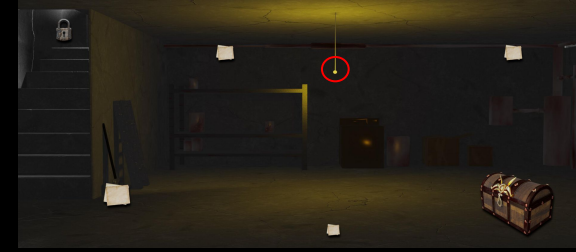




**STEP 1**  
**Click on all the**  
**notes to find**  
**shapes**



**STEP 2**  
**The shapes are in**  
**a order from left**  
**to right or 1 - 4**



**STEP 3**  
**Click the lightbulb**  
**in order to look at**  
**it and it should be**  
**easy from there**

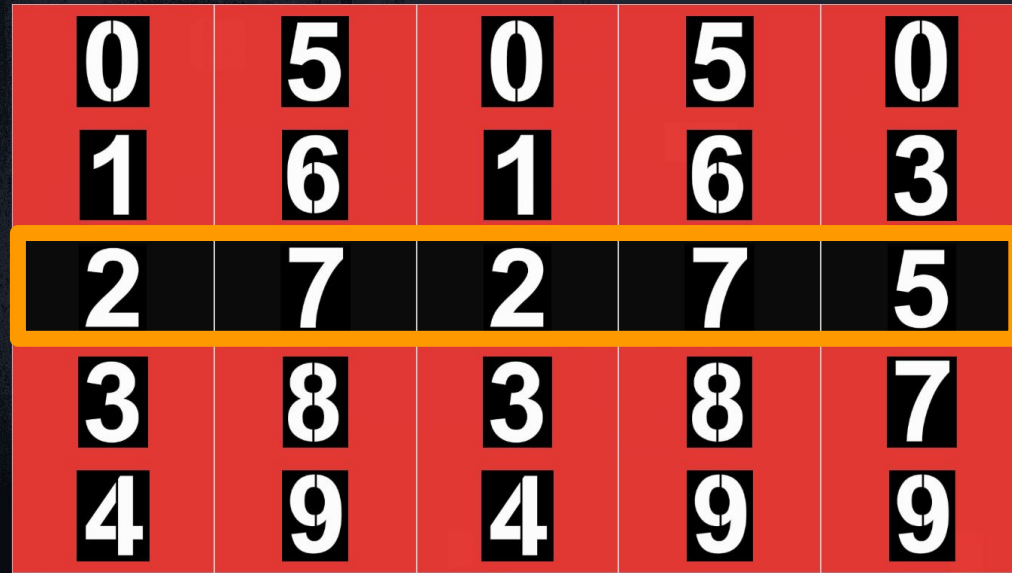
**ROOM NUMBER: 3**  
**By: Zaydan A aka zaza**







Step 1 :  
Click the  
notes around  
the room to  
uncover the  
numbers  
needed for  
the safe lock

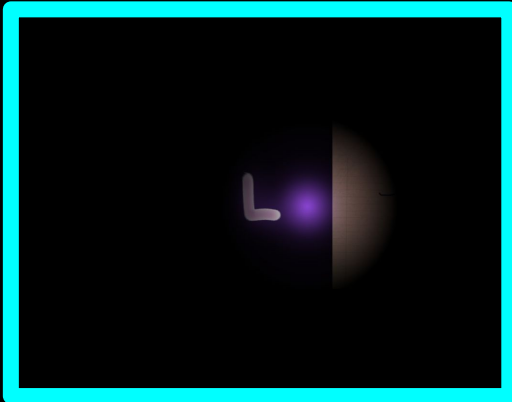
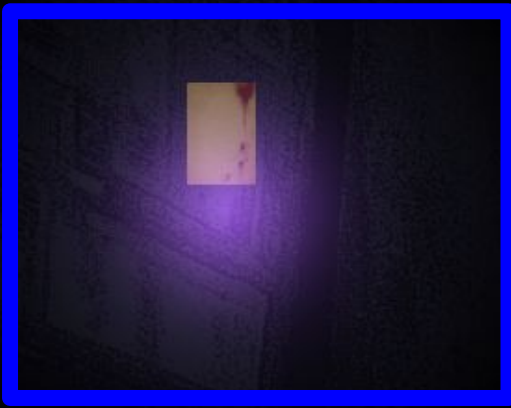


0	5	0	5	0
1	6	1	6	3
2	7	2	7	5
3	8	3	8	7
4	9	4	9	9

Step 2 :

From the notes provided , you would know the position of three out of the 5 numbers, which the other two you have your figure out their position in the lock.

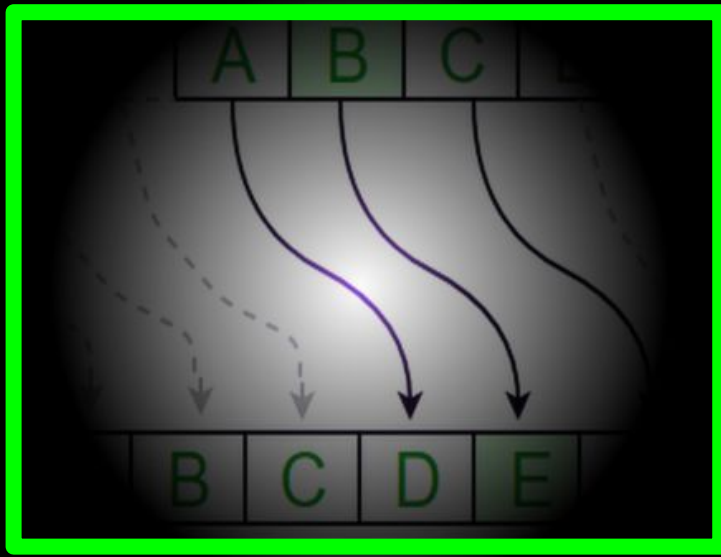
[Open Sandbox](#)



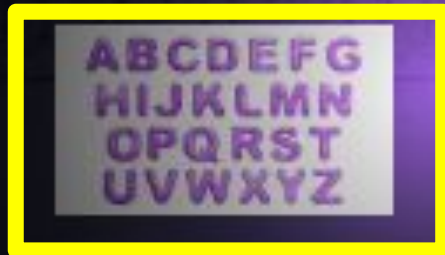
Open Sandbox

Step 3 :

You will get a flashlight from the safe lock in which you will look for the notes around the room. Then, click on them to reveal the letters. The letters are set to be in the same order as the safelock order.



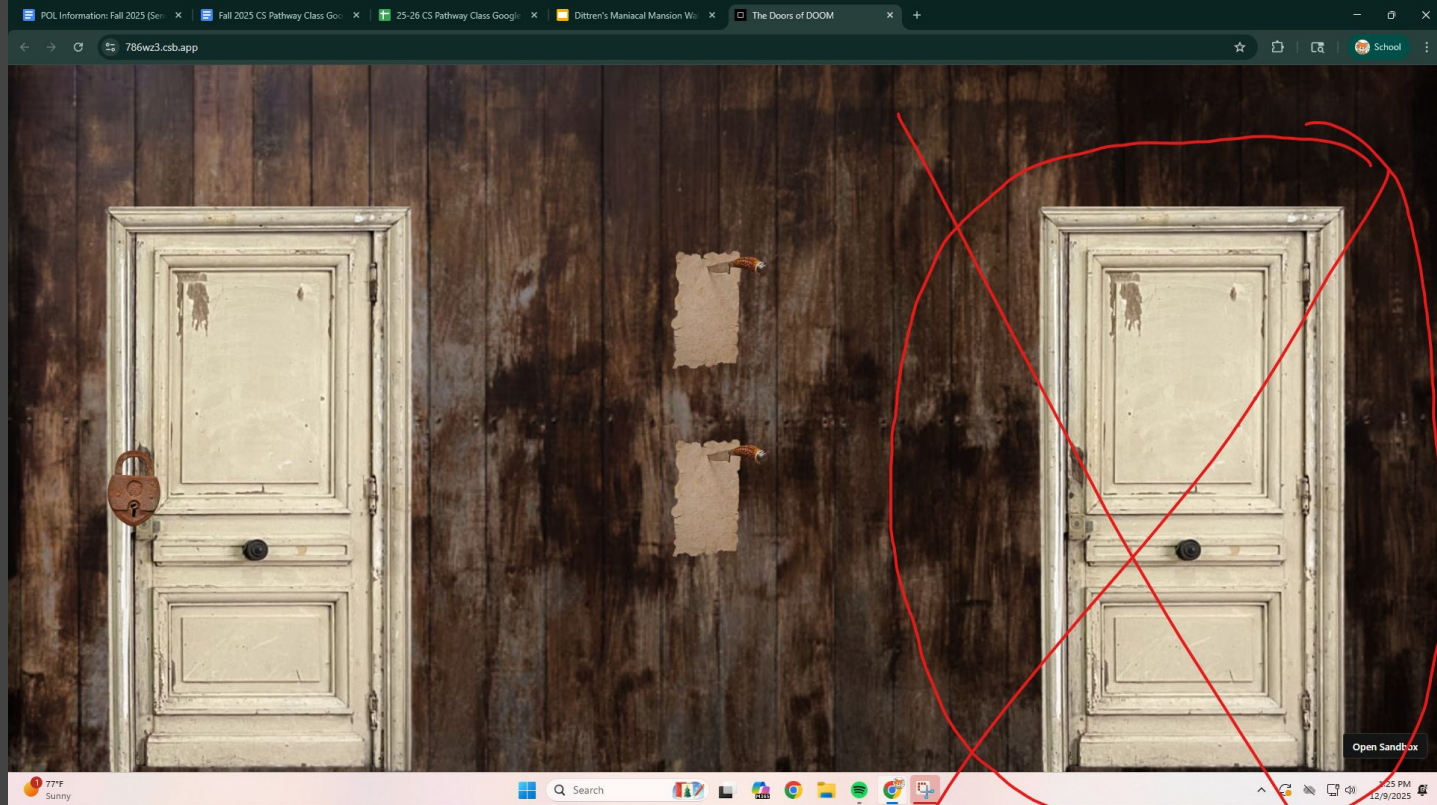
Step 5 :  
Using the letters you have, you will use the caesar cipher example to shift each of the letters that you have to the right 3. Using a the Alphabet as a reference to be able to shift each letter to the right 3. With the deciphered code, it should be given the word house in which you will submit into the word lock to be able to escape the room.



A word lock interface with a text input field labeled "Type here..." and a "Submit" button. The interface is set against a dark background with a grid pattern.



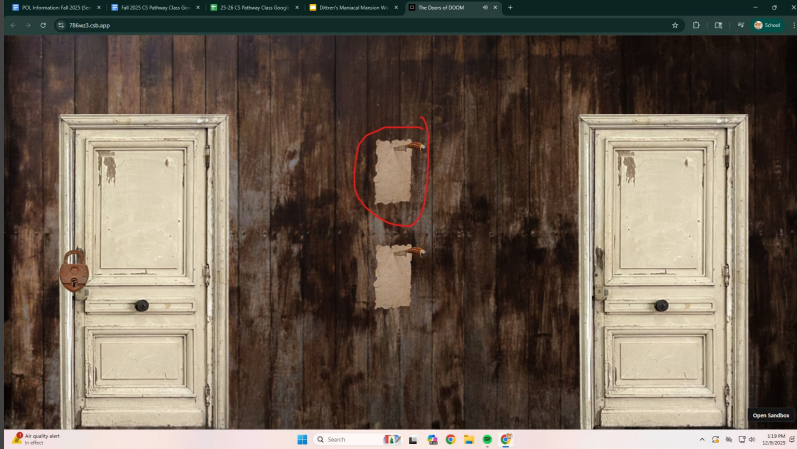
# Ditren's Mansion Final LVL Walkthrough



DO NOT CLICK ON EVIL DOOR

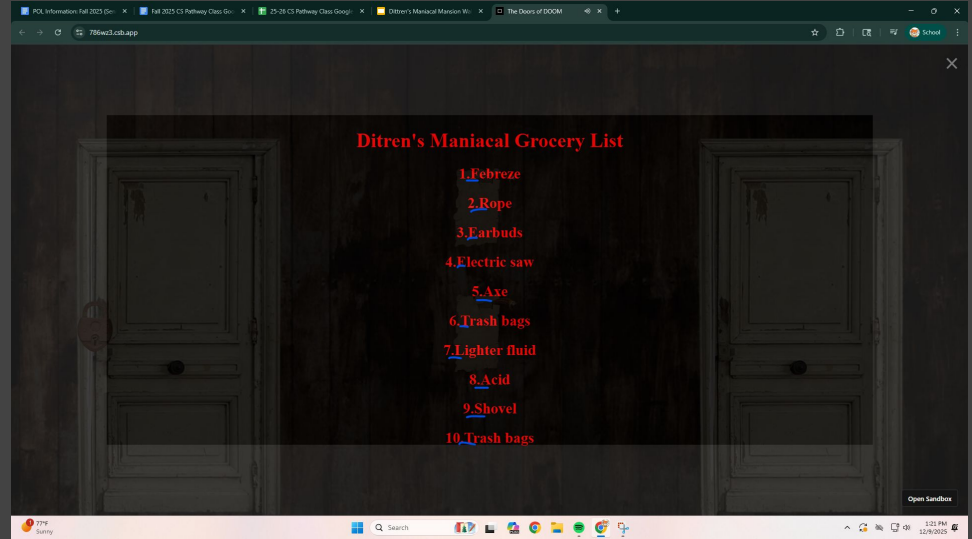


# Ditren's Mansion Final LVL Walkthrough



## Step 1:

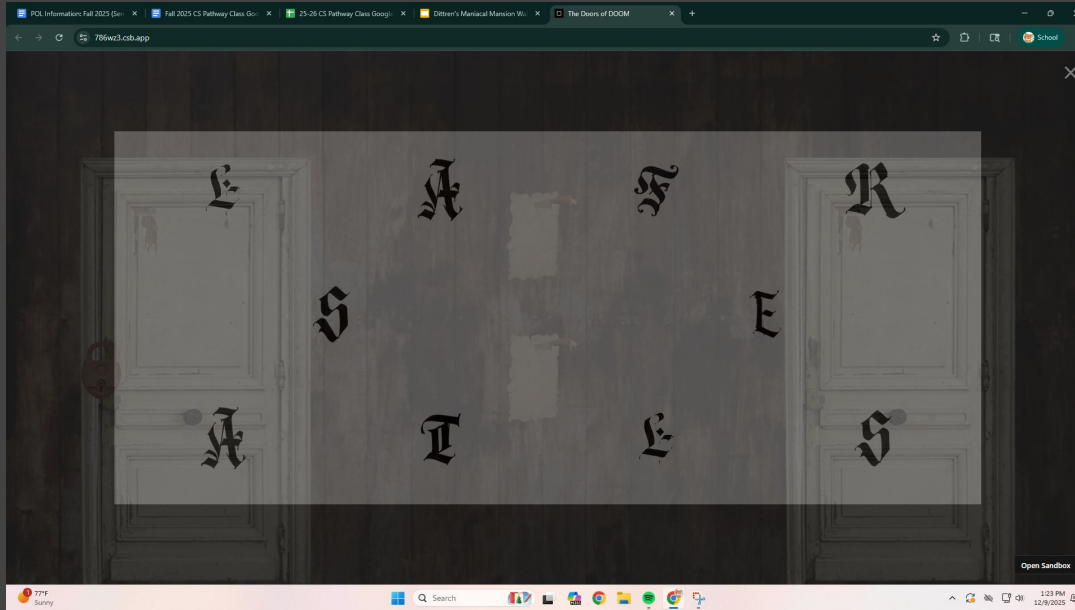
- Read pointer for the room



## Step 2:

- The hint for the room has to do with the capitalized letters as underlined in photo

# Ditren's Mansion Final LVL Walkthrough



This is an L



This is a T

Step 3:

- Solve the puzzle based on the capitalized letters