



Official Walkthrough

Note: The heart and soul of this games lies in exploring the hundreds of unique hotspots and you will get more out of the experience by Looking At everything before Interacting. This walkthrough is the bare minimum required to solve each case (including noted Achievements). I recommend giving it a play without this, and trying out the in-game, dialog-based hint system. Englebert will provide hints that start subtle and grow more detailed with each request, eventually leading to the full solution.

Regardless of how you approach it, thank you for playing!

----- Day 1 - Russeling Leaves -----

Walk right, from the shelf take Glitter, take Chalk, take Gasoline.

Achievement - Use Gas on furnace fire.

Use Glitter on furnace fire.

Use Chalk on the wall in between the furnace and the girl.

Day 2 - Phantasmahorseia

Interact with the top drawer of the nightstand on the left.

Interact with the bottom drawer of the nightstand on the right.

Take the belt under the bed.

Achievement - Interact, then look at the Lights on the wall.

Achievement - Use the blacklight on the bed.

Interact with the door to leave.

Walk 1 screen left, get log.

Interact with garage (car) door.

Interact with (regular) door.

As Englebert, go inside the garage.

Achievement - Talk to poster.

Interact with spare wheel.

Get the hat and exit back outside.

Go Right 1 screen.

Achievement - Interact with Farmer.

Go Right 1 screen.

Achievement - Talk to stars (both characters can talk to stars and get unique responses for each room)

Continue Right, Interact with gate to exit.

Enter barn, give Oliver the hat.

As Oliver, get green hose, get yellow lead rope, talk to Dublin (horse)

Walk right, Interact with green bucket on the ground.

Get rake, walk right and enter door.

Get hay, look at box with clothes in it. Get clothes.

As Englebert, exit right. Float right, enter door, talk to Oliver.

Achievement – Player Swap Unlocked

Talk to Englebert, exit left 2 times.

Exit Right 3 times, talk to Farmer.

Exit Left 2 times. Use Log on fire pit. Use Lighter Fluid on Fire Pit.

Achievement – As Englebert, Interact with Tent.

Exit Left, exit Left again–

Achievement – Phone Bit triggers on room enter

Interact with gate to exit–

Achievement – Feet Bit triggers on Enter

Exit Left 3 times, Interact with farm house door.

Exit Right 2 times, Interact with gate to exit. Exit left from Barn Doors room.

Use matches on fire pit.

Achievement – As Oliver, Interact with fire

Open inventory. Use Hay on Clothes. Use belt on scarecrow, use lead rope on scarecrow, use hat on scarecrow, completing the "scareboy"

Use scareboy on fire to make warm scareboy.

[Save Game, following achievements slightly alter the day's ending]

Achievement – Use Hose on fire

Achievement – Use Rake on fire

Exit Left, Interact with Barn doors to enter Stables

Enter Left–most stall (Dublin's stall), Talk To and Interact with Dublin, exit right.

Enter middle, vacant, stall.

Optionally talk to Johnny Wildcard, as Englebert.

As Oliver, use scareboy on wooden support beam going across the top of the room to hand the scareboy.

Exit Right, Exit Left 3 times, walk to left side of long room. Just above the mushrooms, Look At and get Pink Shoes.

Exit Right, Interact with gate to exit, enter tables, enter middle stall.

[Suggested Save Game Spot]

Use Pink Shoes on Scareboy.

Open inventory, use UV Ink on wall.

Use Blacklight on Wall.

Day 3 – That s'No Angel

Interact with Left stall door.

Exit Right. Interact with Restroom Door to exit.

Achievement – Walk left 3 times (persist)

Walk Right.

Talk to Oliver, exit Right.

As Oliver, Talk to Penny. Get Astronaut Ice Cream on shelf.

Exit Right. Get Saw. Exit Right.

[Save Game here for branching Achievement paths]

As Oliver, Look at green Sword Box.

Achievement – Travel Unlocked

In the drop-down menu, Click on the Car. Travel Home.

Go Left to the kitchen. On Kitchen table, get VHS tape. Open Inventory, Look At VHS Tape.

Novelty Butter Knife Path – Open bottom right-most kitchen cabinet.
Get Novelty Butter Knife.

Ninja Sword Path – Exit Left to Existing Room. Under the couch, get
ninja sword.

Achievement – Use VHS on VCR

In the drop-down menu, Click on the Car. Travel to Anna's.

Achievement – Interact with Anna's House Door.

Travel to Diner. Talk to Chef. (1/3 total times for achievement). Exit
Left to go outside of the Diner.

Interact with the Dumpster. Get VHS tape.

Travel to Museum. Exit Left 3 times. Walk to green Sword Box.

Use Butter Knife or Ninja Sword on Sword Box.

Achievement – Use Saw on Sword box.

Exit Right. After cutscene, Talk to Englebert.

Exit Left. Use Astronaut Ice Cream on Legs.

Exit Left 2 times. After cutscene, exit Left 2 times.

As Englebert, Interact with Left Door to enter Storage Room.

Get Keycard on the ground, Exit Right. Give Keycard to Oliver.

As Oliver, Use Keycard on Card Reader (red light). Enter Storage
Closet.

Achievement – As Oliver, Interact with the Right-most wooden crate.
Then, Interact with it a second time.

Achievement – As Oliver, Look At, then Interact with the Left-most
boxes on the bottom shelf.

Get: Mop from janitor cart, Top Hat, Book next to Top Hat, Open-Book
on Podium (between crates), Sword & Pink Rabbit.

Interact with treasure chest.

Achievement – Use Top Hat on Oliver.

Exit Right. If Angel is in Hallway, Talk To her as Englebert.

Exit Right 2 times.

As Oliver, Talk To Penny. (If Angel was not in Hallway, Talk To her now, as Englebert.)

Exit Left 3 Times. Exit Right back to Hallway.

If Penny is not here in the Hallway, Exit Right and re-enter Hallway.

[SAVE GAME NOW for alternate solutions and achievements paths]

Talk to Penny to get Sword and "Hallway At Night" Achievement. Then, Restore your save.

To get the "What a Mensch" Achievement later, Give Penny the Keycard without talking to her.

Exit Right. Get Cordon Pole (interact with red-rope or black pole).

Open Inventory, Look At (Gray) Magic Book. Interact with the Wand hanging on the white plaque.

Exit Right. Open Inventory, Look At Skeleton Key.

Talk To Englebert.

Look At and Interact with Saw Box. Exit Right.

Use Sword on green Sword Box. Note Agostini is now standing in front of his mannequin.

[SAVE GAME NOW this puzzle has 3 solutions and varying achievement for each]

Achievement – Use Mop on Sword Box.

Opening the Sword-Box has a Moonlogic solution, a Regular solution and an Easy solution. Easy is canon for later achievements, so either do that one last or skip to that one if you only intend to see one of them.

-Moonlogic Solution: Travel to the Farm. Exit Left 2 times, Enter Stables. Walk Right, Enter Tack Room. Get Hammer. Exit Left 2 times. Use Saw on Anvil. Use Hammer on Saw/Anvil. Get Saword. Return to Museum. Exit Right 2 times. Use 1 sword and the Sword on the green Sword Box to open it.

-Regular Solution: Exit Left 2 times. Talk to Penny, she will give you a sword. Exit Right 2 times. Use both swords on the green sword box to

open it.

-Easy Solution: Use the Cordon Pole (or the Hammer from the Farm's Tack Room) on the Sword Box to smash it open.

Achievement – Smash Open Sword Box, but Use both Swords on Sword Box, to Open it (properly) anyway

Get Baggie with Book in it. As Englebert, Talk To Agostini.

Exit Right 2 times. Use Skeleton Key on wooden Escape Box. Use Chain on Escape Box. Interact with Escape Box to enter it.

Welcome to The Sort Of. Each room has just 1 Look At and Interact response, each reflecting Oliver's descent into madness while here.

Exit Right. If doppelgänger Oliver is here, Talk To him for an Achievement. If not, Exit and re-enter or wait until next pass through.

Exit Right, walk Right to the Sword Box. Get baggie with book in it. Exit Right.

Achievement – Float Up into Door Vents of Storage Room

Achievement – Float Up into Door Vents of Restroom

Walk Right to the Vending Machine. Float Up inside the door flap, continue up until you are in the Computer Room.

Interact with the Room (anywhere). Exit Right. Exit Right again and Interact with the Escape Box to leave The Sort Of.

Exit Right 3 times. Give Agostini his Spell Book.

Exit Right. As Oliver, Interact with the Vending Machine to get Choco-Cheez Bar.

Exit Left, Use Choco-Cheez on Legs. (If Legs run away or aren't here, exit and re-enter.)

[Save Game here for branching Achievement paths]

There are 3 different ways to complete an upcoming task and this is the last point to choose how. 2 of them trigger an Achievement.

-Option 1: Get the dive mask.

-Option 2: Travel Home, enter Kitchen, get Big Blue Cup. (If you already have both, the game will give you the Blue Cup achievement)

-Option 3: Get neither (no achievement)

Exit Left. After observation, Exit Left. As Englebert, Talk to Angel.

After cutscene, Exit Right, Talk To Agostini.

Interact with Saw Box. Exit Left.

After cutscene, Talk To Mushroom.

Interact with Dry Ice. Exit Left, Exit Sort Of via Interact with Escape Box.

Talk To Englebert. Exit Left. Enter Restroom.

Enter either stall. Use Dive Mask or Cup or Bucket of Dry Ice on Toilet. Exit Left.

Day 4 - Squirrel Lossing

Achievement - Exit Right into the Bathroom. Use the urinal 3 times. Now use it 4 more times.

Achievement - Interact with the Radio. Play all 4 songs.

[Optional Save point, Englebert delivers heartfelt advice to Oliver should you not trigger the achievement]

Achievement - Interact with the Bed to make it.

Interact with the Door to travel to today's case.

To the far-left of the room, hanging on the wall above the arrow sign, Look At and then get Dollar Bill/

Talk To the Barkeep.

Talk To girl at bar.

Get pink Drink. Get Pool Cue.

Talk To man with pool cue.

Interact with the Burger.

On the next table to the right, Interact with Pizza, then Talk To man in 46 shirt.

Achievement - Ring the service bell 9 times.

Interact with (green) Kitchen Door. Talk to Tara, then Interact with Door to Exit.

As Englebert, Interact with (specifically) the Moon outside of the window.

Achievement – As Englebert, ring Service Bell.

Walk all the way Right to enter the Pantry.

Achievement– As Englebert, Interact with Giant Wine Bottle (top shelf).

As Oliver, Optionally turn on the light, get white Bussing Towel, get small Rocks Glass, get either Whiskey or Vodka bottle.

Interact with Metal Keg to move it. Interact with second Metal Keg, to move it.

Look At and then get Contraption.

Talk to Englebert.

Exit Left. Interact with Right-most door to enter the Office.

Interact with the Purse that hangs from the coat wrack.

Interact with the Garbage Bin. Open Inventory, Look At Paper.

Interact with Desk, then get small, yellow sticky note (on wall calendar).

Get golden squirrel Trophy.

On the Right side of the room, below the window, Interact with small metal tab in the floor.

Interact with Floor Board.

Interact with Ladder to exit down.

Optionally turn the light on.

Interact with the Safe. Enter the code: 120814

Interact with the Boarded Up Doorway and the exit by clicking at the top of the ladder.

Exit the Office. Walk Left and Talk To Tara.

Exit Left, Walk Left and Talk To Barkeep (Don't show him the contraption yet).

Talk to Englebert. Exit Right, Exit Right again into the Pantry.

Talk to Lars.

Talk To Englebert.

Use Map. Travel to Diner. Talk to Chef. (2/3 total times for achievement). Exit Left to go outside of the Diner.

Interact with the Dumpster. Get Mechanics Uniform.

Achievement – Use Map to travel Home. Exit Left 2 times. Use VHS tape on VCR.

Achievement – Use Map to travel to the Museum. Exit Right, Talk to Angel.

Achievement – While at Museum, Exit Right 2 times. Use Dollar on Vending Machine.

Achievement – Use Map, Travel to Anna's. Interact with House Door.

Achievement – Use the Map, travel to the Farm. Exit Right. Interact on Farm House Door. DON'T GET MATCHBOOK YET

Achievement – As Englebert, Look At Matchbook. Switch to Oliver and get Matchbook. Return to Pub.

Exit Left to Outside of the Pub. Walk Right. Get acorns on the ground.

Optionally Talk To the stars, Interact with Door to return inside.

Exit Right, enter the Kitchen. With the Lights off, Look at the Stain on the Wall (left side, close to the bug zapper).

Use Blacklight on Stain. Optionally, use Blacklight on Stain a second time.

(Optionally) Use the Sticky Note or Pen on the Stain.

Exit the Kitchen, Exit Left. Interact with Billiards Table.

(Optionally Use Sticky Note on Billiards Table).

Place the 8 Ball (black) in the Top Left pocket.

Place the 2 Ball (solid blue) in the Bottom Left pocket.

Place the 4 Ball (solid purple) in the Top Right pocket.

Place the 10 Ball (blue striped) in the Bottom Right pocket.

Achievement – Interact with Gramophone

Achievement – Of the 2 posters, take the one you don't want. Now, Interact with the one you do, then Use the poster you took on the wall where it was and take the other poster.

Walk Left.

Achievement – Walk Left to the barrel keg behind the old bar. Use Rocks Glass on Keg.

Walk Right, Interact with Breaker Box to exit.

Talk to Barkeep.

Open Inventory, Use Contraption on Barkeep to show him.

Exit Right, Enter Kitchen.

(Optionally turn on Lights) Open middle cabinet, get Copper Pot.

Get Yellow Box from shelf. Open Inventory, Use Yellow Box on Copper Pot.

Interact with Sink to turn it on. Use Pot with Raw Pasta on Sink.

Interact with Stove Burner (Knobs) to turn stove on. Use Pot with Pasta and Water on Stove Top.

Achievement – Use Burger on Sink

Achievement – Use Bussing Towel on Pizza

When Pasta is cooked, Use Pot on Sink to drain it.

To get the "What a Mensch" Achievement later, put the Copper Pot back where you got it.

Talk To Englebert.

Exit Kitchen, Exit Left. Interact with Billiards Table. Click SKIP.

Get Human Arm Bone off of the ground.

[SAVE GAME NOW this puzzle has multiple solutions with varying achievements]

To lure Ruckus out of the Speakeasy, there are 3 solutions.

-Option 1 Lure Out with Food: Place the Pizza on the Floor near Ruckus. Place the Burger on the Floor near Englebert. Place the pink Drink on the Billiards Table.

-Option 2 Lure Out with Frosted Acorns: Use Bag of Frosted Acorns on the floor near Ruckus, again on the Floor near Englebert and again on the Billiards Table.

-Option 3 Lure Out with Squirrel Trophy: Use Pasta on Trophy. Use Lipstick on Trophy. Use Lady Squirrel Trophy on Billiards Table.

Exit Right, Enter the Pub Office. Interact with the Ladder to Exit to the Panic Room. Interact with the Boarded Doorway.

Achievement – After Lucas leaves, Interact again with the Boarded Doorway.

[Save game spot for branching achievements]

Time to make a torch for the Catacombs. There are 2 ways to make a torch (both Achievements) and 3 ways to light either torch (1 of which is an Achievement).

-Pool Cue Torch: Use Bussing Towel on Pool Cue. Use Whiskey or Vodka Bottle on Cue with Rag.

-Arm Bone Torch: Use Bussing Towel on Arm Bone. Use Whiskey or Vodka Bottle on Arm Bone with Rag.

Achievement – Travel to the Farm. Exit Left. Use Torch on Fire to get Lit Torch.

(Alternatively, Use Matches on Torch to lit it or go to the Kitchen and Use Torch on Stove Burner to light it)

Enter the Office. Interact with the Ladder to Exit to the Panic Room.

Use Torch on or Interact with Boarded Doorway.

After cutscene, Exit Pub Office, Exit Right to Pantry. Use Frequency Book on Englebert, or Talk To Lars.

Exit Left.

Achievement – Look At subtle TV Glow hanging on the ceiling, above the

chalkboard-menu.

To get the "What a Mensch" Achievement later, give Tara the Catacomb Map.

Exit Left.

Achievement – As Oliver, Look At all the variants of liquor bottle behind the bar. Switch to Englebert and do the same.

Achievement – Travel to the Farm. As Englebert, Enter the Garage and Interact with the Truck Bed to get Drive Belt (Alternative Drive Belt is on-location).

Interact with Billiards Table, click SKIP.

If you didn't get the Drive Belt from the Farm, Interact with the Gramophone, get the Turn Table Belt. Exit back up.

[Save point, the following achievement gives a slightly different ending conversation]

Achievement – If you haven't Talk To Barkeep and select the "What's up with the pub?" Option. Then, Give Barkeep the Arm Bone.

Open Inventory. Use Drive Belt on Contraption, Use Acorns on Contraption.

Use Contraption on Room or Ruckus, or Talk to the Barkeep.

Day 5 – Localmotive

Talk to Hope. Optionally, talk to her again.

Exit Right, Interact with Gate to enter Cemetery.

As Oliver, Talk To Stars. As Englebert Talk To Stars. As Oliver, Look At Stars.

Achievement – Look At all 5 Tombstones. Look At Angel Tombstone, Look At Background Tombstones.

Exit Right (or Click on Wooden Arrow Sign to Exit)

Achievement – As Oliver, Interact with Locomotive Window (above large train wheel).

Achievement – As Englebert, Interact with Locomotive Window (above large train wheel).

Achievement – As Englebert, Talk To Graffiti Man in Hoodie (painted on Coal Car)

Walk Left, Interact with Left-most Train Car Door, to Enter Train.

After cutscene, as Oliver, Interact with Starry Night Painting.

Interact with Breaker Box. Look At any one of the Lights mounted to the wall.

Walk Right. Look At then Interact with Tree.

As Englebert, Interact with Tree (Float upwards and Interact).

As Oliver, open inventory, Look At Post Card. Look At Post Card again, click Close.

Walk Right, Interact with Door.

After brief cutscene, as Oliver, Interact with Top Bunk Bed. Get shining Pocket Watch.

Interact with Ice Box to get Watch Chain.

Above Ice Box a Map hangs on the wall. Get Map. Now, get object that was behind the Map.

Exit Right and note using Interact below the Door is a quick-exit point (alternatively, walking all the way Left will Exit the Train Car as well).

Once outside, Exit Left.

Exit Right. Walk to Car and Interact with 'Truckster' to enter Car.

Interact with Glovebox, get notebook. Click outside of the frame.

Move the Cursor to the far-Left and Click once the cursor says "Trunk".

Interact to Open Trunk. Look At all items in Trunk.

Get jumper cables, Get screwdriver. Click Exit.

Exit Right.

Achievement – As Oliver, Interact with the Restroom Sign

Achievement – As Englebert, Interact with the Restroom Sign

Exit Left 2 Times. Interact with Gate, Exit Right to Train.

Notebook:

- Ask all 3 questions on Page 1.
- Ask about all 3 Names.
- Select Arrow Cursor in Notebook. Select Gertrude. Click on the Left Arrow in Notebook. Click on "Why are they here?" To ask for more info on Gertrude.
- Click outside of the Notebook to close it.

Walk Left, Enter Train Car.

Talk To Gertrude.

Notebook:

- Ask all 3 questions on Page 1.
- Ask about both Names.
- Select Arrow Cursor in Notebook. Select Pendleton. Click on the Left Arrow in Notebook. Click on "Why are they here?" To ask for more info on Pendleton.
- Click outside of the Notebook to close it.

Walk Right, Talk To Finley.

Notebook:

- Ask all 3 questions on Page 1.
- Ask about both Names.
- Select Arrow Cursor in Notebook. Select Pendleton. Click on the Left Arrow in Notebook. Click on "Why are they here?" To ask for more info on Pendleton.
- Click outside of the Notebook to close it.

Talk To Englebert, exhausting all dialog options to conclude the first round questioning.

Look At Finley, then Talk To Finley.

Notebook:

- Ask all 3 questions on Page 1.
- Ask about both Names.
- Select Arrow Cursor in Notebook. Select Gertrude. Click on the Left Arrow in Notebook. Click on "Funny Business?" To ask for more info on Gertrude.
- Click outside of the Notebook to close it.

Walk Left.

Look At Gertrude.

Talk To Gertrude.

Notebook:

- Ask all 3 questions on Page 1.

- Ask about both Names.

- Select Arrow Cursor in Notebook. Select Pendleton. Click on the Left Arrow in Notebook. Click on "Funny Business?" To ask for more info on Pendleton.

- Click outside of the Notebook to close it.

Switch to Oliver, Exit Train Car.

Walk Right, Interact with Coal Car to enter it.

Open Inventory, Look At Flask.

Achievement – Open Menu. Click Controls. Click More. Turn On "Walk Like a Janitor". Click Close.

Walk Left, Enter Train Car.

Walk Right, Look At Pendleton, then Talk To Pendleton.

Notebook:

- Ask all 4 questions on Page 1. (The first question will change)

- Ask about both Names.

- Select Arrow Cursor in Notebook. Select Finley. Click on the Left Arrow in Notebook. Click on "Funny Business?" To ask for more info on Finley.

- Click outside of the Notebook to close it.

Talk To Oliver. Note, "Inspect Our Evidence" / "Help Me Inspect Our Evidence" will become the essential dialog tree for hints. Make sure you check back on this for help and exhaust each existing and new item. If you learn more about an item, selecting it again will yield new information.

Exit Left. Talk To Hope.

Get Brochure. Open Inventory, Look At Brochure to read it.

(Open Inventory) Use Pocket Watch on Hope.

Open Inventory, Look At Pocket Watch to count Jewels. Once you find out how many jewels are in it, click Close.

Talk To Hope. Select "Missing Information?".

Achievement – Use Map. Travel to the Pub.

Achievement – Travel to the Farm. Exit Right. Interact with Farm House Door.

Achievement– Use Map. Travel to Museum.

Achievement– Travel to Diner. Talk to Chef. Exit Left to Exit outback of the Diner. Check dumpster.

Achievement – Use Map. Travel to Anna's. Interact with Anna's House Door.

Achievement – Use Map. Travel to the Pub. Talk To Tara. Travel back to Ghost Tour.

Achievement – Interact with Brochure on Stand.

Exit Right 2 times.

Interact with Trash Bin.

Exit Left 2 times. Use Car Key on Car.

Achievement – Open Inventory. Use Jumper Cables on Car (2 times)

Enter Train Car. Use Jumper Cables on Breaker Box.

Exit Train Car, Interact with Jumper Cables hanging from the window.

Once mysterious sound plays upon exiting the Train Car, do this:

- Switch to Englebert and Walk Right to the Train Engine. To the direct-Right of the Bell, is a smaller, black Spark Arrestor, and its cap is now closed. Look At and then Interact with it.

- Switch to Oliver, Open Inventory, Look At new Pocket Watch. Count all the Jewels and click Close.

- In Inventory, Use Watch Chain on new Pocket Watch

As Englebert, Walk Left. Talk To Gertrude

Notebook:

- Ask all 3 questions on Page 1.

- Click Right Arrow to turn to the Evidence Page.

- At the end of this Day, you will be asked to chose who was responsible for their deaths. So optionally, you may ask each ghost about all evidence items you are carrying, this will help you build a case to reach the best ending for the Day. This is recommended but optional. Below is what is mandatory to progress.

- Select Arrow Cursor in Notebook. Select Stain and Use Stain on Flask.

- Click outside of the Notebook to close it.

Enter Train Car. Get Bust on Table. Exit Train Car.

Once Pendleton asks you to retrieve his suitcase, do this:

- Switch to Oliver and Enter Train Car. Walk Right, Interact with Suitcase.

- Open Inventory, Look At Suitcase 2 times.

- Look At Picture 2 times.

- Exit Train Car. Open Inventory, Use Suitcase on Englebert, Train, or Ground.

Achievement – Open Inventory. Use Phillips Head Screwdriver (blue handle) on Englebert.

Open Inventory. Use Flat Head Screwdriver (orange handle) on Englebert.

After cutscene, Exit Right, Exit Left, Exit Right.

Use the Engine Parts on Hope.

After cutscene, Exit Right 2 times.

To get the "What a Mensch" Achievement, Use the Flat Head Screwdriver on the Trash Bin, to put it back.

Exit Right, Interact with Gate. In Cemetery, next to the Arrow Sign, Get License Plate.

Exit Right. Talk To Englebert. Select "Help me inspect our evidence". For upcoming Achievements, you will need to exhaust all options in this dialog tree.

Achievement – Walk Left, near Pendleton, Use Bunk Bed Pocket Watch on Englebert. (Enter and exit Train Car to quickly get Englebert next to Oliver)

Achievement – Near Pendleton, Use Pocket Watch With Acorn Fob on Englebert.

Achievement – Open Inventory. Use License Plate on Car.

Enter Train Car. Open Inventory, Use Blacklight On Postcard. Look At Post Card to read it.

Use Postcard On Photograph.

Achievement – Near Gertrude, Use Bunk Bed Pocket Watch on Englebert.

Achievement – Near Gertrude, Use Pocket Watch With Acorn Fob on

Englebert.

Achievement – As Englebert, Talk To Mona Lisa Painting.

Walk Right, Get Pen in Cup. (If Pen is not in Cup, Enter Sleeping Quarters and Exit again)

Walk Right, Interact with Door to enter Sleeping Quarters.

Talk To Finley.

Notebook:

- Ask all 3 questions on Page 1.

- Click Right Arrow to turn to the Evidence Page. It is recommended you ask about all items to later make the best choice.

- Select Arrow Cursor in Notebook. Select Fancy Pin and Use Fancy Pin on Fountain Pen.

- Click outside of the Notebook to close it.

Achievement – Near Finley, Use Bunk Bed Pocket Watch on Englebert.

Achievement – Near Finley, Use Pocket Watch With Acorn Fob on Englebert.

Exit Right. Exit Train Car.

Talk To Pendleton.

Notebook:

- Ask all 3 questions on Page 1.

- Click Right Arrow to turn to the Evidence Page. It is recommended you ask about all items to later make the best choice.

- Select Arrow Cursor in Notebook. Select Photograph and Photograph on Post Card.

- Click outside of the Notebook to close it.

Exit Left. Talk To Englebert. Select all dialog options.

Exit Right.

After cutscene, Use Newspaper on Oliver (or Open Inventory and Look At Newspaper)

Look At Newspaper. Read it and click Return.

Talk To Englebert. Select "Watch this" then select "Make the call?" Then click "Let's Go!"

Use Pocket Watch With Acorn Fob on Hope.

Talk To Hope.

Achievement – Use Pocket Watch With Acorn Fob on Bunk Bed Pocket Watch

Exit Left. Interact with Gate. Exit Right to Train.

[The game will Auto-Save here, there is an Achievement for each ending]

Achievement – Curse in the parser.

Optional – If you curse 26 times, the game will do what Space Quest 3 did.

Optional – Type 'Nude'

There are not 3 possible answers, there are actually 4: 2 incorrect/bad endings, 1 correct/good ending and 1 best ending.

Day 6 – Coal Feet

Achievement – Exit Right, Interact with Urinal. Exit Bathroom.

Achievement – Exit Left 2 times. Look At Painting On Wall.

Achievement – Use Floppy Disk on Computer. Exit Right 2 times.

Achievement – Interact with Radio 2 times.

Achievement – Interact with Bottom Drawer on the Right Nightstand to Get Hydrochloric Acid.

When the phone rings, Interact with Phone.

Interact with Door to leave.

After cutscene, Talk To ghost.

Interact with Power Generator.

Day 7 – Chad Vibes

Interact with Phone to answer it.

Interact near the Mailbox, click when you see an Exit Cursor.

Exit Left.

Look At greenery on top of Manhole.

Interact with Manhole.

Interact with Ladder.

Chose an option. Both have an achievement, the game Auto-Saves here.

-Smooth Talk 'Em solution: Optionally Talk To Englebert. Open Inventory and Use Sheet on Englebert. Interact with Ladder to Exit. Walk Right.

-Throw a Haymaker solution: Unclear, throw one and find out.

Look At Barrier in front of Door. Interact with Door.

Look At Clock. Interact with Clock Winding Chain (inside of the clock).

Interact with Winding Chain until Sliding Panel is all the way open.

Interact with Lever.

Walk Right.

Look At Elevator. Then, Interact with it.

Exit Right.

Achievement – Look at all 4 symbols as Oliver. Look at all 4 symbols as Englebert.

Achievement – As Oliver, Look At the third Statue.

Achievement – As Englebert, Interact with the Kilt on the fourth Statue.

Exit Right.

Walk Right.

Interact to Exit.

After Cutscene, Talk to Englebert, select all Options.

Achievement – As Englebert, float up high and Look At any of the

Arecibo-like messages on the wall

As Oliver, Look At Whiteboard and Interact with Lever.

Walk Right. Look At and then get Salt Shaker off beige box with meter (Function Generator).

Look At, the Interact with Power Generator.

Talk to Englebert.

Exit Left 3 times. Interact with Elevator.

Exit Left, Walk Left.

Get (yellow) Bag Of Deicer Salt.

Walk Right. (If you chose Haymaker, Get Sheet on Sand/Gunny Bags).
Interact with Sand/Gunny Bags.

Open Inventory. Use Car Key on Gunny Bags.

Open Inventory. Look At Salt Shaker. Use Sand on Salt Shaker.

Interact with Door to Exit back to Storage/Elevator Room. Interact with Elevator to Exit.

Exit Right 2 times, Interact with Doorway to Exit.

Achievement – Use Hydrochloric Acid on Englebert.

Alternatively, though there is no Achievement, Use Salt on Englebert to make him acidic.

Interact with Function Generator.

Open Inventory. Use Sand-Filled Salt Shaker on Chladni Plate.

Turn on Function Generator. Use Big Knob 4 times (or until you see a pattern).

Optionally, Exit out and Talk To Englebert. Select Which Pattern if you want Englebert to tell you. Click on Function Generator and turn it on.

Interact with Small Knob 2 times or set it to "x100" (Look At Small Knob to see its current setting).

Interact with Big Knob Until the Needle is all the way Right.

Note the Frequency, 9963hz.

Exit out, Walk Right. Interact with Terminal (it's to the Left of the Portal and has small red, green and blue buttons).

On the Alien Keypad, enter "9963".

The Keypad is laid out like a traditional telephone keypad.

123

456

789

Press the Bottom Right Button 2 times for "99". Press the Button above that once for "6" and the Button above that once for "3".

Look At Portal. Interact With Portal.

Achievement - Stay to the last credit.

Thank you for playing The Phantom Fellows!
