



Reviewer's Guide & Must-See Moments

Curiosity is rewarded

The heart of this game lies in exploration

I encourage you to *Look At* and then *Interact* with everything—as both characters. Every line was written with care, in hopes of rewarding your every click on each hotspot!

Dialog-Based Hint System

Talk to Englebert for guidance

You can talk to Englebert (or Oliver) anytime you need help or direction. Englebert's hints start with gentle nudges and build toward full solutions, but he'll never spoil more than you want to know.

Exploration Highlights

Recommended Stops and Interactions

Once the Map unlocks (in Day 3)

- Knock on Anna's door across Days 3–5 to see her reactions evolve.
- Knock on the Farmer's door during Days 4 and 5.
- Visit the diner and talk to the chef every day. Walk left to discover the back alley and dumpster. Explore the dumpster to find a new item each day.

- **Definitely** go to the Pub, the Museum, the Diner and Anna's house during Day 5!
- Visit Oliver's home. Get the VHS tape from the kitchen table and use it on the VCR in the living room. In the bathroom (exit right in bedroom), go pee. More than you'd think. In the bedroom, inspect the lamps and use the blacklight on the bed.

Day 2

- Talk to the garage poster as Englebert.
- Talk to the stars as both characters. Different rooms = different wishes.
- Burn the hose and/or rake for a vairent ending.

Day 3

- Save as soon as you get control—it's the only chance to die in this day! (All deaths are listed later in this document)
- Grab the top hat and stuffed rabbit as a souvenir.
- Wear the top hat!
- Use the mop on the sword box.
- Float *up* through the bathroom and storage door-vents in the Sort of Hallway.

Day 4

- As Englebert, interact with the giant wine bottle in the pantry.
- As Oliver, grab a glass from the pantry and use it on the wooden keg that you find later in the day. (Avoiding a spoiler with this wording)
- Use the floppy disk from the safe at Oliver's home computer.
- Give Tara the catacombs map.
- Visit the Museum to catch up with Angelique.
- As Oliver, press the service bell *repeatedly*. Try it once as Englebert, too.
- Talk to the barkeep about the pub's history. Later, trade him an arm bone for a variant ending.
- As Oliver, interact with the (Pub's) refrigerator a ridiculous number of times.

- When you see them, take either poster as a souvenir. Souvenir's end up at Oliver's home the following day.

Day 5

- Again, explore every available map location today!
- If you don't already have it, go to the Diner, and get the mechanics uniform from the dumpster. If you have it, Oliver will automatically use it at one point during this day.
- As both characters, visit the Shop 'n' Bag bathroom (interact with the restroom sign).
- **Turn train-car lights on!** Inspect the breaker box and any 1 light in the train car, noting the bulbs are still good. Go to The Phantom Truckster™ click left to view and open the trunk. Get the jumper cables. Use the car key on the outside of the car or the steering wheel to drive it to the train. To die, hook the jumpers to the car first. To turn the lights on, hook the jumpers to the breaker box, exit outside and hook the other end up to the car.
- As Englebert, talk to the graffitied man on the coal car and talk to the Mona Lisa. (Optionally save first, whichever you speak to first changes the interactions)
- Re-enter the room to the right of the Shop 'n' Bag to spot the T-Bird.
- Grab the bust from the train as a souvenir, it'll appear at home in Day 6.
- Talk to the stars as both characters to make wishes. Different rooms = different wishes.

Day 7

- Explore (Look At and Interact) the outdoor rooms as Oliver. I recommend this for the entire game as both characters, but I particularly enjoyed writing Oliver as he gets colder and wetter while you make him look at redundant room objects.
- Interact with the kilt itself on the kilt statue, as Englebert.
- Try using rock salt or hydrochloric acid on Englebert.
- Talk to the stars as both characters to make wishes. Different rooms = different wishes.
- Pull the giant lever. Both of them.

Fun Ways to Die

Don't worry, there's a Rewind button!

- Day 1: Use gas on the furnace.
- Day 2: As Oliver, interact with the fire twice. (You can revisit the farm and die by doing this one time, Days 2-5)
- Day 3: After leaving the restroom for the first time, walk left three times.
- Day 4: Ignore Lucas' warning and enter the catacombs without a torch.
- Day 5: In the train car, inspect the breaker box and any light. Then: Grab jumper cables from the Phantom Truckster's™ trunk. Use the car key on the outside of the car (or steering wheel) to bring it to the train. To die: Connect jumper cables to the car first.

Alternate Puzzle Solutions & Bonus Interactions

Day 3

Try all three sword box solutions:

- Easy: Smash it with the cordon pole or the hammer from the farm's tack room.
- Standard: Get the sword from storage and give Penny her keycard back to receive the missing sword.
- Moonlogic: Get the saw and go to the farm. Outside the barn, use the saw on the anvil, then get the hammer from the tack room and use it on the anvil to create a saw-ord.

Day 4

Make/Light Torch

- Use either pool cue or (for an achievement), the arm bone with the rag and either the vodka or the whiskey.
- Light it 1 of 3 ways: Use it on the oven. Get matches from farmer. Use it on fire at farm.

Try three ways to lure out Ruckus:

- Use bar food and drink (burger, pizza, daiquiri) to lure him out.
- Take the dollar to the left of the bar, go to the Museum and use the dollar on the vending machine. Use Frosted Acorn Shells to lure him out.
- Make a beautiful lady squirrel: In the kitchen get the yellow box (pasta). Open lower middle cabinet and get a pot. Use pot on sink, use pasta on pot with water, use prepared pot on stove. Turn stove on and cook pasta. Drain in the sink, use cooked pasta on Trophy. In the office, get lipstick out of purse on coat rack. Use on Trophy. Use girl squirrel trophy on Ruckus or pool table.

Day 5

Optional to expand the story and learn new hints to correctly solve the mystery.

- Use the pocket watch on each ghost (well, use it on Englebert, near each ghost).
- Do the same but with the watch-chain.
- Show Pendleton the wrong screwdriver (Phillips head).

This day has multiple endings based on your verdict.

See the end of this document for the answers!

Day 6

- Optionally, collect hydrochloric acid from the right-hand nightstand. It can be used in Day 7.

Key Decisions & Endgame Surprises (Day 5 and Day 7)

MAJOR DAY 5 ENDING SPOILER BELOW!

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The Whodunnit Finale (Day 5)

At the end of Day 5, you're asked to name the culprit in the Whodunnit textbox. There is an auto-save here so you can try alternate endings. Here are the answers for corresponding endings:

- Worst ending: Gertrude
- Incorrect ending: Pendleton
- Good but not perfect ending: Finley
- Best (true) ending: "All of them"

Bonus: Enter your name!

Bonus 2: Enter "nude"!

Auto-Save Decision Point (Day 7)

Restore "Fight or Talk"

During a major confrontation, you'll be asked to choose between:

- "Smooth Talk 'Em"
- "Throw a Haymaker"

Both give a completely different animation and dialog and one of them involves a very small, very fun little puzzle. I highly recommend trying whichever one you didn't pick the first time!

Thank you much for playing my game. I've had the best 4 years of my life making it and I believe that you will be able to feel that while you play it :)

- Paul