



Walkthrough by Darkling Room

It's been a while since we helped Nigel Danvers find the Lost Crown, but it's only been a few months in Saxton. Time moves differently here, and the time right now is 6 o'clock. Night is falling, as the town bell strikes...

There are voices on the air, children, singing -

Trick or treat,
penny or a sweet,
If you don't have a penny,
a sweet will do,
If you don't have a sweet,
then we'll get you!!

Nigel is asleep, dreaming of curses and ghosts.

Knock, knock, knock!

There's somebody at the door.

Nigel picks up a flyer:



GET - Halloween Flyer

- Click to look out of the window in the front door.

Boo!

Trick or Treat?

- Pick up the paper plate of Sweets and Candy Canes.

GET - Sweets and Candy Canes

- Or, go outside.

Right, decision time.

Do you give the children the sweets?

NO -

"You little gits!"

Nigel automatically retreats indoors. He must get cleaned up.

- Go into the Hallway of Harbour Cottage.
- Enter the first door.
- Click the Wash Basin to get cleaned up.
- Look at the cupboard.
- Click the blue packet.
- **Get - Windaway.**
- Look around the cottage, if you fancy, including upstairs.

Further hints for The Cottage are below, for when Nigel returns for the Ghost Gadgets.

YES -

- **Use - Sweets and Candy Canes on the children.**

Once you are done -

- Leave Harbour Cottage.
- Click RIGHT to leave the small quay.

There's music coming from the PA system, the party must be in full swing. Maiden's Square has been transformed for Halloween. A burger stall and a mask shop. It's not much, but it's something. Oh, and those hyperactive kids. We shall stay away from them, they've got a whole tray of eggs!

The children are also singing about witches! There is a plaque, on the wall, which tells us the history of Maiden's Square. But, for now -

- Click to the RIGHT of Maiden's Square, to enter the Alleyway.
- Click on the figure standing by the door to The Bear.
- **Ask - "Can I join the party?"**

It's Station Master! He insists we wear a mask to gain entry, the jobsworth!

- Return to Maiden's Square.
- Talk to the woman on the masks stall.
- **Ask - "Why no sales?"**
- Help Pam Tindle sort the Halloween Masks.
- Click the Name Tags, near the centre of the screen.

PUZZLE: The Masks Stall

The aim here is to place the labels on the correct masks. Some are obvious, if you are a movie or horror fan, but others are a little more esoteric.

- Pick up a mask to hear Nigel's impressions, by clicking on it.

SOLUTION:



Nigel chooses to be a Naughty Devil for the night; I hope he doesn't live to regret the decision.

GET - Halloween Mask

- Talk to Station Master, on the door, at The Bear.

The Party

We are in!! The 'party' looks fun. Pin the Tail on the Black Cat? It looks like there might be seasonal party games in the form of a Halloween Triathlon, whatever that is. For now, Nigel should take a look around. Where's his ghost-hunting buddy Lucy Reubans?

- Look around the pub.
 - Have a dance.
 - Visit the Gents Toilet.

If you got 'egged' by the children, at the beginning, you can also talk to Rhys, by the fire, in The Bear, and solve Mr.Tibbs 'wind' problem, otherwise -

Halloween seems to have drawn a few rough sorts to Saxton, from "out of town".

After looking around, Nanny Noah (the local psychic and white witch) is now free.

PUZZLE - Psychometry

Click Nanny Noah.

Ask "What are you doing? Dabbling in the Dark Arts?!"

The aim is to match the ITEM to the PORTRAIT. You can pick up an item to see or hear a psychic vision. Is Nigel clairvoyant? Or perhaps even clairaudient? How exciting.

Clicking an ITEM on a PORTRAIT will place the ITEM. If you are correct, Nanny Noah will congratulate Nigel, which is nice, otherwise, she's not exactly hiding her disappointment, is she?! Perhaps Nigel has less powers than we would like, or need.

Candle's will light, above each portrait, when you place an item correctly. Once placed, an item cannot be picked back up. That would be cheating!

TIP: A good Psychometry score adds to the overall 'Halloween Score'.

The Puzzle can be replayed whenever Nanny Noah is free.

AIM - Get all of the candles lit, but you still score for 3 or more.

Psychometry Solutions -

Professor Hardacre (Tweed suit, beard, rocks) - Compass

The Rector (Vicar) - Tuning Fork

Emily Travers (pretty model shot, with the big hair) - Brooch

Christina Molina (girl with rip across photo) - Scissors

Katherine Karswell (woman with hands on hips) - Spoon

William Ager (chap with the nasty sickle) - Cough Medicine

Old Willy (old fisherman with the pipe) - Pipe

Alister Farleigh (dashing man in the bowler hat) - Pen

Verity (small girl with the bunches) - Mousetrap

Walter Spivey (sailor) - Doubloon old coin

Something has upset George. Where has he gone?

- Go upstairs, to The Bear 'Guest Rooms'.

Find George outside the Guest Rooms. He's definitely bothered by something!

- Click on George.
- Click the keyhole of Room 2.
- Go downstairs.

There's definitely something going on! What was that shape?! George has gone, scampered back to Nanny Noah.

Talk to Morgan, at the bar.

- Talk to Morgan.
- Ask - "All set for a Halloween Haunting"?

Taps, raps and screaming? Morgan thinks the pub is haunted. There have been 'complaints'. This could be a great opportunity for Nigel to prove his worth, and maybe get some free drinks and nibbles too. Perks of the job!

- Ask - "I could look into it? With my gadgets?"
- Ask - "Can I speak to Lucy"?
- Ask Lucy anything.
- Look at Noticeboard.

Lucy has a break, from 8pm till 10pm. So, we have about an hour to wait, which we shall use wisely.

- Leave the kitchen.
- Talk to Station Master.
- Pick a challenge in the Halloween Triathlon.

Halloween Triathlon

Station Master will keep score, until Midnight, when all games stop and the winner is announced.



Pin the Tail on the Black Cat

A game from blurry childhood memories, Pin the Tail is a simple game, but can be tricky, especially after being spun round three times!

AIM: to place the 'Tail' on the rump of the Black Cat, or as near as possible!

Spooky - What was that strange voice?! It sounded horrid, like someone threatening Nigel.

"I can hear your heartbeat"

This game can be replayed as many times as you like.

A good score will add points to your overall 'Halloween Score'.



Musical Statues

A nightmare for the shaky and jittery, Musical Statues is a mild form of torture.

AIM: to FREEZE when the music stops, then quickly continue dancing once the music returns.

There is an extra point scorer here if you can match the tempo closely.

Tempo: slow, medium and fast.

Click Nigel while he is dancing to speed up or slow down his movements. Try to match the other dancers.

Station Master will comment to suggest how well you performed.

If you get a "well done" it means you have won this game.

This game can be replayed as many times as you like, but a bad score will diminish your current score.

A good score will add points to your overall 'Halloween Score'.



Guess the Ghost

Room 2 has been set up to host 'Guess the Ghost', an eerie game in which a person (unknown, for spooky fun) hides under a white sheet, answering three questions with a nod or a shake of the head. Simple enough, no?

The possible 'ghosts' are:

Nanny Noah - owns a dog - local - female

Rhys Branwen - owns a cat - owns a business - male

Lucy Reubans - ghost-hunting - swot - female

Morgan Mankle - local business - cat - female

This game can be replayed as many times as you like.

A good score will add points to your overall 'Halloween Score'.

For now, this is Nigel's first go! Expect the unexpected.

- Ask the questions, paying particular interest to **AGE**.

If that was a trick, well, Nigel is impressed! Trick of the light, smoke and mirrors?

- Look out the window.

The figure in the old garb just disappeared!

Nigel decides Halloween may be more productive than he first thought, a real ghost?!

Station Master seems as clueless as we are, about the ghost in Room 2. This is a case file!!

A **Case File** has automatically been created in Inventory, it looks like a folder with a ghost on the front.

Click the case file in Inventory to open it.

TIP: You should check the Case File after 'paranormal events' to glean new clues from the evidence.

E.V.Ps and Photographs contain clues.

Nigel has captured two pieces of evidence so far.

Photo: The 'Guess the Ghost' sheet.

Photo: A ghostly figure on the Harbour Wall.

If there are ghosts to hunt Nigel is going to need his gadgets.

- Return to Harbour Cottage.
- Go to the kitchen, the second door in the Hallway.
- Click the Nite-Vision Camera to view the footage.

A rat! Filthy little beast has contaminated all of Nigel's food.

- **GET - Nite-Vision Camera.**
- Return to the Living Room.
- Go upstairs.
- Cross the landing into the Bedroom.
- Look at the bed.
- Click the Sock Drawer.
- **GET - EMF**
- Click the Wardrobe.
- Open the doors.
- Click the rucksack.
- **GET - Digital Camera.**
- Click the DESK.
- Click the Dictaphone.
- **GET - Dictaphone**

That's all the ghost-hunting gadgets, so it's time to start the ghost investigation proper. The Case File reveals the last sighting, when the ghost disappeared down the Harbour Wall. Let's start there.

- Walk down the Harbour Wall.
- **USE - EMF at the end of wall on the Interaction Area.**

The E.M.F. Meter is reacting. There is a mobile energy source here, something supernatural!

- **USE - Dictaphone on the Interaction Area.**

An E.V.P is an unexplainable voice captured to otherwise blank cassette tape. Paranormal investigators have captured amazing results using simple séance questions, to prompt reactions, while recording the data to tape.

PUZZLE - E.V.P's

Guide the recording sensor around the view, listening for any voices and keeping an eye on the Dictaphone 'record level'. Try to keep the 'record level' on full to capture the spirit voice.

TIP - The spirit voice moves around the location, successfully tracking it will capture the E.V.P quickly, otherwise, wait for the vocal to pass by and follow it.

Once you have finished, listen back to the recording in your Case File.

"...quality boarding house..."

USE - Nite-Vision Camera on the Interaction Area

PUZZLE - Spot the Difference

The location is "chronologically confused", says Nigel.

- Click the small review window, in the top right.
- Click any items that have appeared, in the main view.
- There are five items to find.

TIP - You can have as many goes until you get it right. Some items are more obvious than others. Most will look like items from the past, including, if you're lucky, a bloody great cannon! We are seeing fractures in time, the history of Saxton is alive.

The ghost activates, a solitary silent figure, waiting. Is he waiting for a boat, or has he just arrived? There is a "bottle of booze" also haunting the Harbour Wall. "Rum", thinks Nigel.

- **ASK - Do you need help?**

"...man..."

- **ASK - Man?**

"...Man...kel..."

"...murder..."

Morgan 'Mankle' is the bossy landlady of The Bear! There is a link to the pub, perhaps even Nigel's 'Guess the Ghost' mystery.

Photo: A ghostly figure.

EVP: "I was led to believe this was a quality boarding house"

EVP: "Man...kel..."

- Return to The Bear.

We should look for Morgan. She's not at the bar.

- Go upstairs.

Was that... a ghost?

- Look at the door to Morgan's 'Private' Apartment.
- Look through the keyhole of Room 2.

Morgan is playing 'Guess the Ghost' and asking some strange questions!

- Look at the Mankle Family Tree.

It's obvious that the pub has been run by the Mankle Family for a very long time.

Morgan has finished. She doesn't like Rhys, does she!

- Ask all questions, to move the case forward.

Morgan leaves, we can look around Room 2 in our own time. Finally!

- Enter Room 2.

There is darkness, a force, blocking further investigation. Nigel has encountered this kind of barrier before, when dealing with troubled souls. The old track ghosts were passed using a charm from Nanny Noah. Perhaps she can help?

"...a witch might know what to do..."

- Talk to Nanny Noah.
- **ASK - "Some sort of dark presence is dark presence..."**

"...Boil up Bay Leaves and Sage..."

- Go to the kitchen in The Bear.
- Talk to Lucy.
- **Ask - "Do you have any herbs"**.
- Click to take the Spice Rack.
- **GET - Herbs & Spices Rack**
- Click the pans, to the left of the Kitchen scene.
- Click to take the Old Rusty Pan.
- **GET - Old Rusty Pan**
- **USE - Old Rusty Pan on Hob.**

Nigel doesn't know which herb is which, neither does Lucy who refers to them (rather coldly) as 'dead plants'. There are several books near the fireplace, in The Bear.

- Leave the Kitchen.
- Go to the fireplace.
- Talk to Rhys, who is sitting near the fireplace.

Mr.Tibbs has wind. The poor cat has been force fed too much Stinky Finger Cheese. Nasty.

If you don't have Windaway, then -

- Go to Harbour Cottage.
- Go to bathroom.
- Pick up Windaway from the shelf.
- **GET - Windaway**

Otherwise -

- Click to look at Mr.Tibbs.
- **USE - Windaway on Mr.Tibbs.**
- Rhys seems happier, so leaves to enjoy the party (or so we would hope!)
- Click the sofa.
- Click the packet.
- **GET - Legal Highs**
- Look at bookcase.
- Either **USE - Nitevision camera on the books.**

The gadgets reveals books of interest to the story or Saxton. Or -

- Click the herbs book, on the top left.

Bay leaves are waxy and oval, Sage is also oval, but has a bumpy texture. Okay, time for some amateur witchcraft!

Return to Kitchen Hob. There are six jars in all. Number them 1 (topleft), 2 (topright), and so forth to 6 (bottom right).

- USE - Bay Leaves from jar 1 on pan.
- USE - Sage Leaves from jar 5 on pan.
- **GET - Vapours**
- Return to Room 2.
- **USE - The Vapours, on the box to the left.**

Steam fills the space, suggesting some sort of atmospheric conflict. Nanny Noah was right, "darkness can not hide in the vapours".

Lucy arrives, our experiments in amateur witchcraft must have piqued her interest.

The Séance

Lucy and Nigel have become quite good at conducting séances using the Spiritboard (Ouijaboard).

Progress through the séance, which has four 'stages'.

Stage 1 -

- **Ask - Can you communicate with me?**
- **Ask - I mean you no harm.**
- **Ask - Is there someone here?**
- **Can you tell me your name?**

"...W.G..."

Stage 2-

The scene changes to a night vision view, spooky.

Ask - What year is it?

"...1785..."

- **Ask - W.G?**
- **Ask - William?**

Stage 3 -

- **Ask - Are you trapped here?**
- **Ask - Did you live here?**
- **Ask - Did something happen to you here at The Bear?**

"...M.U.R.D.... murder..."

Lucy leaves to start her last shift.

The room has cleared, which means Nigel can continue his investigation.

- **USE - Dictaphone on the room.**

EVP: Scratching noises.

- **USE - Nite-Vision Camera**

Look around the room, there is a ghostly apparition to spot.

- Click the ghostly bottle of booze.

"The ghost was intoxicated when he died"

Perhaps the man was drunk when he died. Time to have a couple of rums! It is a party after all. But there's a problem. The police!! Rhys may be dealing legal highs! But Rhys has gone into hiding somewhere in the pub, most likely the ladies loo!

It is time to get rid of the drunk by the Ladies Toilet, and Nigel thinks some grub might help. There's a burger stall in Maiden's Square, but it requires a voucher.

- Look at the bar.
- Click Apple Bobbing.
- Click the sign to start Apple Bobbing.
- Play the game until you win a Hot Dog Voucher or a Burger Voucher.

There are four possible Vouchers:

- Right-click inventory vouchers to hear what the voucher is for.

Hot Dog (eat it, or give it George, or the drunk)

Burger (eat it, or give it George, or the drunk)

DJ Request (click the voucher on the DJ in the disco)

Crisps (chips, USA)

- **GET - Voucher**

Go to the Burger Stall in Maiden's Square.

- **USE - Voucher on Burger Stall.**
- **Get - Hot Dog or Burger.**
- Return to The Bear.
- **USE - Hot Dog or Burger on the drunk.**
- Go to the corridor, by the loo.
- **USE - Any other vouchers, if you fancy.**

Rhys will come out of hiding, now the drunk has gone. Walk out of the scene, and back again, if he fails to appear. I guess he's frightened!

- Talk to Rhys.
- Go into the Gents Toilet.
- Click the 'Dealer'.

They won't talk while Nigel is present.

- Leave the loo.
- Go out onto the balcony.
- Click the window, a little further on, to "listen in".

"...Rhys... Celtic Corner... yeah, Druid's Fantasy"

- Return to the Corridor.
- Put on Halloween Mask, if Nigel is wearing his hat. They swap places.
- Go in the Gents Loo.
- Click the Fusebox.

"...oi, druggies, this is the police..."

The dealer legs it! Rhys is now out of trouble, and the police have shuffled off after the Dealer.

- Go to the bar.
- **Ask - "I'll take a rum please"**
- **Ask - "I'll take a rum please"**
- **Ask - "I'll take a rum please"**

Nigel is drunk!! Too drunk to ghost-hunt. Sober up by eating any large foodstuffs, or pop outside for some fresh air. If only real life were as simple!

To handle his booze, Nigel should consume some cheese just beforehand.

At the bar -

- **Ask - "Eat Cheese"**
- **Ask - Rum x 3**
- **Go upstairs.**

The ghost! Nigel must be at the same level of drunkenness. Not exactly healthy, and this is recommended for real ghost hunts, but for now -

- Go in Room 2.
- **USE - Nite-Vision Camera on room.**
- Look around the room.

There are four things to notice.

- Click, while looking at the chair, on the zoom in.
- Click the ghostly pistol.

Photo: Old Pistol, not fired.

Back in the main view -

- Click the bunk beds.
- Click the ghostly scroll.

Photo: Old Scroll

Back in the main view -

- Click to the left or right, to look around the room.
- Click the ghostly message, on the wall.
- Click the old door, and painting.

After looking at the relevant objects and scenes, the ghost arrives! We are seeing into the past! We hear a strange one-sided exchange. Who is William talking to? His murderer?

"...what are you doing... get back...no!! I am... to marry..."

The scene can be replayed as many times as you like, but for now, we should tell William that we know what happened to him. Perhaps we could help him 'move on'.

EVP: William's Murder

- Click on the hole in the wall, next to the window.
- Click the hole.

"...Lath and plaster, horse hair and local sand..."

Photo: Hole in the old wall.

- Go to the end of the Harbour Wall.
- Use - Nite-vision Camera.

Base your questions, and answers, on what you have learnt from the Room 2 anniversary ghost.

- **Ask - "An intruder, a killer, entered your room"**
- **Ask - "You were strangled, you were garrotted".**
- **Ask - "A cold-bloodied murder, fast and brutal".**
- **Ask - "You were to marry, on the morrow".**

EVP: "...hidden...inside..."

- Return to Room 2, in The Bear.
- Click the hole, next to the window.
- Click the hole again.
- Look at the table, in Room 2.
- Click Claw Hammer.

Warning - This is the last opportunity to play the Halloween Triathlon. After the next events, the party will start to wrap up to the big announcement, at Midnight.

TIP: Egging the kids in revenge, if egged at the start of play, is also a BIG point scorer.

- Go to Kitchen in The Bear.
- Click eggs.
- Get - Eggs
- Go to Maiden's Square
- Click Eggs, from inventory, on the kids.

Sweet revenge!

- **Get - Claw Hammer**
- Go back to the hole.
- **Use - Claw Hammer on hole.**

- Look at hole.
- Click the big hole.

Good grief! What a sight!

- Click the face.
- Click the neck.
- Click Scroll.
- **GET - Jennifer Sketch**
- Leave the hole.
- Leave Room 2.

Morgan is worried. She wants to know what's going on!

- **Ask- "There's a body in Room 2".**
- **Ask - "It's completely mummified" or "It's ancient"**
- **Ask - "A murder!"**
- Go outside, go along the Harbour Wall.
- **Use - Old Scroll on the Interaction Area.**

Or.

- **Use - Nite-vision Camera on the Interaction Area.**

A good night's work! William is reunited with Jennifer.

Midnight!!

Halloween Triathlon Results

If you scored well, Nigel will win the Halloween Triathlon. To get a high score, and win, you should have played the party games, Nanny Noah's Psychometry and Apple Bobbing. Don't forget to egg the kids too, if they egged you!

With a ghost laid to rest, and the witching hour upon them, Nigel and Lucy dance into the night.

Their next adventure will continue from the very next morning. Nigel has a very sore head, with vague memories of a murderous Mankle (identity unknown).

Till next time, and also...

Thanks for playing!

Oh, by the way, I hope you didn't burn any Corn Effigies on the fire?

The tradition, in old rural lore, was to **WARM** the figures by the fire, through the winter, so their magic could return to the fields. A positive energy is looked after, through the winter. So, **burning** an effigy would, umm, probably do something **less positive**.

Nigel will have to make a deal with the witches!

2015©Darkling Room

Feel free to copy and paste parts of this walkthrough on forums and social media, but the document should not be redistributed or sold in any form.