



1. ENTER THE MANSION

1.1 The Bathroom

This is the game's prologue and is essentially an interactive title sequence.

GOAL: Interact with key items to progress the scene.

- Interact with the phone.
- Open the mirror cabinet.
- Use the eye drops.
- Answer the door.

1.2 The Front Gate

You're now playing as Chase (Neil Newbon).

GOAL: Open the Front Gate by finding and using a keyfob with the correct frequency loaded onto it.

INVENTORY GAINED: Chase's phone (default), Chase's wallet (default), keyfob.

- Find and collect the Keyfob inside a Locker in the Security Booth.
- Place the Keyfob onto the Keyfob Loader.
- Interact with the Security Terminal and input the correct Frequency, then upload it to the Keyfob.
 - The correct Frequency is obtained by following clues on the frequency code post-it note found in one of the desk drawers, which provides the last 3 digits of the frequency, and states that the first 2 digits are the house number, which can be seen above the gate.
- Use the programmed keyfob on the intercom at the front gate to open it.

1.3 The Driveway

GOAL: Walk to the Front Door and again use the Loaded Keyfob on the Intercom to unlock the Front Door and gain entry to the Mansion.

2. UNLOCK THE CINEMA

2.1 The Antechamber

A transitional space between the front door and the grand foyer, containing doors to the coat check and the garage.

GOAL: Explore if you wish; proceed to Grand Foyer.



2.2 The Grand Foyer

A central area from which many other rooms and spaces can be accessed.

GOAL: Explore if you wish; proceed downstairs to the Entertainment Wing.

2.3 The Entertainment Wing

A central area in the basement where various awards and movie props are on display.

GOAL: Locate the cinema with its access keypad and find the memo near the cinema guiding you to the Coat Check to retrieve the code from a painting.

2.4 The Coat Check

A small room in the Antechamber where jackets and other items can be stored.

GOAL: Return to the Coat Check near the front of the house and get the cinema key code on the back of the painting of Lia Cain. Use this code to unlock the cinema downstairs.

3. FIX THE PROJECTOR

3.1 The Cinema

GOAL: Find the projector room within the cinema.

3.2 The Projector Room

GOAL: Open the projector panel.

INVENTORY GAINED: Screwdriver, Media Flash Drive (Optional)

- Open the Toolbox to find the Screwdriver.
- Collecting the Screwdriver adds it to your Inventory.
- Interact with the Projector [Broken].
- Click on any of the 2 Screws to bring up the Inventory, where players can then select the Screwdriver.
- Click on the other screw to unscrew it as well
- The panel will open to show a broken projector part
- (Optional) Look in the desk drawer in the projector room to find a bonus Media Flash Drive (MG_CWINTERS)

3.3 The Grand Foyer (Again)

GOAL: Search for the Storeroom Key trapped in the Robot Vacuum.

DEAD TAKE

- Notes in the Projector room and the Garage will point the player towards the location of the Storeroom key, inside the robot vacuum
- Locate the robot vacuum in the Gallery

3.4 Gallery

GOAL: Get the Storeroom Key.

INVENTORY GAINED: Storeroom Key

- Examine the Robot Vacuum and find a panel screwed shut on the underside.
- Use the screwdriver on the panel screws
- Collect the Storeroom key

3.5 Garage

GOAL: Navigate to the Garage to access the Storeroom with the Storeroom Key.

- The storeroom is found at the very far end of the Garage

3.6 Storeroom

GOAL: Get the Boxed Projector Part.

INVENTORY GAINED: Projector Part

- Open the Storeroom using the Storeroom Key.
- Find the closed locker
- Open the Locker to find the Boxed Projector Part.
- Click on the Boxed Projector Part.
- Examine the Box and click on the side to open it and reveal the Projector Part.
- Collect the Projector Part

3.7 Projector Room (Again)

GOAL: Return to the Projector Room.

3.8 Projector

GOAL: Repair the projector.

- Interact with the [Broken] Projector panel.
- Click on the [Broken] Projector Part and select the new Projector Part from your inventory
- The projector is now fixed. In order to properly access the Media Centre, you will need to watch the currently loaded video.

4. GET THE COURTYARD KEY

4.1 Cinema

GOAL: Unlock the Baby Crib diorama.

- Navigate to the Seat in the middle of the Cinema
- Click on the Play Button on the right arm to start the video
- After the video ends, there will be knocking on the door to the Entertainment Wing

4.2 Entertainment Wing

GOAL: Get the Shield Bedroom Key.

INVENTORY GAINED: Shield Bedroom key

- Leave the Cinema into the Entertainment Wing
- A Baby Crib diorama will now be present
- Collect the Shield Bedroom Key from the mobile above the Crib

4.3 Shield Bedroom

GOAL: Collect the Music Sheet.

INVENTORY GAINED: Music Sheet

- Go to the Shield Bedroom between the Grand Foyer and the Gallery
- Open the Shield Bedroom door with the Shield Bedroom Key
- Interact with the Jack-in-the-box at the end of the bed
- Wind the toy until it opens, and a clown pops out wearing Vinny's headshot and holding a Cassette Case
- Click on the Cassette Case
- Examine the case and open it
- Collect the Music Sheet inside

4.4 Grand Foyer [Piano Puzzle]

GOAL: Collect the Cassette Tape.

INVENTORY GAINED: Cassette Tape

DEAD TAKE

- Go to the second level of the Grand Foyer, where the Grand piano is
- Interact with the piano
- Click the music stand and place the Music Sheet
- Open the piano lid
- Play the keys with the symbols matching those shown by the gaps in the music sheet
- The symbols should be played in the order they are read on the sheet.
- Once the correct sequence is played, a secret compartment in the piano will open
- Collect the Cassette Tape found in the compartment

4.6 Shield Bedroom (Again)

GOAL: Get the Courtyard Key from the safe in the Shield Bedroom.

INVENTORY GAINED: Courtyard key, Media flash drive (optional)

- Return to the Shield Bedroom
 - Interact with the cassette player next to the baby monitor
 - Press the Eject button
 - Place the Cassette tape in the machine by clicking on the tape loader and selecting the tape from your inventory
 - Press the Play button
 - The lullaby should start to play
 - Interact with the Baby monitor while the Lullaby is playing
 - The baby monitor will now show the combination for the safe found in the wardrobe (2429)
 - Go to the wardrobe and open it
 - Interact with the safe, enter the keycode from the baby monitor and click on the handle to open it
 - Collect the Courtyard Key. (player can also collect bonus media file CL_LCAIN)
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5. ACCESS THE TWO-WAY MIRROR ROOM

5.1 Courtyard

GOAL: Use the courtyard key to access the outside of the mansion and locate the Spa.

5.2 Spa - Foyer and Main Area

GOAL: Explore the Spa Foyer and main area.

INVENTORY GAINED: Snake Tail Dagger, Snake Tail Sword, Snake Tail Whip, Snake Tail Sickle

- Take note of the incomplete Poseidon statue

DEAD TAKE

- Identify the 3 different rooms off the main area
 - The puzzles in these rooms can be solved in any order
- Find the 4 Snake Tail pieces located throughout the main area
 - Dagger: in Poseidon's heel
 - Sword: at the deep end of the pool
 - Whip: hanging on the coat hooks next to the jacuzzi
 - Sickle: in a plant pot in the back corner near the diving board

5.3 Spa - Laconium.

GOAL: Solve the Laconium mosaic puzzle and collect the Trident fragment.

INVENTORY GAINED: Right Trident Tine

- Interact with the Laconium Table
- Interact with the 3 Mosaic Rings, and rotate each one left or right until the design is correctly lined up
- Once the puzzle is solved, a trident fragment will emerge from the centre of the table
- Collect the Trident fragment

5.4 Spa - Steam Room.

GOAL: Solve the Steam room Snake puzzle, collect the Trident fragment and escape the Steam room.

ITEMS REQUIRED: Snake Tail Dagger, Snake Tail Sword, Snake Tail Whip, Snake Tail Sickle

INVENTORY GAINED: Middle Trident Tine

- Interact with the Riddle on the Steam room wall to get a clue and instructions for solving the puzzle.
- Interact with the Snake bust
- Insert the correct Snake Piece into each empty space according to the riddle
 - North: Sword
 - East: Dagger
 - South: Whip
 - West: Sickle
- Once all Snake Tails are in the correct locations, the Trident Fragment will be revealed from the bench in front of the Snake bust
- Collect the Trident fragment
- The room layout will now become a maze
- Navigate through the maze until you reach the exit.

5.5 Spa - Sauna.

GOAL: Solve the Sauna puzzle and collect the Trident Fragment.

ITEMS REQUIRED: Screwdriver

INVENTORY GAINED: Left Trident Tine

- Use the Screwdriver to unscrew the panel for the Sauna Power Switch. Switch on the Power.
- Read the Sauna Operating Instructions Memo that is attached to the Sauna Power panel.

DEAD TAKE

- Adjust the temperature of the room using the notes on the instructions memo
 - Close the door
 - Close the smallest and largest vents
 - Use the water ladle
- Once the room reaches the correct temperature, a panel will open to show the Trident fragment.
- Collect the Trident fragment

5.6 Spa - Main Area.

GOAL: Complete the Poseidon statue and open the Hidden Passage.

ITEMS REQUIRED: 3 Trident Fragment pieces

- Return to the Spa Main Area
- Interact with the Poseidon Statue Trident.
- Interact with the empty sections on the Trident
- Place each Trident Tine in the correct slot
- Once complete, the statue will rise up to reveal a hidden staircase

5.7 Spa - Hidden Passage.

GOAL: Enter the Two-Way Mirror room through the door found in the hidden passage.

6. GET THE PAINTING KEY

6.1 Two-Way Mirror Room.

GOAL: Pick up the Media Flash Drive found on the chair in the Two-Way Mirror room.

INVENTORY GAINED: Media Flash Drive

6.2 Audition Room.

GOAL: Pick up the Media Flash Drive hanging from a wire in the Audition Room.

INVENTORY GAINED: Media Flash Drive

- Note: You can collect this flash drive from the beginning of the game, so you may already have it



6.3 Projector Room.

GOAL: Use Splaice on the Media Centre to edit the 2 Videos (BLUE_MOON and MOMENT_IN_THE_SUN) together to create a key clip (STAR_POWER).

ITEMS REQUIRED: Audition Room Media Flash Drive, Two-Way Mirror Room Media Flash Drive

- With both Media Flash Drives, go back to the projector room
- Interact with the Media USB port, select the Media Flash Drives in your inventory to upload
- Interact with the Media Centre. Select the Splaice tab, and then select the BLUE_MOON and MOMENT IN THE SUN videos
- Confirm the edit, and a new video will be created, STAR_POWER
- Return to the cinema tab and select the new video, STAR_POWER

6.4 Cinema

GOAL: Unlock the Painting diorama.

- Proceed to the Cinema
- Sit in the director's chair
- Press play on the remote
- Watch the full STAR_POWER video
- A knocking sound should now be heard from the door to the Entertainment Wing

6.5 Entertainment Wing

GOAL: Collect the Painting key.

- Exit the Cinema into the Entertainment Wing
- A painting diorama should now be present
- Collect the Painting key from the diorama

7. ACCESS THE DINING ROOM

7.1 Gallery

GOAL: Solve the Painting puzzle and open the Secret Passageway to the Dining Room.

ITEMS REQUIRED: Painting key

- Use the Painting key to unlock the plinth at the top of the Gallery stairs
- This will reveal a book and unveil the paintings in the gallery below
- Using the number sequence stated in the STAR_POWER video (7210), unlock the book

DEAD TAKE

- Interact with each painting in the Gallery to rotate them to the correct time of day described in the book
 - Final Curtain - Night
 - Price and Illusion - Dusk (red)
 - The Rising Star - Day
 - The Dreamer - Dawn (yellow)
- Once each painting shows the correct time of day, the door to the secret passageway will unlock

7.2 Service Passage

GOAL: Enter the Dining Room.

- Walk through the Secret Passageway Door
 - Navigate to the Kitchen
 - Navigate to the Dining Room
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8. GET THE RED BULB

8.1 Dining Room

GOAL: Solve the Dining Room puzzle and collect the media flash drive.

ITEM REQUIRED: Screwdriver

INVENTORY GAINED: Media Flash Drive

The player must set the scene using the mannequins, props, and backdrop as indicated by the clues found around the room.

- Collect the props from the table
- Read the amended script pages on the whiteboard to get clues as to which mannequin should hold which props, and which backdrop should be shown
 - Give/take props by interacting with the mannequin's hand and head
 - The backdrop can be changed using the control board found on the platform
- Using the diagram shown on the whiteboard near the platform, position the mannequins and camera correctly
 - The mannequins can be moved using an interaction point on their torso
 - The camera can be pushed left and right along the track
- Solution when looking at the scene from the front:
 - Furthest left mannequin (Neil Newbon) should be kneeling while holding the screwdriver

DEAD TAKE

- Middle mannequin (Laura Bailey) should be lying down holding a bible
- Furthest right mannequin (Travis Willingham) should be standing holding a rose and wearing the Captain's hat
- The backdrop should be the garden
- The camera should be on the left
- Once the scene is set correctly, interact with the camera
- If the scene is correct, an animation sequence will play
 - if the scene is incorrect, nothing will happen
- Collect the media flash drive from the mannequin in front of the camera

8.2 Projector Room

GOAL: Edit 2 media files together (BLUE_MOON and YELLOW_BELLY) to create a key clip (GREEN_EYED_MONSTER).

ITEMS REQUIRED: Dining Room Media Flash Drive

- Exit the Dining Room and proceed into the Service passage
- Follow the stairs down and open the door; this is a shortcut to the Entertainment Wing
- Proceed to the Projector room
- Upload the media flash drive to the Media Centre
- On the Spline tab, edit together BLUE_MOON and YELLOW_BELLY videos
- This will create the GREEN_EYED_MONSTER video
- On the Cinema tab, select GREEN_EYED_MONSTER video
- Exit the Projector room

8.3 Cinema

GOAL: Unlock the Film Reel diorama.

- Proceed to the Cinema
- Sit in the director's chair
- Press play on the remote
- Watch the full GREEN_EYED_MONSTER video
- A knocking sound should now be heard from the door to the Entertainment Wing

8.4 Entertainment Wing

GOAL: Collect the Red Bulb from the diorama.

INVENTORY GAINED: Red Bulb

- Exit the Cinema into the Entertainment Wing
 - A Film Reel diorama will now be present
 - Collect the Red Bulb from the diorama
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9. UNLOCK THE SECURITY ROOM

9.1 Dark Room

GOAL: Solve the Dark Room puzzle and collect the Media Flash Drive.

ITEM REQUIRED: Red Bulb

INVENTORY GAINED: Media Flash Drive, Undeveloped Roll of Film

- Go to the Light room
 - This is the room beside the Audition Room
- Remove the normal lightbulb from the fitting
 - The room should now change to one with posterred walls, no door, and a table with an undeveloped roll of film on top of it
- Collect the roll of film sitting on the table
- Insert the Red Bulb into the fitting
 - The room should now change to the Dark room
- Using the clues around the room, develop the roll of film
 - There are notes on the countertop and boards on the wall that will help identify which chemicals should be used and in which order
 - Development order: $\text{H}_2\text{O} \rightarrow \text{C}_9\text{H}_{10}\text{N}_2\text{O} \rightarrow [\text{NH}_4]_2\text{S}_2\text{O}_3 \rightarrow \text{CH}_3\text{CO}_2\text{H} \rightarrow \text{H}_2\text{O}$
- Once the film is developed, you will be transported back to the Light Room
- Interact with the digitiser and insert the developed film before pressing the green button
- A media flash drive will now be available
- Collect the media flash drive

9.2 Projector Room

GOAL: Edit 2 media files together (YELLOW_BELLY and RED_HERRING) to create a key clip (ORANGE_COUNTY).

- Exit the Light Room
- Proceed to the Projector Room
- Upload the media flash drive to the Media Centre
- On the Splaice tab, edit together RED_HERRING and YELLOW_BELLY videos
- This will create the ORANGE_COUNTY video
- On the Cinema tab, select ORANGE_COUNTY video
- Exit the Projector room

9.3 Cinema

GOAL: Unlock the CRT TV diorama.

DEAD TAKE

- Proceed to the Cinema
- Sit in the director's chair
- Press play on the remote
- Watch the full ORANGE_COUNTY video
- A knocking sound should now be heard from the door to the Entertainment Wing

9.4 Entertainment Wing

GOAL: Collect the Eleven Lock VHS.

INVENTORY GAINED: Eleven Lock VHS

- Exit the Cinema into the Entertainment Wing
- A CRT TV diorama will be present
- Collect the Eleven Lock VHS from the diorama

9.5 Mountain Bedroom

GOAL: Unlock the Security room door.

ITEMS REQUIRED: 5 VHS cases; Mbombo's Reign (found in lift near Gallery), Red Valley (found in Torch Bedroom ensuite bathroom cabinet), Machine Play (found with teddy bear camera in smoking area outside), Akazard (found in kitchen), Eleven Lock (found in diorama after watching ORANGE_COUNTY)

- Go to the Mountain bedroom
 - Interact with the guest book on the desk
 - There will be several entries with different ranking orders for the VHS
 - The correct order is written by the person with the initials FV
 - Interact with the VHS bookcase
 - Insert the VHS tapes into the shelves in the correct order
 - 1. Eleven Lock 2. Red Valley 3. Mbombo's Reign 4. Machine Play 5. Akazard
 - The bookcase will move to the side, giving the player access to the Security room
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10. UNLOCK THE MOUSE BEDROOM

10.1 Security room

GOAL: Get the code to unlock the Mouse Bedroom.

INVENTORY GAINED: Vinny's phone

DEAD TAKE

- Enter the Security room, explore if you wish
 - Locate Vinny's phone and interact with it
 - Type in the code to unlock the phone
 - This code was mentioned in the first Cinema video you watched (4328)
 - Read through the messages to get the code to unlock the Mouse bedroom (1016)
 - Exit the Security Room through the door at the other end of the room from which you entered
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11. ACCESS THE OFFICE

11.1 Mouse Bedroom

GOAL: Collect the UV torch.

INVENTORY GAINED: UV Torch

- Go to the Mouse Bedroom
- Using the code gained from Vinny's phone (1016), unlock the door
- Find the UV torch on the bed
- Collect the torch and switch it on
- You will then hear the noise of the elevator opening outside the room

11.2 Torch Bedroom

GOAL: Collect the Media Flash Drive from the Torch Bedroom.

INVENTORY GAINED: Media Flash Drive

- With the UV torch switched on, exit the Mouse bedroom
- Look for the splatter marks on the floor and follow them
- These will lead to a poster on the wall of the Torch bedroom
- Interact with the poster
- The poster will move aside to show a hidden compartment
- Collect the Media Flash Drive

11.3 Projector Room

GOAL: Upload the Media Flash Drive (DYING_OF_HUNGER).

- Go to the Projector room
- Upload the Media Flash Drive onto the media centre
- Interact with the media centre
- In the Cinema tab, select DYING_OF_HUNGER
- Exit the Projector room



11.4 Cinema

GOAL: Unlock the Bed diorama.

- Proceed to the Cinema
- Sit in the director's chair
- Press play on the remote
- Watch the full DYING_OF_HUNGER video
- A knocking sound should now be heard from the door to the Entertainment Wing

11.5 Entertainment Wing

GOAL: Collect the final media flash drive.

INVENTORY GAINED: Media Flash Drive

- Exit the Cinema into the Entertainment Wing
- A bed diorama will be present
- Collect the Media Flash Drive from the bed diorama

11.6 Projector Room

GOAL: Upload Media Flash Drive (ALL_DEVOURING_DEATH).

- Go to the Projector room
- Upload the Media Flash Drive onto the media centre
- Interact with the media centre
- In the Cinema tab, select ALL_DEVOURING_DEATH
- Exit the Projector room

11.7 Cinema

GOAL: Get the invite to Duke's office and start the party.

- Proceed to the Cinema
 - Sit in the director's chair
 - Press play on the remote
 - Watch the full ALL_DEVOURING_DEATH video
 - You will receive a text message requesting you to come to Duke's office
 - Exit the Cinema, you will now see that a party has begun in the mansion
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12. REACH THE HEART OF HOLLYWOOD

12.1 Duke's Office

QUEST: Collect the gun.

INVENTORY GAINED: Gun

- Go to Duke's Office (the Trophy room)
- Walk towards the desk
- The door will slam shut, and the cutscene will begin
- A table will appear in front of you
- Once you can move, go towards the table and interact with the item
- Leave the office

12.2 Torch Bedroom/Bathroom

QUEST: Shoot Vinny.

- Following the path set by the mannequins, go to the Torch Bedroom
- Approach the bathroom door and interact with it
- A cutscene will begin with Chase banging on the door before confronting the Vinny mannequin
- Once you regain control, shoot the mannequin
- The doorway behind will now show a different hallway

12.3 Revelation Corridor

QUEST: Escape the Revelation Corridor.

- Follow the path through the corridor
- Open the door at the end

12.4 Revelation Cinema

QUEST: Watch Vinny and Chase's revelation videos.

- Enter the first Cinema and watch Vinny's video
- Once finished, go back through the door you came from
- Watch Chase's video in the second Cinema
- Once finished, go through the door on the left-hand side of the room
- You will now be in a staged version of the bathroom with screens of Vinny all around you
- Watch Vinny's video
- The floor will drop out from below the player when the video ends

12.5 Behind the Scenes



QUEST: See behind the scenes.

- Walk towards the other end of the behind-the-scenes area
- Watch the video triggered on the screen

12.6 The Heart of Hollywood

QUEST: Get your chance in the spotlight.

- Go into the elevator and press the button on the control panel
 - The doors will open on a room resembling the inside of a heart
 - Go towards the camera and the lights
 - Stand in front of the camera and interact with it
 - The end cutscene of the game will be triggered
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EXTRA

Throughout the game, the player can locate and interact with various notes. These discovered notes will then be displayed on the wall in the Projector Room and can be used to unlock additional footage about the other characters.

- Lia Cain
 - Note 1: Drawer on the left-hand side of the Grand Foyer as you walk in the main door
 - Note 2: On the mattress in the Torch Bedroom
 - Note 3: In a drawer in the Kitchen
- Vinny Monroe
 - Vinny's driver's license: Opening bathroom scene/Torch bedroom ensuite bathroom
 - Monroe Mystique article: Projector room chair
 - Bloodied note: Storeroom workbench
- Frank Gardeau
 - Post-it note: On the back of the sponsored chair in the Cinema
 - Headshot: Near the toilet in the main bathroom
 - Email: Dining room table near the platform
- Zara Good

DEAD TAKE

- Headshot: In the Audition Room
- Victoria Cross Article: In the deep end of the Spa pool
- Email: In the Two-Way mirror room

- Harry Dufresne
 - Chase's cover letter: In the Audition Room
 - Headshot: In the Dining Room
 - Cheque: In the Hidden Security Office

- ❖ Each character has 3 corresponding documents to find
- ❖ Once gathered, these documents will reveal 2 symbols on the Projector Room wall
- ❖ These symbols will match the icons found in the corner of the video thumbnails in the Media Centre
- ❖ Use Splaice to edit these clips together to gain extra footage