

Clock Tower Walkthrough

by DevilishDemento

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```
.oooooo.   oooo           oooo
d8P'  `Y8b  `888           `888
888      888  .ooooo.   .ooooo.   888  oooo
888      888  d88' `88b d88'  `"Y8  888  .8P'
888      888  888   888 888           888888.
`88b     ooo  888 888   888 888   .o8  888 `88b.
`Y8bood8P'  o888o `Y8bod8P' `Y8bod8P'  o888o o888o
```

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7ooooooooooooooooo
8'   888   `8
    888     .ooooo.  oooo oooo   ooo  .ooooo.  oooo d8b
    888     d88' `88b `88. `88.   .8'  d88' `88b `888""8P
    888     888   888  `88..]88..8'  888ooo888  888
    888     888   888  `888'`888'   888   .o  888
o888o     `Y8bod8P'   `8'  `8'     `Y8bod8P' d888b
```

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|LEGAL INFORMATION| (CT1)  
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|UPDATES| (CT2)  
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- 31/07/2009 - I did everything from the top of the walkthrough
down to a little into Helen's first Scenario.
Oh, but I didn't do Scissorman's hiding places
yet, I'll come back to that later so I can try
and test everything again.
- 1/08/2009 - Finished Helen's Scenario and add a few bits to
Scissorman's Hideouts. Might do some more tonight.
- 15/08/2009 - Up to Scenario 3 for both characters.
- 23/08/2009 - Finished! Wow, took me less than a month. Usually
I leave it for a few months and either come back
to it or delete it as I've forgotten how to play!
Whoop!

~~~~~  
|INTRODUCTION TO THIS WALKTHROUGH| (CT3)  
~~~~~

I got this game a few days ago and thought that it

was brilliant, although very short. However, when I needed help, I found that there were few walkthroughs available and that none of them (not meaning to offend anyone) were really very helpful to me personally. It did prove that you can figure out anything on your own eventually, though.

So I thought, why not write a walkthrough, give people more choice? I know that the walkthroughs available are probably good enough for most people, but why not add another? I also enjoy writing very much, I thought it would be fun to do a walkthrough for the series that one of my other walkthroughs is very similar to.

This walkthrough should give you everything you need to know about the game, and should help you through any bits you're stuck on. I really hope that I can help you, and if I don't, I'm incredibly sorry and I'll try my best to improve my walkthrough - give me an email and if you're polite, though not necessarily formal, I will improve my walkthrough with your advice. I won't answer emails that are intentionally rude. I will delete them. Sorry, but that's how it is.

Now, I'd like to say that I'm English, so the spellings and some of the vocabulary in this guide may be different to what you're used to. It's not really a big deal, but just thought that I'd warn you.

I try to make my walkthroughs instructive and friendly. I find it really boring when I read walkthroughs that don't have any personality. I just hope that anything I add doesn't annoy you.

Thanks for taking the time to read this, and happy gaming!

~~~~~  
|STORYLINE| (CT4)  
~~~~~

A year before our story is set, young Jennifer Simpson was both a witness and a survivor of the Clock Tower Murders. A scissor-wielding maniac slashed his way through anyone and everyone who got in his way, for no reason. Some even went so far as to say that he was a demon child, immortal. However, Jennifer, through mastering her fear just enough to keep her wits, seemingly defeated Scissorman and survived the whole terrible ordeal.

Now, in Oslo, Norway, the 15-year-old Jennifer lives with her guardian Helen Maxwell in a university dorm. However, a series of brutal murders has swept the front pages of the news. It looks as though Scissorman has returned! Helen, a criminal psychologist, has been researching the case for any clue that could solve the mystery of Scissorman. However, it would appear that Scissorman is aware of this. How long can Helen

and Jennifer survive? Will it be long enough to discover the mystery of Scissorman? Their fates lie in your hands...

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|CHARACTERS| (CT5)

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These are the descriptions of the characters as the manual gives them.

JENNIFER SIMPSON - Age 15. Heroine. Jennifer lost her parents when she was young and raised in an orphanage. After her narrow escape from the Scissorman a year ago, Helen, who was investigating the case, took her in. After a year together, they developed a sisterly relationship. Jennifer's difficult life has made her tough and inventive - she had to be to stay alive.

HELEN MAXWELL - Age 30. May become a heroine depending on scenario progression and changes. Helen is assistant professor of criminal psychology and curious about Scissorman in the CLOCK TOWER case; she wants to do a profile on him... in turn, he wants her dead!

NOLAN CAMPBELL - Age 26. Reported for a third-rate tabloid, Nolan was targeted by Scissorman when he started getting a little too interested in the CLOCK TOWER case when investigating for a story.

SAMUEL BARTON - Age 52. Professor of criminal psychology. Provides psychological profiling research, and investigates the CLOCK TOWER case from his angle.

STAN GOTTS - Age 42. Officer investigating the CLOCK TOWER case. Stan is obsessed with tracking Scissorman. A believer in hands-on experience, he places no faith in the supernatural and believes that he'll be able to bring this case to a close.

HARRIS CHAPMAN - Age 35. Research assistant studying criminal psychology. Harris is a sneaky, small, gaunt man and has a warped infatuation with Jennifer.

EDWARD - Age 10. Another person who, like Jennifer, survived the CLOCK TOWER incident a year ago, Edward's true identity is unknown. He lost his memory when rescued and was taken to Granite Orphanage, where he was given the name of Edward.

CHARACTERS NOT MENTIONED IN THE MANUAL -

Beth - Works in the criminal psychology lab.

Danny - Works in the criminal psychology lab.

Kay - Carer for Edward.

Tim - Nolan's cameraman.

~~~~~  
|CONTROLS| (CT6)  
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Walk - press X anywhere.

Run - press X twice anywhere.

Examine/Use objects - press X on desired object. Press X twice to run towards object.

Use item - Move cursor to top of the screen. When items appear, press X on desired item. Then press X on the object you wish to use it on.

Panic button - Press SQUARE to use the panic button. When the cursor is flashing red and blue, this means that your character is in panic mode. You must continually press SQUARE when this happens to save yourself from death. If you are successful in saving yourself, it takes away some strength. When you've used the last of your strength, your character will die.

~~~~~  
|GAME MODES| (CT7)  
~~~~~

Normal Mode - The cursor on your screen will be white. There will either be no music, or just sound effects. When an object that scares the character is activated, ambience will be heard.

Panic Mode - When the character's life is threatened, the cursor will blink red and blue. Tap the SQUARE button to attempt to save yourself. When successful, you will have lost strength. Having used strength once, the cursor will flash orange. Having used strength

twice, the cursor will flash red. Using strength a third time will result in death, as the character is too tired to fight back. Strength regenerates slowly over time.

Escape Mode - Escape mode is activated when the character is chased by Scissorman. In this mode, you may only activate hiding places, doors or objects that make Scissorman retreat. This mode turns back to normal when Scissorman has retreated. While Scissorman is chasing you, there will be music. When he has given up on you, there will be complete silence besides sound effects.

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|SCISSORMAN| (CT8)

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O-----O

|--- DESCRIPTION ---| (CT8.1)

O-----O

Scissorman will stalk you throughout the game. He is a small man, hunched with a crippled leg that drags behind him. He wears a golden/olive coloured mask and wields huge scissors, hence the name Scissorman. Here is how to recognise that he is chasing you:

- His music theme will start up. Trust me, after the first time, you won't forget. Just remember to listen, as it starts up quietly.
- If he's in the same room as you, you'll hear his scissors chinking together really loudly.
- If he's in a room you have just entered, every movement besides your own will freeze, and the room will be at a different camera angle. You won't be able to move until the cutscene is over and he is chasing you. Your character will more than likely run out of the room immediately.
- While Scissorman is chasing you, you can only go through doors and activate hiding places/weaponry. You cannot examine objects or pick anything up.

O-----O

|--- SCISSORMAN'S HIDEOUTS ---| (CT8.2)

O-----O

These can be read at convenient places in the walkthrough. However, if reading just for interest or so that you know for future reference, read ahead. I realise there's a high probability that I'll have missed many of these, so please email me with any info you have. I'll have to test them to verify them before I put them in my walkthrough, though.

This is a list of all the places that Scissorman can appear from in each Scenario.

-----.

SCENARIO	LOCATION	FLOOR	ROOM	HIDEOUT
1	UNIVERSITY	3RD	CORRIDORS	Wait around long enough and he'll appear.
				He can come out of the elevator when you use it.
			COMPUTER ROOM	He can be in here when you enter the room.
		2ND	CORRIDORS	Wait around long enough and he'll appear.
				He can come out of the elevator when you use it.
			2F ADMIN OFFICE	He can come out of a locker when you enter the room.
				If you hide between the door and the window he sometimes jumps through
				It's not really being chased, but he can send you a fax with a nasty message.
		1ST	CORRIDORS	Wait around long enough and he'll appear.
				He can come out of the elevator when you use it.
				He can be hiding inside one of the lockers.
			STORAGE ROOM	He's often hiding behind the boxes at the back.
SCENARIO	LOCATION	FLOOR	ROOM	HIDEOUT

2	RICK'S HOUSE	1ST	ENTIRE FLOOR	Wait around long enough and he'll appear.
			KITCHEN	If you look under the trapdoor, more often than not he'll pop out
			1F HALLWAY	He can drop down on you from the stairs.
		2ND	BEDROOM	Upon entering, an alarm can go off to trigger Scissorman.

=====

SCENARIO	LOCATION	FLOOR	ROOM	HIDEOUT
2	MUNICIPAL LIBRARY	2ND	PUBLIC READING ROOM	Examine the body of the receptionist to trigger his appearance.
			COLLECTION ROOM	He can sometimes be hiding behind the aquarium.
				He's sometimes on a table, pretends to be a statue.
		3RD	INSIDE THE CLOCK TOWER	He appears when you investigate Edward's voice.

=====

SCENARIO	LOCATION	FLOOR	ROOM	HIDEOUT
3	BARROWS CASTLE	B1	BASEMENT	Sometimes he's behind the wine rack in place of Tim or Beth.
			UNDER THE FOUNTAIN	He's there in a few endings.
		1ST	1F HALLWAY	(Helen only) If Beth follows you, Scissorman will kill her and chase you.
			1F SITTING ROOM	He will fall from the fireplace if

			-----	you examine the	
				largest table.	
			-----	-----	
			COURTYARD	Sometimes he will	
			-----	come out of the	
				fountain upon	
				your entering the	
				room.	
			-----	-----	
			CHURCH	(Helen only)	
			-----	He's always there	
				the first time	
				you enter the	
				church, about to	
				kill Jennifer.	
			-----	-----	
			CHURCH	(Jennifer only)	
			LIBRARY	He chases you	
			-----	here at the start	
				of the scenario.	
			-----	-----	
			DRESSING	I've seen him	
			ROOM	crawl out of the	
			-----	clothes rack.	
			-----	-----	
		2ND	2F SITTING	If you examine	
		-----	ROOM	the largest	
			-----	picture, he can	
				burst through it.	
			-----	-----	
			BALCONY	(Jennifer only)	
			-----	He jumps from the	
				ceiling when you	
				try to open the	
				door on the right	
-----	-----	-----	-----	-----	-----
=====	=====	=====	=====	=====	=====

~~~~~  
|HIDING PLACES & "WEAPONRY"| (CT9)  
~~~~~

Your only defense against Scissorman is to either hide (and hope he doesn't find you) or to use a "weapon" against him.

The bad thing about hiding places is that they're not very reliable. It's chance whether Scissorman finds you there or not, and if he finds you, he will kill you instantly - although sometimes you'll be able to run away into the next room. The good thing about hiding places is that you can use them over and over again, although I'm sure Scissorman catches on if you use one too many times.

The bad thing about "weapons" is that they can only be used once. For some reason, after you've hit Scissorman

over the head with, say, a frying pan, it disappears and can never be used again. However, "weapons will 100% guarantee that Scissorman leaves you alone. Once hit, he will stop chasing you. There is only one instance in which a "weapon" doesn't work, as far as I know.

All in all, I'd rather use a "weapon" than a hiding place anyday. In any case, here's a list of hiding places and "weapons" and where to find them.

Don't forget that Scissorman must be chasing you in order to activate the events.

Next to places where Scissorman can find you, I will put a *

```

-----
|SCENARIO| LOCATION | FLOOR | ROOM | OBJECT | |
|~~~~~| ~~~~~| ~~~~~| ~~~~~| ~~~~~|
| 1 | UNIVERSITY | 3RD | WOMEN'S | Bunk |
|-----|-----|-----| LOUNGE | Beds |
| | | |-----|-----|
| | | | CORRIDORS | Fire Extinguisher |
| | | |-----|-----| (Helen only) |
| | | |-----|-----|
| | | | BATHROOM | Cubicle | *
| | | |-----|-----| (if Scissorman |
| | | | | attempts to break |
| | | | | in, use the mop.) |
| | | |-----|-----|
| | | | 2ND | CORRIDORS | Fire Extinguisher |
| | | |-----|-----|
| | | | BATHROOM | Left Cubicle |
| | | |-----|-----|
| | | | 2F OFFICE | Mace - desk with |
| | | |-----|-----| stuffed animal. |
| | | |-----|-----|
| | | | THERAPY | Ammonia |
| | | |-----|-----| (in the cupboard) |
| | | |-----|-----|
| | | | WAITING | Plant Pot |
| | | | ROOM |-----|
| | | |-----|-----| Under the sofa |
| | | |-----|-----|
| | | | 2F ADMIN | Black Window | *
| | | | OFFICE | | |
| | | | |-----|-----|
| | | | | Umbrella in the |
| | | | | lockers |
| | | | |-----|-----|
| | | | | Under the desk |
| | | |-----|-----|
| | | | 1ST | CORRIDORS | Lockers | *
| | | |-----|-----| |
| | | | BATHROOM | Cubicle |
| | | |-----|-----| (if Scissorman |
| | | | | tries to break |
| | | | | in, use the mop) |
| | | |-----|-----|
| | | | SECURITY | Underneath the |

```

			ROOM	bench
			STORAGE ROOM	The box at the right of the room

SCENARIO	LOCATION	FLOOR	ROOM	OBJECT
2	RICK'S HOUSE	1ST	BATHROOM	Click on the door that leads to the side-room. *
			UTILITY ROOM	Open and go through the door that leads to the side-room, then use the pole next to the door.
				Hide in the box at the back of the side-room.
			1F HALLWAY	The umbrella to the right of the stairs.
			KITCHEN	I wouldn't use this, as he is usually hiding there before you, but you can hide beneath the trap-door.
		2ND	BEDROOM	Wardrobe *
				Click the sheets on the bed.

SCENARIO	LOCATION	FLOOR	ROOM	OBJECT
2	MUNICIPAL LIBRARY	1ST	RECEPTION OFFICE	Behind the desk
				The photocopier.
		2ND	PRIVATE READING ROOM	The stepladder
			HEAD LIBRARIAN'S OFFICE	The lamp on the desk
			COLLECTION ROOM	An object on the table.

**See footnote below

SCENARIO	LOCATION	FLOOR	ROOM	OBJECT
3	BARROWS CASTLE	1ST	1F HALLWAY	The door at the left end can be used to escape, but you may have to tap the panic button.
			BROKEN ROOM	Once in the room Scissorman will fall down the hole - tap the panic button to make him let go.
			KITCHEN	The pot on the counter. Frying pan on the wall.
			PANTRY	Box in corner. You can open the trapdoor to make him fall down it.
			SERVANT'S ROOM	Wardrobe.
			1F SITTING ROOM	Fire poker on the wall next to fireplace.
			CHURCH LIBRARY	Massive pile of books.
			DRESSING ROOM	Clothing rack.
			TORTURE CHAMBER	The wall of nails
		2ND	MASTER BEDROOM	(Helen only) Sheet on bed. (Jennifer only) Wardrobe.

** Sometimes whilst running from Scissorman, if you run into the Public Reading Room from the door on the left Helen will gasp - Scissorman will somehow have appeared on the opposite side of the room, even though he was behind you. This has only ever happened to me once so far, but just be aware of it.

~~~~~  
|WALKTHROUGH| (CT10)  
~~~~~

=====
/\ | | /\ (CT10.1)
/||\ PROLOGUE - SAMUEL BARTON /||\
\||/ | | \||/
\ / ===== \ /

O-----O
|--- THERAPY ROOM ---|
O-----O

The game will start with a quick cutscene between Helen Maxwell and Professor Samuel Barton. Once Helen and Jennifer have left, you will be in control of Professor Barton. Firstly, you should examine the scirrors on the desk (you MUST do this in order to leave the room). You will discovered that these are a replica of those used by Scissorman as a murder weapon in the Clock Tower Case.

You should then examine the pyschiatrist couch. This enables you to leave the room, although you can examine the light switch, filing cabinet and cupboard if you wish.

Leave the room.

O-----O
|--- OFFICE (2F) ---|
O-----O

After Professor Barton has spoken to himself briefly, look at the statue on the desk closest to you. It is a statue found at the scene of the Clock Tower murders.

Talk to the woman behind you (Beth) three times. She will express her thoughts about Jennifer and Helen's closeness. After she has spoken about wanting a kid sister, examine the mask on the furthest left table. It is a replica of the one Scissorman wore.

Next, examine the computer at the back of the same desk. It belongs to Harris, and he has a lot of newspaper cuttings that are in relation to the Clock Tower case. You'll notice that Harris isn't there. How astute.

Lastly, talk to Danny, the blonde man, threetimes. He will tell you that there is a reporter waiting for you. You may now exit the room via the door next to you, although feel free to look at anything else that takes your fancy.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Run to the right to find Harris standing outside the girl's toilets. Hmm...

```
+++++
+
+           IMPORTANT!
+
+ This next part is very important, as it decides
+ which character you will be for most of the game.
+ If you speak to Harris once, you will be Helen.
+ If you speak to Harris two or more times, you
+ will be Jennifer. Whatever you choose, this
+ walkthrough should meet your needs. Choose as
+ you see fit.
+
+++++
```

After making your decision, continue to the end of the corridor. Press the button next to the elevator and Professor Barton will automatically enter. Press the bottom button to go to the first floor. Click on the door when it is open to exit the elevator.

```
O-----O
|--- 1F CORRIDOR ---|
O-----O
```

This part takes an unnecessarily long time. Professor Barton will meet Nolan, a reporter, and Tim, his photographer. Just keep talking to Nolan until Professor Barton declares the interview over. Professor Barton will automatically enter the elevator. You have no choice but to go to the second floor. Use the middle button then exit the elevator.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Run left, past a closed door and past the toilets. Enter the first door on the left after the toilets.

```
O-----O
|--- 2F OFFICE ---|
O-----O
```

Talk to Harris to learn that the boy you are going to be questioning is in the Therapy Room. Examine the statue

Rose isn't in.

When you wake up, Rose will be gone and someone will be knocking at the door. By now a little voice in your head should be screaming, "Don't open the door!" But ignore it and go and open the door anyway. There will be a man at the door. Helen opens it... Wheeee! Splat. Oops! AAAAH!

Enter Scissorman.

Helen will stand there, stunned. I shouted "Move, stupid woman!" too, don't worry. Eventually, she gathers her wits and runs out into the corridor, with Scissorman in hot pursuit!

```
O-----O
|--- 3F SIDE-CORRIDOR ---|
O-----O
```

```
.-----.
| HIDING PLACES/"WEAPONRY" |
|-----|
| FIRE EXTINGUISHER - Left side of |
|                          the corridor. |
|_____|
```

You now have a choice of places to hide. I will advise you only in places where Scissorman will chase you every time. If it is random, you can look at the HIDING PLACES and "WEAPONRY" sections. I would advise that, right now, you grab the fire extinguisher that is on the floor to your left. Scissorman will automatically come out of the Women's Lounge, and Helen will spray him with foam. Whilst he's distracted, Helen will run into the next corridor. If this doesn't work, look in the next paragraph.

```
O-----O
|--- 3F CORRIDOR ---|
O-----O
```

```
.-----.
| HIDING PLACES/ "WEAPONRY" |
|-----|
| CUBICLE - Men's Toilets. |
|_____|
```

If Scissorman is still chasing you - which he won't be if the fire extinguisher worked - you can run to the bathroom and hide in the cubicle. When or if he's not chasing you, you can try and look for a way out. The door in front of you is locked. The next door along is the men's bathroom, which I recommend hiding in if you are chased by Scissorman on this floor. Carry on to find a staircase, which you can use instead of the elevator. Keep going right to find an elevator. You should now enter the room to the right of the elevator, at the end of the corridor.

```
O-----O
|--- 3F COMPUTER ROOM ---|
O-----O
```

Sometimes you'll find Scissorman in here. He doesn't jump out from anywhere, you'll just see a quick cutscene and he'll be chasing you. During this cutscene, look at the computers to see the extent to which Scissorman has gone to creep you out. If he chases you, hide in the toilets down the hall.

If the room is empty (or after Scissorman has stopped chasing you), got to the far right of the room and examine the last of the single desks. You will receive "Pliers". Exit the room.

```
O-----O
|--- 3F CORRIDOR ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONRY" |
|-----|
| CUBICLE - Men's Toilets. |
|_____|
```

That's everything on this floor. You now need to go to the 2nd floor. You can risk taking the elevator, but Scissorman might be in it, and it breaks down if you use it too much. Personally, I'd use the stairs through the door on the left.

```
O-----O
|--- STAIRWELL ---|
O-----O
```

Scissorman can climb stairs in this game, so if he starts chasing you, either retreat to the floor you just came from to hide or head to your destination and hide there. Ignore the floor above you, it only matters in Jennifer's scenario. Go through the door below you.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONRY" |
|-----|
| FIRE EXTINGUISHER - Left end of the |
|                          corridor.   |
| CUBICLE - Ladies' Toilets. |
|_____|
```

In the woman's bathroom on this floor, you can look in the cubicle on the right for a gruesome sight. If you want an item that is essential to getting Ending A later on, read the following box. If not, just skip ahead past the box.

```
=====
|                                     |
| Run to the right and go through the door at |
```

```

| the end of the corridor.
|
|
| O-----O
| |--- 2F WAITING ROOM ---|
| O-----O
|
| .----- .
| | HIDING PLACES/ "WEAPONRY" |
| |-----|
| | SOFA - Right side of the |
| | room. |
| | PLANT POT - On the table. |
| | _____|
|
| Not much to see in here. Go through the door
| next to the blacked-out window.
|
|
| O-----O
| |--- 2F ADMIN OFFICE ---|
| O-----O
|
| .----- .
| | HIDING PLACES/ "WEAPONRY" |
| |-----|
| | DOOR - Click between the window and the |
| | door to hide - Scissorman jumps |
| | through the window on the second |
| | time. |
| | UMBRELLA - In one of the lockers. |
| | DESK - In the middle of the room. |
| | _____|
|
| Sometimes Scissorman comes out of the lockers
| when you enter the room. If he does, go back
| to the waiting room and either hide under the
| sofa or grab the plant pot on the table to
| knock him out. Also sometimes the fax machine
| will go off. After a while, you can either
| pick up the fax by clicking on the fax machine
| or ignore it. If you pick it up, you'll receive
| a horrible message from Scissorman. He
| sometimes comes to chase you, sometimes he
| won't.
|
| Go to the back of the room and click on the
| locker furthest to the right. You'll receive
| a Flashlight. Return to the 2F Corridor.
|
|=====

```

Whether you go the item or not, go left along the corridor and enter the first door after the toilets.

```

O-----O
|--- 2F OFFICE ---|
O-----O

```

```
.-----.  
| HIDING PLACES/ "WEAPONRY" |  
|-----|  
| MACE - On Beth's desk, the one with an |  
| orange stuffed animal on the PC |  
|_____|
```

Examine Helen's desk - the one next to the computer with the orange stuffed animal on it - to receive the key to the Therapy Room. Click on the Therapy Room Door to unlock it, then go inside.

```
O-----O  
|--- THERAPY ROOM ---|  
O-----O
```

```
.-----.  
| HIDING PLACES/ "WEAPONRY" |  
|-----|  
| AMMONIA - In the cabinet in the corner. |  
|_____|
```

If there is a bloody mass on the psychiatrist couch, Helen will automatically examine it. You can examine it a second time if you want, but you'll never find out who's under the sheets. The reason for coming in this room is so that you can examine the desk. Helen won't comment on it, but do you notice that something is missing? The replica of the scissors! So either the original Scissorman lost his scissors, or we have a copycat on our hands! Exit the room.

```
O-----O  
|--- 2F OFFICE --- |  
O-----O
```

```
.-----.  
| HIDING PLACES/ "WEAPONRY" |  
|-----|  
| MACE - On Beth's desk, the one with an |  
| orange stuffed animal on the PC |  
|_____|
```

Return to the corridor.

```
O-----O  
|--- 2F CORRIDOR ---|  
O-----O
```

```
.-----.  
| HIDING PLACES/ "WEAPONRY" |  
|-----|  
| FIRE EXTINGUISHER - Left end of the |  
| corridor. |  
| CUBICLE - Ladies' Toilets. |  
|_____|
```

All the other doors here are locked, so either use the elevator to go down a floor if you dare, or go down the stairs to 1F.

```
O-----O
|--- 1F CORRIDOR ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONRY" |
|-----|
| CUBICLE - Men's toilets.  |
| LOCKERS - Left end of the |
|           corridor.      |
|_____|
```

As per usual, go to the right and through the door next to the blacked-out windows.

```
O-----O
|--- SECURITY ROOM ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONRY" |
|-----|
| Bench - Left side of the  |
|           room.           |
|_____|
```

If you examine the panel with all the switches at the back it will set off an alarm, which, trust me, won't bring the security guards. I wouldn't touch it if I were you.

Instead, pick up the key from the wooden table and exit the room.

```
O-----O
|--- 1F CORRIDOR ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONRY" |
|-----|
| CUBICLE - Men's toilets.  |
| LOCKERS - Left end of the |
|           corridor.      |
|_____|
```

Go left to find yet another toilet, and a locked door. Go through the door next to the locked one, because it's open (obviously).

```
O-----O
```


O-----O

Listen to Beth's concerns, then talk to her again for Helen to discover that Professor Barton gave our clue (the statue) away to be examined. Talk to Beth once more. I hope that you remember where you sent the statue earlier, because Beth won't remind you. After this, you'll return to the map.

Go to the Police Station.

O-----O

|--- POLICE STATION ---|

O-----O

Talk to Gotts. Here is where an important decision comes in. When Gotts asks whether you want him to go to Rick, here is what you must do:

- * If you want a "good" ending and you sent the statue to Rick earlier, say "YES" to Gotts when prompted.
- * If you want a "good" ending and you sent the statue to Mr Sullivan, say "NO" to Gotts when prompted.
- * If you want a "bad" ending and you sent the statue to Rick earlier, say "NO" to Gotts when prompted.
- * If you want a "bad" ending and you sent the statue to Mr Sullivan earlier, say "YES" to Gotts when prompted.

If you can't remember where you sent the statue earlier, choose whichever you think is most likely. If you're wrong and don't get the outcome you wanted, you can always reload from before Scenario 2 and try again.

Make your choice and Scenario 2 will begin.

If YOU CHOSE "YES", GO TO SCENARIO 2 - STAN GOTTS.
IF YOU CHOSE "NO", GO TO SCENARIO 2 - HELEN MAXWELL.

```

=====
/ \ |                                | / \    (CT10.5)
/ || \ SCENARIO 2 - STAN GOTTS    / || \
\ || / |                                | \ || /
\ / ===== \ /

```

O-----O

|--- 1F LIVING ROOM ---|

O-----O

You'll start off in Rick's house. Gotts will have a conversation with Rick about Scissorman and the Barrows family. He will tell you that over 80 years ago, Scissorman was born in Barrows Castle. He was a "monster", and so

his own father killed him. Gotts asks where the castle is, but before Rick can tell him, Rick's dog outside starts making a racket. Rick goes to investigate...

And gets mauled by his own dog.

Gotts shuts the door to lock the suddenly murderous dog out...

Enter Scissorman!

After Gotts realises that a revolver won't kill Scissorman, you resume play. To escape from Scissorman, run to the door on the left side of the room.

```
O-----O
|--- RESTROOM CORRIDOR ---|
O-----O
```

Those doors are hideous colours, aren't they? Go through the first one of those yucky doors you come to.

```
O-----O
|--- BATHROOM ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| WALL - Click on the door that leads to |
|         the side-room and you'll hide |
|         against the wall. |
|-----|
```

Click on the glass door that leads towards the side-room. Gotts should go through, close it behind him and stand against the wall. Scissorman will come in and stand in front of the door. The camera angle should change, and he'll either come in and kill you or just go away.

I'll admit, I never have ANY luck with this hiding place, but it seems to work really well for everyone else. If you have problems surviving there, too, you can try the HIDING PLACES section. The hiding places upstairs are most effective, although if you're in a bit of a pickle "weapons" are 100% guaranteed to get rid of Scissorman. Just be aware that the hiding places upstairs take you further away from where you can get an essential item to completing the Scenario.

When Scissorman has stopped chasing you, head into the room that's next door to the Bathroom.

```
O-----O
|--- UTILITY ROOM ---|
O-----O
```



```

.-----|.
| HIDING PLACES/ "WEAPONS" |
|-----|
| MOP HANDLE - Open the door, go through |
|           it and click on the pole |
|           next to the doorway. |
| BOX - I think you can hide in the box |
|           at the back left of the second |
|           room. |
|-----|

```

Click the cabinet on the wall to receive "Powder Soap".
If you are here to get the "worst ending", Ending E,
then this is all you need to complete the Scenario
and you should read the following box for instructions
on how to do so. However, if you want to explore or
are trying to get the "better" endings, skip ahead to
after the box.

```

=====
|
| Exit the Utility Room. |
|
|
| O-----O |
| |--- RESTROOM CORRIDOR ---| |
| O-----O |
|
| Exit through the furthest door on the left. |
|
|
| O-----O |
| |--- 1F LIVING ROOM ---| |
| O-----O |
|
| Go through the orange-glazed glass door at |
| the back of the room. Yes, the one that leads |
| to the dog. |
|
|
| O-----O |
| |--- BACK GARDEN ---| |
| O-----O |
|
| Quickly equip the "Powder Soap" and use it on |
| the dog. Once you've done so, Gotts will run |
| off into the forest, and you will have completed |
| the Scenario. Ending E will then run, and you |
| will have completed the game with the quickest |
| and "worst" ending. Um... CONGRATULATIONS!...? |
|
|
=====

```

Exit the Utility Room.

```

O-----O
|--- RESTROOM CORRIDOR ---|
O-----O

```

Go through the last door on the left.

```
O-----O
|--- 1F LIVING ROOM ---|
O-----O
```

You can take a drink here by examining the yellow drinks cabinet on the right wall, but otherwise there's nothing to do here. Go through the door on the right that's closest to the front of the screen.

```
O-----O
|--- 1F HALLWAY ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| UMBRELLA - There is an umbrella on the |
|           right of the stairs.         |
|_____|
```

Sometimes when you go down the hall, Scissorman will jump down from the stairs. I recommend going into the Utility Room and using the mop handle by the door to escape from him. Whether he chases you or not, go upstairs.

```
O-----O
|--- 2F HALLWAY ---|
O-----O
```

Go to the last door down the hall.

```
O-----O
|--- LIVING ROOM ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| PLANT POT - I haven't checked yet, but |
|           you can probably click the |
|           plant pot on the table to |
|           hit Scissorman with it.     |
|_____|
```

Pick up the object on the table. It's the statue! We're not quite done yet. We still need to find the location of Barrows Castle. Somehow.

Just out of curiosity, examine the picture at the back of the room. What's that? It's crooked? Well, let's not straighten it. Let's look behind it! TA-DA!

Now we have everything we need to return to Helen.
By the way - don't exit the room and enter it again.
Something very creepy will have happened in the tiny
amount of time you were out of the room. Simply
leave and don't come back unless you've missed something.

```
O-----O
|--- 2F HALLWAY ---|
O-----O
```

Go through the second door on the right.

```
O-----O
|--- 1F HALLWAY ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| UMBRELLA - There is an umbrella to the |
|           right of the stairs.         |
|_____|
```

Go downstairs and through the door on the left.

```
O-----O
|--- 1F LIVING ROOM ---|
O-----O
```

Make sure you have the "Powdered Soap" in your
inventory before you leave. When you're ready,
head out through the orange-glazed glass door
at the back of the room.

```
O-----O
|--- BACK GARDEN ---|
O-----O
```

We just need to get past the cute little doggie.
Remember what Gotts said when he picked up the
"Powder Soap"? Use the "Powder Soap" on the dog -
and quickly! The poor little doggie will be
temporarily blinded (personally, I'd have found another
way out of the house rather than harming the poor thing,
which is obviously under the influence of Scissorman).
Gotts will leave, running off into the forest.

SCENARIO COMPLETE!

GO TO INTERMISSION 3 - HELEN MAXWELL.

```
///\ SCENARIO 2 - EDWARD (HELEN MAXWELL)  ///\  
\|\|/ | | \|\|/ | \|\|/  
\ / ===== \ /
```

```
O-----O  
|--- RECEPTION ---|  
O-----O
```

Although this Scenario is called "Edward", you will be Helen. Talk to the receptionist and she will inform you that Mr Sullivan is in the Head Librarian's Office. Go through the elevator on the left.

```
O-----O  
|--- PUBLIC READING ROOM ---|  
O-----O
```

Have a word with Edward, who is sat at a desk reading. Then head to the left side of the room and go through the door.

```
O-----O  
|--- 2F CORRIDOR ---|  
O-----O
```

Go right and through the door next to the staircase, which Helen informs you is the Head Librarian's Office.

```
O-----O  
|--- HEAD LIBRARIAN'S OFFICE ---|  
O-----O
```

Talk to Mr Sullivan. He will allow you to use the Private Reading Room - one that only university personnel may use. He also says that you should pick up the statue we're after on your way out. Go through the door on the right (the one you came in through).

NOTE - If you're here for Ending E, Mr Sullivan will inform you that he does not have the statue. Just keep following the walkthrough for now.

```
O-----O  
|--- 2F CORRIDOR ---|  
O-----O
```

Go through the first door on your left, the middle door.

```
O-----O  
|--- PRIVATE READING ROOM ---|  
O-----O
```

You must now find books that relate to Scissorman. In the middle of the bookcases you should examine the stepladder. Now examine the books on the left side of the centre section of the bookcases.

You'll know if you've looked in the right place because Helen will tell you that they are books about England. Look at the stepladder again and Helen will use it. She finds the book she needs - "Lords of Northern England."

After a very short period of time, the receptionist will tell you that the library is closing. Helen has found a clue about Scissorman and now needs to retrieve the statue. Exit the room.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

The clock tower of the library will now start to chime. Mr Sullivan comes out of his office and tells you that the clock tower hasn't chimed in years. He goes to investigate, and Helen follows him.

```
O-----O
|--- INSIDE THE CLOCK TOWER ---|
O-----O
```

Watch a short cutscene in which Mr Sullivan does something very stupid.

Enter Scissorman!

```
O-----O
|--- 3F CORRIDOR ---|
O-----O
```

Go downstairs.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Go through the door you're standing in front of.

```
O-----O
|--- HEAD LIBRARIAN'S OFFICE ---|
O-----O
```

```
.-----
| HIDING PLACES/WEAPONS |
|-----|
| LAMP - on the desk.   |
|_____|
```

Click the lamp on the table to make Scissorman retreat.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Back in the hallway, you'll hear something rather disconcerting - Edward's voice, coming from the Clock Tower! Quick, run upstairs before another innocent is killed!

```
O-----O
|--- 3F CORRIDOR ---|
O-----O
```

You'll hear Edward's voice again. Go through the room on the left.

```
O-----O
|--- INSIDE THE CLOCK TOWER ---|
O-----O
```

Hm. Edward is nowhere to be seen. However, as Helen makes to exit the room - without properly looking for Edward - a chain wraps around her ankle, and that familiar scissor sound will come out from behind the gears... Tap the SQUARE button as fast as you can to free yourself before Scissorman gets you. Helen will run into the next room if you are successful.

```
O-----O
|--- 3F CORRIDOR ---|
O-----O
```

Run downstairs.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Go through the middle door.

```
O-----O
|--- PRIVATE READING ROOM ---|
O-----O
.-----
| HIDING PLACES/WEAPONS |
|-----|
| STEPLADDER - Between |
|   the bookcases.   |
|_____|
```

Click on the stepladder to escape from Scissorman yet

again.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Go through the door on your right.

```
O-----O
|--- HEAD LIBRARIAN'S OFFICE ---|
O-----O
```

```
.-----
| HIDING PLACES/WEAPONS |
|-----|
| LAMP - On the desk    |
|_____|
```

Examine the desk to find various letters from Professor Barton, which Helen won't read. They could contain a clue to the secret of Scissorman, but hey, what's letting a murderer live to protecting someone's privacy? Look again to find the "Collection Room Key". That's the room right next to you. Click on the door on your left to use the key and enter the room.

```
O-----O
|--- COLLECTION ROOM ---|
O-----O
```

```
.-----
| HIDING PLACES/WEAPONS |
|-----|
| OBJECT ON TABLE      |
|_____|
```

This is the room where Sullivan keeps his proudest finds. It's rather empty.

As it is, the room is too dark to find anything. Since the only light source is on the aquarium, you should click on it. Even with the lights off, it's obvious whether Scissorman is hiding on the other side of the aquarium or not - if he is, you have to turn on the light anyway, look in the Hiding Places section to find a place you haven't used yet.

With the light now on, look at the object on the table. It's the statue! Finally, we just need to find a way out of here, because for some silly reason, the front doors are locked.

But... what of Edward? Perhaps we ought to look for him. Exit the room.

```
O-----O
|--- HEAD LIBRARIAN'S OFFICE ---|
O-----O
```

Go through the door on the right.

```
O-----O
|--- 2F HALLWAY ---|
O-----O
```

Go through the last door on the left.

```
O-----O
|--- PUBLIC READING ROOM ---|
O-----O
```

If you head to the right side of the room, you'll notice the receptionist stuck in the bookcase - it's hard not to. Examining her will trigger Scissorman, so don't.

Go through the elevator doors.

```
O-----O
|--- RECEPTION ---|
O-----O
```

```
.-----
| HIDING PLACES/WEAPONS      |
|-----|
| DESK - Go under the counter |
|           and hide behind desk. |
|_____|
```

Click on the bit of the counter which lifts up to get behind it. Go through the door at the back.

```
O-----O
|--- ADMINISTRATIVE OFFICE ---|
O-----O
```

```
.-----
| HIDING PLACES/WEAPONS |
|-----|
| PHOTOCOPIER - Left of |
|           room.      |
|_____|
```

When you enter, a chair will be moving... Huh.

Check out the desk at the back left to find Edward. Helen takes him back to the Private Reading Room.

```
O-----O
|--- PRIVATE READING ROOM ---|
O-----O
```

Helen tells Edward to hide under the desk. It's time to find a way out.

Go to the left side of the room and examine the vent.
It's just about Edward-sized, but certainly not Helen-
sized. Well, at least one of you can escape. However,
first we need to unscrew the vent. Exit the room.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Go through the door on the left.

```
O-----O
|--- PUBLIC READING ROOM ---|
O-----O
```

Go through the elevator doors on the right.

```
O-----O
|--- RECEPTION ---|
O-----O
```

The room will be flashing red, and the din of police
sirens will fill your ears. You can try to get out
of the door, and you can see people moving, but
you can't get out. Instead, go behind the desk
and through the door at the back.

```
O-----O
|--- ADMINISTRATIVE OFFICE ---|
O-----O
```

Look in the desk drawer furthest to the left to receive
"Screwdriver". Exit the room.

```
O-----O
|--- RECEPTION ---|
O-----O
```

Go to the other side of the desk and up the elevator.

```
O-----O
|--- PUBLIC READING ROOM ---|
O-----O
```

Go through the door on the left.

```
O-----O
|--- 2F CORRIDOR ---|
O-----O
```

Go through the middle door.

0-----0
|--- PRIVATE READING ROOM ---|
0-----0

Head back to the vent and use your screwdriver on it.
Edward will escape. Exit the room.

0-----0
|--- 2F HALLWAY ---|
0-----0

Go through the door on your left.

0-----0
|--- PUBLIC READING ROOM ---|
0-----0

As you approach the elevator, you'll hear breaking glass
and Gotts will come through the elevator doors. Helen
then faints in his arms.

SCENARIO COMPLETE!

If you have received ENDING E, your game will end here.

```
=====
 /\  |                      |  /\      (CT10.7)
 /||\ INTERMISSION 3 - HELEN MAXWELL /||\
 \||/ |                      |  \||/
  \  =====                \ /
```

If Gotts went to get the statue, Helen will start at the
University, wondering how he got on. Go to the Police
Station.

0-----0
|--- POLICE STATION ---|
0-----0

If Gotts went to get the Statue, he will tell Helen that
he was attacked by Scissorman. Talk to Gotts again to
learn the location of Barrows Castle. Helen decides to
go to the castle. Gotts and, strangely enough, Professor
Barton decide to go with you. Go to the Oslo Weekly
Newspaper Company.

0-----0
|--- OSLO WEEKLY NEWSPAPER COMPANY ---|
0-----0

Talk to Nolan and Tim, who request permission to go to England

with you. Helen grants them permission. Go to the Norway International Hotel.

```
O-----O  
|--- NORWAY INTERNATIONAL HOTEL ---|  
O-----O
```

Kay and Edward will also join your party. Kay is such a great carer, letting Edward run off to the home of a murderer without much thought. Go to the Municipal Library.

```
O-----O  
|--- MUNICIPAL LIBRARY ---|  
O-----O
```

Talk to Harris and Beth, who are naive and tag along for "fun", or, as some would say, for the lolz. Go back to the Police Station.

```
O-----O  
|--- POLICE STATION ---|  
O-----O
```

Jennifer will be here. After a conversation, everyone will head to England, where they decide to crash for the night, as it is getting too dark to drive.

```
=====
/\  |                               |  /\      (CT10.8)
/|\ \ SCENARIO 3 - SCISSORMAN (HELEN MAXWELL)  /|\ \
\|/ |                               |  \|/
 \/  =====                          \|/
```

When the Scenario starts, Gotts will tell you that some people are missing, and Helen will confirm this. They immediately rush to the castle.

Gotts, Nolan and Tim will go ahead of you. After a brief cutscene, Helen recovers - alone. You regain consciousness. Go through the door on your right - it's not like you have much choice.

```
O-----O  
|--- ENTRANCE HALL ---|  
O-----O
```

Your first step should be to find everyone. Go through the door that is furthest left of the room. The camera should swing around to it when you move your cursor left.

```
O-----O  
|--- 1F HALLWAY ---|
```

O-----O

Save your game and go through the first door you come to.

O-----O

|--- BROKEN ROOM ---|

O-----O

Beth is in here. Talk to her and she will offer to come with you. If you want her to survive, which is preferable, talk to her again to convince her to stay put. If you'd rather she died, walk out of the room without talking to her a second time.

Once you've done whatever you've chosen to do, leave.

O-----O

|--- 1F HALLWAY ---|

O-----O

If Beth is following you, she will now die.

I would not recommend checking out the door at the very end of the corridor, as it opens onto thin air, and you will have to mash the panic button to get back up. This is a waste of strength, so instead you should go past the diamond-tipped door and through the one next to it.

O-----O

|--- KITCHEN HALLWAY ---|

O-----O

Go through the green door.

O-----O

|--- KITCHEN ---|

O-----O

Click on the door on the far left. Harris emerges from behind it, and gives Helen a message most ominous. He also gives you the "Fireplace Key".

=====

```
|                                     |
|             IMPORTANT!             |
|                                     |
| Simply holding the Fireplace Key is |
| no big deal, but you should ONLY use |
| it if you want to get ENDING C. Under |
| no circumstances should you use it   |
| if you want a different ending. I    |
| will inform you when you should use   |
| the key if you want ENDING C.        |
|                                     |
```

=====

If you want ENDING C, you can skip a load of stuff and just go on ahead. If you would like to skip ahead and not experience most of the castle, go ahead to the box marked "SECTION C". If you would like to explore the castle, and find everyone else, just read ahead.

If you get to this room too late in the game, you may find Harris decapitated, his head in the pot. I've never seen this, but I'm guessing that the Fireplace Key is on the floor beside him.

Go through the door that Harris went through. If Harris is dead, go through the door on the left side of the room.

```
O-----O
|--- PANTRY ---|
O-----O
```

Harris seems to have disappeared. Most mysterious.

On the floor is a spot that makes an odd noise when stepped on. Examine it, then look at the shelves on the left.

Helen notices a switch. Examine it again to lift the floor tile.

Save your game and go down the new hole in the floor.

```
O-----O
|--- BASEMENT ---|
O-----O
```

You can look around if you want but to progress you must attempt to climb back up the ladder. Doing so will activate a noise.

BEFORE you investigate the noise, heed this warning. I told you to save your game because when you investigate the noise you can find one of two things - Tim the cameraman or Scissorman.

If you find Scissorman, climb back up the ladder. Shake him off by tapping the panic button and you will be safe. However, when this happened to me I could not talk to Tim, or even look back around the wine racks to find him. This is why I told you to save it. Although it is not crucial for any reason to talk to Tim, if you should wish to, I would recommend saving it. If you get Scissorman, simply reload your game and try again. You should get Tim eventually.

To find whatever lurks behind the wine racks, examine the one that obscures the back of the room. When you're done, go back up the ladder.

If Tim is not behind the wine racks, look in one of the barrels to find his dead body.

```
O-----O
|--- PANTRY ---|
O-----O
```

Go out of the door.

```
O-----O
|--- KITCHEN ---|
O-----O
```

Go through the door you didn't come through.

```
O-----O
|--- KITCHEN HALLWAY ---|
O-----O
```

Go through the door at the right end of the corridor.

```
O-----O
|--- 1F BACK HALLWAY ---|
O-----O
```

Go left, past the diamond-tipped door and through the green door.

```
O-----O
|--- SERVANT'S ROOM ---|
O-----O
```

First examine the bed to find "Copper Book". Pick it up.
Now look at the desk drawer.

A horrible dead hand reanimates and wraps itself around Helen's throat. Mash the panic button until it lets go, then grab the quill on the desk to kill the hand. Then look at the desk drawer again to find a note. Basically, it tells you that to defeat the Barrows Children, a.k.a. Scissorman, you must find a spell in a fireplace.

Exit the room.

```
O-----O
|--- 1F BACK HALLWAY ---|
O-----O
```

Go through the door at the left end of the corridor.

```
O-----O
|--- 1F SITTING ROOM ---|
O-----O
```

DO NOT LOOK AT THE TABLE! It will cause Scissorman to fall out of the chimney Santa-Clause style. Believe me, it's not funny.

When you enter the room, a painting will fall from the wall. This might make you jump, but it's actually quite useful. If you examine the little table under where the painting was (being careful not to accidentally click on the big table) you'll find the "Mansion Key". Go through the door on the far left.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

You can just about see the upper level from here. Click on the wooden door on the left side of the top floor to climb the stairs and go through the door.

```
O-----O
|--- MASTER BEDROOM ---|
O-----O
```

Examine the bedside table that sits inbetween the two beds. A mouse will run over to the table on the left. Examine that table until you receive "Library Key".

```
=====
|                                     |
|             IMPORTANT!             |
|                                     |
| If you have the Flashlight and want |
| ENDING A or ENDING B, use your flashlight |
| on the fireplace to discover that the |
| batteries have died. DO NOT under any |
| circumstances use the flashlight on   |
| the fireplace a second time, unless you |
| want to die a rather odd death.      |
|                                     |
=====
```

Exit the room when you're done.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

Go downstairs and through the door at the back left.

```
O-----O
|--- 1F BACK HALLWAY ---|
O-----O
```

Go to the right end of the corridor, and click on the barred door to unlock it. Don't go upstairs yet, go right and through the door at the end.

```
O-----O
|--- STORAGE ROOM ---|
```

O-----O

Open the stone coffin to reveal a rather miffed Nolan. He expresses concerns about Jennifer before you resume control. Talk to him again if you wish.

If you do not open the coffin, Nolan will count as "dead" at the end of the game.

```

=====
|                                     |
|             IMPORTANT!             |
|                                     |
| If you are after ENDING A or ENDING B, |
| and you have already used the flashlight |
| on the fireplace to discover the batteries |
| are dead, look at the tape recorder     |
|     on the ground to get batteries.     |
|                                     |
=====

```

Look in the chest on the right to get some "Lead Balls". The door on the right is like the other door that leads onto thin air, only with this one there is no danger of falling out when you use it. Helen will simply make an exclamation about how odd it is.

Exit the room through the door you entered from.

```

O-----O
|--- 1F BACK HALLWAY ---|
O-----O

```

Go upstairs.

```

O-----O
|--- 2F BACK HALLWAY ---|
O-----O

```

Go through the only door in this corridor.

```

O-----O
|--- 2F BACK HALLWAY CONTINUED ---|
O-----O

```

Go through the last door in the corridor.

```

O-----O
|--- LIBRARY HALLWAY ---|
O-----O

```

Go past the diamond-tipped door and into the door after it. (Helen will unlock the door before entering.)

O-----O

|--- STUDY ---|
O-----O

Not much to see here - but remember the roaring fire. Go through the door on the left.

O-----O
|--- LIBRARY ---|
O-----O

```
=====
|                                     |
|             IMPORTANT!             |
|                                     |
| If you want ENDING A, ENDING B or ENDING C, |
| look at the box on top of one of the book- |
| shelves. Then look at the ladder. Helen will |
| move it and use it to pick up the "Unopenable |
| Box". If it really was unopenable, we wouldn't |
| have picked it up. Return to the Study and use |
| the box on the roaring fire. It will burn away |
| the outer box and you will get the "Cosmetics |
|         Key". Return to the Library.         |
|                                     |
=====
```

Examine the scratch-marks on the floor. Then equip your "Copper Book" and use it on the gap in the bookcase next to the marks. Surprise, surprise, the bookcase moves. Go through the newly revealed opening, even if you can't see it from this angle.

If you want ENDING B, then you don't have to continue from here. You can just skip ahead to the box that is headed "SECTION AB". If you would like to continue exploring the castle, continue onwards.

O-----O
|--- WET & DRY METHOD ROOM ---|
O-----O

I do believe that the "Wet and Dry Methods" mentioned in the game Haunting Ground - originally named Clock Tower 4 - are a reference to this, if you've played the game.

Two of the holes in this room will lead you to a watery and certain death. The other holds a safe secret passage. Well, as safe as safe can be when a scissor-wielding maniac is after you.

To tell which hole is the safe one, we must do a test. It's fool-proof, but hey. Save it anyway. After all, better SAVE than sorry. *Chuckle*

Use your lead balls on the holes (I know, it sounds so wrong). Two of them will make a splashing noise. The other will make a relatively soft thud, or a non-watery noise in any case. It's random everytime, so I can't tell you which to go down.

Go down the drier one.

I'm pretty sure Helen says "It doesn't sound deep, though" on the correct hole.

```
O-----O
|--- UNDERGROUND PASSAGE ---|
O-----O
```

Go all the way to the other end and climb the ladder.

```
O-----O
|--- CRYPT OF SORROW ---|
O-----O
```

I call this the crypt of sorrow because it is pretty sad. You climb up through the bones of the child victims of Scissorman. Here, you will find Gotts. He greets you in the usual manner. Talk to him again, and then yet again. Gotts will give you a revolver, which you need for ENDING A and ENDING D.

Something strange will happen. After that, leave through the door on the right.

```
O-----O
|--- LIBRARY HALLWAY ---|
O-----O
```

Go through the door at the very end of the corridor.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

If you want ENDING C, look at SECTION C. If you want ENDING A or ENDING B, look at SECTION AB. If you want ENDING D, skip ahead past both boxes.

```
=====
| SECTION C | |
|-----|-----|
| Go through the wooden door on the left of the top floor. |
| | |
| | |
| O-----O |
| |--- 2F SITTING ROOM ---| |
| O-----O |
| | |
| Use the Fireplace Key on the fireplace grate. Then go in |
| the fireplace. |
| | |
| | |
| O-----O |
| |--- DRESSING ROOM ---| |
| O-----O |
```

| You climb in from the clothing rack. Use the Cosmetics
| Key on the box on the table to get "Mansion Map". It
| reveals a passage under the fountain in the courtyard.
| Hah! We have Scissorman cornered now! Go through the door
| on the right.

| O-----O
| |--- CHURCH CORRIDOR ---|
| O-----O

| Go through the door at the very end.

| O-----O
| |--- CHURCH ---|
| O-----O

| You'll witness a short cutscene in which Jennifer is in
| extreme danger. You don't have the revolver, so you
| cannot save her. If you DO have the revolver, don't use
| it. Watch as she dies and Scissorman gets away, then exit
| through the invisible door at the front of the screen.

| O-----O
| |--- ENTRANCE HALL ---|
| O-----O

| Time for revenge. We know there is a secret trapdoor in
| the courtyard fountain. Go through the door at the back
| left.

| O-----O
| |--- 1F BACK HALLWAY ---|
| O-----O

| Go through the diamond-tipped door.

| O-----O
| |--- COURTYARD ---|
| O-----O

| If Scissorman doesn't come out of the fountain, we're
| safe for the moment. If he does, hide and return here.
| To the right of the fountain, click on the second vine
| along. Helen will discover something to drain the
| water from the fountain. She does so. Now go through
| the trapdoor that is revealed.

| O-----O
| |--- UNDER THE FOUNTAIN ---|
| O-----O

| You can watch your rather unsatisfactory ENDING C
| when you reach the bottom of the ladder. Congratulations!
| You finished the game.

```

=====
|SECTION AB|
|-----|
| Go through the wooden door on the left on this floor.
|
|
|
| O-----O
| |--- MASTER BEDROOM ---|
| O-----O
|
| Use your flashlight on the fireplace, and Helen will find
| "Door Spell". Return to the Entrance Hall.
|=====

```

ENDINGS A, B and D and intertwine here, so no matter which of them you're after, it doesn't matter, they all follow the same path.

You should be in the Entrance Hall. Save your game, because if you screw up in a minute it will affect your ending.

Go downstairs towards the big blue doors on the right. Equip your revolver and use it on the doors. Helen will shoot the lock off and go through the doors.

```

O-----O
|--- CHURCH ---|
O-----O

```

You'll walk in to find Jennifer in VERY immediate danger. You have literally seconds to decide what to do.

If you want ENDING A or ENDING D, equip your "Revolver" and shoot Scissorman quickly. If you want ENDING B, let Scissorman kill Jennifer and get away.

If you saved Jennifer, follow Scissorman into the room on the left. You will make a discovery that I would so dearly love to spoil right now, but I won't. After making this discovery, you will exit the room and speak with Jennifer and Gotts. If you have achieved ENDING D, the game will end after a quick conversation. (Congratulations?) If you are still heading towards ENDING A, you will continue the game after the conversation.

If you let Jennifer die, you must explore the room on the back left because it looks like Scissorman may have disappeared into it. It is a torture chamber. However, Scissorman isn't here. Exit the room.

We are now left with either ENDING A or ENDING B. With both of these choices, go through the door on the left that is closest to the front of the screen.

```
O-----O
|--- CHURCH CORRIDOR ---|
O-----O
```

Go through the door on the far left.

```
O-----O
|--- DRESSING ROOM ---|
O-----O
```

Use the "Cosmetics Key" on the box on the table. You'll receive "Mansion Map". A passage is drawn under the fountain that is in the courtyard. We now know where Scissorman is hiding.

Save your game. Go through the door you came in through.

```
O-----O
|--- CHURCH CORRIDOR ---|
O-----O
```

Go through the door on the far right.

```
O-----O
|--- CHURCH ---|
O-----O
```

Go through the invisible door at the front of the screen.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

Go through the door at the back left of the room.

```
O-----O
|--- 1F BACK HALLWAY ---|
O-----O
```

Go through the diamond-tipped door.

```
O-----O
|--- COURTYARD ---|
O-----O
```

If Scissorman doesn't come through the fountain to attack you, in which case you should hide, there should be a vine you can activate to the right of the fountain. It's the second one along. Helen finds something that will drain the water

in the fountain. She does so, revealing a trapdoor, which you should now go down, if you're ready and if you've saved.

```
O-----O
|--- UNDER THE FOUNTAIN ---|
O-----O
```

Go left and you will have a conversational confrontaion with Scissorman. After, you will be in danger. "Scissorman" will be chasing you. Run all the way left until you reach a sort of shrine. Use the "Statue" on it, and your ending will play. CONGRATULATIONS! You have completed Clock Tower! With one of 10 endings! Wooooo! *Sobs into her blanket*

```
=====
/\  |                               |  /\   (CT10.9)
/||\ INTERMISSION 1 - JENNIFER SIMPSON /||\
\||/ |                               |  \||/
 \/  =====  \/
```

You'll resume play as Jennifer, in her bedroom. She will decide to go out for a while, as Helen isn't back yet.

You'll be taken to the map. Go to the University Research Building.

```
O-----O
|--- UNIVERSITY RESEARCH BUILDING ---|
O-----O
```

Have a quick conversation with Helen, and you'll return to the map. Go to the Norway International Hotel.

```
O-----O
|--- NORWAY INTERNATIONAL HOTEL ---|
O-----O
```

Talk to Kay and Edward. You will then return to the map. Go to the University Staff Housing, and Jennifer will talk to Nolan. He obviously just wants gossip, so he asks her out on a "date" (an interview). She accepts.

```

=====
/\  |                               |  /\      (CT10.10)
/|\ \ SCENARIO 1 - JENNIFER SIMPSON  /|\ \
\|\ / |                               |  \|\ /
 \ /  =====                       \ /

```

You'll start off on the highstreet. Jennifer will stop and exclaim that somebody is following her. Well, I'd be pretty paranoid if I'd been a victim of attempted murder as often as she was. She will freak out and begin running down the street. You can bang on the lit-up shop for help, but none will come. Jennifer runs towards the University. There will be a short cutscene. Then...

Enter the Scissorman!

```

O-----O
|--- 1F CORRIDOR ---|
O-----O

```

```

.------.
| HIDING PLACES/ "WEAPONRY" |
|-----|
| CUBICLE - Men's toilets. |
| LOCKERS - Left end of the corridor. |
|_____|

```

Jennifer will stop in the middle of the corridor, allowing you to take control. My advice is that you run to the right until you reach the bathroom, in which you should hide in the cubicle until Scissorman has stopped chasing you. To find out how to recognise the signs of whether he is chasing you or not, check out my section on Scissorman.

Once Scissorman has stopped chasing you, return to the corridor. Run along to the left and go through the second door you come to.

```

O-----O
|--- STORAGE ROOM ---|
O-----O

```

```

.------.
| HIDING PLACES/ "WEAPONRY" |
|-----|

```

```
| BOX - The one on the right. |  
| _____ |
```

Almost every time you enter this room for the first time, Scissorman will burst out from behind some boxes. If he does this, you should exit the room immediately, run left and hide in the lockers. If he finds you there, you should run back into the Storage Room and hide in the box on the right. You could also hide in the toilets down the hall if you wish - check out my HIDING PLACES and "WEAPONRY" sections.

Once you've escaped Scissorman, search the shelves on the right for an Oil Can and exit the room.

```
O-----O  
|--- 1F CORRIDOR ---|  
O-----O
```

```
.-----.  
| HIDING PLACES/ "WEAPONRY" |  
|-----|  
| CUBICLE - Men's toilets. |  
| LOCKERS - Left end of the corridor. |  
| _____ |
```

The door on your right is locked, so run straight past it, all the way to the right end of the corridor, past the stairs and the elevator. Go through the door next to the blacked-out window.

```
O-----O  
|--- SECURITY ROOM --|  
O-----O
```

```
.-----.  
| HIDING PLACES/ "WEAPONRY" |  
|-----|  
| Bench - on the left side |  
| of the room. |  
| _____ |
```

You will see a guard sitting at the table. If you want a nasty shock (even though it's pretty predictable), try to get his attention. There is a panel with loads of switches on it at the back - examine it to set off an alarm. I doubt it will attract anyone's attention other than Scissorman though, so you should probably ignore it.

Instead, ignore everything else in the room unless you should wish to examine everything, and pick up the "Ladder Key", which can be found on the table that the guard is leaning on. Exit the room after picking it up.

```
O-----O  
|--- 1F CORRIDOR ---|  
O-----O
```



```

.------.
| HIDING PLACES/ "WEAPONRY"      |
|-----|
| CUBICLE - Men's toilets.       |
| LOCKERS - Left end of the corridor. |
|_____|

```

You should now go upstairs to the second floor - you can use either the elevator or the stairs to do this. However, I would recommend the stairs, as I find them quicker than going inside the elevator, clicking the button, watching the elevator go up and then going out of it. Also, there's always a chance that Scissorman will be in the elevator. AND it breaks down if you use it too much. Be smart and use the staircase to go up one floor.

```

O-----O
|---2F CORRIDOR ---|
O-----O

```

```

.------.
| HIDING PLACES/ "WEAPONRY"      |
|-----|
| CUBICLE - Women's toilets.     |
| FIRE EXTINGUISHER - Right end of |
|                               |
|                               |
|_____|

```

If you feel like exploring, go through the door at the right end of the corridor. (This leads to the Waiting Room and the 2F Admin Office - but there are no items here. If you choose to look around, you may want to check the HIDING PLACES and "WEAPONRY" sections first.)

Go left along the corridor, past the Women's Toilets (you can look in the right cubicle for a nasty sight, by the way). Go into the room on the left of the toilets.

```

O-----O
|--- 2F OFFICE ---|
O-----O

```

Look on Helen's desk (the computer next to the one with the orange stuffed animal on it) and you will find the "Office Key". This opens the Therapy Room. You can look at Professor Barton's desk (the lone desk at the back of the room with the rather more comfortable-looking chair) to try to use the telephone, but it is dead.

Click on the door to the Therapy Room to unlock it, then go inside.

```

O-----O
|--- THERAPY ROOM ---|
O-----O

```


O-----O
|--- POLICE STATION ---|
O-----O

You regain control of Jennifer in the Police Station. Let Assistant Inspector Gotts waffle on about whether Scissorman exists or not. He's posted a policeman outside your house, who will be about as useful as that security guard was earlier, but it's a nice gesture.

Talk to Helen when Gotts has stopped talking. You'll then go to the map. Your first stop should be Oslo Weekly Newspaper Company.

O-----O
|--- OSLO WEEKLY NEWSPAPER COMPANY ---|
O-----O

Talk to Tim to find out that Nolan just went looking for you. You'll return to the map.

Go to the Norway International Hotel to check up on Kay and Edward.

O-----O
|--- NORWAY INTERNATIONAL HOTEL ---|
O-----O

Kay and Edward aren't here. Hope they haven't been attacked!

Return to the map and go to the University Research Building.

O-----O
|--- UNIVERSITY RESEARCH BUILDING ---|
O-----O

Helen will tell you that the statue found at the scene of the Clock Tower murders (the one you sent to someone during the prologue) might be the key to destroying Scissorman. Jennifer decides to ask Nolan whether he knows who Rick is. Return to the Oslo Week Newspaper Company.

O-----O
|--- OSLO WEEK NEWSPAPER COMPANY ---|
O-----O

Talk to Nolan, who was very concerned for your safety - how sweet. Strangely enough, Nolan was off to interview Rick anyway! He offers to look for the statue as well as information while he's there.

The next part is very important. You must remember where you sent the statue during the prologue. Look at the

following options and choose the one that suits you.

- * If you sent the statue to Rick earlier and want the "good" ending, say "YES" to Nolan when prompted.
- * If you sent that statue to Mr Sullivan eariler and want the "good" ending, say "NO" to Nolan when prompted.
- * If you sent the statue to Rick earlier and want the "bad" ending, say "NO" to Nolan when prompted.
- * If you sent the statue to Mr Sullivan earlier and want th "bad" ending, say "YES" to Nolan when prompted.

If you've forgotten where you sent the statue earlier, you've just saved your game after finishing the last scenario anyway, so go wherever you think is most likely and if it doesn't work out the way you want it to, reload your save before Intermission 2 and go with the other option.

Make your choice and continue onto Scenario 2.

IF YOU CHOSE "YES", GO TO SCENARIO 2 - NOLAN CAMPBELL.
IF YOU CHOSE "NO", GO TO SCENARIO 2 - HELEN MAXWELL (You will have to backtrack to Helen's Scenarios to find this)

```
=====
/\ |                               | /\      (CT10.12)
/||\ SCENARIO 2 - NOLAN CAMPBELL /||\
\\|/ |                             | \\|/
 \ / ===== \ /
```

```
O-----O
|--- 1F LIVING ROOM ---|
O-----O
```

Nolan has a chat with Rick, which turns out to be very important. Rick, once butler for the Barrows family, reveals that the Barrows Castle is somewhere in England. Rick is just leading Nolan to where he wrote down the exact location of the Castle, when he stops to show Nolan the lovely chandelier he received as a farewell gift after retiring from his services to the Barrows family. The lights go out... and something very predictable happens...

ENTER SCISSORMAN!

Only...where is he?

Since Scissorman isn't in the rom, Nolan gets a headstart. Go left and through the only door on that side of the room.

```
O-----O
|--- RESTROOM CORRIDOR ---|
O-----O
```

Go through the second and last door in the corridor.

```
O-----O
|--- UTILITY ROOM ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| MOP HANDLE - Click on the door that |
|           leads to the next room to |
|           open it, go through, and |
|           use the pole next to the |
|           doorway. |
| BOX - I think you can hide in the box |
|           at the back left of the side room. |
|-----|
```

We need to be in here anyway, but first you must escape from Scissorman. You should go into the room on the right (you must click on the door to open it first) with the red wardrobes. There is a pole beside the door. Click on it and Nolan will shut the door and jam it with the pole. Scissorman will come in, attempt to break the door down, fail, and leave.

With Scissorman out of the way, go back into the room on the left and examine the cabinet to obtain "Powder Soap". This item is essential to finishing the Scenario. If you are trying to get the "worst ending", this is all you need to finish the Scenario. If you're trying to get that ending, and don't want to explore the house, follow the instructions inside the following box. If you want to explore the house or are trying to get a better ending, skip the box and read ahead.

```
=====
|
| Exit the Utility Room. |
|
|
| O-----O |
| |--- RESTROOM CORRIDOR ---| |
| O-----O |
|
| Exit through the furthest door on the left. |
|
|
| O-----O |
| |--- 1F LIVING ROOM ---| |
| O-----O |
|
| Go through the orange-glazed glass door at |
| the back of the room. Yes, the one that leads |
| to the dog. |
|
|
```

```
| O-----O
| |--- BACK GARDEN ---|
| O-----O
|
| Quickly equip the "Powder Soap" and use it on
| the dog. Once you've done so, Nolan will run
| off into the forest, and you will have completed
| the Scenario. Ending E will then run, and you
| will have completed the game with the quickest
| and "worst" ending. Um... CONGRATULATIONS!...?
|
```

=====
Exit the room.

```
O-----O
|--- RESTROOM CORRIDOR ---|
O-----O
```

Go through the last door on the left.

```
O-----O
|--- 1F LIVING ROOM ---|
O-----O
```

There's not a lot to do in here except examine the yellow drinks cabinet, which makes Nolan take a swig to calm his nerves. Go through the yellow and green door right next to the drinks cabinet.

```
O-----O
|--- KITCHEN ---|
O-----O
```

Examine the mask on the wall. Nolan will discover that the location of Barrows Castle is written on it! How queer.

Something very strange will happen now. You'll be under attack by the mask, a chair and a painting. If you don't act quickly, they will kill you. I bet you've never been beaten up by household objects before?

Grab the glass on the table, and when Nolan is holding it, click on the mask to smash it to pieces with the glass. This will stop the chair and painting attacking you, too. You're now safe.

Exit the room.

```
O-----O
|--- 1F SITTING ROOM ---|
O-----O
```

Go through the door directly on the right of where you just came from.

```
O-----O
|--- 1F HALLWAY ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| UMBRELLA - There is an umbrella to the |
|           right of the stairs.         |
|_____|
```

Sometimes when you walk down the hall, Scissorman will jump down in front of you from the stairs. Check out the 1F HIDING PLACES and "WEAPONS" in the appropriate section of this walkthrough to find a way to escape, if you're stuck.

If or when Scissorman isn't chasing you, go up the stairs and through the door.

```
O-----O
|--- 2F HALLWAY ---|
O-----O
```

Go through the first door on your left - in other words, the door next to you.

```
O-----O
|--- BEDROOM ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| WARDROBE - The green wardrobe. |
| BEDCLOTHES - Click the green sheets to |
|           throw them over Scissorman. |
|_____|
```

Look inside the wardrobe. Nolan says that there's something inside. Rather than investigating, he closes the door on the mysterious item. Give the poor sod a prod in the right direction (click on the wardrobe again) and he'll get the object. It's the statue! You now have everything you need from this place. Unless you feel like exploring, exit the room.

```
O-----O
|--- 2F HALLWAY ---|
O-----O
```

Go through the door on your right.

O-----O
|--- 1F HALLWAY ---|
O-----O

```
.-----.  
| HIDING PLACES/ "WEAPONS" |  
|-----|  
| UMBRELLA - There is an umbrella to the |  
|           right of the stairs.         |  
|_____|
```

Go downstairs and through the door on your left.
If Scissorman is chasing you, Nolan will sometimes
trip and fall down the stairs. He sits dazed at
the bottom while Scissorman approaches, and you must
tap the panic button to make him get up. I've heard
people saying that this only happens if you take
a drink at the drinks cabinet, but this is not true.
It's a random thing.

O-----O
|--- 1F LIVING ROOM ---|
O-----O

See the green curtain at the back of the room? Go over
to it and open it to reveal a glass door, which, if
you're ready to leave, you should open and go through.

O-----O
|--- BACK GARDEN ---|
O-----O

We can't leave whilst Rick's dog is so vicious. Quickly
go into your inventory and equip the "Powder Soap", which
you should then use on the dog. The poor little puppy
yelps as you temporarily blind him, and Nolan pegs it
into the forest, probably leaving the dog to a bloody
death by Scissorman's hand. And on that note...

SCENARIO COMPLETE!

```
=====
/\  |                                     |  /\      (CT10.13)
/|\ \ INTERMISSION 3 - JENNIFER SIMPSON  /|\ \
\|/ / |                                     |  \|/ \
 \/  =====                          \|/
```

Jennifer starts at home. If you sent Helen to get the
statue, she will wonder if Helen has found it. If you
sent Nolan to get the statue, she will wonder if Nolan
has found it.

On the map, go to the University Research Building to

visit Helen, or the Oslo Weekly Newspaper Company to visit Nolan - whichever applies to your choice.

```
O-----O
|--- UNIVERSITY RESEARCH BUILDING ---|
|--- OSLO WEEKLY NEWSPAPER COMPAN ---|
O-----O
```

If Helen got the statue...

Helen is alive and well - and she got the statue! Talk to her again to discover the whereabouts of where the Barrows family used to live. On the off-chance that they'll find something to conquer Scissorman with, they decide to go to the castle in England.

If Nolan got the statue...

Nolan is alive and well - and he got the statue! Talk to Nolan again to receive the statue. He tells you that he has discovered the location of Barrows Mansion, where the Scissorman's family used to live. On the off-chance that they'll find something to conquer Scissorman with, they decide to go to the castle in England.

Go to the Norway International Hotel.

```
O-----O
|--- NORWAY INTERNATIONAL HOTEL ---|
O-----O
```

Talk to Edward and Kay. They'll join you. Kay doesn't put up much of a fight, considering she should be looking after Edward.

If you sent Helen to get the statue, go to the Oslo Weekly Newspaper Company. If you sent Nolan to get the statue, go to the University Research Building.

```
O-----O
|--- OSLO WEEKLY NEWSPAPER COMPANY ---|
|--- UNIVERSITY RESEARCH BUILDING ---|
O-----O
```

If Helen got the statue...

At the Newspaper Company, talk to Nolan and Tim. They also decide to tag along.

If Nolan got the statue...

At the University, Beth and Harris decide to tag along.

Go to the Police Station.

room and search the fallen clothes rack. You'll obtain "Stair Key". If you want to be spooked out, you should look at the statue.

Exit the room.

```
O-----O
|--- CHURCH CORRIDOR ---|
O-----O
```

If you want to get ENDING A or ENDING B, read the box.
If you want ENDING C or ENDING D, continue after the box.

```
=====
|
| Go through the first door on your right. |
|
|
| O-----O |
| |--- CHURCH LIBRARY ---| |
| O-----O |
|
| .----- . |
| | HIDING PLACES/ "WEAPONS" | |
| |-----| |
| | BIG PILE OF BOOKS - You can't miss it. | |
| |_____| |
|
| Look at what appears to be a ladder. This enables |
| you to look at the bookcase behind it. You will |
| obtain "Foreign Note". Jennifer cannot read this, |
| because it is in Latin. We need to find someone |
| to translate it. |
| Exit the room and carry on reading what comes after |
| this box. |
|
|
=====
```

Go through the last door on the right.

```
O-----O
|--- CHURCH ---|
O-----O
```

Try to ignore the horrible, creepy lightning. On the wall at the back is a panel with stars on it. Pick it up to receive "Star Plate".

Go through the door on the right on this end of the room.

```
O-----O
|--- TORTURE CHAMBER ---|
O-----O
```

Jennifer will comment about the stench of this place. She doesn't comment, however, on the body lying on the ground.

It's Assistant Inspector Gotts. Be aware that if you are chased by Scissorman into this room, Gotts will not be alive, but instead he will be hanging upside-down in the grinder.

Gotts SHOULD be alive though. So talk to him. Jennifer assures him that she will look for everyone else.

Whether Gotts was alive or not, pick up the white object on the ground next to him. It turns out to be a "Candle".

On the left-hand wall, there is something black. It's a keyhole. Use your "Stair Key". A staircase will be lowered. Ascend the staircase.

```
O-----O
|--- 2F SITTING ROOM ---|
O-----O
```

You emerge from a fireplace. Whatever you do, DON'T look at the large foresty painting on the wall, as it will "trigger" Scissorman. Exit the room via the only door.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

After a little cutscene, go through the first door on your left.

```
O-----O
|--- MASTER BEDROOM ---|
O-----O
```

```
.-----|.
| HIDING PLACES/ "WEAPONS" |
|-----|
| BED - Under the red-quilted bed. |
|_____|
```

Look at the bedside table that sits inbetween the two beds. A mouse will scuttle over to the desk in the left corner of the room.

Look at the table the mouse went to until you get the "Library Key" Leave the room.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

Go downstairs and through the door on the left, closest to the front of the screen.

```
O-----O
|---1F HALLWAY ---|
O-----O
```

Go past the first door and through the diamond-tipped one.

```
O-----O
|--- COURTYARD ---|
O-----O
```

Here, you should find Professor Barton slumped against a tree. If you have already been to the Basement and received the "Mansion Key", he will be hanging from a tree, a noose around his neck. (Looking at his dead body causes Scissorman to drop down from above and start chasing you.)

Talk to Professor Barton. By doing this, you can ensure that one more character counts as "alive" at the end of the game.

If you are after ENDING A or ENDING B, then use the "Foreign Note" on Professor Barton. He will translate it for you, and reveal that it is a "Door Spell".

If Professor Barton is dead, don't worry, there is another opportunity to translate the note.

Once you are done, exit through the door you came in through.

```
O-----O
|--- 1F HALLWAY ---|
O-----O
```

Go through the door on the left. Don't go through the last door in the corridor, as this leads onto thin air and you will have to tap the Panic Button and lose valuable strength to survive.

```
O-----O
|--- KITCHEN CORRIDOR ---|
O-----O
```

Go through the green door.

```
O-----O
|--- KITCHEN ---|
O-----O
```

```
.-----
| HIDING PLACES/ "WEAPONS" |
|-----|
| FRYING PAN - On the left wall. |
| POT - On the stove. |
|_____|
```

Go through the door on the left side of the room.

```
O-----O
|--- PANTRY ---|
O-----O
```

There is a floor tile in the middle of the room which makes a strange sound when you stand on it. Examine it.

Now look at the shelves on the left to find a lever. Look in the same spot again to use the lever. This moves the floor tile, leaving a hole with a ladder.

Save your game and go down the new hole.

```
O-----O
|--- BASEMENT ---|
O-----O
```

You can look around if you want but to progress you must attempt to climb back up the ladder. Doing so will activate a noise.

BEFORE you investigate the noise, heed this warning. I told you to save your game because when you investigate the noise you can find one of two things - Beth or Scissorman.

If you find Scissorman, climb back up the ladder. Shake him off by tapping the panic button and you will be safe. However, when this happened to me I could not talk to Beth, or even look back around the wine racks to find her. This is why I told you to save it. You must talk to Beth if you want to get anywhere. If you get Scissorman, simply reload your game and try again. You should get Beth eventually.

To find whatever lurks behind the wine racks, examine the one that obscures the back of the room. Talk to Beth twice to obtain "Mansion Key". When you're done, go back up the ladder.

If Beth is not behind the wine racks, look in one of the barrels to find her dead body. You can still find the key though.

```
O-----O
|--- PANTRY ---|
O-----O
```

Go out of the door.

```
O-----O
|--- KITCHEN ---|
O-----O
```

```
.-----.  
| HIDING PLACES/ "WEAPONS" |  
|-----|  
| FRYING PAN - On the left wall. |  
| POT - On the stove. |
```

| _____ |

Go out of the door you didn't come in through.

O-----O
|--- KITCHEN CORRIDOR ---|
O-----O

Go through the door on the right.

O-----O
|--- 1F BACK HALLWAY ---|
O-----O

If you are after ENDING A, read the following box.
If you are after ENDING B, ENDING C or ENDING D,
skip the box and read on.

=====
Go through the green door in this corridor.			
O-----O			
	--- SERVANT'S BEDROOM ---		
O-----O			

	HIDING PLACES/ "WEAPONS"		

	WARDROBE - On the right side of the room.		

Lift the bedclothes from the bed to find			
an object. Pick it up to obtain "Copper Book".			
Do not open the desk drawer, there is no need.			
Exit the room. Read on ahead after this box.			
=====

O-----O
|--- 1F BACK HALLWAY ---|
O-----O

Examine the barred door to the right to use the
"Mansion Key".

If you want ENDING A, ENDING B or ENDING C, read the
following box.

If you want ENDING D, skip the box.

=====
| | |
| Don't go up the stairs, but towards | |

| the door on the far right. Use the "Oil Can" to help |
| you remove the bar from the door, then enter. |

| |
| O-----O
| |--- STORAGE ROOM ---|
| O-----O

| Look at the coffin to get the "Box Key". Then look at |
| the lower shelf of the left shelves to get "Rope". |

| Try to open the chest in the corner. Jennifer will |
| be ambushed by bats. Once they're gone, use the rope |
| on the door they left through. This will prevent |
| them coming through. Open the chest again. You'll |
| find Helen. Speak to her. If you are after ENDING |
| A or ENDING B, and found Professor Barton dead, |
| use the "Foreign Note" on Helen to get her to |
| translate it to "Door Spell". |

| If you don't open the box, Helen is counted as "Dead" |
| at the end of the game. |

| Exit the room. Read ahead after this box. |
|

=====

O-----O
|--- 1F BACK HALLWAY ---|
O-----O

Go upstairs.

O-----O
|--- 2F BACK HALLWAY ---|
O-----O

Go through the only door.

O-----O
|--- 2F BACK HALLWAY CONTINUED ---|
O-----O

Go through the first door you come to.

O-----O
|--- BALCONY ---|
O-----O

You'll be in a hallway/balcony with only one other door.

Save your game and try to open the door on the left.
This is Scissorman's cue to make an appearance!

Quickly run out onto the right side of the balcony. There
are two windows that you need to reach. Click on the gap
in the balcony's walling on the right. Jennifer will

(after a close shave) make it through the window and you shall be safe.

```
O-----O
|--- CRYPT OF SORROW ---|
O-----O
```

Talk to Nolan. You'll then see something that I find quite sad. I think the ghost children are singing "Little John From The Castle", which you get after unlocking ???.

Go through the door on the right.

```
O-----O
|--- LIBRARY CORRIDOR ---|
O-----O
```

Go all the way to the right and through the door on the left of the blacked-out door.

```
O-----O
|--- STUDY ---|
O-----O
```

Go through the door on the left

```
O-----O
|--- LIBRARY ---|
O-----O
```

Ignore the creepy camera angle. There is a box on top of one of the bookcases. Look at it to find that Jennifer cannot reach. Look at the stepladder to reach the box.

Inside you will find the Barrows family "Genealogy". It mentions "Quentin", saying that he is a traitor. Go through the door on the right.

```
O-----O
|--- STUDY ---|
O-----O
```

Go through the door on the right.

```
O-----O
|--- LIBRARY CORRIDOR --|
O-----O
```

Go through the blacked-out door on the right.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

Go down to the first floor and through the door at the back-left of the room - underneath the Master Bedroom.

```
O-----O
|--- 1F SITTING ROOM ---|
O-----O
```

Look at the portraits on the back of the room. You will eventually find Quentin's. You'll find a clue that talks about a "map". Exit the room through the door you came in through.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

Go upstairs and through the door furthest to the right.

```
O-----O
|--- 2F SITTING ROOM ---|
O-----O
```

Chances are that Jennifer will smell something burning, and ominous music will start. Someone is dead.

If this happens, check out the fireplace to find the body of Tim. Pick up the matches on the floor near the table.

If Tim is alive, talk to him until he gives you the matches.

Exit the room.

```
O-----O
|--- ENTRANCE HALL ---|
O-----O
```

Go through the door on the far left of this floor.

```
O-----O
|--- LIBRARY CORRIDOR ---|
O-----O
```

Go through the first door you come to.

```
O-----O
|--- STUDY ---|
O-----O
```

Look at the fireplace. Jennifer says that it is too dark to see. Use your candle on the golden candleholder on the desk, then use your matches on the candle. Jennifer will automatically look inside the fireplace and find "Mansion Map".

If you are after ENDING A, read the following box.
If you are after ENDING B, ENDING C or ENDING D, skip the box.

=====
|
|Go through the door on the left. |

|
|
| O-----O
| |--- LIBRARY ---|
| O-----O
|

| Look at the scratch marks on the floor. Then use the "Copper Book"
| on the hole in the bookcase beside the scratch marks. A new door
| will be revealed. Go through. |

|
| O-----O
| |--- WET & DRY METHOD ROOM ---|
| O-----O
|

| Here is a puzzle. I think I know how to solve it, my method has
| never failed me, but save it just in case. |

| Look at your Star Plate. It's called "STAR Plate". One of the
| passages should have the image of a star above it. Also, if you
| look at the Star Plate in your inventory, there should be two
| dark marks and one lighter mark. I believe the lighter one
| should correspond with where the star is above the holes.
| Save your game and go down the hole that corresponds with
| your puzzle solution. If it is the wrong hole, you will die,
| but you'll just be able to reload to just before going down
| the wrong hole. |

| You should be going down a ladder if it is the right hole.
| Go through the door at the end of the passage. |

|
| O-----O
| |--- UNDERGROUND SHRINE ---|
| O-----O
|

| There is a dagger on the ground in front of the altar.
| Pick it up. |

| Suddenly, a corpse jumps out from the ground. Quickly run
| through the door you entered from. |

| O-----O
| |--- WET & DRY ROOM METHOD ---|
| O-----O
|

| Climb the ladder. You're safe now. |

| Save your game. Go through the opening on the left. |

|
| O-----O
| |--- LIBRARY ---|
| O-----O
|

| Go through the door on the right. |

| |
=====

O-----O
|--- STUDY ---|
O-----O

Go through the door on the right.

O-----O
|--- LIBRARY CORRIDOR ---|
O-----O

Go through the blacked-out door on the right.

O-----O
|--- ENTRANCE HALL ---|
O-----O

Remember the "Mansion Map" we picked up. It tells you that there is a secret passage beneath the fountain. Go through the back left door on the bottom floor.

O-----O
|--- 1F SITTING ROOM ---|
O-----O

Go through the door on the right.

O-----O
|--- 1F BACK HALLWAY ---|
O-----O

Go through the diamond-tipped door.

O-----O
|--- COURTYARD ---|
O-----O

There are some vines on the right of the fountain. Click the second one along to find a mechanism that drains the fountain.

Click on the fountain to go down the trapdoor.

O-----O
|--- UNDER THE FOUNTAIN ---|
O-----O

If you got ENDING D, you will finish the game here.
Congratulations!

If you are getting ENDING A , ENDING B or ENDING C,
continue to the end of the corridor. Whether you hear something
or not, go through the blue door.

Go through the door...

If you got ENDING C, your game will finish here. Congratulations!

Talk to the real Scissorman. Whilst talking to him, equip your statue. Nolan will distract Scissorman once he decides to "play". Jennifer will run automatically left. She stops at a purple shrine.

There is a 30cm space. Use the statue on the shrine.

If you are getting ENDING A, immediately equip your dagger.

Jennifer will say the Door Spell, and a door will begin to suck both her and Scissorman in. Jennifer manages to hang on, but Scissorman tries to drag her in with him! If you are getting ENDING B, then he will succeed as there is nothing you can do. If you are getting ENDING A, use your dagger on Scissorman as quickly as possible. He will let go.

Whether you got ENDING A or ENDING B, congratulations!
Your ending will run now, and you have completed the game!

~~~~~  
|ENDINGS| (CT11)  
~~~~~

Serious spoilers up ahead. If you don't want to learn what happens in the endings, don't read this section.

O-----O
|- HELEN -|
O-----O

ENDING A

How to obtain:

- *In Scenario 1, pick up the Flashlight.
- *In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
- * In Scenario 3, do NOT use the Fireplace Key.
- * Get the Cosmetics Key in order to get the Mansion Map.
- * Use the revolver to gain access to the Church.
- * Save Jennifer's life in the Church.
- * Have the Door Spell before going under the fountain.

What Happens?: Undeneath the fountain, Helen learns that the real Scissorman is Edward, whose real name is Dan Barrows - the twin brother of the original Scissorman, Bobby Barrows!

Dan begins to limp towards Helen, who runs away across a bridge. Helen uses the Statue and Door Spell to open a vortex to exorcise Dan - and he tries to drag her with him! Helen is hanging on for dear life, as her fingers slowly but surely slip away...

With fantastic timing, Gotts shows up, and with the aim of a marksman with "real experience", shoots Dan's hand so that he lets Helen go. Gotts helps Helen back to safety as the door shuts away Dan Barrows. Forever.

A cutscene shows of a rescue team rifling through the rubble of the ruins of Barrows Castle. Suddenly, a voice cries out that someone is still alive. Helen runs forward to find a dazed Jennifer sitting underneath the rubble. Helen lifts her out and the two share a touching hug. The camera zooms out to reveal an astounding sunset. Scissorman is finished for good, and Jennifer is safe!

ENDING B

How to obtain:

- * In Scenario 1, pick up the Flashlight.
- * In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
- * In Scenario 3, do NOT use to Fireplace Key.
- * Get the Cosmetics Key in order to get the Mansion Map.
- * Use the revolver to gain access to the Church.
- * Allow Scissorman to kill Jennifer in the Church.
- * Have the Door Spell before going under the fountain.

What Happens?: Undeneath the fountain, Helen learns that the real Scissorman is Edward, whose real name is Dan Barrows - the twin brother of the original Scissorman, Bobby Barrows!

Dan begins to limp towards Helen, who runs away across a bridge. Helen uses the Statue and Door Spell to open a vortex to exorcise Dan - and he tries to drag her with him! Helen is hanging on for dear life, as her fingers slowly but surely slip away...
With a cry, Helen loses her grip on the

bridge and both she and Dan Barrows are pulled into the vortex.

A cutscene then plays of a news woman reporting on live television what has happened. The camera then moves along to show the familiar scissors of Scissorman. Scissorman's hand rises from the wreckage...

ENDING C

How to obtain: * In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
* In Scenario 3, use the Fireplace Key to unlock the grate in the 2F Sitting Room.
* Watch Jennifer die in the Church, having used the Fireplace route.
* Get the Cosmetics Key in order to get the Mansion Map.

What Happens?: Helen descends the ladder into the tunnel which leads to under the fountain. In the secret passage, she finds Professor Barton. Professor Barton tells Helen that he has found something important about Scissorman. Helen walks ahead of him in the indicated direction, and Professor Barton stabs her in the back as she passes. Helen falls to the floor, mortally wounded. Her final act is to ask: "Why?"

Professor Barton remains silent. The screen blacks out.

A cutscene shows of Gotts visiting Helen's grave. In the distance, the clinking of metal on metal can be heard...

ENDING D

How to obtain: * In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
* In Scenario 3, do NOT get the unopenable box, therefore do NOT get the Cosmetics Key. You must have no clues towards finding the Mansion Map.
* Use the revolver to gain access to the Church.
* Save Jennifer's life in the Church.

What Happens?: Helen saves Jennifer, and, Scissorman cornered, decides to follow him into the Torture Chamber. Inside she finds an unmasked Professor Barton.

The missing scissors from Scenario 1 are explained.

Professor Barton explains to Helen that he was drawn into the "evil" whilst studying the case. He tells Helen that she may not be truly strong enough to avoid the evil herself. Helen says uncertainly, "I'm not like you" and leaves Professor Barton to his death.

Back in the Church, Gotts and Jennifer speak to Helen. Helen truly believes that Scissorman was Professor Barton, and with no clues to tell her that he was simply a fake, she declares with an uneasy tone of voice that the case is closed.

ENDING E

How to obtain: * In Scenario 2, go to the place where you DIDN'T send the statue in the prologue. This way you can never find the statue.

What Happens?: Helen knocks on Jennifer's door and receives no answer. She enters the little bedroom to find Jennifer slumped over her desk, a gigantic pair of scissors in her back. Helen gasps and rushes forward to try to "wake" Jennifer up. As she does so, the bedroom door slowly closes, revealing Scissorman hiding in the shadows...

```
O-----O
|- JENNIFER -|
O-----O
```

ENDING A

How to obtain: * In Scenario 1, get the Oil Can.
* In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
* In Scenario 3, get the Foreign Note from the Church Library and make sure that either Professor Barton or Helen translates it into the Door Spell.
* Make sure you unlock the box in the Storage Room and talk to Helen.
* Get the Dagger from the underground shrine.

What Happens?: Jennifer finds out that Edward is the true Scissorman, or rather, Dan Barrows - the twin brother of the original Scissorman, Bobby Barrows! Yes, this is what has become of the great purple-brown monster that chased Jennifer in the first Clock Tower. When Dan tries to kill Jennifer, Nolan comes in and distracts him. Jennifer uses the Statue and the Door Spell to open a vortex which will destroy Scissorman.

However, Dan tries to drag Jennifer into the vortex with him. Holding onto a rail for dear life, Jennifer stabs Dan with her dagger. Dan lets go and is sucked

into the vortex - forever. Nolan helps Jennifer up.

A cutscene ensues, showing Nolan and Jennifer trapped in the wreckage of the castle. They share a short conversation and a kiss, and then a rock is shifted above them and they are bathed in light. Helen smiles down at them and lifts Jennifer out of the rubble. The two share a hug and the scene ends. Jennifer is now safe - Scissorman is no more!

ENDING B

How to obtain:

- * In Scenario 1, get the Oil Can.
- * In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
- * In Scenario 3, get the Foreign Note from the Church Library and make sure that either Professor Barton or Helen translates it into the Door Spell.
- * Make sure you unlock the box in the Storage Room and talk to Helen.
- * Never use the Copper Book.

What Happens?: Jennifer finds out that Edward is the true Scissorman, or rather, Dan Barrows - the twin brother of the original Scissorman, Bobby Barrows! Yes, this is what has become of the great purple-brown monster that chased Jennifer in the first Clock Tower. When Dan tries to kill Jennifer, Nolan comes in and distracts him. Jennifer uses the Statue and the Door Spell to open a vortex which will destroy Scissorman.

Dan grabs Jennifer and proceeds to pull her into the vortex with him. She hangs onto the railing of the bridge for dear life but has no way to defend herself, and is eventually sucked into the vortex. Dan and Jennifer disappear... forever.

A short cutscene that follows shows Helen and Nolan visiting the empty grave of Jennifer.

ENDING C

How to obtain:

- * In Scenario 1, make sure you get the oil can.
- * In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
- * In Scenario 3, DO NOT pick up the Foreign Note.
- * Make sure you unlock the box in the Storage Room and talk to Helen.
- * Never use the Copper Book.

What Happens?: Jennifer goes underneath the fountain, and almost recognises Scissorman's voice. She never finds out if she is right though; Kay runs along from the end of the tunnel and stabs her.

A scene follows in which a reporter stands outside the Barrows Castle. The rescue team says that they

have found a survivor, and begin to bring somebody out on a stretcher. Lying on the stretcher is Edward, who opens his eyes and smiles.

ENDING D

How to obtain: * In Scenario 2, make sure you go to the place where you sent the statue during the prologue.
* In Scenario 3, DO NOT pick up the Foreign Note.
* Never go into the Storage Room - you can't if you don't have the Oil Can anyway. DO NOT save Helen (this is crucial).
* Never use the Copper Book.

What Happens?: Underneath the fountain, Edward tells Jennifer that he knows a way out. Jennifer reluctantly believes him. As she walks past him, he stabs her. His reflection is shown in a pool of her blood.

ENDING E

How to obtain: In Scenario 2, make sure you go to the place where you DIDN'T send the statue during the prologue. This way you can never find the statue.

What Happens?: Jennifer sits in her bedroom, writing in her diary. She says that with no further clues, the mystery can never be solved. Suddenly she gasps and looks up from her diary. She walks over to the window and looks out of it. The clinking of metal on metal can be heard in the distance...

~~~~~  
|ITEMS| (CT12)  
~~~~~

Here is a list of every item in the game. I will explain which each of the headings mean.

- Scenario - Which scenario the item is found in.
- Character - Which character can find that item.
- Item - The name of the item.
- Location - Where in the scenari the item is.
- Use - What the item can be used for.
- Ending - The endings that can be achieved with this item.

```
=====
| SCENARIO | CHARACTER | ITEM | LOCATION | USE | ENDING | |
|=====|=====|=====|=====|=====|=====|
| 1 | HELEN | PLIERS | 3F COMPUTER | Takes the | ALL |
| | | | ROOM | lock off |-----|
| | | |-----|-----| the door | |
```

				in the	
				Storage	
				Room.	
		FLASH-	2F ADMIN	Scenario 3	A/B
		LIGHT	OFFICE	ENDING A/B	-----
				Use to get	
				Door Spell	
				-----	-----
		OFFICE	2F OFFICE	Unlocks	ALL
		KEY	-----	Therapy	-----
				Room	
				-----	-----
		STORAGE	SECURITY	Unlocks	ALL
		KEY	ROOM	Storage	-----
				Room	
				-----	-----
	JENNIFER	OILCAN	STORAGE	Scenario 3	A/B/C
			ROOM	ENDING A/	
				B/C Use to	
				get into	
				Storage	
				Room.	
				-----	-----
		LADDER	SECURITY	Unlocks	ALL
		KEY	ROOM	escape	-----
				ladder	
				-----	-----
		OFFICE	2F OFFICE	Unlocks	ALL
		KEY	-----	Therapy	
				Room	
				-----	-----
				=====	=====
				=====	=====
SCENARIO	CHARACTER	ITEM	LOCATION	USE	ENDING
=====	=====	=====	=====	=====	=====
2	GOTTS	STATUE	2F LIVING	Scenario 3	A/B/C/D
			ROOM	ENDING A/B	Ultimate
				Opens	A/B
				Vortex	-----
				-----	-----
		POWDER	BATHROOM	Blinds the	ALL
		SOAP	-----	dog in the	-----
				back yard.	
				-----	-----
	NOLAN	STATUE	BEDROOM	Scenario 3	A/B/C/D
				ENDING A/B	Ultimate
				Opens	A/B
				Vortex	
				-----	-----
		POWDER	BATHROOM	Blinds the	ALL
		SOAP	-----	dog in the	-----
				back yard.	
				-----	-----
	HELEN	STATUE	COLLECTION	Scenario 3	A/B/C/D
			ROOM	ENDING A/B	Ultimate
				Opens	A/B
				Vortex	-----
				-----	-----
		READING	HEAD	Unlocks	ALL

		ROOM KEY	LIBRARIAN'S OFFICE	Reading Room	-----
		COLLECTION ROOM KEY	HEAD LIBRARIAN'S OFFICE	Unlocks Collection Room	A/B/C/D
		SCREWDRIVER	ADMIN OFFICE	Unscrews vent in Reading Room	ALL

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SCENARIO	CHARACTER	ITEM	LOCATION	USE	ENDING
----------	-----------	------	----------	-----	--------

3	HELEN	FIRE-PLACE KEY	KITCHEN/HARRIS	Unlocks grate in 2F SITTING ROOM	C
		COPPER BOOK	SERVANT'S ROOM	To open the secret bookcase/door	A/B/D
		LIBRARY KEY	MASTER BEDROOM	Unlocks Library	A/B/D
		MANSION KEY	1F SITTING ROOM	Unlocks barred door	A/B/D
		DOOR SPELL	MASTER BEDROOM	Destroys Scissorman	A/B
		BATTERY	STORAGE ROOM	Makes flash light work	A/B
		LEAD BALLS	STORAGE ROOM	Used in wet/dry method puzzle.	A/B/D
		UNOPEN-ABLE BOX	LIBRARY	Contains Cosmetics Key	A/B/C
		COSMETIC KEY	STUDY	Used to find Mansion Map	A/B/C
		REVOLVER	CRYPT OF SORROW	Used to shoot the lock off church door and save Jennifer.	A/B/D

	MANSION	DRESSING	Used to	A/B/C
	MAP	ROOM	find	-----
			Scissorman	
JENNIFER	STAIR	DRESSING	Reveals	ALL
	KEY	ROOM	secret	-----
			staircase	
	FOREIGN	CHUCRH	Changes	A/B
	NOTE	LIBRARY	into Door	-----
			Spell when	
			translated	
	STAR	CHURCH	Used to	A
	PLATE		solve the	-----
			wet/dry	
			method	
			puzzle	
	CANDLE	TORTURE	Used to	ALL
		CHAMBER	find map	-----
	LIBRARY	MASTER	Unlocks	ALL
	KEY	BEDROOM	Library	
	MANSION	BASEMENT	Unlocks	ALL
	KEY		barred door	
	COPPER	SERVANT'S	Reveals	A
	BOOK	ROOM	secret	-----
			staircase	
	BOX	STORAGE ROOM	Opens box	A/B/C
	KEY		which hides	-----
			Helen	
	ROPE	STORAGE ROOM	Prevents	A/B/C
			bats from	-----
			attacking	
	GENEA-	LIBRARY	Clue to	ALL
	LOGY		finding the	-----
			map.	
	MATCHES	2F SITTING	Used to	ALL
		ROOM	find map.	-----
	MANSION	STUDY	Used to	ALL
	MAP		find the	-----
			Scissorman	
	DAGGER	UNDERGROUND	Used to	A
		SHRINE	ultimately	-----
			destroy	
			Scissorman.	

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|HINTS| (CT13)

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There are several hints throughout the game that you can collect by looking at certain objects. These tell you things that you must do in order to survive or in order to obtain certain endings. I'm going to add a "what this means" section to decipher what the hints mean, so if you'd rather figure it out yourself don't read that.

HINT #1

Scenario: PROLOGUE - Professor Barton

Object: The Filing Cabinet in the Therapy Room.

Description: "The main character is determined by the number of times Harris is spoken to in the corridor during the prologue. If he is spoken to two or more times then Jennifer becomes the main character."

What this means: When you're Professor Barton in the prologue, talk to Harris once in the corridor to be Helen, and twice to be Jennifer.

HINT #2

Scenario: 1 - Jennifer Simpson

Object: The boxes on the left side of the Storage Room.

Description: "If a certain item is not picked up in Scenario 1, then the best ending will not occur."

What this means: When you're Jennifer, you must get the Oil Can from the Storage Room to be able to get the best ending. When you're Helen, you must get the Flashlight from the Administrative Office in the University to get the best ending.

HINT #3

Scenario: 1 - Jennifer Simpson

Object: The little cabinet next to the door in the Women's Lounge.

Description: "when in a pinch, there are many times when clicking on some item will rescue the character. Don't give up! Try to click on something until the very end."

What this means: Simple, really. When you're being followed by Scissorman, hover over every item in the room and you may find either a hiding place or a weapon. The "use/examine" icon will appear when you can use the object, although this only works if Scissorman is not in the room.

HINT #4

Scenario: 1 - Helen Maxwell

Object: The desk in the Therapy Room.

Description: "Endings except Ending E are determined according to how many conditions were met in the last Scenario."

What this means: Ending E can only be obtained in the 2nd Scenario, so that's ruled out of this hint. The other endings are obtained by having different items or letting someone live or die in the last scenario. For instance, if you don't have a certain item, you

might not get the ending you wanted.

HINT #5

Scenario: 1 - Helen Maxwell

Object: The plant in the Waiting Room.

Description: "One extremely important point is who is asked to investigate the statue in the prologue. Do NOT forget who was asked!"

What this means: Write down where you send the statue during the prologue - do you send it to Rick or to Mr Sullivan? Then look at your notes during Intermission 2 and choose the corresponding answer.

HINT #6

Scenario: 2 - Nolan Campbell

Object: The mantelpiece above the fireplace in the 2F Sitting Room.

Description: "The pattern of the Star Plate is extremely important. It would be wise to write it down.!"

What this means: The star plate shows you the answer to a puzzle that you must do in Jennifer's last scenario to get Ending A. Get a piece of paper and draw what the Star Plate looks like so that you may refer to it later.

HINT #7

Scenario: 2 - Helen

Object: The gears in the "Inside the Clock Tower" room.

Description: "If Helen is the protagonist in the last scenario, be very careful of the item she is given by Harris. If she uses it..."

What this means: Harris will give you the "Fireplace Key". If you use it you will never be able to save Jennifer's life, regardless of whether you had the revolver or not. Only use it if you want ENDING C.

HINT #8

Scenario: 2 - Stan Gotts

Object: The cutlery cabinet in the Kitchen.

Description: "If Helen is the protagonist in the last scenario, something must be dropped down the shaft when deciding which of the three shafts is correct."

What this means: There is a puzzle in Helen's scenario that you need in order to get ENDINGS A, B or D. You must pick up the Lead Balls before coming to the puzzle to be able to find which of the three shafts won't kill you. You drop the balls down the shafts, and go down the one that doesn't make a splashing noise.

HINT #9

Scenario: 3 - Jennifer Simpson

Object: The table in the 2F Sitting room.

Description: "If Jennifer is the protagonist in the last scenario, when she is trying to escape and runs out onto the 2F terrace, if you click on..."

What this means: On the balcony there is a gap in the walling, on the right, near the windows. Click on it to make Jennifer shimmy along the ledge and escape through the window. You need to do this anyway.

HINT #10

Scenario: 3 - Helen Maxwell

Object: Look at the ladder in the Church Library to find the hint in the bookcase behind it.

Description: "When carrying the box that can't be opened, you need to do something fairly drastic to get at the contents."

What this means: Helen will receive an unopenable box if she wants ENDING A, B or C. She must throw it into the fire in the Study - the room before the one in which she finds the box - to receive the item inside the box.

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|??? MENU| (CT14)  
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When you first start up the game, you will see an option alongside "NEW GAME" and "CONTINUE". It is called "???".

This is a secret menu which has all the extras in the game.

To open this menu, you must complete a game with the best ending and also with everybody surviving - that's everybody who actually CAN survive. I find Helen's is the easiest for this, as there are less conditions for finding people alive in the last scenario, and her scenario is also the fastest.

Inside the ??? Menu is:

* PICTURES - This contains all of the concept art for the game. This includes character costumes and settings.

* SOUNDS - This contains music from the game. This includes Scissorman's chase music, Scissorman's chase music remixed (like when he's chasing you in Scenario 3), a remixed version of the main theme tune and a song called Little John from the Big Castle. This is the song that the ghost children in Scenario 3 sing. Here are the lyrics:

"Little John from the big castle
Plays with a little boy.
Snip, snip snip! Off goes his head;
Bright red, bright red.

Little John from the big castle
Plays with a little girl.
Snap, snap, snap! She loses her sight;
Bright white, bright white.

Little John from the big castle
Finds another friend.

Slash, slash, slash into his tummy;
Out the sides, red and yummy.

Little John from the big castle..."

I don't think this is a great selection for "extras", but it is a pretty old game.

~~~~~  
|ALTERNATE COSTUMES| (CT15)  
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Once you've finished the game, you can play the game through again with different costumes. To do this, you must have a second player pad plugged in. On the start screen, where it tells you to press start, use the SECOND PLAYER PAD to press the start button. From there, you can go back to your first player pad and all of the characters who play a part in a scenario - so not the side-characters - will have new costumes. These costumes can only be seen in the Prologue, Scenarios 1, 2 and 3, and they will only be worn by the active So during the prologue, Professor Barton will be wearing his new costume, but Helen and Jennifer will be wearing their normal costumes.

SAMUEL BARTON

Normal costume: A dark turquoise suit throughout the entire game.
Alternate costume: A brown suit during the prologue.

JENNIFER SIMPSON

Normal costumes: A cream jumper, brown skirt and brown boots
for Scenario 1, and a red dress and black boots
for Scenario 3.

Alternate costumes: A pink dress, pink leggings, pink sleeves and
white t-shirt for Scenario 1.
One of those Japanese school-girl outfits
(the type that makes them look like sailors,
blue and white).

HELEN MAXWELL

Normal costumes: A pink shirt and jeans for Scenario 1,
and a blue shirt and white trousers
for Scenario 3.

Alternate costumes: A smart blue shirt and greyish-blue trousers
in Scenarios 1 and 2.
A bright orange cardigan with an yellow top
underneath and grey trousers in Scenario 3.

STAN GOTTS

Normal costume: Brown suit throughout the entire game
Alternate costume: Black suit with white Japanese characters
on the back during Scenario 2.

NOLAN CAMPBELL

Normal costume: Blue jacket, yellow shirt and grey trousers
throughout the entire game.

Alternate costume:

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|WHY, THANK YOU VERY MUCH!| (CT16)

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Thanks to my lack of a life which gave me time to write this,
and made me do it in quick time because I had nothing else
to do.

Thanks to the mute button on my television which allowed me
to get rid of the dreadful voice-acting.

Thanks to everybody who reads this. I wrote this for you, and
I hope it's okay. I know I'm prone to making mistakes, but
thank you for at least considering my walkthrough.

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