

Echo Night FAQ/Walkthrough

by Shotgunnova

Updated on Dec 7, 2009

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FAQ 'n' WALKTHROUGH by Shotgunnova / P. Summers	shotgunnova [at] gmail.c0m
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I. CONTROLS [CNTR]

Echo Night is compatible with a DualShock controller (or third-party brands of that nature) but only the vibration function works -- the analog sticks're a no-go. Vibration works regardless of whether the Analog function is on, but can be changed in the Options menu...the same goes for basic control configs.

BUTTON	FUNCTION
D-Pad	Controls Richard (first-person POV)
Start	Un/pause game
Select	Opens main menu
Circle	Toggle stance (erect or crouching)
Square	Bring up item menu
Triangle	Check button (in item menu, press to equip certain items)
X-Button	Accept/Inspect button
L1 Button	Look upward
L2 Button	Look downward
R1 Button	Strafe left
R2 Button	Strafe right

- INSPECTIONS! This is a first-person mystery game, after all, and this will be a huge part of the procedures. Triangle button investigates things w/o touching, and crouching (O-button) can get items under tables and low to the ground. Keep yer eyes peeled or that crucial item may go unnoticed!
- ASTRAL PIECES! These are obtained when a ghost's soul is freed, and there are twenty-six (26) in the game. These can be traded to the blind medium for Holy Water, which is like a weaker curing potion. Freeing all ghosts'll tie into two of the endings, so don't leave any strays!
- LIGHTS OUT! Ghosts typically hate light, so when a room's first entered, bolt for the light switch. The child and lady ghosts can be very brutal if they corner Richard, so this'll be second nature after awhile. [Not all switches will work however...some ghosts have to be killed with mementos of their past lives.]

/ III. WALKTHROUGH [WLKT] | _

01) HENRY OSMOND'S HOUSE / TRAIN

[WK01]

After a little preamble, Richard Osmond (the player) will have the ability to search around the burned remnants of his father's house. This is a good time to get acclimated to the controls

STARTING ITEMS

- Small Key [x1]

HOUSE WALKTHROUGH

There's nothing of worth in the living room, where the fireplace and a broken lantern lie. The adjacent hallway's a bit better, with one of the dead ends containing a WINDING KEY amidst the rubble. To pick it up, make the camera angle downwards (with the shoulder buttons) until the item shimmers -- then use the x-button. The angle will be correct if the Triangle button can be pressed and Richard comments about the viewed item.

With the new item found, enter the other door off the hallway, coming to a frugal bedroom with a grandfather clock. Approach it and use the SMALL KEY (with Square button) on the clock, then inspect it to open the cabinet. The WINDING KEY should now be used -- after highlighting its slot -- to reveal a hidden passage.

Using the O-button to crawl, enter the passage to find a book.

TRAIN [THE PAST]

Richard will have boarded a train after the house events, starting up in a cabin with a Youth and Conductor. Talk with both, then leave to the adjacent card, containing a Little Girl and Grandfather. Speak with both of them too, then try to leave back to the front -- the Youth will pass Richard and lock himself into the 2nd car.

Obtain the CRANK from the, uh, conductor in the 1st car, and return outside

again. That ladder won't climb itself, people! On top of the cabin, carefully locate the trapdoor hatch that needs to be CRANKed open. This lets Richard have a nice bird's-eye view on the events unfolding below.

After, climb back down and enter the 2nd car. Follow the blood trail onto the balcony for teh closing scene.

HOUSE WALKTHROUGH

The sequence ends and it's back to Henry's house. Pick up the RED BOOK and enter the dead-end room downstairs. There is a painting, two statues, and a chair. This is one of those "match the painting" puzzles -- get the chair out of the way and pick up the male statue. It has to be moved so it's facing the female one, bolted into the corner. Doing it correctly starts the next level...

02) ORPHEUS - UPPER DECK

[WK02]

The Orpheus is a steamliner that sets the stage for the next level. Follow the Captain's advice and enter the room he does, which is then locked to prevent Richard from leaving...

STARTING ITEMS

- Red Book [x1]

The captain's cabin is now Richard's temporary prison! His desk can be searched for a CURING POTION, after the swivel chair is relocated. Enter the bedroom next. Search the nightstand for a LEATHER ORGANIZER, which isn't an item but does add the 'Note' option to the main menu -- this lets the player see info on characters encountered thus far. We'll come back to the locked closet later, but the bathroom's a no-go. Time to leave!

Exit through the door the cap'n went through for a scene with a ghostly girl, attacking Richard immediately. However, a mysterious person will flick on a light switch and halt the beatdown. This enemy can only appear in dark places so it'll be prudent to turn on the lights (if applicable) to prevent her from getting in any extra attacks.

- It's not a bad idea to go around turning lights on in the initial passage and that same-level connecting one (girl appears in the latter).
- To save, Richard must operate a telephone. The dark 'Chart Room', the only other room on that upper level, has one.

Upstairs, avoid the ghostly person and enter the deserted bridge. Search a cabinet for two CURING POTIONS. Duck under a corner table to find the METAL HANDLE, which can be placed into the weird floor tile (looks like trapdoor) in the opposite corner. The SHIP MAP is hidden inside! The 'Map' option is now available on the main menu.

With the bridge cleared, it's time to help the two ghosts in this area.

GHOSTLY ASSISTANCE

There are two ghosts to help: one on the upper railing and one in the dark, upper Chart Room. Talking to either starts a past sequence, and finally

curing their problems earns an ASTRAL PIECE (each).

- The railside ghost's sequence involves his fiance and her lost ring. Locate the ENGAGEMENT RING in a corner by the carousel, which is easiest found by riding said carousel and making the ring light up. Once found, return it to the fiance for a short scene, then locate her again at the opposite end of that courtyard to get the ring back. [Giving the ring back to the railside ghost cures his problems.]
- Sitting in the dark room is another ghost, whose sequence involves a dock. Pick up the RUBBER GLOVES by an unused gangplank, which ends the events. However, to cure the ghost, the lights in that room must be turned on...and there seems to be a fuse blown somewhere. Go downstairs to the connecting hallway between the outdoor decks (if unvisited it'll be dark) and enter the only level door there. It'll be dark with broken lights, so the ghost girl can't be chased off! Work quickly by running left and grabbing a WIRE CUTTER off the left rack, then exit just as fast.

At this point, return to the captain's cabin and use the WIRE CUTTER on the closet locked up. The COMET BOOK is automatically obtained and starts another tiny sequence.

- Richard'll be inside an observatory. Operate the elevator's pad to reach the 3F, where a chalkboard shows a star and sun colliding. On the opposite wall is a sun plaque...and when the COMET BOOK is used on it, Richard's in a small room with a blind guy who wants the ASTRAL PIECE. Give it over to him in exchange for a HOLY WATER, which can cure Richard if he ever gets possessed. On the way out, a BROKEN STONE is also obtained. [In case it wasn't clear, the book coming in contact with a sun plaque will transport Richard to the blind man's place at leisure.]

Back on the Orpheus, pick up the WIRE that fell off the closet. This can be used to fix the fusebox across the hall from the storage room the WIRE CUTTER was located in. Equip the RUBBER GLOVES first by selecting them from the menu and pressing Triangle (an "E" should denote they're on) or Richard will get a electrocuted. When things are good, put the WIRE on the empty fuse slot so power will be returned to the upper Chart Room. That ghost can now give up an ASTRAL PIECE when Richard turns on the lights. Make sure to pick up the IRON KEY he was sitting on, then exit and get the captain's ASTRAL PIECE.

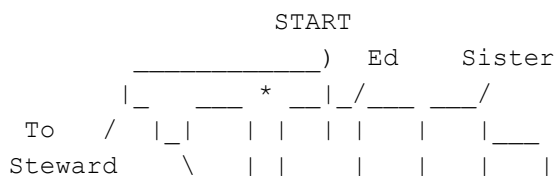
- The pieces can be traded for more Holy Water by using the sun plaque in the bridge.

That affectively ends the upstairs mysteries; now it's time to go downstairs in the fusebox hallway. One door is blocked from the other side, and the other is locked -- but the IRON KEY will open that sucker right up!

03) ORPHEUS - 1ST FLOOR

[WK03]

- * - Light Switches
- G - Ghost



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Stair | _ _ G _ _ | -Claudia's Room
      | | BAR| _ | _ | _ |
      | | _ _ | _ _ | _ _ |
      | _ _ | -Stair   ' -Sister

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CURRENT INVENTORY

- Red Book [x1]
- Curing Potion [x0-3]
- Rubber Gloves [x1]
- Wire Cutter [x1]
- Comet Book [x1]
- Holy Water [x0-3]
- Broken Stone [x1]

FIRST FLOOR WALKTHROUGH

The hallway is dark and we know what kind of situation that breeds -- turn on the lights on the right wall. Besides the two stairways leading further below, there are two doors: one leads to a hallway blocked by a steward (who demands proper attire to pass through) and the other to a longer hallway with a drunk ghost.

Talk to the ghost to learn his friend Ed went crazy, and now he (ghost) wants to taste that drink he used to mix. Pick up the GLASS by him and enter the bar (on map) nearby. The paintings here provide a clue on how to concoct the drink -- only ones signed "E.M." matter here. Crawl behind the bar & inspect the cabinets to find the drinks. The drinks have pictures that correlate with the paintings, thus making the correct mixture:

- 1 part "Man Bottle"
- 2 part "Snake Bottle"
- 1 part "Axe Bottle"

The other cabinet has a CLAIM TICKET to take as well. Give the GLASS to the drunk ghost to learn he threw a medal into the ventilation shaft, and the sisters have the other two. Pick up his ASTRAL PIECE and the SAILOR MEDAL B when he vanishes.

- More Holy Water can be obtained from a previous sun plaque now.

First, the vent medal. The room north of the bar is where Ed's incarceration took place, and also the way into the vent -- move the stepladder near the shorter dresser and get inside. Once SAILOR MEDAL A is found, backtrack out. The sisters' rooms are at the east end of the hallway.
[Now's a good time to save.]

The sisters' rooms are mirror images of each other -- when the player goes into one room, the door to the other opens; this applies to moved items. The southern girl is blocked by a ghostly woman and can't be talked to...but this is where the mirror image thing is used against her! In the northern twin's room, move the radiator in front of the gray (bathroom) door -- this uproots the radiator in the southern room (not normally movable) to block the ghost lady. Talking to both sisters earns an ASTRAL PIECE and their keepsakes, the SAILOR MEDAL C and SAILOR MEDAL D. [Each room also has a CURE POTION inside a drawer.]

With all four medals obtained, the room with the vent entrance is the next target. The large shelf blocking Ed's room has four sailor dolls, each with an indentation in their chest...a medal-sized indentation. When a medal is correctly placed, the statue's arms move -- this makes the right order of

insertion (from NW, going clockwise): C, A, B, D. [I'm pretty sure the way the dolls hold their flags says their legs in semaphore language, but it's a lot easier to just trial-and-error it.] Talking with Ed earns 1 more ASTRAL PIECE and the BRASS KEY.

- More Holy Water can be obtained from a previous sun plaque now.

The new key opens the easternmost doorway, where the girl ghost makes a lot of furniture move around. Don't bother approaching or she'll hit y'flush upside the head with a chair or something. Leave and a boy ghost starts a new sequence with Richard.

ABANDONED MINE [THE PAST]

Richard starts alone. The way starts out blocked, but by backtracking a bit, a mine car can be sent careening into the obstacle (look for wall lever). The 2nd cart has two switches, a stick lever and a pull lever. Climb inside the cart, hit the stick, then the pull -- this will send Richard on a wild ride to another part of the mine (exit with O-button).

The next puzzle is using the cart to break another barricade. Climb in to the nearby cart and use the lever for a trip. When it stops, disembark. The object here is to set the cart in motion (stick lever) and immediately switch the track (pull lever) to send it on a new path...then switch the track back after a bit so it goes down a side-tunnel into the barricade. Due to the angle of all this, Richard won't be able to get a visual so it's up to the player to do the guesswork! There'll be a loud crack if all goes well.

Use the pull lever a final time to get the car out of the dead end, so one can enter the ladder down. The dead-end below is where a man is mining in search of his daughter. Talk to him once, inspect the china doll, then talk a 2nd time to find Claudia. Taking CLAUDIA'S DOLL will end the sequence.

FIRST FLOOR WALKTHROUGH [II]

Save and reenter the room with the psycho furniture ghost. Show CLAUDIA'S DOLL and she'll disappear for good. The southern bathroom's floor has a CLAIM TICKET to steal. To continue, enter the northern bedroom and take the DRESS SUIT -- this prompts someone to coldcock Richard. He ends up...

04) ORPHEUS - 2ND FLOOR

[WK04]

CURRENT INVENTORY

- Red Book [x1]
- Curing Potion [x0-5]
- Rubber Gloves [x1]
- Wire Cutter [x1]
- Comet Book [x1]
- Holy Water [x0-7]
- Broken Stone [x1]
- Claim Ticket [x2]
- Dress Suit [x1]

SECOND FLOOR WALKTHROUGH

Appropriately, Richard wakes up in the infirmary...and he's still hurting.

Use a potion to convalesce a bit, then save and exit. The office next door has a ghost doctor, and the large cupboard has a CURING POTION at the bottom -- there's also one in the desk (move the footstool). Open the cupboard's top to start another sequence...

LABORATORY [THE PAST]

This is a pleasant change of scenery! Richard starts in the doctor's lab, seemingly out of nowhere. Leaving via the door leaves the sequence, but that isn't what we want here. To continue, inspect the drawers on his desk and the doctor will excise the busybody from the sequence! Wait a bit after this and the doctor leaves the Orpheus' room, locking it behind him.

Now return to the past and get ready to look around. There's a PRESCRIPTION inside the drawer the doc closely guarded, which ends the sequence again.

SECOND FLOOR WALKTHROUGH [II]

Show the doctor the PRESCRIPTION and he'll frantically exit. Enter the hall and a ghost lady will immediately start attacking! This happens every time Richard enters the hallway, although she'll always start near the doctor's office, not near the current door. Go the opposite way she's at and go around the corner, which leads to a theater. Richard can open a small flap and crawl under the ticket-taker's area, to the light switch, sun plaque, and door. Upstairs, take the RECORD from a shelf, then return back down. In the lower theater area where the doctor is, another CLAIM TICKET's on a purple sofa -- y'may have to duck to get it. That's all for this area, for now.

NOTE: There is actually a 2nd light switch in the hallway, and when turned on, makes the ghost lady disappear...but it's kinda hard to find w/o a tip (this is given by the casino impresario later). To find it, locate the theater, then exit -- Richard faces west. On the southern side of the wall are constellation panels lit up with bulbs. The 2nd panel from the door, which has a bull on it, has a burned out bulb... but when inspected, is actually an auxiliary light switch! This makes the ghost kid appear near where the evil lady was. [The green sparkles are a poisonous substance that prevents Richard from passing.]

Across from the theater is the casino.

CASINO [OPTIONAL]

This safe haven is where gambling can be done, and those Claim Tickets can be exchanged for chips (there's also a ticket by the roulette table). Though this place is optional, the three ghosts here can be saved and this ties into the best endings for the game. The manager gives 5 free chips, and after can exchange Claim Tickets for 20/per -- liquidate the tix and save in the doc's office! [There's no reason to walk out of here a loser.] Here's the lowdown on the games.

- ROULETTE : Winning is done by placing chips on the betting board, and then hoping the roulette-spinning portion gives a payout. Betting on one number alone (such as 25, 33, etc.) gives a higher payout but has a lower chance of winning; doing a split bet, where a chip pile covers two numbers, has a higher chance of winning but the payout is halved; a corner bet, where a stack is on four numbers, has an even higher chance of winning but the payout is reduced.

Corner-betting can cover two-thirds of the board and give a nice payout of 80 coins (if max bets on all of 'em). Win this way

twice in a row and blackjack's unlocked!

- SLOTS : It's a slot machine -- you pay it more coins to increase the chance of winning and if (3) certain icons line up horizontally or diagonally, there's a payout. However, this game's got a horrible payout rate and said payouts suck, so there's no reason to play this. [A jackpot is only about 30 coins...lame.]
- BLACKJACK: This game opens after winning Roulette twice in a row (seemingly) and the manager automatically notifies Richard of this. [Richard can't go back and save before this portion either.] The object's to get 200 chips, double what Richard starts with.

All cards have a value: face cards are 10, numbered cards have their listed value, and an Ace can be 1 or 11. The dealer's good at this game so be prepared for an uphill battle! "Hit" adds another card to Richard's pile & "hold" stops adding cards and checks what the dealer has. "Insurance" flips the dealer's face-down card and makes Richard lose, although he assumes only half the loss of the initial bet. This option's about risk management -- it should be used when using "Hit" will probably make the player bust (range of 13-17) so the player can recoup half the loss rather than busting. Getting a blackjack (value 10 card + Ace) gives a payout of 30 chips, and two consecutive blackjacks (called a "queen jack" here) gives 100 chips, I believe. It's pretty rare to get a queen jack but that's how I beat the dealer the first time. ;D [A queen jack may also be just an Ace + Queen combination but there's no way I'm resetting to check it out, haha.]

To make headway, it's a good idea to "Double Down" -- this adds just one card (like "Hit") but also doubles the player's bet, which means upon winning, Richard gets quadruple his initial bet. This should only be done in good hands (cards equal 10) and not when they're 11+.

If both people tie, it's a "Push" situation the pot is split evenly. It'll take awhile to get a feel for the game so don't be surprised if y'lose a lot of the time. [Game automatically ends when 0 chips are gotten.] Winning Blackjack -- that is, getting to 200 chips -- saves the souls of all three specters and lets one collect three ASTRAL PIECES. Obviously save after winning!

The gambling den closes at 6:00 AM, and Richard is kicked out if he's playing any game other than Blackjack.

SECOND FLOOR WALKTHROUGH [III]

With the lady ghost gone, there should be a ghost kid wandering around the hallway. The mother in the nursery nearby wonders where that kid is, and he comes running once Richard puts the RECORD on the phonograph nearby. This earns two ASTRAL PIECES and a CROWN PIECE, the latter of which can be used to unlock the nursery's chest and gain a FILM and GEAR.

Return to the theater's projection room and give the FILM to the ghost, who then turns into an ASTRAL PIECE. Back down in the theater lounge, talk to the doctor to watch the murderous silent picture. After, get the ASTRAL PIECE and CABINET KEY. Said key opens the locked cabinet drawer in the doctor's office, and has an ANTIDOTE inside.

With the neutralizing agent in hand, enter the hall and use the ANTIDOTE on the sparkly green substance preventing the path forward. The next door will lead back to the first floor.

CURRENT INVENTORY

- Red Book
- Curing Potion [x0-6]
- Rubber Gloves
- Wire Cutter
- Comet Book
- Holy Water [x0-7]
- Broken Stone
- Dress Suit
- Prescription
- Astral Piece [x0-7]
- Gear

FIRST FLOOR WALKTHROUGH

First things first, visit the blind guy and get HOLY WATERS in exchange for the huge amount of ASTRAL PIECES collected thus far. It's possible to save in the Guest Hallway too, remember.

Put on the Dress Suit (with Triangle) and talk to the steward who blocked the way forward in the west hallway. There'll be a scene with Arthur & Hilda and a trip to...

CASTLE [THE PAST]

Richard's free to wander the halls and antechambers here, except for the king's quarters guarded by two knights. The room with a dead knight inside leads to a scene with the king, which ends this part.

FIRST FLOOR WALKTHROUGH [II]

Talk with Arthur again and he'll task Richard with finding three "plates," like the FIRE BIRD PLATE on the table -- they'll be needed to locate William. Get the steward's ASTRAL PIECE that was missed before, then the door west of there. The evil laugh signals that there's a ghost lady around. Turn on the lights and move to the crow statue across the room -- it has a lid on its back that can be opened. Whaddya know, the GEAR fits perfectly!

Inspect the crow to make it squawk, which temporarily makes the ghost lady upstairs distracted. Quickly rush up and flip on the light switch behind her, which kills her (more poison residue remains). There are two doors now: the one nearest the switch leads to an outer deck with a sun plaque, but it's the other that must be taken. That outer walkway has a stair entrance going to the upper deck! [And a save phone. Turn on the lights or the ghost girl will appear!] This hallway has three doors.

NOTE: Make sure to take the GEAR out of the crow before continuing!

The one nearest the phone leads to a changing room, and snooping in the lockers can earn a CLAIM TICKET. The middle door leads to an office, but the desk blocks all but a light switch (flip it). The remaining door leads to the male changing room, where a CURING POTION can be uncovered in a locker. Across from the pool, enter either door to find the aft deck where a bookworm boy can be found. Pick up the EYE OF A SEA FISH next to him to learn that it

should be inserted into the pool during the blood-red moon. Exit via a floor hatch nearby (duck to enter).

Once the lights're flipped on, go in the west door to hear a servant bemoan her situation: a parrot stopped moving! Like the crow, put the GEAR into its back to fix everything, and get her ASTRAL PIECE. [The gear can't be removed again.] Curing the servant makes part of the parrot's pedestal's plinth open up, showing a broken plate. Inspect it for a scene...

CEMETERY [THE PAST]

Near Richard are three headstones, and on the backs of them three symbols. Once the inscriptions and such are memorized, enter the tombstone gated from the rest -- it's by three plaques with the same symbols as before on it! Inspect them in this order: 2nd, 1st, 3rd. This opens up the grave to reveal a ladder down.

Follow the crypt path until a bifurcation -- hang a right. This leads to a hallway with a gate and a dead-end; approaching the latter starts a scene with William, who orders Richard to quit trespassing and leave! At the dead end, inspect the corpse to get the PENDANT. When the old man tries to kill Richard, run past to the gate and remove the FLYING FISH PLATE from the indentation.

- Having trouble dodging? Use the strafe buttons (R1/R2) to get out of the knife's way.

Return to the bifurcation and a gatekeeper will join the chase, meaning he can't go back towards the graveyard -- but that's okay. Run the way that was not yet taken and put the FLYING FISH PLATE into the next gate contraption, then press the button to open the gate. Steal that same plate once again and run to the end of the hallway. This final indentation is different, and its description (backwards becomes forwards) hints at the solution -- pressing the button first, then putting the FLYING FISH PLATE inside. This opens up a wall hole that leads back to the cemetery entrance. Remember to take the FLYING FISH PLATE before leaving!

- Leaving without the FF Plate means Richard has to do most of the cemetery stuff over, although when he goes underground, William will still be on the warpath -- all that remains is taking the plate and exiting again.

FIRST FLOOR WALKTHROUGH [III]

Richard should now have an intact FLYING FISH PLATE and PENDANT in his inventory. Now's the right time to go across the hall from the lazarette and enter the pool's pump room. As said before, there's a lady ghost in here who will easily kill Richard if he tries to bypass her...but the PENDANT can be used on her to finally subdue her -- she won't appear anymore! Flick on the lights and observe the pump machine.

The valves must be turned in a certain order, although the paper manual stuck to the wall nearby is smudged and only half is displayed. Do it in this order: small -> large -> button -> crank. If done right, the pool on the floor above will now be completely drained. The EYE OF THE SEA FISH can be placed into the floor socket inside, but it only works when it's nighttime -- the place should be glowing red from the moonlight. If done right, the bookworm ghost's appearance will herald another sequence...

LIBRARY [THE PAST]

Approach the librarian and she'll try to kick Richard out -- the place is closed! The simple and unclever way to bypass her is ducking down out of sight, then crawling past her desk (haha). In the adjacent room, a male librarian won't let Richard get the book in his cart. Keep examining carts to draw the librarians' ire, until the annoying one moves away from his 1st cart. Draw the annoying librarian into a corner where he can't see that cart, so Richard can finally claim the OLD BOOK. This ends the scenario.

FIRST FLOOR WALKTHROUGH [IV]

With all the pool events done, return to Arthur in the ballroom. If there's two plates in Richard's inventory, he'll get the KITCHEN KEY from ghostly boy. This unlocks the red door nearby, which has a savepoint inside. The ghost here wants Richard to save his crewmates below, and the dumbwaiter nearby is the way to get down there. Press a button to be on your way...

06) ORPHEUS - 2nd FLOOR

[WK06]

CURRENT INVENTORY

- Red Book
- Curing Potion [x0-6]
- Rubber Gloves
- Wire Cutter
- Comet Book
- Holy Water [x0-16]
- Broken Stone
- Dress Suit
- Prescription
- Fire Bird Plate
- Astral Piece [x0-1]
- Flying Fish Plate
- Old Book

SECOND FLOOR WALKTHROUGH

Try to get to the door and the ghost king (!) from the castle sequence will appear. Stay really close to the dumbwaiter and let him approach -- when it's almost too close for comfort, someone flicks on the lights and sends the king scrambling (god rest ye EVIL gentleman!). After the scene, clear the mess hall and exit into the crewman quarters' hallway.

There is a patrolling watchman here, and when talked to, talks about how he wishes his replacement would arrive. This ghost is in the west corridor (SW room), sitting on his bunk reading notes. To get him up, inspect the alarm and set its clock to midnight -- this gives a short window to steal the SAILOR'S DOCUMENTS. Said sailor goes on patrol after this event, and an ASTRAL PIECE can be collected in the hallway from the previous patroller.

- The bathrooms across from each other have a CURING POTION and CLAIM TICKET to take, although y'may want to wait until the lights are back on to get 'em.

The new guard talks about the hallway's lighting. Across the hall from the barracks Richard was just in, is another barracks. The ghost here talks about the numeric lock combination written in locker #4. Of the six lockers though, only #1-2 can be opened.

- This puzzle can be solved by trial and error but it helps to know how to proceed. Basically a locker (besides 1/2) can't be opened unless the other opened lockers' numbers are equal to it. So, opening lockers 1 & 2 can open 3 (1+2=3) and to get into #4 it has to be #3 and #1 (3+1=4).

The combination is 1-6-8-9, by the sailor's own admission -- he then leaves. Follow him to his destination (the starboard corridor, SE of current area) and he'll say the combination doesn't work. This is because it's upside-down! The real combination is 6-8-9-1 and can be input on the keypad to unlock the electrical room's door. Inside, the guy will remove a door's blockage, and when his ASTRAL PIECE is taken, the ghost king appears! As his suction force draws Richard toward him, enter the door in-between to avoid becoming a royal feast. Inside this electrical room, switch on the only "off" breaker to restore power to the crewman's quarters hallway.

- The 2nd patrolman can be ASTRAL PIECE'd now if the lights are turned on. Unlike other switches, when the orange light is "on" it means the lights are "off". This applies to the starboard corridors as well.

With all that hullabaloo done, return down to the starboard corridors and go east, into a yet-unentered corridor. In the northern barracks, there's a ghost who can't sleep because of sounds in the control room; the adjacent room has a CURING POTION in a chest. Across the hall is the telegraph room and that's where the noises are coming from! First set the machine's functions to BA10, the prohibited line -- this is found out by reading the SAILOR'S DOCUMENTS (from the Item menu, one of the few times to do that).

- The solution to the telegraph is to make type out "CREA" in the machine, which would be: - . - . . - . . . -

If done right, the boy ghost appears and gives a MUSIC BOX to Richard, which also starts...

CATHEDRAL [THE PAST]

<pre> _____ A B C D E F G H I J K L _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ </pre>	<p>Up the side door stairs is the church organ, which is where Richard has to repeat the musicbox's tune on the twelve available keys. The correct answer's [C-E-F-J-K-J-H-F]. Down the altar's stairway, give the musicbox to the imprisoned woman. The EARRING is received for the musicbox. Sequence over!</p>
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SECOND FLOOR WALKTHROUGH [II]

Back in the radio room, give the ghost boy the EARRING -- he gives up his ASTRAL PIECE and a FOREST FIRE PLATE for the gesture. The sleepy ghost across the hall also gives up his ASTRAL PIECE. That ends all the crew quarters events, although the dumbwaiter in the kitchen doesn't work anymore -- to get back to the kitchen guy, one of the starboard corridors leads back up to the main guest passageway, and from there it's just a matter of backtracking. He gives up an ASTRAL PIECE and WATER LEAF PLATE, the final plate needed! Save.

Back in the room with the crow, Arthur and Hilda will say their goodbyes when the plates are inserted (x2 ASTRAL PIECE).

PRIVATE ROOMS WALKTHROUGH

Through the sealed door is a hallway with four side-rooms and one main one. Don't bother going through the main one yet, though, 'less you want to get clobbered! The Forest Room is the SE of the four, and Amelia will give an

OLD PICTURE as a way to get into Crea's room, across the hall. However, it's locked (expectedly). Go kittie-corner from Amelia's digs to Jack's fire-themed room, and show him the new picture to get an ASTRAL PIECE and clue on how to get into Crea's room -- adjust the hall clock to the bird. [Jack's bedroom's got a CLAIM TICKET as well.]

The control panel in the hallway (by double doors) is locked, and requires a CLOCK KEY from the water-themed room's table (a CURING POTION is on a bedroom floor). Unlock the panel and set the clock to the bird symbol, then enter Crea's room across from Amelia's. There's nothing to do in these rooms 'sides looking at paintings. When the castle one's viewed, it's another sequence!

CASTLE [THE PAST]

Go onto the balcony and inspect the king's corpse to get the CAMEO. Sequence over!

PRIVATE ROOMS WALKTHROUGH [II]

Enter the main hallway and the ghost king shows up -- use the CAMEO posthaste and he'll disappear forever. At long last, enter the double doors there to meet William Rockwell, then...

HOUSE [THE PAST]

Take the BULLET from the table to cue some scenes, during which the BLUE STONE PIECE is obtained.

PRIVATE ROOMS WALKTHROUGH [III]

Take the ENGINE ROOM KEY from William's desk, then revisit Amelia's room to get her ASTRAL PIECE.

- That should be the 26th and final Astral Piece to collect. When the blind guy is given the final piece, he will create a Red Stone (not given over) and disappear. Doing this means all four endings can be witnessed. If any ghosts have been forgotten, the ship can still be reexplored -- the casino ones are easiest to miss.

Return downstairs, save in the starboard corridor, and unlock the engineroom.

FLOOR 3 WALKTHROUGH

At the bottom of the boilerroom stairs, pick up a CURING POTION before entering. A poster on the wall indicates the locations of a valve & key, and this will be important in a bit. Enter the engine room and keep proceeding west, until a coolly evil scene takes place. William's ghost will now appear and be ready to chase Richard around the ship.

This is where the valve and key will come into play. The room where Richard's father is has a 2nd door that goes back west, so take that. Don't stop until reaching the far west end of the ship (Compartment B on map) In a corner by some crates will be the VALVE -- pocket that sucker. Go one room back (not by same door) and go downstairs to a dead-end, where two pipe panels can be opened to reveal a valve slot. Use the VALVE on both to pressurize the pipes.

From this room, go back west (north door) to a small dead-end -- on one of the walls hangs the PISTON KEY. With this in hand, it's time to backtrack to [Engine Room A] and [Engine Room B], the rooms with the heavy pistons. Look for a panel on a large machine that says "EMERGENCY" and open that. There's

a keyhole...y'know what to do. Once both piston rooms have been cleared, the place lights up and the pursuing ghost dies.

Return to the room with the Red Stone (where Richard's dad is at) and use the BLUE STONE on it...this destroys it! It also starts a 98-second timer to get to the other side of the ship, the room where the VALVE was obtained. If y'make it here, that pretty much ends the game.

NOTE: If you collected all 26 astral pieces, the medium talks about entering the "sun" -- this is a false part of the wall near the eastern door. Taking the offered KNIFE will impact whether one gets the evil ending (taken) or the best ending (didn't take).

But which of the four endings was obtained when entering this room, hmm? Here is a list of all possible ones (spoilers beyond of course).

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. ENDINGS CAN BE WATCHED AT (https://www.youtube.com/watch?v=9nb_jfiR70Y)

- 1) BAD ENDING - this happens when Richard doesn't make it to the valve room within the time limit. The Orpheus blows up, killing him and his slowpoke legs! A newspaper entry talks about how he and his father disappeared and that disappearance may be a crime (arson?) related to the house fire.
- 2) GOOD ENDING: The policeman finds Richard in a daze by the grandfather clock in Henry Osmond's house, then asks him to leave. When the policecar doesn't start, he asks Richard to get the tools...and when the trunk's popped, the Red Stone Knife is in there for some reason. Ooh...
- 3) EVIL ENDING: After taking the Knife, Richard is transported back to Henry's house...and he ends up killing the nice ol' policeman with it. =/
- 4) BEST ENDING: The knife is not taken and back in the normal hallway, Crea'll take Richard off the ship with her...ghost magic. Back at his house, Rich fondly recalls Crea while listening to her musicbox. [I dunno why they put the scene of her getting shot in a "happy" montage though...]

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V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

- [Q] - How do I wind the grandfather clock?
- [A] - First, use the Small Key to unlock the cabinet protecting the clock,

then the Winding Key -- after highlighting its slot -- to open a hidden passage.

[Q] - How do I equip the rubber gloves?

[A] - Highlight them in the menu and press Triangle -- this works for other items of this nature, too, like the Dress Suit.

[Q] - How does the casino's jukebox work?

[A] - Give all (26) astral pieces to the blind medium. There are twenty-eight tunes in total to listen to...the only downside is it can't be done until the very last part of the game!

[Q] - I'm missing an Astral Piece(s)!

[A] - The most commonly missed are the casino employees, and definitely the hardest to obtain (winning at blackjack is hellish). Besides that, it's about backtracking and checking to see if any have been missed. Example: the 2nd patroller in the crewman's quarters disappears when the lights are turned on, but his sphere doesn't appear unless Richard's close by.

[Q] - Who's the blind guy?

[A] - Satan? The bad ending certainly seems to suggest that.

VI. UPDATES & CONTRIBUTORS

[UPDT]

04-01-09 -----+ Started walkthrough
12-06-09 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hostin' my whatsits
- Agetec, for makin' this sweet li'l gem of a game

VII. LEGALITY

[LGLT]

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