

Clock Tower FAQ/Walkthrough

by Eric Hooton

Updated to v1.5 on Mar 11, 2001

C L O C K T O W E R

THE FIRST FEAR

Clock Tower: The First Fear Walkthrough

For Super Famicom

Written by Eric S. Hooton

Version 1.5 - March 11, 2001

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1.1 - U P D A T E S

3/13/01 - Added to sections 1.9, 3.0, 3.2, 3.3 and 4.0. Upgraded guide to version 1.5.

1.2 - I N T R O D U C T I O N

I just want to make this as breif as I can. I am a Clock Tower junkie who noticed there doesn't seem to be a single Clock Tower: First Fear guide in existence, so I decided to make one. Also, I do not know japanese. This guide is to help you finish the game, not perfectly translate. ;)

1.3 - S T O R Y

(Assumption through observation) In 1986, the mistress of the Barrows mansion gave birth to 2 twin boys. The boys were named Bobby and Dan Barrows. They were both psychopathic killers since birth, and there was an urban legend that they would lure kids into their home to kill them, giant scissors being the weapon of choice.

In 1995, 5 people are walking down a grass trail. Jennifer Simpson and 3 of her friends from school are led by a lady named Mary. She insists that they visit her wonderful mansion. They

all arrive and Mary suggests they make themselves at home. Jennifer, being the curious little devil she is, decides to wander around a little....that's when she hears a scream.....

1.4 - G A M E T E R M I N O L O G Y

Click Point - The cursor (arrow on screen) will change shape when moved across certain objects or areas of a room. This indicates that Jennifer can interact (pick up, talk, search, etc) with whatever should be compatible.

Panic/Danger Mode - When Jennifer's life is in danger, the background to her photo will flash red and blue. Tap the panic button rapidly to escape.

Escape Mode - Escape mode is activated if Jennifer is being stalked. You will know you are in Escape Mode if your character runs when you push the walk button, and by Dan's theme music. This is a good time to hide. NOTE: be careful when running from Dan, as Jennifer sometimes manages to trip and fall. Also, don't let being quick on your feet go to your head. I dusted Dan down a hall once, and suddenly he was right in front of me (scared the shit out of me)! Promptly, I was killed. Be wary!

1.5 - D I S P L A Y S C R E E N

Cursor - Jennifer will perform an action or move to a new location when the cursor is moved to a click point and/or area of the room and is selected.

Item Window - To use an item that you've picked up, open the inventory (by pressing the A button) to display your current items. Click the item you want to use. The cursor will become the icon of the item you have in your hand. You can then select a click point with the cursor to use that item.

Dialogue Box - Displayed at the bottom of screen, shows the text throughout the game. Also accompanied by a photo of whoever is speaking.

Character Photo - A photo of Jennifer is normally displayed here. This determines two things - who is talking, and when you are in danger, suprised, etc.

1.6 - C O N T R O L S

Directional Pad - moves the cursor around the screen.

Y Button - makes Jennifer walk to an area on screen and/or a click point. Double-clicking will make Jennifer run.

X Button - makes Jennifer stop walking or running.

A Button - brings up your inventory.

B Button - tap rapidly when in Panic/Danger mode to evade death.

L Button - makes Jennifer run left.

R Button - makes Jennifer run right.

Start Button - pauses game.

Select Button - no function.

1.7 - M A I N M E N U

Game Start - starts a normal game.

Quick Start - skips the prologue and starts a normal game.

Continue - starts you off where you last entered a room if you were killed.

Ending List - shows the list of endings. There are a total of 8 endings in the game, from A to H. The end is determined by your progress in the game and what conditions are met.

Stereo/Monaural - set sound to either stereo or monaural.

1.8 - C H A R A C T E R S

Jennifer Simpson - main character of the game. She is lured into the Barrows Mansion and is then marked for death.

Mary Barrows - leads Jennifer and her friends to the house of death. She is the mother of the Barrows Twins. Also, she tries to kill you now and then.

Dan and Bobby Barrows - the Scissormen. Dan is the primary danger who you will find yourself running from. Bobby is in the caves. He is one ugly mutha'.

Jennifer's Friends - basically, extras that add to the horror element. They were lured to the Barrows' residence with Jennifer. You can find them in various spots of the mansion, dead.

1.9 - I T E M S

Note: an item marked with * means that the item can only be found when certain conditions have been met.

ROCK - found in rock room. Used to smash away weak wall in rock room.

CAR KEY - found in the garage. Used to try to start car.

MEAT - found in the kitchen. Give to the prisoner in the jail cell (if he should be there).

CAN - found in cabinet room. Used to kill the cockroaches in the meat locker in the kitchen (by equipping the can and clicking the meat locker rapidly as soon as you open it).

COLOGNE - found in master bedroom. Used for a disguise from guard dog in cave 1.

CLOAK - found in cabinet room or phone room. Also used for a disguise from guard dog in cave 1.

CAGE KEY - found in cage room. Used to unlock cage.

*STATUE - found in hall 14. Used to open doorway to underground caverns

(cave 1) in the chapel.

ROPE - found in cabinet room or storage room. Used to repel to hall 8 if stuck on hall 14 (refer to safe spots for info).

*SCEPTER - found in music room.

*LANTERN - found in fireplace room. Used to locate green key in the library.

*GREEN KEY - found in library.

1.10 - S T R E N G T H

During the game, Jennifers' picture will prove to be somewhat helpful. The window color symbolizes Jennifer's strength, blue being normal, red being near death. You can lose strength from encounters with Dan, constantly running if noone is after you, natural dangers, etc. You can regain strength overtime, too. Also, her reactions to the environment and other things will let you know when something is fishy. Here's a list of what you may see.

Blue Window - normal. You have full strength.

Green Window - moderate. You lost one level of strength.

Brown Window - caution. You have one level of strength left.

Red Window - danger. You have no strength left. You can still use the panic button to escape danger, but natural dangers that require strength to overcome may kill you instantly (example: the parrot)

Flashing Window - danger/panic mode. Tap the B button rapidly.

Surprised Look - something unusual has just been seen or heard.

Close-up on Eye - you've probably just had a close encounter with madness. Usually wise to run.

Game Over Screen - you will see this if you are killed. Basically, a screen that simply says "Dead End". You can continue from where you last entered the room by clicking "continue" at the main menu.

2.0 - W A L K T H R O U G H

Below are the methods for each ending. Side note: you must follow the walkthroughs exactly as they are said in order to get the ending(s).

ENDING B

Go to master bedroom, get cologne from bureau. Go to lounge, examine box on top of bureau. Go to foyer 2, evade Dan. Go to hall 11, examine ledge on wall, push box to wall, examine ledge again. Go to cabinet room, examine chest behind the cabinet. Examine the middle box, then examine chest again to get the cloak. Go to Dans' room, examine toy box. Defeat the doll. Go to the library, examine second bookshelf from left. Go to hall 14, use the wooden board to cross the gap, get the statue from the bust standing to right of tapestry. Go to storage room, pull the cart to the left, use pipe to break the wall down. Go to secret room, examine scribbles on wall, both notes on the floor, the duffle bag, then the corpse. Go to chapel, use statue on gold altar. Go to cave 1, walk until

the dog barks. Use the cloak and cologne on self. Go forward and talk to your buddy. Go to cave 2. Go to Bobby's lair, examine curtain to reveal Bobby. After defeating him, go to the elevator and choose floor 3. Dan will cut power to the elevator, but it will still go to floor 3. You will automatically run up the ladder and turn on the power to the clock, causing Dan to lose his mind and fall over the railing, to his death. After you start walking to the left, Mary will try to choke you. Slam her into the switchboard, and watch MANY volts course through her body. She'll die standing up, and you'll survive the madness.

ENDING C

Follow the same directions for ending B, but select floor 2 in the elevator. When you reach the hall, fend off Mary. After she's down, run to the left (going right takes you to balcony 2 in foyer 1). Enter either archway. Run left and climb the ladder. When Mary grabs your leg, kick her in the face and enjoy her big plunge. When you enter the clock tower, you will automatically flip the switches, causing a pursuing Dan to lose his mind due to the loud gears. He'll get pissed and throw his scissors, grab his head and tumble over the railing. Fin.

ENDING D

Go to lounge, examine box on bureau. Go to master bedroom, get cologne from bureau. Go to bathroom 1, evade Dan. Go to hall 11, examine ledge on wall, push box to wall, examine it again. Go to cabinet room, examine the chest behind the cabinets, examine box in middle of room. Examine chest again to get cloak. Go to Dans room, examine toy box, let Barbie know who's boss. Go to library and examine second bookshelf from left. Go to hall 14, examine gap in floor, examine wooden board. Cross the gap, get the statue from the bust standing to right of tapestry. Go to chapel, use statue on gold altar. Go to cave 1, walk until dog starts barking, then use the cloak on self. Use the cologne on self. Go forward and talk to your buddy. Go to cave 2. Go to Bobby's lair and examine curtain to reveal Bobby. After defeating him, go to the elevator. Go to floor 2 and go to hallway, where Mary gives you an untimely ending.

ENDING E

Follow the same directions for ending D, but go to floor 3 in the elevator. Dan will cut the elevator power and jump down into the elevator with you, and everything goes black. Apparently, this is as far as you go!

ENDING F

Go to master bedroom. Get the cologne from the bureau, go to the lounge. Look at the box on top of the bureau. Go to the garage. Get car key and try to start car. Go to kitchen. Get meat from refridgerator. Examine sign on wall, then examine the shelf twice. You should find yourself in a cell with a man. (NOTE: If not, lose some strength and try again.) Talk to him once, quickly give him the meat, talk to him again. After the scene, click on the 2x4 to bash Mary. Once outside, go left, move the box and go in. Go to hall 11, examine ledge on wall. Push box to wall, examine ledge again. Go to cabinet room, click the chest behind the cabinets, examine box in middle of room. Click the chest again and get the cloak. Go to Dans' room and examine the toy box. Give the doll a piece of your mind. Go to the library, look at second bookshelf from the left. Go to hall 14, use the board to cross the gap and get the statue from the bust standing to right of tapestry. Go to the chapel, use the statue on the gold altar. Go to cave 1, walk until dog starts barking. Use cloak and cologne on self, go to cave 2. Go to Bobby's lair and examine the curtain to reveal Bobby. After defeating him, go to the elevator and go inside, where you earn a creepy ending.

NOTE: the following path is incomplete, mainly because I'm quite stuck, but I'm

room normally is.

BATHROOM 2 - sometimes switched to where cage room OR library normally is. Also inaccessible sometimes.

BATHROOM 3 - sometimes trades places with the Music room.

MUSIC ROOM - sometimes trades places with bathroom 3 or library.

TROPHY ROOM - sometimes trades places with the mannequin room.

3.2 - D A N G E R S / O D D I T I E S

HALL 1

- sometimes the drapes on the window will move, or a pair of glowing eyes may be visible. I'm not sure if it's Dan, but maybe someday, I'll find out.

COURTYARD

- if this is your first destination (by using the rock on a weak wall in the rock room) you can watch one of your friends fail at the backstroke. That darn Dan doesn't make a good swimming partner!

LOUNGE

- sometimes, the painting will bleed. This is usually followed by the TV turning on by itself, and a strange, windy sound. Good creep-out.

MASTER BEDROOM

- sometimes, when you admire yourself in the mirror, an arm will reach out of the mirror and try to ruin your complexion.
- not only will the little bastard kill you if you free him, but the PARROT will even blow your hiding-spot cover when Dan comes-a-knockin'! I wish you could destroy this nuisance. Here's one thing you can do, though: you can counter his kill by clicking on the right bed when he is flying around, and clicking it again when Jennifer is holding the sheet to catch him. That will shut him up. (if you still die, then click alot of times to insure safety. Also, your strength has to be in at least the brown level to do this)

BALCONY 2

- halfway across, the floor will give out, making it totally impassible.

BATHROOM 1

- sometimes, when examined, the sink will pour blood. Other times, it will pour maggots. This is why Dan has no manners.
- if this is your first destination, you can find one of your friends hanging in the shower. Dan will play shark and make you go #2 in your pants.

FOYER 2

- if this is your first destination, Dan will crash through the sunroof with one of your friends and say "hi".

HALL 4/10

- if you hear a scream in here, look out one of the windows to see one of your friends learn to fly from another area of the house.

KITCHEN

- inside the meat locker are a swarm of cockroaches and such that love to piss you off. Just nuke 'em with the can by equipping the can and

clicking a few quick times on the meat locker as soon as you open it.

JAIL CELL

- if you wind up inside with the prisoner, he will gobble you up like a happy meal if you don't give him the meat.
- if inside the cell at first, after your escape, hiding in the box or trying to exit will earn you buckshot in the tummy.

MANNEQUIN ROOM

- one of the mannequins moves and makes noises.
- the middle two mannequins fall apart when examined.
- sometimes, Dan will be hiding behind one of the middle mannequins.

DANS' ROOM

- the doll hanging by its leg will try to kill you when you examine the toy box. Use the panic button to defeat it.

BATHROOM 2/3

- sometimes a cat will surprise you by popping out of a box. Awww...

PHONE ROOM

- the phone rings occasionally.
- if you didn't see your friend showering in bathroom 1, she'll be in here, wearing the suit of armor. Looking at it will cause it to fall over and the helmet will roll off, exposing your friend.
- if you come here without finding the body in the secret room, Mary will knock you out and you'll find yourself in the jail cell with the man. In the case that you don't have the meat if this happens, you might as well start over.

STORAGE ROOM

- on your first visit, either Dan or a cat will pop out of the box.

MUSIC ROOM

- Dan is usually behind the curtains. Sometimes he is in the ceiling, too. Trust me, it will be fairly obvious to notice him up there waiting for you to rock the piano.
- the record player sometimes turns on by itself.

TROPHY ROOM

- in one of the jars is a pulsating organ of some type.
- sometimes a corpse can be discovered in the closet.
- weird bubbling/growling sounds can be heard.

FIREPLACE ROOM

- if you saw your friend get killed through the window in hall 4 or 10, you will see that the window in this room is shattered.

3.3 - S A F E S P O T S

Here are some places you can go to evade Dan. Some of them may not work at times.

BATHROOM 1

- you can lock the door from the left side. Sometimes, Dan won't fall for it. That would be bad.=)

MASTER BEDROOM

- you can hide under the left bed, but the parrot will hint Dan in on your location. Take care of the parrot before hiding here (refer to

dangers/oddities section to learn how)

GARAGE

- climb the ladder and hold still and Dan will bypass you.

ROCK ROOM

- if you used the rock to make a passage to the courtyard, you can crawl through and instantly lose Dan.

CABINET ROOM

- you can climb the left cabinet and hide behind it. Always works.
- you can throw one of the cans on the floor at Dan. When the fumes drive him out, you better leave too.

LIBRARY

- you can hide between the far left bookshelves, but usually Dan will pop out and let you know who is truly stupid.

BATHROOM 2/3

- hiding on the left side of the middle door always works, but the only downside is that you have to wait a couple minutes before you leave. If the music stops when you leave the bathroom, then Dan is gone. I don't recommend this annoying waste of time, but if you're absolutely screwed, then camp out in here.

HALL 14

- if you are entering from hall 13 and already have the board across the floor, you will automatically lift it and cause Dan to fall. NOTE: if you're being chased from inside hall 14, you can run into hall 13 and back out and it will work anyways. A dandy move if he's in the storage room. If the board isn't laid out, after you jump the gap and escape, walk to the ledge, then use the rope on the statue standing to the left of the tapestry. The rope can be found in the storage room if you don't already have it.

COURTYARD

- if Dan tries for a game of freeze tag out here, just go through to the rock room to instantly lose him.

4.0 - C L O S I N G S T U F F

If you have any questions/comments about anything, just drop me a line at Fragrd@hotmail.com or Fragmatik@hotmail.com. Hope this has been helpful, and thanks for reading.

--walkthrough by Eric Hooton.
--rope hint by Steve Williams.
--inspiration by the Barrows Family.