

# Clock Tower 2: The Struggle Within FAQ/Walkthrough

by rombie

Updated to v1.0 on Oct 17, 2000

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Clock Tower 2 The Struggle Within/Clock Tower Ghosthead Walkthrough
For The Sony PlayStation Game Console
Written By Rob McGregor (mcgregorr@extra.co.nz)
Version 1.0 - October 17th 2000
HTML Version at: http://welcome.to/clocktower - Sorry Offline
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BEFORE STARTING THE GAME OR PLAYING THROUGH WITH THIS GUIDE PLEASE  
READ THE "IMPORTANT INFO YOU NEED TO KNOW" SECTION. DOING SO WILL  
SAVE YOU FROM ANY TROUBLES YOU MAY ENCOUNTER DURING THE GAMEPLAY!!

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1.0 - T A B L E O F C O N T E N T S  
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- 1.0 - Table of Contents
  - 1.1 - Updates
  - 1.2 - Introduction
  - 1.3 - What is Clock Tower?
  - 1.4 - How To Play Clock Tower 2
    - 1.4.1 - Game Terminology
    - 1.4.2 - Display Screen
    - 1.4.3 - Controls
    - 1.4.4 - Endings
    - 1.4.5 - Progression Screens
    - 1.4.6 - Power and Game Over
    - 1.4.7 - Pause Options
    - 1.4.8 - Memory Card Information
    - 1.4.9 - Amulet Info
    - 1.4.10 - Other Info You Should Know
  - 1.5 - Characters
  - 1.6 - Hints
  - 1.7 - Review
- 2.0 - The Walkthrough
  - 2.X - Important Info You Need To Read
  - 2.1 - M Ending
  - 2.2 - L Ending
  - 2.3 - K Ending
  - 2.4 - J Ending
  - 2.5 - I Ending
  - 2.6 - H Ending
  - 2.7 - G Ending
  - 2.8 - F Ending
  - 2.9 - E Ending
  - 2.10 - D Ending
  - 2.11 - C Ending
  - 2.12 - B Ending
  - 2.13 - A Ending
- 3.0 - 2 Play - Full Ending
- 4.0 - Maps and Room Guide
- 5.0 - ??? Options Explored
  - 5.1 - Earning ???
  - 5.2 - Inside ???
  - 5.3 - Extra Options Explored
- 6.0 - Cheats and Codes
- 7.0 - Unknown Info/Things To Add
- 8.0 - FAQ
- 9.0 - Legal Stuff
- 10.0 - Credits

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1.1 - U P D A T E S  
----->

Version 1.0 (II) - Kinda decided to clean out the old e-mails and  
make a few corrections and updates. Nothing

- major enough to make a update change to the guide, just minor corrections and updates.
- Important Info section added
- FAQ's added
- Few minor corrections
- You do know Clock Tower 3 is out from Capcom now right?

Version 1.0 - All the sections are up. Hopefully I cover everything, but probably not. Questions or additions are gladly accepted. Kick me while I'm down is what I say.

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

Well, after the huge amount of comments on my Clock Tower guide and the huge amount of e-mails regarding the idea of me doing a CT2 guide, I'm back to do one. Damn me an my promices.

Welcome to Clock Tower again. The game (technically the 3rd though labled the second in the US) has a bunch of new features, some good, some bad, and (fortunatley/unfortunately) the same style of game play. Overall, I didn't like this game as much as the others, mostly because it wasn't scary enough, invloved too much running around (though I'd love to thank who ever decided to put in the scene skip option), and the storyline was too reminicint of Resident Evil's as if Human thought they were missing out on the public eye, and thought toxins/virus' were better than just psychopathic killers with large pairs of scissors.

If your looking for details on the other Clock Tower game on PlayStation, you should look for my Clock Tower guide at GameFAQ's (<http://www.gamefaqs.com>).

People have probably looked at me odd for getting nearly 250KB out of Clock Tower 2, but blame that on the full guide written for each of the 13 endings.

Please know that I was using a copy of The Struggle Within for this guide. Hopefully, those of you playing Ghosthead should have no problems with it as from what I've been told the only changes are to Characters names, such as Yutaka in Japan, is Alyssa for the US, Shoh in Japan, is Bates for the US, etc. Or is that Yuu and Sho. Mhh, I've seen both. But anyway, other than that you will be able to use the guide for both versions.

So, well without stuffing around this time, I'll just let this stand and get to the guide. If you still have any problems or anything, feel free to e-mail me at [mgregorr@extra.co.nz](mailto:mgregorr@extra.co.nz)

- Rob

----->  
1.3 - W H A T I S C L O C K T O W E R ?  
----->

The most common question I am asked through my old web page is what the hell Clock Tower is (what is it about exactly), and how does it play. Although this should be in the FAQ section, it has

importance to what Clock Tower is.

Q - What is Clock Tower?

Clock Tower is a game for the Sony PlayStation console (I can guess most people know this) that was released in 1997 by Human Entertainment Japan. It is the sequel to a game called Clock Tower for the Super Famicom and PC from 1995. Clock Tower First Fear is a re-release of the original Super Famicom/PC version, and was released in 1996 for PlayStation also, in Japan only. Tracking down a copy will be hard and playing it even harder. :) There was also a release of Clock Tower to the WonderSwan during last year. Chances are this was just a port of the Super Famicom version.

This guide covers the majorly unrelated sequel, Clock Tower: Ghosthead (known as Clock Tower 2: The Struggle Within in the USA) released in 1998/99.

Currently rumors are going around of a movie of Clock Tower based on the premiss of the first two games. While I'm happy for the idea if it is confirmed I hope it doesn't turn into the type of issue like the Resident Evil movie has.

Other rumors are for a new Clock Tower game to be released around the time of the movie. If this has any truth to it or not, I'm unsure. And if so I have no clue as to who will be making the game. Human no longer exist, so that only leaves ASCII/AgeTec.

Q - How does Clock Tower play? Is it like Resident Evil or something?

No, Clock Tower isn't like Resident Evil. It's a point and click adventure game. You don't use weapons (well not exactly) to get rid of your enemy, you use objects and items to hit him with or hide in. It's not too hard in places, if your looking for a really hard puzzle with no scares just a mystery style type game I suggest you find Broken Sword 1 or 2 and play that.

If you need to know anything more contact me at mcgregorr@extra.co.nz

----->  
1.4 - H O W T O P L A Y C L O C K T O W E R 2  
----->

There is so much to Clock Tower 2 as with Clock Tower, so I've split this up into sections as I did with the Clock Tower guide.

----->  
1.4.1 - 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 placed on certain objects. This indicates that the character can interact (pick up, talk etc.) with this thing. These points where the cursor changes are called click points.

Click - Pressing a button on a click point to perform an action is called "clicking" (obviously).

Panic/Danger Mode - When a character's life is in danger the cursor will blink red.

Escape Mode - Escape mode is activated when the character is chased by an enemy. Unlike the normal mode, click points only occur on objects for escaping, door's etc. and effective for making enemies die or retreat. Thing's to throw, shoot with etc.

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

Cursor - The character performs an action when the cursor is moved to a click point and an object is selected. When the cursor is placed at a new location and clicked, the character will move to that new area. The cursor also indicates current power and panic mode (see 1.4.6 - Power and Game Over).

Item Window - To use an item that you've picked up, move the cursor to the top of the screen (upper left hand corner) to display the current inventory of items. Click the item you want to use. The cursor will display a picture of the item which moves around the screen with your cursor. You can then select a click point with the cursor to use that item.

----->  
1.4.3 - C O N T R O L S  
----->

Clock Tower 2 makes use of any standard PlayStation controller, including the Dual Shock and Standard Analog controllers.

X/L1 Buttons - Used for directing your character and for selecting items on progression screens. A quick double click makes the character run. Click once more to stop running.

START button - Pause button. Allows the use of the pause function. (see Pause Options)

Circle Button - Used as a panic button. Rapid repeated clicking in panic mode can get you out of a tight spot. Also used to skip movies if the scene skip is on.

Direction Buttons - Used for moving the cursor around the various screens.

Square Button - Cancels a progression screen.

Analog Sticks - Control Movement. Press them down to click with the options of X/L1. Note: You must have the red light on to use Analog mode.

----->  
1.4.4 - E N D I N G S  
----->

There are thirteen different endings for Clock Tower 2. The

conclusion depends on your actions and the progression through the scenarios that you explore.

Unlike the first PlayStation Clock Tower this game only has one FMV ending, which was a slight disappointment, that is for the A Ending. All others will be ingame endings.

When using the guide I have made the choices for the endings very simple, where you can pick the ending you wish to get by following the guide.

----->  
1.4.5 - P R O G R E S S I O N S C R E E N S  
----->

Main Menu Screen - The options of the main menu.

New Game - Select this to start a new game of Clock Tower 2.

Data Load - When you have a saved game on your memory card, select this option to load up your current location.

Options - Standard gameplay options. In here will be:

- Event Cut. With this on, you can skip movie and animation scenes by pressing the circle button. With it off, you will have no choice but to watch the movies. I suggest you have it on, as it will help you quite often.

- Vibration. Turn this on or off to toggle the vibration settings with the Dual Shock controllers.

- ??? - The secret options are back in CT2. Check the ??? section for more details.

Pamphlet - Within the pamphlet option is the following:

- Ending List. View all the endings you have earned for the game

- Hint List. Here you can view all hints you have picked up from within the game.

- ????. A secret option. For more info check the ??? Section.

??? - Another secret option. Also check the ??? Section for more details.

----->  
1.4.6 - P O W E R A N D G A M E O V E R  
----->

During the game, each character has three levels of strength indicated by the cursor color. Strength decreases after extreme action or after being attacked, and recovers with med kits found around the game. For example, if you encounter an enemy using

the panic button, your strength decreases by one level. If your strength is already at the lowest level (red cursor and you encounter an enemy), your strength goes down to zero. You will be killed no matter how much to rapidly press the panic button.

Game Over Screen - Game over occurs when your strength reaches zero, when you fail in rapid firing during panic mode etc. When the game is over, the screen switches over to the game over screen, select yes below CONTINUE from the menu to resume play from where you just entered the room. The game restarts with your strength recovered by one level, use this opportunity wisely and escape! (NOTE: Resetting or turning the power off eliminates your chance to CONTINUE)

----->  
1.4.7 - P A U S E O P T I O N S  
----->

When you pause, the pause menu is displayed on the screen. Besides your playing time, and memory card status, there are some options you can use. Choose an option by the X Button.

Return To Game - Resumes game.

Save Game - Use this to save your current status. Note that you cannot save while being chased by monsters.

Load Game - Load a previous save. Also note that you cannot load while being chased by monsters.

Screen Adjust - Adjust the vertical and horizontal position of the screen on your TV.

Event Cut - With this on, you can skip movie and animation scenes by pressing the circle button. With it off, you will have no choice but to watch the movies and door opening scenes. I suggest you have it on, as it will help you quite often.

Vibration - Turn this on or off to toggle the vibration settings with the Dual Shock controllers.

Reset - Reset the game back to the opening video. Note that the game will save the current status for notes and endings when you reset.

----->  
1.4.8 - M E M O R Y C A R D I N F O R M A T I O N  
----->

Handling Memory Cards for Clock Tower 2 - Rules and info for memory cards.

- It uses a maximum of only 1 block on a card.
- Clock Tower 2 uses memory card slot 1 only.
- Data for up to three games can be saved per memory card.
- The ending list, hint's found etc. is checked upon the start

of the game. Make sure the memory card with that info is inserted into memory card slot one when you start. If not the game will be reinitialized.

- Before play make sure there is enough room on your memory card for the saves. You will be warned if there is no card or insufficient slots.

----->  
1.4.9 - A M U L E T I N F O  
----->

Alyssa's amulet hides her dark half, Bates, from turning up. While this can be useful, in some situations you must become Bates to do some tasks, fire weapons, and occassionaly find out info.

To become Bates you will need to drop the amulet in places (which will be outlined within the guide) and be freaked out. This will change you into him. To change back to Alyssa all you need to do is pick up the amulet from where ever you left it.

This switch is often needed and will be mentioned during the steps of the guide below also.

----->  
1.4.10 - O T H E R I N F O Y O U S H O U L D K N O W  
----->

This section is for all the other stuff that doesn't fit into the other sections, especially in game tips. Keep looking here for added tips.

Right now nothing is here because nothing springs to my mind. If you have something you think people should know or some plain info that isn't here the e-mail me at mcgregorr@extra.co.nz and tell me about it so it can be added.

----->  
1.5 - C H A R A C T E R S  
----->

There is many characters that you meet and play as in Clock Tower 2 (US names apply here). Here is long list of who's who, and a little info about each. This info comes from the guide information you recieve at the end of the game. It's been edited slightly to remove spoilers as best as can be done, and I've also added some of my own comments within.

Alyssa Hale

Alyssa is the main character for Clock Tower 2. All the evil intent in the game seems to revovle around her for an unknown reason. Her father, the director of a major hospital, was not home much, so Alyssa spent much of her childhood alone and she grew up to become a very quiet girl. When she was still quite young, her father gave her a charm which she called "Amulet." She carried it with her always, and it became a source of power.



Bates

Alyssa Hale's male alter ego. Bates is cruel, unjust, and heartless, yet kind to Alyssa, which might be a simple defense instinct. Any actual significance or reason to his existences is unknown, but he only seems to appear when Alyssa doesn't wear her "Amulet" which seems to suppress his being.

Philip Tate

The director of the Memorial Pharmaceuticals Research Lab, and Alyssa's Uncle. Majorly involved with who scheme of things, Allen Hale tricks him into believing the "Maxwell Curse."

Stephanie Tate

A first grader and the younger daughter of the Tate's who becomes a murderous zombie. She loves to laugh and carries a knife for which she likes to stab at people with.

Allen Hale

Alyssa's father. Hale at one time worked with Philip Tate at the Memorial Pharmaceuticals Research Lab. Hale was among the top technicians at the lab until the science genius George Maxwell appeared and ousted him from his position.

Alex Corey

A cool, snobbish detective from the neighbouring town of Prunedale. He saves his reputation as a "cool" character by turning up at the end of scenarios.

Doug Bowman

A newspaper reporter with a strong sense of justice. He, too, is relegated to playing a supporting role like Alex Corey, and does little for the game. He is open-hearted and straight-forward, but he is bad at dealing with dead-end situations and tends to make hasty decisions.

Shannon Lewis

Daughter of Allen Hale. When she was 8 years old, her parents divorced, and she was taken into custody by her mother, who died of illness a year later. Shannon was raised by relatives. Her hatred of her father, Allen Hale, builds, and when she sees him with Alyssa, she realizes she wants to exact revenge.

Ashley Tate

A first year middle school student. While coming home from school she becomes a living corpse. After becoming so she attacks her

mother, Kathryn, and is then killed by her father, Philip, but her right arm which was injected with the toxin continues to live. A very unlucky girl.

#### Kathryn Tate

Aunt Kathryn to Alyssa, Kathryn plays a small role in Clock Tower 2 near the start of the game. A background character.

#### Michael Tate

The eldest son in the Tate family and about to enter high school. While trying to escape from Stephanie who has become a murderous zombie, climbs inside a suit of samurai armor. While in the armor, he, too, goes crazy and becomes a wandering, murderous zombie, just one in a large samurai suit of armor that is.

#### Henry Kaplan

The director of Memorial Hospital. Kaplan helps George Maxwell by providing him with patients for experiments. This causes Memorial Hospital to have a bad reputaion.

#### Jessica Cook

The Head Nurse of Memorial hospital. She investigates Kaplan's acitvities on her own. When she discovers the plans going on, there are already many zombies and she thinks its too late to do anything about it so she tries to commit suicide. She is an extremely overwrought, emotional woman.

#### George Maxwell

Works at the Memorial Pharmaceuticals Research Lab. The eldest son of the noble Maxwell family. He has always had a reputation of being a genius, and rightfully so. You will meet him late in the game.

----->  
1.6 - H I N T S  
----->

Here you will find all the hints in the game and their locations, just incase you feel like picking them up in the game for some odd reason. I have also added some thoughts or details on some of them as there are some odd things with some of them.

Hint 1 -  
Scenario - One  
Location (Object, Room) - Washing Machine, Bathroom

Alyssa and Bates encounter different events. If you find yourself unable to continue, first change personalities by putting down the

amulet and then try again.

Hint 2 -

Scenario - One

Location (Object, Room) - Kitchen Sink, Kitchen (of all places :-P)

There are some events that Alyssa can clear only when she has put down the amulet. Put down the amulet and try again.

(Is it me or does this just sound like Hint 1 reworded?)

Hint 3 -

Scenario - One

Location (Object, Room) - Coffee Table, Living Room 2F

After saving Aunt Kathryn from Stephanie, lock Stephanie in the bedroom. Since one particular item has not been expended, you should be able to use it here.

(You will only get this if you have done everything correctly for the A ending. The item is the bedroom key.)

Hint 4 -

Scenario - One

Location (Object, Room) - Books, Hallway 1F

When confronting Stephanie in front of the fireplace, drop the amulet. Be sure to pick it up again.

(You will only get this hint if you are doing poorly in the game. Doing such things as talking to Phillip as Bates in the Entryway or going for a very low rank ending will cause it to appear.)

Hint 5 -

Scenario - Two

Location (Object, Room) - Nightstand, Room 102

If you do not see all of the events in "Noisy Monster Cage" you will not be able to escape from the hospital.

Hint 6 -

Scenario - Two

Location (Object, Room) - Bookshelf, Office 3

Head Nurse Cook and Reporter Bowman appear in "Noisy Monster Cage" But they also appear in "The Fathers"

Hint 7 -

Scenario - Three

Location (Object, Room) - Computer, Office 2

The armored samurai will sometimes move, while other times he will not. Whether he moves or not plays a major factor in determining the ending.

(This is very misleading. It sounds as though you don't need to check this for each play through and that it relies on luck. In actual fact, only one ending requires it not to be moved, and in all the others you can basically look at it anytime)

Hint 8 -

Scenario - Three

Location (Object, Room) - Computer, Lab 2

Sorry, no hints this time! Help Alyssa as best you can!

(What is the point of having this 8th Hint? An even number or something?)

----->  
1.7 - R E V I E W  
----->

Basically because I thought I better add a review, and had written one for my friends site, Survival Horror Extreme (<http://www.survivalhorror.net>), I decided to add it to the guide in what can probably be called a lame attempt at adding more KB's to a guide though I'll just say it's a nice bit of info for those wanting to see my views on the game fully. :)

## Clock Tower 2

Clock Tower 2 is full of real horror. But it's not the little girl with the knife. And it's not the zombies. It's not even the guy with the huge blade and the devils mask... oh no.... the real horror of Clock Tower 2 is how shockingly bad the game is.

Okay, so maybe it's a bit harsh to put a judgment of the game in the opening statement, but I was really looking forward to Clock Tower 2. I'm a big fan of the original, and from what I had seen of the second one made me really interested in the development of the game. But when I got my hands on it, I had realized what a horrible, horrible, mistake the developers, Human Entertainment, had made.

The game is blatantly there to cash-in on the then success of Resident Evil 2. Having no relation to the previous Clock Tower games beside the name, Clock Tower 2 relies upon using a storyline which sounds all too familiar. Zombies being controlled by a toxin and the toxin is made by a pharmaceuticals lab. Hmm... I hear you say. The team has put a twist on the idea with Alyssa's origins and also the idea of a fake curse related to it in the mix, but overall I smell cheap cash-in material.

The graphics and point and click are no different than Clock Tower, which is okay in a way (it means I was already use to the set up before playing). But when the game is 2 years older than it is previous counterpart, you expect to see at least some minor advancement. I mean even the Tomb Raider engine gets a slight make over every time Core and Eidos release yet another sequel to the series.

The most important lack of what is needed is horror. Oh yeah it's fine to have a little girl with a knife or a guy with a big ass blade chasing you, but if they aren't at all crafty like Scissorman was, then all you have is an enemy who will just make you continue the scene again. That becomes more of an annoyance than something to set to scare you. After the first section of the game it also begins to loose it's "jump out of your seat" moments which is a real shame because the previous Clock Tower games excelled at these type of scenes.

With the inclusion of weapons, Human have shot themselves in the foot (no pun intended). Pistols, machine-guns, shotguns. Shooting enemies is fun in Resident Evil, it's the basis of the game seeing as the controls are set around doing this and other searching actions, but with the point and click controls of Clock Tower 2 it feels fairly awkward. There are still the normal item uses to beat your enemies with, chairs, pots, brooms etc. which is good, because it's the basis of why I liked the previous games, but there is also a big focus on weapons which I didn't like at all. You're basically driven to using them because if you don't want to do so you'll have to do a lot of backtracking to find the one or two re-useable hiding spots in the whole location.

So has the game got any replay value... well it has 13 endings, and a few mini games. 13 endings sounds like it will take you a while to get the game fully finished, but that's way off. In 2 full playthroughs, if you know what to do, you can get all the endings during these. The few mini games opened under certain conditions are no fun at all, and after about five minutes I lost interest. They just aren't worth the time I feel.

Clock Tower 2 just isn't a worthy game. If you want to check it out, just to say you've played the Clock Tower games or if your looking for an odd change from general games go ahead and rent it. Otherwise, stay clear. There are far better games out there that are wanting your attention and love.

Graphics - 5  
Sound - 7  
Control - 6  
Gameplay - 5  
Overall - 5  
(Total - 5.8)

----->  
2.0 - THE WALKTHROUGH  
----->

It took me a while to decide on the format of the guide but in the end I have decided to split the guide up into 13 sections, each covering one ending each. This makes it easier to get the ending you want instead of reading a full guide which mentions when you need to do something different... but...

I have also made a final section which is a small step guide which tells you where to save to get 12 out of the 13 endings all at once. I added this for people who may have just rented the game and wish to finish it quickly. The only problem is it all makes the guide

huge, if you can call it a problem at all. :)

Unlike with my Clock Tower guide which outlined where hiding places, items, and other details were after the end of each scenario, they have been placed in section 3 with the maps as a room by room guide to the game. There are points in the guide however where I will mention items for the sake of continuing the game.

Also prepare to get annoyed. The stages require a lot of running back and forth between areas and floors. Especially in Chapter 3. Don't say I didn't warn you.

Also, please note, that if I say left or right I mean to the screen left or right, seeing as all the playing views you can always go left or right on the screen. Most people can figure this out but I've had the odd e-mailer who can't, so I'm telling you now.

If you have anything to add, or if I have anything wrong, please e-mail me at mcgregorr@extra.co.nz

Well, I guess it's onto the guide. Good luck.

----->  
2.X - I M P O R T A N T I N F O Y O U N E E D T O R E A D  
----->

Since the creation of this guide I've been unindated with e-mails on two major spots of the game. Half the reason is in not explaining the mechanics of the section, the other half is people not completing previous tasks fully. These are the sections with the information you need to know:

- The Fireplace Event // Finale of Chapter 1

Firstly if you followed my guide you will have noted I forgot to mention to return and get your amulet. My mistake but I thought it was a given seeing as you wish to be able to swap between Bates and Alyssa. So make sure you go back and get it after talking to Philip.

If you have done so and are still getting the same reaction then it's probably from overlooking things. Simply put you need to double check that you have all of the event items required for this scene and that your clicking in the right place. If you need to re-read the areas before the event and double check you haven't missed anything. Also keep in mind you should be playing as Alyssa and not Bates at this point either, so make sure that also isn't stopping you.

The second part of the Fireplace Event is mentioned in the guide but people seem to overlook it. When you become Bates and have to change back there is a wide camera shot from the left side of the table. Quickly move the cursor to the floor and you will see the amulet on the floor. You need to grab that in time to advance.

- The Kaplan Event // Area of Chapter 2

I got unindated with e-mails about this event just for the sake that I didn't press the reasons why you're saved. So here, for

everyone's sake are the explanations into why you keep being killed.

- Listening to the Woman

The one and only most common reason is because you have to organize to be rescued. This is by done by going to all of the places listed in the guide and listening to the woman.

- Health

Having yourself on red danger will esentially not even allow Alyssa to even struggle. Make sure you are fine before entering the office. There are numerous health spots around to heal yourself with.

- Button Bash

\_Some\_ people asked me "what button" - it really doesn't matter but if it's easy for you then the "action" button (which you use for everything) is the one you should be going for. She is struggling you know. How else are you supposed to struggle your way out?

- Guetting Stuck In 'The Fathers' // Starting of Chapter 3

Again this is mentioned in the guide, but only in the correct section. If you get to the main hallway and find that only one door is usable then you've gotten yourself the G ending. It means you made a misstep in the guide. This will go towards getting all of the endings, but you'll need to restart afterwards to get the rest. For more info check the "2 Times To Play" section on what events cause the ending changes.

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2.1 - "M" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you

started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the Bedroom Key. From here go back to the small dining room on the first floor. Once you enter you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will tell Kathryn to escape, but while Alyssa tells Bates not to come out Stephanie will get back up and run up to you to stab you with her knife.

Ending Complete. Your ending rank is M.



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2.2 - "L" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will

appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area.

Go back out to the large dining room and shoot the following Stephanie with the pistol you took earlier. Once she is down you will probably be automatically taken to one of the other rooms so go back to the large dining room. Grab the Amulet back from the vase.

From here go back upstairs to the room where you found Philip in. Take either door on the right side wall and head out to the outside deck. On the ground you will find Kathrine. Click on her for a cut scene. Stephanie will run up to you and stab your with her knife.

Ending Complete. Your ending rank is L.

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2.3 - "K" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an

outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so, examine the radio on the counter beside the bed. This will bring Stephanie to the room. Let her freak Alyssa out (you'll need to let her get you into panic mode) and you will turn into Bates. Shoot her with the Pistol in the hallway then go back downstairs to the Entryway.

Talk to Philip. Because you are Bates, he'll freak about the curse and leave into the Dining Room. Follow him. Make your way through to the small Dining Room. On the floor you will find an arm on the floor and a the CORRIDOOR KEY in it's hand. Use the key on the door on the bottom right of the room.

In the hallway you will find the statue from the bedroom. Continue through into the den. A cut scene takes over.

Ending Complete. Your ending rank is K.

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2.4 - "J" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll  
"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him.

In the large dining room, put your Amulet in the vase again. Now click on the clock above the fireplace and button bash. This will bring Stephanie, so you'll need to let he get close so you can go into panic mode and button bash more. This will change you into Bates. Shoot the brat with the pistol and go back to the large dining room.

From here make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den. Go down stairs and turn on the light. Once you have done so, talk

to Philip and watch the cut scene.

Ending Complete. Your ending rank is J.

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2.5 - "I" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and

you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small



Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. DON'T DO ANYTHING. After about 10 or 15 seconds another scene will take over.

Ending Complete. Your ending rank is I.

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2.6 - "H" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the

small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These rooms are kinda the same, but you should be able to work out where to go regardless. If you're not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenience.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so you're basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You won't have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."  
- Shannon Lewis

This section is quite big, consisting of various rooms over 4

floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets, and we'll do some locker opening. Move back to the right past the extinguisher. Put down the amulet in the first, or left most locker in the row. Now open the click on the other lockers in this row till the zombie jumps out. Let it get you into panic mode to change you into Bates and shoot it with your shotgun. Enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before shooting you.

Ending Complete. Your ending rank is H.

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Note: The G Ending has some changes during the first chapter. To outline the details of the changes check the 2 Play guide.

## Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy childs laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabnet on the wall will get you a PISTOL.

Go back out to the hall and enter the last door in the Samurai area you haven't been to, making sure not to touch the statue. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button



bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

## Chapter 2 - Noisy Monsters Cage

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These room are kinda the same, but you should be able to work out where to go regardless. If your not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenice.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so your basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You wont have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on

the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."

- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. You will find all the doors in this hallway are locked except for the big glass

doors in the middle of the hallway. Enter through them to find yourself in a courtyard. Click on the blood on the ground to get an interesting cut scene.

Ending Complete. Your ending rank is G.

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2.8 - "F" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Where's Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about

what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

## Chapter 2 - Noisy Monsters Cage

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These room are kinda the same, but you should be able to work out where to go regardless. If your not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenice.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so your basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You wont have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some

sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the

hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."  
- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the



other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets and enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before allowing you to leave. Put the amulet on the bookshelf near to where Shannon is sitting then go through the door beside it that you haven't been through yet. Let the zombie here change you into Bates then kill it. Continue through this creepy lab room into the next hallway and talk to Alex.

Contine through the other door in the hallway with Alex to arrive at, surprise, another hallway with 2 other doors. One on the left and one on the right. Go through the door on the left to be in a shower. Turn the lights on and check the lockers to find they are locked. Bates will tell you that something long and thin is needed to open it. Wipe the dirty look off your face if you have one and go back to the creepy lab room which you went through earlier.

Put the lights on (if you haven't done so already) and examine the body parts hanging up on the right side of the room. You should find a WIRE there. Go back to the showers and use the wire on the lockers. Inside you will find an "odd-looking" SECURITY KEY.

Backtrack through the corridors and rooms, to the area with the elevator in it. Continue back past it to the first long hallway which you didn't explore. Ignore the large glass doors, they lead to a courtyard, and enter the next door down. Turn on the lights and use the security key on the "anti-crime device" hehe.

Gp back out to the hallway and enter the courtyard doors you passed just before. Examine the ground just below the odd statue to find a DESK KEY. After this, go back to where you left the the amulet and pick it up.

Backtrack again to the hallway outside the showers where you got the secuirty key. This time take the door on the right to end up in another lab room. Check the middle shelf to find the STORAGE KEY then backtrack YET again to the hallway with the lift and take the lift upstairs. Up here is quite a few zombies which you'll have

to take out. Chances are you'll have to go back downstairs and use the fire extinguisher to take a lot of them out.

Where you need to go is to the right of the lifts, so go the door at the right end of the hallway. When you get into the new hallway go right again and through the door. You will be in a small office/ waiting room area. Check the desk with the computer on it to get the LIGHTER.

Go back out to the previous hallway and down to the left end of it. Go through the door to another hallway. From here take the single door on the right wall. Flick on the light switch then use the lighter to get the LAB KEY off the blue computer box in the middle of the room.

From here go back to the office where you got the lighter from and put the amulet down on the bookshelf. Go back out and into the hallway with the lift. Ignore it and exit through the door on the left end and into another hallway. Go to the end of this hall and through the door. There will be a zombie. Let it spook you then shoot it as Bates (if you have ammo left). Go back out to the long hallway and go through the door at the left end of it by using the Lab key.

Inside you will find Maxwell. Click on him to talk to him.

Ending Complete. Your ending rank is F.

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2.9 - "E" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm

sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up

again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

You'll be in Room 103 of the hospital. These rooms are kinda the same, but you should be able to work out where to go regardless. If you're not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenience.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so you're basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You won't have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn

the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."

- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets and enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before allowing you to leave. Put the amulet on the bookshelf near to where Shannon is sitting then go through the door beside it that you haven't been through yet. Let the zombie here change you into Bates then kill it. Continue through this creepy lab room into the next hallway and talk to Alex.

Contine through the other door in the hallway with Alex to arrive at, surprise, another hallway with 2 other doors. One on the left and one on the right. Go through the door on the left to be in a shower. Turn the lights on and check the lockers to find they are locked. Bates will tell you that something long and thin is needed to open it. Wipe the dirty look off your face if you have one and go back to the creepy lab room which you went through earlier.

Put the lights on (if you haven't done so already) and examine the body parts hanging up on the right side of the room. You should find a WIRE there. Go back to the showers and use the wire on the lockers. Inside you will find an "odd-looking" SECURITY KEY.

Backtrack through the corridors and rooms, to the area with the elevator in it. Continue back past it to the first long hallway which you didn't explore. Ignore the large glass doors, they lead to a courtyard, and enter the next door down. Turn on the lights and use the security key on the "anti-crime device" hehe.

Go back out to the hallway and enter the courtyard doors you passed just before. Examine the ground just below the odd statue to find a DESK KEY.

After that backtrack again to the hallway outside the showers where you got the security key. This time take the door on the right to end up in another lab room. Check the first shelf to find the SURVIVAL KNIFE then backtrack YET again to the hallway with the lift and take the lift upstairs. Up here is quite a few zombies which you'll have to take out. If you need ammo for Bates go see the nurse at the entrance area on the 1st floor. You shouldn't have too much problem in finding it. You can also pick up the amulet at this time if you wish so that you can change back. Doing so however means you'll have to use the fire extinguisher will be the only way to get rid of the zombies.

Where you need to go is to the right of the lifts, so go the door at the right end of the hallway. When you get into the new hallway go right again and through the door. You will be in a small office/waiting room area. Check the desk with the computer on it to get the LIGHTER.

Go back out to the previous hallway and down to the left end of it. Go through the door to another hallway. From here take the single door on the right wall. Flick on the light switch then use the lighter to get the LAB KEY off the blue computer box in the middle of the room.

Go back out and into the hallway with the lift. Ignore it and exit through the door on the left end and into another hallway. Go through the door at the left end of this hallway also by using the Lab key. Before doing so however, note that you must be Alyssa, not Bates or else you will get the F Ending here.

Inside you will find Maxwell. Click on him to talk to him. After the cut scene, button bash to avoid getting sliced (if your on red then you'll be cut up anyway-just pick continue and do the scene over again). You'll need to go back downstairs and use the extinguisher on him. Once that has been done return upstairs and go to the hallway outside the room Maxwell just attacked you in.

Put the amulet in the left most locker then go to the end of the hallway and through the door. There will be a zombie in this new hallway. Let it spook you then shoot it as Bates (if you have ammo left). Use the knife to cut the rope on the single door on the right side of the hallway.

Switch on the lights and talk to Allen Hale. Bates will become



pissed off at his words and stab him.

Ending Complete. Your ending rank is E.

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2.10 - "D" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and

you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small

Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

## Chapter 2 - Noisy Monsters Cage

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These room are kinda the same, but you should be able to work out where to go regardless. If your not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenice.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so your basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You wont have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken

back out to the the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into

the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."  
- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise

known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets and enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before allowing you to leave. Put the amulet on the bookshelf near to where Shannon is sitting then go through the door beside it that you haven't been through yet. Let the zombie here change you into Bates then kill it. Continue through this creepy lab room into the next hallway and talk to Alex.

Continue through the other door in the hallway with Alex to arrive at, surprise, another hallway with 2 other doors. One on the left and one on the right. Go through the door on the left to be in a shower. Turn the lights on and check the lockers to find they are locked. Bates will tell you that something long and thin is needed to open it. Wipe the dirty look off your face if you have one and go back to the creepy lab room which you went through earlier.

Put the lights on (if you haven't done so already) and examine the body parts hanging up on the right side of the room. You should find a WIRE there. Go back to the showers and use the wire on the lockers. Inside you will find an "odd-looking" SECURITY KEY.

Backtrack through the corridors and rooms, to the area with the elevator in it. Continue back past it to the first long hallway which you didn't explore. Ignore the large glass doors, they lead to a courtyard, and enter the next door down. Turn on the lights and use the security key on the "anti-crime device" hehe.

Gp back out to the hallway and enter the courtyard doors you passed just before. Examine the ground just below the odd statue to find a DESK KEY. After this, go back to where you left the the amulet and pick it up.

Backtrack again to the hallway outside the showers where you got the security key. This time take the door on the right to end up in another lab room. Check the middle shelf to find the STORAGE KEY then backtrack YET again to the hallway with the lift and take the lift upstairs. Up here is quite a few zombies which you'll have to take out. Chances are you'll have to go back downstairs and use the fire extinguisher to take a lot of them out.

Where you need to go is to the right of the lifts, so go the door at the right end of the hallway. When you get into the new hallway go right again and through the door. You will be in a small office/ waiting room area. Check the desk with the computer on it to get the LIGHTER.

Go back out to the previous hallway and down to the left end of it. Go through the door to another hallway. From here take the single door on the right wall. Flick on the light switch then use the lighter to get the LAB KEY off the blue computer box in the middle of the room.

From here go back out and into the hallway with the lift. Ignore it and exit through the door on the left end and into another hallway. Go through the door at the left end of it by using the Lab key.

Inside you will find Maxwell. Click on him to talk to him. After the cut scene, button bash to avoid getting sliced (if your on red then you'll be cut up anyway-just pick continue and do the scene over again). You'll need to go back downstairs and use the extinguisher on him. Once that has been done return upstairs to the room Maxwell just attacked you in.

Go through the room an into the small empty work room. Turn on the lights and search the chair for the HANDCUFF KEY. Return back out to the hallway and go to the other end of it.

Use the storage key on the single door on the right side of the hallway to enter it. Switch on the lights and talk to Allen Hale. Use the Handcuff Key to unlock him. He'll talk about going to the Lab Directors Office but before we do that, go into the other door in this room. Switch on the light and then search the bookshelf. You will find the RED CARD KEY. Now backtrack to the office where you got the lighter from and talk to Allen again. You will end up in the directors office and will learn the truth from Philip.

Once Philip leaves use the desk key you picked up on the desk to get the GREEN CARD KEY. Afterwards, use the red card key on the reader beside the other door in the room and go through the door. You will be in a hallway with another lift which requires the blue card key so use it and go down.

There is a small trick/bug to get past the zombie you find at the bottom. Ride the lift back up then back down. The zombie won't be downstairs when you arrive but will instead be behind you on the lift. Run along the hallway and enter the first door on the back wall. From there again enter the first door on the back wall. You will be in another lab. Quickly double click on the gap between the left most table and the bench on the left to hide. Although this will remove them for a short time, the best way to get rid of the 2 zombies in the area is to get them to follow you as you \*sigh\* backtrack all the way to the fire extinguisher.

Either way, in the end exit this lab room out to the previous hallway and go left into another lab where you will find Shannon. Click on her and she will rant then throttle Alessa like a rag doll.

Ending Complete. Your ending rank is D.

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2.11 - "C" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy childs laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabnet on the wall will get you a PISTOL.



Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

## Chapter 2 - Noisy Monsters Cage

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These room are kinda the same, but you should be able to work out where to go regardless. If your not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenice.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so your basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You wont have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."  
- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back

through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets and enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before allowing you to leave. Put the amulet on the bookshelf near to where Shannon is sitting then go through the door beside it that you haven't been through yet. Let the zombie here change you into Bates then kill it. Continue through this creepy lab room into the next hallway and talk to Alex.

Continue through the other door in the hallway with Alex to arrive at, surprise, another hallway with 2 other doors. One on the left and one on the right. Go through the door on the left to be in a shower. Turn the lights on and check the lockers to find they are locked. Bates will tell you that something long and thin is needed to open it. Wipe the dirty look off your face if you have one and go back to the creepy lab room which you went through earlier.

Put the lights on (if you haven't done so already) and examine the body parts hanging up on the right side of the room. You should find a WIRE there. Go back to the showers and use the wire on the lockers. Inside you will find an "odd-looking" SECURITY KEY.

Backtrack through the corridors and rooms, to the area with the elevator in it. Continue back past it to the first long hallway which you didn't explore. Ignore the large glass doors, they lead to a courtyard, and enter the next door down. Turn on the lights and use the security key on the "anti-crime device" hehe.

Gp back out to the hallway and enter the courtyard doors you passed just before. Examine the ground just below the odd statue to find a DESK KEY. After this, go back to where you left the the amulet and pick it up.

Backtrack again to the hallway outside the showers where you got the secruity key. This time take the door on the right to end up in another lab room. Check the middle shelf to find the STORAGE KEY then backtrack YET again to the hallway with the lift and take the lift upstairs. Up here is quite a few zombies which you'll have to take out. Chances are you'll have to go back downstairs and use the fire extingusiher to take a lot of them out.

Where you need to go is to the right of the lifts, so go the door at the right end of the hallway. When you get into the new hallway

go right again and through the door. You will be in a small office/ waiting room area. Check the desk with the computer on it to get the LIGHTER.

Go back out to the previous hallway and down to the left end of it. Go through the door to another hallway. From here take the single door on the right wall. Flick on the light switch then use the lighter to get the LAB KEY off the blue computer box in the middle of the room.

From here go back out and into the hallway with the lift. Ignore it and exit through the door on the left end and into another hallway. Go through the door at the left end of it by using the Lab key.

Inside you will find Maxwell. Click on him to talk to him. After the cut scene, button bash to avoid getting sliced (if your on red then you'll be cut up anyway-just pick continue and do the scene over again). You'll need to go back downstairs and use the extinguisher on him. Once that has been done return upstairs to the room Maxwell just attacked you in.

Go through the room an into the small empty work room. Turn on the lights and search the chair for the HANDCUFF KEY. Return back out to the hallway and go to the other end of it.

Use the storage key on the single door on the right side of the hallway to enter it. Switch on the lights and talk to Allen Hale. Use the Handcuff Key to unlock him. He'll talk about going to the Lab Directors Office but before we do that, go into the other door in this room. Switch on the light and then search the bookshelf. You will find the RED CARD KEY. Now backtrack to the office where you got the lighter from and talk to Allen again. You will end up in the directors office and will learn the truth from Philip.

Once Philip leaves use the desk key you picked up on the desk to get the GREEN CARD KEY. Afterwards, use the red card key on the reader beside the other door in the room and go through the door. You will be in a hallway with another lift which requires the blue card key so use it and go down.

There is a small trick/bug to get past the zombie you find at the bottom. Ride the lift back up then back down. The zombie won't be downstairs when you arrive but will instead be behind you on the lift. Run along the hallway and enter the first door on the back wall. From there again enter the first door on the back wall. You will be in another lab. Quickly double click on the gap between the left most table and the bench on the left to hide. Although this will remove them for a short time, the best way to get rid of the 2 zombies in the area is to get them to follow you as you \*sigh\* backtrack all the way to the fire extinguisher.

Either way, in the end, chuck the amulet on the shelf on the back wall then exit this lab room out to the previous hallway. From here go left into another lab where you will find Shannon. Click on her and she will rant then try to throttle Alessa like a rag doll. Without the amulet, Alyssa will become Bates and will slap Shannon around like the bitch she is. Shannon will run off.

Click on the blade hold to pick up one of the hatchets then return to the lab room where you left the amulet. Before you pick it up

use the hatchet on the corpse on the bed to get the GRAVEYARD KEY. Pick up the amulet off the shelf then go back to the main corridor on this level.

Go into the next door down and talk to Bowman inside. He'll give you some more info then will ask you if you wish to leave with him Answer YES.

Ending Complete. Your ending rank is C.

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2.12 - "B" E N D I N G W A L K T H R O U G H  
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Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy childs laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which

had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white



drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.

After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

## Chapter 2 - Noisy Monsters Cage

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These room are kinda the same, but you should be able to work out where to go regardless. If your not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenice.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so your basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline

shortly) and use the broom in the toilets to kill zombies with. You won't have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back

out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."  
- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body

on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets and enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before allowing you to leave. Put the amulet on the bookshelf near to where Shannon is sitting then go through the door beside it that you haven't been through yet. Let the zombie here change you into Bates then kill it. Continue through this creepy lab room into the next hallway and talk to Alex.

Continue through the other door in the hallway with Alex to arrive at, surprise, another hallway with 2 other doors. One on the left and one on the right. Go through the door on the left to be in a shower. Turn the lights on and check the lockers to find they are locked. Bates will tell you that something long and thin is needed to open it. Wipe the dirty look off your face if you have one and go back to the creepy lab room which you went through earlier.

Put the lights on (if you haven't done so already) and examine the body parts hanging up on the right side of the room. You should find a WIRE there. Go back to the showers and use the wire on the lockers. Inside you will find an "odd-looking" SECURITY KEY.

Backtrack through the corridors and rooms, to the area with the elevator in it. Continue back past it to the first long hallway which you didn't explore. Ignore the large glass doors, they lead to a courtyard, and enter the next door down. Turn on the lights and use the security key on the "anti-crime device" hehe.

Gp back out to the hallway and enter the courtyard doors you passed just before. Examine the ground just below the odd statue to find a DESK KEY. After this, go back to where you left the the amulet and pick it up.

Backtrack again to the hallway outside the showers where you got

the security key. This time take the door on the right to end up in another lab room. Check the middle shelf to find the STORAGE KEY then backtrack YET again to the hallway with the lift and take the lift upstairs. Up here is quite a few zombies which you'll have to take out. Chances are you'll have to go back downstairs and use the fire extinguisher to take a lot of them out.

Where you need to go is to the right of the lifts, so go the door at the right end of the hallway. When you get into the new hallway go right again and through the door. You will be in a small office/waiting room area. Check the desk with the computer on it to get the LIGHTER.

Go back out to the previous hallway and down to the left end of it. Go through the door to another hallway. From here take the single door on the right wall. Flick on the light switch then use the lighter to get the LAB KEY off the blue computer box in the middle of the room.

From here go back out and into the hallway with the lift. Ignore it and exit through the door on the left end and into another hallway. Go through the door at the left end of it by using the Lab key.

Inside you will find Maxwell. Click on him to talk to him. After the cut scene, button bash to avoid getting sliced (if your on red then you'll be cut up anyway-just pick continue and do the scene over again). You'll need to go back downstairs and use the extinguisher on him. Once that has been done return upstairs to the room Maxwell just attacked you in.

Go through the room and into the small empty work room. Turn on the lights and search the chair for the HANDCUFF KEY. Return back out to the hallway and go to the other end of it.

Use the storage key on the single door on the right side of the hallway to enter it. Switch on the lights and talk to Allen Hale. Use the Handcuff Key to unlock him. He'll talk about going to the Lab Directors Office but before we do that, go into the other door in this room. Switch on the light and then search the bookshelf. You will find the RED CARD KEY. Now backtrack to the office where you got the lighter from and talk to Allen again. You will end up in the directors office and will learn the truth from Philip.

Once Philip leaves use the desk key you picked up on the desk to get the GREEN CARD KEY. Afterwards, use the red card key on the reader beside the other door in the room and go through the door. You will be in a hallway with another lift which requires the blue card key so use it and go down.

There is a small trick/bug to get past the zombie you find at the bottom. Ride the lift back up then back down. The zombie won't be downstairs when you arrive but will instead be behind you on the lift. Run along the hallway and enter the first door on the back wall. From there again enter the first door on the back wall. You will be in another lab. Quickly double click on the gap between the left most table and the bench on the left to hide. Although this will remove them for a short time, the best way to get rid of the 2 zombies in the area is to get them to follow you as you \*sigh\* backtrack all the way to the fire extinguisher.

Either way, in the end, chuck the amulet on the shelf on the back wall then exit this lab room out to the previous hallway. From here go left into another lab where you will find Shannon. Click on her and she will rant then try to throttle Alessa like a rag doll. Without the amulet, Alyssa will become Bates and will slap Shannon around like the bitch she is. Shannon will run off.

Click on the blade hold to pick up one of the hatchets then return to the lab room where you left the amulet. Before you pick it up use the hatchet on the corpse on the bed to get the GRAVEYARD KEY. Pick up the amulet off the shelf then go back to the main corridor on this level.

Go into the next door down and talk to Bowman inside. He'll give you some more info then will ask you if you wish to leave with him Answer NO.

Now use the graveyard key on the back door in this room to reach the.... CIRCUS. Na, I'm only kidding you. You'll arrive in a parking lot. No, I'm being stupid again. Of course you'll be in a graveyard (well duh!). Haha, I fooled you. Your in another walkway. Follow it and enter the door in the end. This time you will be in the graveyard.

Check the tombstones on the left to find Philip who will spill his guts (and I don't mean really spill his guts) and tell you a little more about what was going on to cause all this mess. Once he dies click on him again to get the LARGE DOOR KEY. Take a guess what this is needed for. Leave the grave yard and head back to the main hallway of this level. Use the large door key on the large door(!) to find yourself.... back where you started the chapter.

Great. All this to end up where I began! Cheer up because you have the green key card and there is door here with a card reader. Use it.

Take a look at the statue, put the amulet on the shelf in the back and go back out the the corridoor you came from. Go zombie hunting for a white and let it change you into Bates. You need to do this to get any firther in the game. Once you have done so return to where you put the amulet an go through the other door in the room.

Speak to Allen Hale. Then go downstairs. Clean out the zombie in the hallway past the stairwell with your shotgun (if you don't have one there is one in a draw where Allen was working) then go back and get the amulet to change back. Go back down and through the hallway amd enter the other doorway in there.

Go through here and you'll get a cut scene which will explain a lot. Once it is over continue through to the next room. Click on Alex to talk to him. When he asks you if you want to escape with him, say YES.

Ending Complete. Your ending rank is B.

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2.13 - "A" E N D I N G W A L K T H R O U G H  
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## Chapter One - Yellow Cursed Doll

"Allen Hale.... That Maxwell curse is..." - Philip Tate

The game starts with a small intro scene of some mysterious scenes and you will be left as Alyssa in the Entryway of the Tate Household.

Straight across on the wall by the plant is a light switch. Press it. It doesn't do anything in here, but it lights up the toilet which is the door beside the switch. Enter it and check the bowl.

Now that your freaked by the leg in the toilet, the yellow "blood", and the creepy child's laugh exit and enter the next door down from the toilets. Now that you are in the bathroom chuck on the light switch beside the door so you can see what you are doing.

Check the cupboard above the sink to find the DINING KEY and check the bathtub for another bit of a body. And yet another laugh.

Head back out to the entry way and use the the door at the back of the room. You'll be in a large dining room. Wheres Barry Burton when you need him? :) In here will be 4 doors. Two on the left side of the room, one which you came through, and two on the opposite side. We want to go through the door on the right side which has the small squares on it and requires the Dining Key.

Going through it leads to a smaller dining area. Check the arm sitting on the table then go back out the entryway where you started the game.

From the entryway, go upstairs to arrive in a hallway. Be sure to ignore the samurai (don't click on it) and enter the first door on the right from the top of the stairs. You will be in yet another hallway, which I will name Hallway 2 just for ease of reference. You will find you can't click on any other doors in Hallway 2 at this time except the one you came through and the door in the middle of the left wall, so go into this door.

You will find yourself in a bedroom. Note the Clock Tower poster beside the bed (hehe) and then click on the item sitting on the floor surrounded by the yellow "blood". After Alyssa realises who the body parts belong to and that she has dropped the Amulet, Bates will take over.

Head back downstairs and go back to the second dining area which had the arm on the table. On the floor by the door you come through you will find the Amulet (you'll be shown a cut scene of where it is if your not sure), so pick it up.

Yet again, head back upstairs. Flick the light switch and enter the light brown door (these are both close to the samurai) and you should be in another toilet. Searching the cabinet on the wall will get you a PISTOL.

Go back out to the hall and now look at the Samurai statue. Doing so will cause it to move around. From now on the statue will appear in various areas. All you need to do is leave and wait a few minutes for it to change location.

Once you have done this enter the last door in the Samurai area

you haven't been to. You will be in a living room, where you will find Philip Tate. Switch on the light and talk to him. His rants give very little in the way of clues.

Go back to Hallway 2 on this floor and enter the door on the left close to where you entered. Click on the bed to look at the statue and get a small cut scene.

Go back to the other bedroom on Hallway 2 where you found Ashley's head. Go out the other door in the room to find yourself on an outside porch. Follow the porch around to the other door and enter it. There will be a small cut scene.

Check the white closet on the back of the right side of the room (the cursor will look like its on the black shelf beside it) to get the BEDROOM KEY. From here go back to the large dining room on the first floor. In the right back corner of the room is a large vase. Put the amulet inside the vase then head into the smaller dining room.

Once you enter it you will here Kathryn telling Stephanie to stop what she is doing. Use the key on the door nearest to the bar.

There will be a cut scene, then you'll get the chance to click on Stephanie. Do so to push her over. You will turn into Bates and Kathryn will escape. After the scene you will be back out in the small dining area. Use the Bedroom Key to lock the door back up again to prevent Stephanie from escaping.

Go go back to the large dining room. Grab the Amulet back from the vase. Head through the dark brown door on the bottom right side and you will be in the storage room. Flick the light on and talk to Kathryn. Once you have done so, position the cursor so that it's kinda on or just beside the pink drawers. The cursor will actually be on a heater. Click on it twice to get OIL CAN.

Go back to the bedroom you locked Stephanie in and unlock it. She has escaped so there is no need to worry. Once inside examine the nightstand between the beds to read a letter written by Allen Hale. This will give you some details on the statue you saw earlier in the bedroom on the second floor. You can take a guess as to where to go next.

Once you arrive to the bedroom, examine the bed to find the statue is no longer there. Take your amulet and put it in the white drawer in the bedroom. Once you have done so go back downstairs to the Entryway.

Talk to Philip. Because you are Alyssa, he'll talk ramble about what is happening, give you the CORRIDOOR KEY, and then leave into the Dining Room. Follow him. Make your way through to the small Dining Room. Use the corridor key on the door on the bottom right of the room. Run through the hallway, through the next door and into the den.

Go down stairs and turn on the light. Check the table for a LIGHTER. Once you have picked it up talk to Philip and watch the cut scene. It will explain more details, but you'll need to button bash to escape him strangling you.



After you escape you'll be in the den. Make your way to the small dining room, and then back again to the den. Talk to Philip then pick up the golden statue and make your way back to the large dining room. Return and get the amulet you hid upstairs then return to the dining room again.

I advise you to save now because if you fail at this you might get two endings instead of dieing and being able to continue, or getting one ending.

Take the statue and use it on the fireplace. Stephanie will turn up. Quickly chuck the statue in when the cursor is flashing, and then use the Oil too. A scene will take over. It seems Alyssa dropped the amulet again. Bates will get pissed off with Stephanie and uses her own knife to stab her. At this time you'll go to a wide shot. QUICKLY grab the amulet off the floor. Bates will change into Alyssa and you'll have the cursor flashing again. Use the lighter and burn the statue. A scene will take over and the chapter will end.

You'll awake in a hospital with a Police detective, Alex Corey. He'll explain what happened before something will happen and you'll be left alone again.

## Chapter 2 - Noisy Monsters Cage

"Don't you know? There's a big story here!" - Doug Bowman

You'll be in Room 103 of the hospital. These room are kinda the same, but you should be able to work out where to go regardless. If your not sure you can examine the panels beside the door to see what room is what. The ones in this area are 103 and 104.

Inspect the stand beside the other bed on the left side of the room for a DRAWER KEY. Leave this room and head into the hallway which we will call hallway #1 for convenice.

Move along the hallway to the right, past the other rooms, until you get to the double glass doors on the back wall. Click on them to get a cut scene. After doing so head through the single door to arrive in the main hallway.

I will note now that this level is full of zombies, so your basically going to have to work your way around them. The easiest way to do this is to head into hallway 2 (which I will outline shortly) and use the broom in the toilets to kill zombies with. You wont have to do this with the zombie in the main hallway, but you will have to do it with others. For the hall zombie head into the door to the right of where you exited. You will be in some sort of exam room. From here you can pick up the chair and use it on the following zombie. After you have done so you will be taken back out to the the main hallway. Go back into the exam room when you can.

Inside you'll find Doug Bowman, a newspaper reporter. Talk to him then check the paper on the desk he was looking after. Leave back out to the main hallway and go into the first door along the back wall past the lift. You will be in an office room with a corpse on the floor. Check it to result in having to use the broom plan.

To get to the toilet, go back out to the main hallway and head left. Just beside where you exited is a door with a glass panel, go through it to end up in hallway #2. Ignore the first door and head into the door with the pink female sign on it (and yes only Alyssa can enter the female toilets and Bates the male one if you were wondering).

Inside the middle stall on the back wall is a broom. Use it to wack the following zombies. This should be used for any you encounter. On a small note you'll encounter another when you leave the toilet so you'll end up back inside having to hit it.

Once you are finished with hitting the zombies, go back to the office and pick up the Storage Key off the floor where the zombie was. Go back out to the main hallway and use the elevator to go up to the 2nd Floor. Kill the zombie (yes back to the toilets) and then return here. Talk to Alex Corey. He explains the details of the case, then suggests going to the lab Philip Tate works for.

Go back downstairs after he leaves and re-enter hallway #1. Get rid of the zombie by making your way to the toilet (again!). Once it is dead, re-enter the toilet and check the stall at the left end of the row and you'll hear the same voice you heard at the doors near the start of the chapter. Leave the toilets and go down two doors to the right and into Room 101.

Turn on the light switch and check the sink. After the scene turn the lights, grab the PISTOL out of the locker, and put the amulet down in the vase by the front left bed. Leave the room and move down to Room 102, one door to the right along Hallway #2.

Once inside let the zombie come close and get you into panic mode thus changing you into Bates. Run to the main hallway and shoot the following zombie with the pistol you just gained. If you do it hallway #2, Bates will just run back into Room 102 leaving you to face another zombie.

Once it is dead, go back to hallway #1, enter Room 104. Once inside turn on the lights and check the nightstand beside the front left bed. Leave the room and go back up the 2nd Floor. Use the storage key on the door on the right hand wall to enter it.

Turn on the light, and talk to the nurse. After she tells you about a file with important info, go around the middle shelf and check the boxes close to the screen for a SCREWDRIVER. Go back out to the 2F Main Hallway and go into the door on the left side wall.

Talk to the man in here. Henry Kaplan, the director of the hospital. Bates will kick him over. Use the screwdriver on the desk by the phone to get the BACK DOOR KEY. Return downstairs into the office on the 1st floor. Use the door on the other side of the office to reach a second office.

Switch on the light, then use the drawer key on the desks click point by the chair to get a shotgun. Search the door side of the desk for the file the nurse was talking about. Shoot the zombie that comes in.

Return to Room 101 and pick up the Amulet out of the vase. Once

you have done so return to the storage room and talk the nurse out of killing herself.

Go back across the 2nd floor to the office where Kaplan is. He'll pull the same crap as he did with Bates, except this time you'll have to button bash. If you don't die someone will shoot him. When you leave a cut scene will take over.

Return downstairs to hallway #2. Enter the first door along the back wall (closest to the left end). Inside you will find Doug Bowman again. Talk to him and when he asks you if you wish to come with him say no. Return to hallway #1, go through the sliding doors and use the Back Door Key so you can escape finally!

Or so you thought. Alex will come to your rescue, kinda, shooting the door open. But it leads to more than 30 zombies coming in. Shoot them with your shotgun as they approach. If you let any get close it will be an instant death. A real bitch of a scene. Though when you finally get past it you'll be into chapter 3.

### Chapter 3 - The Fathers

"You did come here to die didn't you? I can help you with that."

- Shannon Lewis

This section is quite big, consisting of various rooms over 4 floors. Refer to the maps if you get lost.

You'll be in a hallway, once again, alone. Head to the left and use the door on the backwall. You will be in a stairwell, so head up to the top door.

Another hallway with three doors. These are quite common, so get use to them. You entered from the 2nd door on the right side. Enter the first (and closest door) to the screen on the right side to be in a storage/file room.

Turn on the light and search the rear shelf to get the EXAM ROOM KEY. Return out to the hallway and go through the door on the left wall. Inside talk to Doug, who will warn you of "a man covered in blood carrying a big hatchet."

Go back out to the hallway and use the door on the back wall. You will be in yet another hallway. Run down it and enter the only other door along it by using the exam room key. Examine the body on the bed and check the cart in the middle for a SHOTGUN. Exit through the other door in the room.

Make your way through the office room, and try to exit through the other door. A cut scene will take place and you will be introduced to the "man covered in blood carrying a big hatchet," otherwise known as George Maxwell. Escape back to the lab room with the body and use the pot sitting the side of the bed to smack Maxwell with. You won't stop him, but it will let you get past so you can go back through the office and out the other door.

When you do so you will be in yet another hallway. Ignore going down it and go directly in the first door on the back wall from where you came. You'll be in a short hall with a lift. Run past the lift and enter the door at the other end.

Another hall. Run left along it till you see the fire extinguisher on the floor. Pick it up and use it on Maxwell. You can use this on as many enemies as you need to. After using it you'll probably be in the lift hall so return to the all with the extinguisher and enter the womans toilets (yes the pink door).

Turn on the light switch and examine the sink. In it you will find the Blue Card Key. Leave the toilets and enter the door at the right most end of the hallway, near to where you original entered the hallway from.

Once you enter this office, talk to the woman sitting in the chair. Shannon will introduce herself and pass a bunch of cryptic lines before allowing you to leave. Put the amulet on the bookshelf near to where Shannon is sitting then go through the door beside it that you haven't been through yet. Let the zombie here change you into Bates then kill it. Continue through this creepy lab room into the next hallway and talk to Alex.

Continue through the other door in the hallway with Alex to arrive at, surprise, another hallway with 2 other doors. One on the left and one on the right. Go through the door on the left to be in a shower. Turn the lights on and check the lockers to find they are locked. Bates will tell you that something long and thin is needed to open it. Wipe the dirty look off your face if you have one and go back to the creepy lab room which you went through earlier.

Put the lights on (if you haven't done so already) and examine the body parts hanging up on the right side of the room. You should find a WIRE there. Go back to the showers and use the wire on the lockers. Inside you will find an "odd-looking" SECURITY KEY.

Backtrack through the corridors and rooms, to the area with the elevator in it. Continue back past it to the first long hallway which you didn't explore. Ignore the large glass doors, they lead to a courtyard, and enter the next door down. Turn on the lights and use the security key on the "anti-crime device" hehe.

Gp back out to the hallway and enter the courtyard doors you passed just before. Examine the ground just below the odd statue to find a DESK KEY. After this, go back to where you left the the amulet and pick it up.

Backtrack again to the hallway outside the showers where you got the security key. This time take the door on the right to end up in another lab room. Check the middle shelf to find the STORAGE KEY then backtrack YET again to the hallway with the lift and take the lift upstairs. Up here is quite a few zombies which you'll have to take out. Chances are you'll have to go back downstairs and use the fire extingusiher to take a lot of them out.

Where you need to go is to the right of the lifts, so go the door at the right end of the hallway. When you get into the new hallway go right again and through the door. You will be in a small office/ waiting room area. Check the desk with the computer on it to get the LIGHTER.

Go back out to the previous hallway and down to the left end of it. Go through the door to another hallway. From here take the single

door on the right wall. Flick on the light switch then use the lighter to get the LAB KEY off the blue computer box in the middle of the room.

From here go back out and into the hallway with the lift. Ignore it and exit through the door on the left end and into another hallway. Go through the door at the left end of it by using the Lab key.

Inside you will find Maxwell. Click on him to talk to him. After the cut scene, button bash to avoid getting sliced (if your on red then you'll be cut up anyway-just pick continue and do the scene over again). You'll need to go back downstairs and use the extinguisher on him. Once that has been done return upstairs to the room Maxwell just attacked you in.

Go through the room an into the small empty work room. Turn on the lights and search the chair for the HANDCUFF KEY. Return back out to the hallway and go to the other end of it.

Use the storage key on the single door on the right side of the hallway to enter it. Switch on the lights and talk to Allen Hale. Use the Handcuff Key to unlock him. He'll talk about going to the Lab Directors Office but before we do that, go into the other door in this room. Switch on the light and then search the bookshelf. You will find the RED CARD KEY. Now backtrack to the office where you got the lighter from and talk to Allen again. You will end up in the directors office and will learn the truth from Philip.

Once Philip leaves use the desk key you picked up on the desk to get the GREEN CARD KEY. Afterwards, use the red card key on the reader beside the other door in the room and go through the door. You will be in a hallway with another lift which requires the blue card key so use it and go down.

There is a small trick/bug to get past the zombie you find at the bottom. Ride the lift back up then back down. The zombie won't be downstairs when you arrive but will instead be behind you on the lift. Run along the hallway and enter the first door on the back wall. From there again enter the first door on the back wall. You will be in another lab. Quickly double click on the gap between the left most table and the bench on the left to hide. Although this will remove them for a short time, the best way to get rid of the 2 zombies in the area is to get them to follow you as you \*sigh\* backtrack all the way to the fire extinguisher.

Either way, in the end, chuck the amulet on the shelf on the back wall then exit this lab room out to the previous hallway. From here go left into another lab where you will find Shannon. Click on her and she will rant then try to throttle Alessa like a rag doll. Without the amulet, Alyssa will become Bates and will slap Shannon around like the bitch she is. Shannon will run off.

Click on the blade hold to pick up one of the hatchets then return to the lab room where you left the amulet. Before you pick it up use the hatchet on the corpse on the bed to get the GRAVEYARD KEY. Pick up the amulet off the shelf then go back to the main corridor on this level.

Go into the next door down and talk to Bowman inside. He'll give you some more info then will ask you if you wish to leave with him

Answer NO.

Now use the graveyard key on the back door in this room to reach the.... CIRCUS. Na, I'm only kidding you. You'll arrive in a parking lot. No, I'm being stupid again. Of course you'll be in a graveyard (well duh!). Haha, I fooled you. Your in another walkway. Follow it and enter the door in the end. This time you will be in the graveyard.

Check the tombstones on the left to find Philip who will spill his guts (and I don't mean really spill his guts) and tell you a little more about what was going on to cause all this mess. Once he dies click on him again to get the LARGE DOOR KEY. Take a guess what this is needed for. Leave the grave yard and head back to the main hallway of this level. Use the large door key on the large door(!) to find yourself.... back where you started the chapter.

Great. All this to end up where I began! Cheer up because you have the green key card and there is door here with a card reader. Use it.

Take a look at the statue, put the amulet on the shelf in the back and go back out the the corridoor you came from. Go zombie hunting for a while and let it change you into Bates. You need to do this to get any firther in the game. Once you have done so return to where you put the amulet an go through the other door in the room.

Speak to Allen Hale. Then go downstairs. Clean out the zombie in the hallway past the stairwell with your shotgun (if you don't have one there is one in a draw where Allen was working) then go back and get the amulet to change back. Go back down and through the hallway amd enter the other doorway in there.

Go through here and you'll get a cut scene which will explain a lot. Once it is over continue through to the next room. Click on Alex to talk to him. When he asks you if you want to escape with him, say NO.

Continue on through the door you haven't been through yet. Follow the various hallways till you get to the chapel and just let the scenes go on as they do. Everything will be explained. Just remember to button bash at the right time.

Ending Complete. Your ending rank is A.

----->  
3.0 - 2 P L A Y - F U L L E N D I N G  
----->

By saving at the right times the game can be played so that you will only need to play through twice to get all the endings. Here is the list of places where to save to get the endings on 2 play throughs. For the actual details see the above A ending guide. This is the full path you should follow with the following exceptions to get all the endings.

- Play from the start to until when you have to put the amulet in the vase. Save. Don't put the amulet down. Get the M ending and reload your save.

- Continue until you come out of the bedroom while Stephanie is in it. Save. Leaving the door unlocked will allow you to get the L ending. Reload your save.
- Continue on again until before you get the key from Philip. Save and go to him as Bates. Get the K ending. Reload your save and continue.
- When you get to the point of meeting Philip in the basement den save beforehand then go there as Bates. This will get you the J ending. Load your save.
- When it comes time to burn the statue, save before the scene. To get the I ending don't reach for the amulet when you have the chance. Reload after getting the ending and finish this chapter.
- Finish the 2nd chapter (there are no endings during it).
- Play through the 3rd chapter until just before you meet Shannon. Save. Change into Bates and talk to her. Ending H. Reload.
- In the A guide where it tells you to pick the amulet back up from the room where Shannon was. Save and don't pick it up. When you get the Lab Key, use it. Enter the lab as Bates and Maxwell will kill you. Ending F.
- Reload that last save and again don't pick up the amulet. Continue on as normal. You will pick up the knife instead of the storage key. Use the knife to cut the rope on the door and talk to Allen. Ending E. Reload same save again.
- This time pick up the amulet and continue to follow the game guide. When you get to the basement labs, save the game. Enter the room where Shannon is with the Amulet still on you to get the D ending. Reload the save and continue.
- Before you get to the scene with Doug Bowman asking you if you want to leave, save. When he asks say YES. Ending C. Reload the save and continue by saying NO.
- Again before you get to the scene where Alex Corey asks you if you want to leave, save. When he asks say YES. Ending B. Reload the save and continue by saying NO.
- Finish the game to get ending A.
- To get the last ending you need, the G ending, start a new game. When you get to the point of moving the samurai, DON'T. Instead leave it. When you get to the 3rd Chapter, you will find you can only get into the courtyard on the 1st floor. By getting the key on the ground ther you will get the G ending.

There you have it, all 13 endings on 2 play throughs.

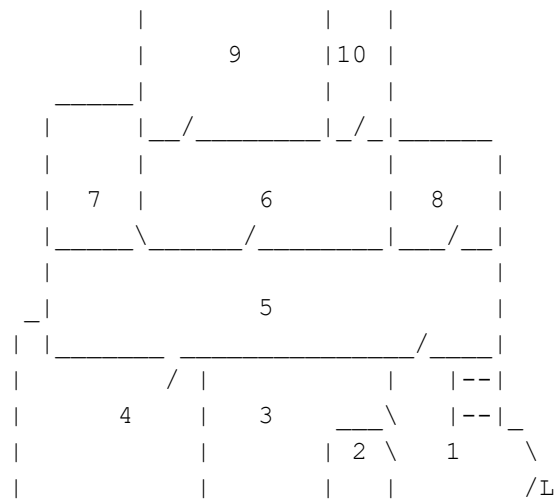
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 4.0 - M A P S / R O O M G U I D E  
 ----->

Please note that for some of the various items listed (usually guns or medic packs) you may have to be one person (eithr Alyssa or Bates). Certain other items may only appear in locations depending on how you are going through the game. And in case your wondering, L on a map means Locked Door. :)

Chapter 1: Yellow Cursed Doll  
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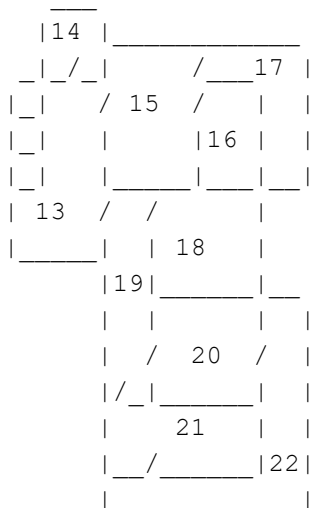
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- House 1F/B1      |  |  |  |  |
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- 01 - Entryway
- 02 - Toilet 1F
- 03 - Bathroom
- 04 - Guest Bedroom
- 05 - Dining Hall
- 06 - Small Dining Room
- 07 - Kitchen
- 08 - Storeroom
- 09 - Master Bedroom
- 10 - Hallway
- 11 - Den
- 12 - Basement
- 13 - Stairwell
- 14 - Toilet 2F
- 15 - Living Room
- 16 - Shrine Room
- 17 - Porch A
- 18 - Stephanie's Bedroom
- 19 - Hallway 2F
- 20 - Ashley's Bedroom
- 21 - Michael's Bedroom
- 22 - Porch B

- House 2F



Items

- Hallway Key - Off Philip Tate in Entryway or in Small Dining Room
- Medical Kit - Desk in Guest Bedroom, Closet in Master Bedroom, Table in Den, Closet in Living Room
- Pistol - Desk in Guest Bedroom, Shelf in Storeroom, Cabinet in Toilet 2F
- Amulet in Dining Hall and Small Dining Room
- Oil Can in Storeroom
- Lighter in Basement
- Desk Key in Cabinet in Stephanie's Bedroom
- Master Bedroom Key in Closet in Michael's Bedroom

Hints

- No 1 - Bathroom - Washing Machine
- No 2 - Kitchen - Sink
- No 3 - Living Room - Coffee Table
- No 4 - Hallway - Boxes

Hiding Spots

- A. Bar in Small Dining Room

Useable Items for Weapons



- A. Pan in Bathroom
- B. Candle Holder in Dining Hall
- C. Chair in Small Dining Room
- D. Pot in Kitchen
- E. Ashtray in Basement
- F. Chair in Ashley's Bedroom
- G. Backpack in Stephanie's Bedroom
- H. Wooden Sword in Michael's Room
- I. Side of Porch A (Weak Point)
- J. Plant in Porch A

Places to hide Amulet

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- A. Cabinet in Bathroom
- B. Desk in Guest Bedroom
- C. Vase in Dining Hall
- D. Sink in Kitchen
- E. Books in Hallway
- F. Cabinet in Stephanie's Bedroom
- G. Closet in Michael's Bedroom

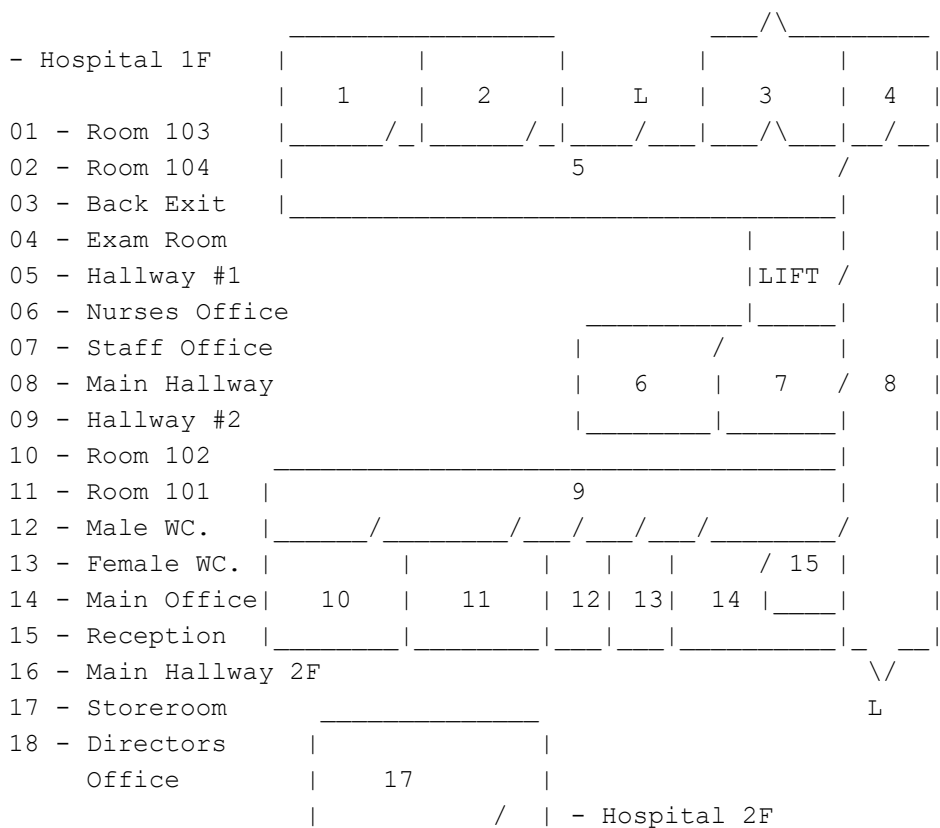
Traps

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- A. Clock in Dining Hall
- B. Painting in Small Dining Room
- C. Pantry in Kitchen
- D. China Cabinet in Kitchen
- E. Saumrai in Stairwell (required to be moved for all endings but G)
- F. Radio in Stephanie's Bedroom
- G. Table in Shrine Room
- H. Statue in Shrine Room

Chapter 2: Noisy Monsters Cage

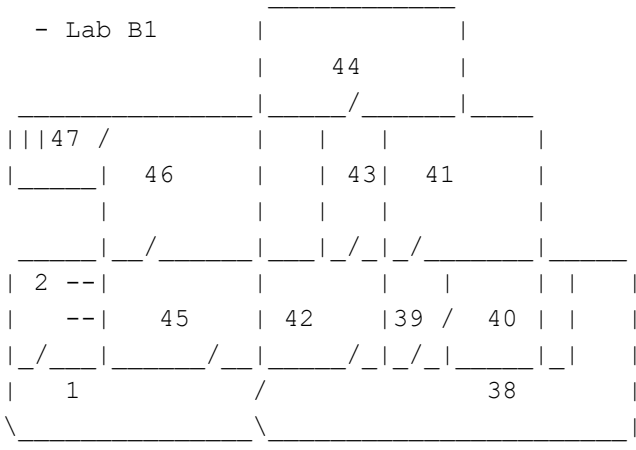
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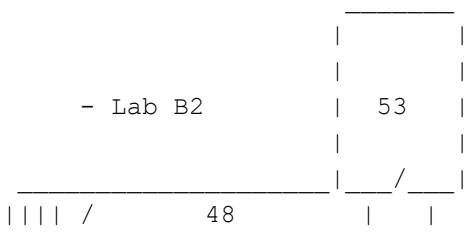
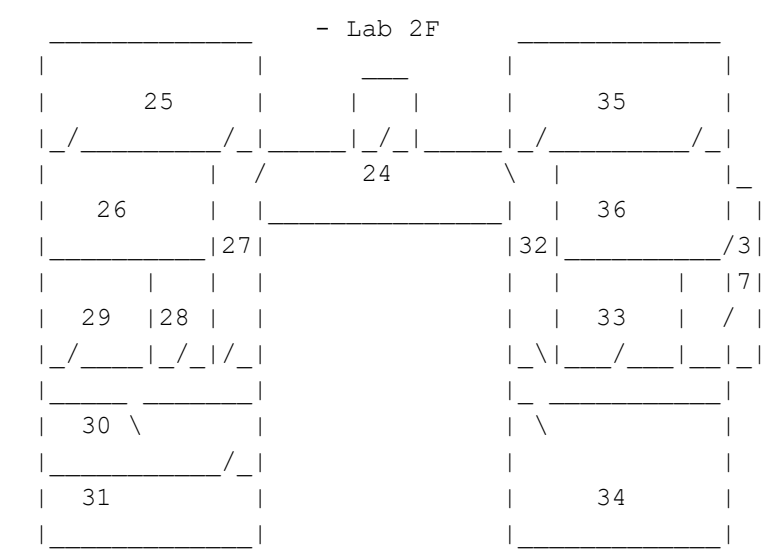
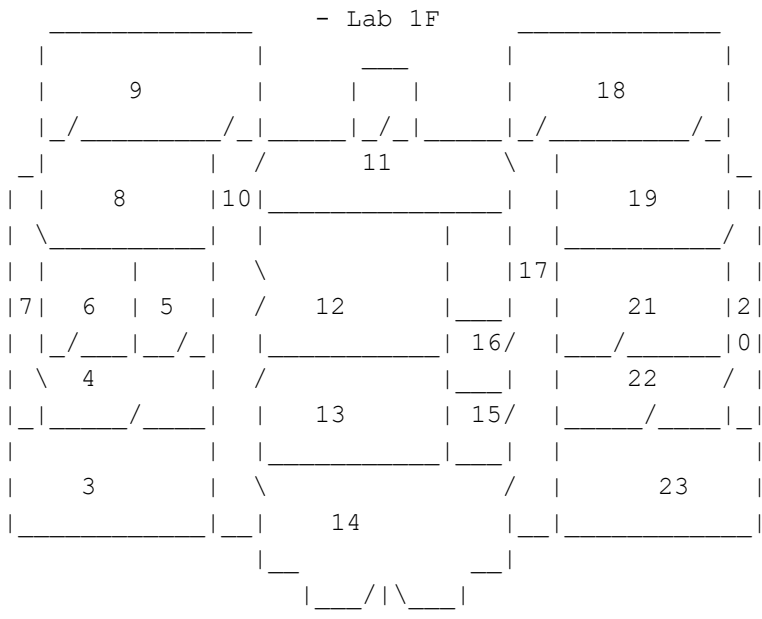


Chapter 3: The Fathers

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- 01 - Entry Hall
- 02 - Stairwell
- 03 - Lab 1
- 04 - Hallway 1
- 05 - Storeroom 1
- 06 - Stairwell 2
- 07 - Hallway 2
- 08 - Exam Room
- 09 - Office 1
- 10 - Hallway 3
- 11 - Hallway 4
- 12 - Courtyard
- 13 - Office 2
- 14 - Reception
- 15 - Male WC
- 16 - Female WC
- 17 - Hallway 5
- 18 - Office 3
- 19 - Lab 2
- 20 - Hallway 6
- 21 - Showers
- 22 - Hallway 7
- 23 - Lab 3
- 24 - Hallway 8
- 25 - Office 4
- 26 - Lab 4
- 27 - Hallway 9
- 28 - Male WC 2
- 29 - Storeroom 2
- 30 - Storeroom 3
- 31 - Library
- 32 - Hallway 10
- 33 - Female WC 2
- 34 - Comp Room
- 35 - Office 5
- 36 - Office 6
- 37 - Hallway 11
- 38 - Hallway 12
- 39 - Hallway 13
- 40 - Lab 5
- 41 - Lab 6
- 42 - Boiler
- 43 - Hallway 14
- 44 - Graveyard
- 45 - Lab 7
- 46 - Lab 8
- 47 - Stairwell 3
- 48 - Hallway 15
- 49 - Morgue
- 50 - Morgue 2
- 51 - Hallway 16
- 52 - Entryway
- 53 - Chapel.



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	50		_____		\_
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#### Items

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Exam Room Key - Bookcase in Storeroom 1  
Machine Gun - Search table in Storeroom 1 4 times, Shelf in Lab 7  
Medical Kit - Shelf in Exam Room, Bed in Lab 2  
Shotgun - Cart in Exam Room, Shelf in Lab 7  
Pistol - Cart in Exam Room, Locker in Hallway 3, Desk in Office 2,  
Stall in Mens Toilets, Shelf in Lab 2, Desk in Office 6,  
Desk in Lab 8  
Desk Key - Ground of Courtyard  
Blue Card Key - Sink in Womens Toilets  
Security Key - Locker in Showers  
Knife - Shelf in Lab 3  
Storage Key - Shelf in Lab 3  
Lighter - Desk in Office 5  
Red Card Key - Shelf in Library  
Green Card Key - Desk in Office 6  
Lab Key - On computer in Comp Room  
Handcuff Key - On chair in Lab 4  
Graveyard Key - Dead Body in Lab 5  
Hatchet - Holder in Lab 6  
Large Door Key - Off Philip Tate in Graveyard

#### Hints

-----

No 7 - Computer in Office 2  
No 8 - Computer in Office 1

#### Hiding Spots

-----

A. Stall in Womens Toilets  
B. Stall in Womens Toilets 2  
C. Shower stall in Showers  
D. Locker in Showers  
E. Behind table in Lab 5

#### Useable Items for Weapons

-----

A. Pan in Exam Room  
B. Chair in Office 1  
C. Fire Extingusher in Hallway 3 (unlimited use)  
D. Fire Extingusher in Hallway 5 (unlimited use)  
E. Plant in Reception  
F. Chair in Office 3  
G. Chair in Lab 4

#### Places to hide Amulet

-----

- A. Shelf in Lab 1
- B. Locker in Hallway 2
- C. Shelf in Exam Room
- D. Shelf in Office 1
- E. Locker in Hallway 3
- F. Desk in Office 2
- G. Locker in Hallway 5
- H. Shelf in Office 3
- I. Shelf in Lab 2
- J. Locker in Hallway 6
- K. Shelf in Lab 3
- L. Locker in Hallway 9
- M. Desk in Office 4
- N. Shelf in Office 5
- O. Shelf in Office 6
- P. Shelf in Storeroom 2
- Q. Shelf in Storeroom 3
- R. Shelf in Lab 5
- S. Shelf in Lab 7

#### Traps

-----

- A. Zombie in Locker in Hallway 2
- B. Bookshelf in Office 2
- C. Zombie in Locker in Hallway 5
- D. Zombie in Locker in Hallway 9
- E. Shelf in Office 4
- F. Painting in Office 5

----->  
5.0 - ? ? ? O P T I O N S E X P L O R E D  
----->

After the successful use of the ??? Option details for my Clock Tower walkthrough, I decided to do the same with this one in the hopes of explaining the details of the mysterious ??? Options of Clock Tower 2.

----->  
5.1 - E A R N I N G ? ? ?  
----->

There are a few ??? options this time. One on the main menu, one in the Pamphlet sub-screen, and one in the Options sub-screen.

The ??? option on the main menu changes into "EXTRA" once you earn it. This is done by getting the A ranking.

The ??? option in the Pamphlet sub-screen is earned by getting all Ranks from A-H. This will be known as "GUIDE" when unlocked.

The ??? option in the Options sub-screen is a little more interesting. There is a supposed cheat to unlock it (which I can never get to work) Another thing I've been told unlocks it is clocking up more than 66 hours, 6 minutes, and 6 seconds of playing time. But I've done this and it still doesn't open.

Apparently this is a SOUND TEST option.

----->  
5.2 - I N S I D E ? ? ?  
----->

Within the Extra option are two mini-games. One point based the other time based. For more details on these games check section 5.3; Extra Options Explored.

Seeing as I can't get the one in the options open, then I can't say much about it. It is however, I've been told, just a sound test menu. If you can get it open, e-mail me telling me how/and or whats inside.

The Guide option gives you extra plot and character details. It's worth a read. In case you can't be bothered getting all the endings I have put all the details below. Don't read unless you want the story spoiled, or can't be bothered getting the guide.

----

- Alyssa Hale

A young girl Allen Hale dug up from the Maxwell Family grave to cause the ruin of George Maxwell. Her real name is Lynn Maxwell. Her father, the director of a major hospital, was not home much, so Alyssa spent much of her childhood alone and she grew up to become a very quiet girl. When she was still quite young her father gave her a charm which she called "Amulet." She carried it with her always and it became a source of power. She has a gloomy disposition. Possessed with spiritual intuition, she wants to link everything to otherworldly phenomena.

- Bates

Alyssa Hale's male alter ego. The Maxwells, fearing that their twins were the "Cursed Children" born yet again, buried them alive in the family grave just after they were born, as was done in past generations. Bates is cruel, unjust, and heartless, yet kind to Alyssa, which might be a simple defense instinct. Any actual significance or reason to his existance is unknown.

- Allen Hale

Alyssa's guardian father, but actually Shannon Lewis is his true daughter. Hale at one time worked with Philip Tate at Memorial Pharmaceuticals Research Lab. Hale was among the top technicians at the lab until the science genius George Maxwell appeared and ousted him from his position. Consequently, he conspired with Philip Tate to dig up Maxwell's illegitimate child from the grave. The plan was to cause the ruin of George Maxwell, but instead of using Alyssa, he exacted his revenge by infecting a golden statue with a toxin that would cause anyone who touched the statue to go raving mad.

- Philip Tate

The director of the Memorial Pharmaceuticals Research Lab. Although a coward willing to even commit crime if it would help him reach his ambitions, Tate digs up the Maxwell grave at Hale's urging. Hale told Tate that the statue contained the Maxwell Family secret. He fully believed the Maxwell Curse, and he kept the statue hidden

in a closet for 16 years without noticing the toxin hidden inside.

- Kathryn Tate

Philip Tate's wife. She has no particular role, but she is the one who contacts the detective who takes Alyssa to the hospital.

- Michael Tate

The eldest son in the Tate Family and about to enter high school. While trying to escape from Stephanie who has become a murderous zombie, he climbs inside a suit of samurai armor. While in the armor, he, too, goes crazy from the toxin and himself becomes a wandering, murderous zombie.

- Ashley Tate

A first year middle school student. While coming home from school she is infected with the Cerebral Toxin by George Maxwell and becomes a living corpse. After returning home, she attacks her mother, Kathryn, and is then killed by father Philip. But her right arm which was injected with the toxin continues to live. A very unlucky girl.

- Stephanie Tate

A first grader and the younger daughter of the Tate's who becomes a murderous zombie after she is infected with the toxin implanted in the golden statue by Allen Hale. She ultimately returns to normal from a chemical reaction when she sees the statue burn before her eyes. In the end, the soul freed from Stephanie was merely a hallucination from the toxin that Alyssa saw; she was not possessed by anything.

- Alex Corey

A cool, snobbish detective from the neighboring town of Prunedale. He saves his reputation as a cool character by turning up at the end of the scenario. Even the scenario writer doesn't know what happens between Corey and Alyssa after everything is over.

- Doug Bowman

A newspaper reporter with a strong sense of justice. He, too, is relegated to playing a supporting role like Alex Corey, but his personality does not change. He is open-hearted and straight-forward, but he is bad at dealing with dead-end situations. He tends to make hasty decisions.

- Henry Kaplan

The Director of Memorial Hospital. Kaplan helps George Maxwell by providing him with patients for experiments. This causes the Memorial Hospital to have a bad reputation.

- Jessica Cook

The head nurse of Memorial Hospital. She investigates Kaplan's activities on her own. When she discovers the Cerebral Toxin plan, there are already many zombies and she thinks it is too late to do anything about it so she tries to commit suicide. She is an extremely overwrought, emotional woman.

- Shannon Lewis

Daughter of Allen Hale. When she was 8 years old, her parents divorced, and she was taken into custody of her mother, who died of illness a year later. Shannon was raised by relatives. Her hatred of her father, Allen Hale, builds, and when she sees him with

Alyssa, she realizes she wants to exact revenge.

- George Maxwell

Works at Memorial Pharmaceuticals Research Lab. The eldest son of the noble Maxwell Family. He has always had a reputation of being a genius, and rightfully so. Allen Hale is jealous of him and plans the whole incident. In 1982, George has a baby girl, Lynn, but believing her to be curse, her buries her according to Maxwell tradition. From then on he hatches his Cerebral Toxon plan, which, for him, is most likely revenge against all humanity. He goes insane from the toxin implanted in the statue which was sent to him by Allen Hale. He turns into a psychopathic killer and he is virtually dead.

- Golden Statue

Allen Hale gives this statue to Phillip Tate, saying that it possesses the Maxwell magic. But in reality there is a toxin implanted in the statue which makes people go raving mad. Allen Hale thinks that Phillip saw Alyssa when he dug her up from the Maxwell grave so he plans to silence him with the infected statue. He hesitates to use Alyssa to ruin George Maxwell, so he sends the statue to George to make him go insane as well.

- Maxwell Family History

Twin girls are rarely born into the Maxwell Family who, believing then to be cursed, have been burying them alive for the past hundred years. It is unknown if the alter ego is the other twin's spirit or if it is some ghost seeking revenge on the Maxwells.

- Amulet

A plain amulet given to Alyssa by Allen Hale (her guardian father) which she has kept since childhood. It was most likely purchased at some shrine. Alyssa is often emotionally unstable, possibly because she knows she has an alter ego. Hale gave her the amulet to provide her stability and to help prevent Bates from appearing.

- Cerebral Toxin

George Maxwell researched and developed this toxin. When administered, it grows into a parasitic brain inside the human body killing the true brain. This caused the blood to turn yellow and the skin to turn green. Unless the parasitic brain is destroyed the body will continue to live, even if it is hacked to pieces.

----->  
5.3 - E X T R A O P T I O N E X P L O R E D  
----->

Within the Extra option are two mini-games. Time Attack and Score Attack.

--

Time Attack

Rules (quoted from the menu details)

- Challenge Time Attack until you beat all zombies on the 1st floor of the Lab, or the game ends.
- Can not continue.



- You get extra bullets

- 1) when you beat certain zombies.
- 2) when you bear Maxwell.
- 3) when you are in panic mode without bullets.

Basically you just go around killing things. It's not fun because of the position thing and basically I haven't played it much.

### Score Attack

#### Rules

- Challenge Score Attack until you beat all the zombies on the 2nd floor of the Lab, or the game ends.
- Unlimited bullets.
- Can no continue.
- Beating a zombie by

1st shot 300 points  
2nd shot 200 points  
3rd shot 100 points

- If you can not beat a zombie by the 2nd shot, the zombie's weak spot will be displayed.
- When you beat zombie, a multiplier and a (time) limit gauge will be displayed. Beat the (next) zombie before the gauge runs out and point multiplied by the rate will be added and the multiplier will change.

```
|          SCORE: 00000000          |
|                                     |
|                                     |
|                                     |
|                                     |
| Rate X1000   Limit  ===== |
```

I liked this more than the time attack, and the multiplier is a good idea, BUT it would work better with a faster action game.

Dino Crisis 2 has an idea like this with it's combo system.

----->  
6.0 - C H E A T S / C O D E S  
----->

#### Cheat Codes -----

##### Change Costume

Costume A - At the title menu hold L1+R2+Select+Triangle

My Experience - The code worked fine for me. Alyssa will be in a school uniform.

Costume B - At the title menu hold L1+R2+Select+Square

My Experience - The code worked fine for me. Alyssa will be in a umm... well I'm not too sure exactly what she is supposed to be. :)

#### Milicana

At the title menu, or while playing the game hold L1+R1+L2+R2+Start

My Experience - The code worked. This gives you a blue amulet called the Milicana. This is some sort of power charm. But because I was too lazy to find out how it worked after getting it I'm not sure about the details. I think I remember reading somewhere it changes you into Bates while in panic mode or on low health or something. I will find out sometime though.

Edit - I tried it a few days after this guide was originally posted. Interesting results. The best way to put it is like in this e-mail I originally got from Ashley Whitworth on the Milkana back in 2000:

"You said that you were too lazy to find out how it works. Well I did. It works on your enemies like a shotgun. You can only use it when your Bates but that is a given with anything that is on the top.

How it works: You stand back or across the room like with the gun and you wait for the light that comes out of it to grow as big as it can then you aim at your enemies and fire. It kills them on the first shot unlike the handgun."

#### Sound Test

At the title menu press Left, Circle, Down, Triangle, Right, Square, Up, X, L1, R2, L2, R1+Start.

My Experience - This is supposed to let you open the ??? option in the menu. I haven't gotten it to work, but if anyone has drop me a line. I just can't do a thing.

- A few people dropped me a line saying they got it working, but the best suggestion came from Cal Adams at the end of 2002. The timing of R1+Start can be touchy for some reason.

#### Gameshark Codes

-----

Here for your cheating pleasure are Gameshark codes from the Game Software Code Creators Club (<http://www.cmgsgccc.com>). I take no credit in these codes (the creators are mentioned below) nor any technical support. Questions about the codes can be sent to the creators or questions can be asked at the GSCCC's UBB located at the above webpage.

#### Clock Tower 2: The Struggle Within US/NTSC Codes

All by Thunder2

1J - Joker Command	-- D0065880	????
2J - Turbo Joker	-- D0065808	????
	80065808	0000
1 - Have All Hints	-- 8006F04A	FFFF

2 - Have All Endings & Extra Mode -- 8006F048 FFFF  
3 - Infinite Ammo For All Weapons -- 80070954 0063  
4 - Infinite Ammo On Pickup -- 800996DA 2400  
5 - Infinite HP -- 80070A18 0003  
6 - Turn Into Bates -- 80070A20 0020  
7 - Turn Back To Alyssa -- 80070A20 0000  
8 - Play Time and Time Attack -- 80070A48 0000  
Mode Time 00:00:00 80070A54 0000  
9 - Equipped Item Modifier Code -- 800B61FA 00??

Item Modifier Codes

10 - Slot 1 -- 80070B1C 00??  
11 - Slot 2 -- 80070B20 00??  
12 - Slot 3 -- 80070B24 00??  
13 - Slot 4 -- 80070B28 00??  
14 - Slot 5 -- 80070B2C 00??  
15 - Slot 6 -- 80070B30 00??  
16 - Slot 7 -- 80070B34 00??  
17 - Slot 8 -- 80070B38 00??  
18 - Slot 9 -- 80070B3C 00??  
19 - Slot 10 -- 80070B40 00??  
20 - Slot 11 -- 80070B44 00??  
21 - Slot 12 -- 80070B48 00??

Extra Mode Codes Score Attack Modes

22 - Maximum Score -- 800D9990 E0FF  
800D9992 05F5  
23 - Infinite Limit Gage -- 800D84F8 0700  
24 - Multiplier Rate is x10000 -- 800D84F0 000A

Time Attack Mode

25 - Infinite Gun Ammo -- 800709CC 0063  
26 - Infinite Shotgun Ammo -- 800709D0 0063  
27 - Infinite Machinegun Ammo -- 800709D4 0063

Quantity Digits to Accompany Item Modifier Codes

00 - Nothing	-- 01 - Red Amulet	-- 02 - Gun
03 - Shotgun	-- 04 - Machinegun	-- 05 - Gold Statue
06 - Lighter	-- 07 - Oil Can	-- 08 - Screw Driver
09 - Model Gun	-- 0A - Wire	-- 0B - Hatchet
0C - Knife	-- 0D - Drawer Key	-- 0E - Corridor Key
0F - Bedroom Key	-- 10 - Dining Key	-- 11 - Storage Key
12 - Drawer Key	-- 13 - Back Door Key	-- 14 - Red Card Key
15 - Blue Card Key	-- 16 - Green Card Key	-- 17 - Security Key
18 - Handcuffs Key	-- 19 - Desk Key	-- 1A - Storage Key
1B - Graveyard Key	-- 1C - Large Door Key	-- 1D - Lab Key
1E - Exam Room Key	-- 1F - Health Kit	-- 20 - Blue Amulet

---

Clock Tower: Ghosthead JAP/NTSC Codes

Joker, 1st-18th, 21st by Thunder2  
19th-20th by lowaiyin@iname.com

1J - Joker Command -- D0067EE4 ????

1 - Have All Hints -- 8007172A 00FF  
2 - Have All Endings & Extra Mode -- 80071728 FFFF  
3 - Turn Into Sho -- 80073100 0020  
4 - Turn Back to Normal -- 80073100 0000

5 - Infinite Ammo All Weapons -- 80073034 0009

6 - Item Slot 1 Modifier Code -- 800731F8 00??

7 - Item Slot 2 Modifier Code -- 800731FC 00??

8 - Item Slot 3 Modifier Code -- 80073200 00??

9 - Item Slot 4 Modifier Code -- 80073204 00??

10 - Item Slot 5 Modifier Code -- 80073208 00??

11 - Item Slot 6 Modifier Code -- 8007320C 00??

12 - Item Slot 7 Modifier Code -- 80073210 00??

13 - Item Slot 8 Modifier Code -- 80073214 00??

14 - Item Slot 9 Modifier Code -- 80073218 00??

15 - Item Slot 10 Modifier Code -- 8007321C 00??

16 - Item Slot 11 Modifier Code -- 80073220 00??

17 - Item Slot 12 Modifier Code -- 80073224 00??

18 - Item Slot 13 Modifier Code -- 80073228 00??

19 - Infinite Time -- 80073128 0FB8  
80073134 0000

20 - Infinite HP -- 800730F8 0003

21 - Event Modifier Codes -- 80072FA8 ????

80072FAA ????

80072FAC ????

80072FAE ????

80072FB0 ????

80072FB2 ????

80072FB4 ????

Quantity Digits to Accompany Item Modifier Codes

00 - Nothing	-- 01 - Red Amulet	-- 02 - Gun
03 - Shotgun	-- 04 - Machinegun	-- 05 - Gold Statue
06 - Lighter	-- 07 - Oil Can	-- 08 - Screw Driver
09 - Model Gun	-- 0A - Wire	-- 0B - Hatchet
0C - Knife	-- 0D - Drawer Key	-- 0E - Corridor Key
0F - Bedroom Key	-- 10 - Dining Key	-- 11 - Storage Key
12 - Drawer Key	-- 13 - Back Door Key	-- 14 - Red Card Key
15 - Blue Card Key	-- 16 - Green Card Key	-- 17 - Security Key
18 - Handcuffs Key	-- 19 - Desk Key	-- 1A - Storage Key
1B - Graveyard Key	-- 1C - Large Door Key	-- 1D - Lab Key
1E - Exam Room Key	-- 1F - Health Kit	-- 20 - Blue Amulet

----->  
7.0 - U N K N O W N I N F O / T H I N G S T O A D D  
----->

I currently have no details I think still need to be added. That is unless something is brought up.

----->  
8.0 - F R E Q U E N T L Y A S K E D Q U E S T I O N S  
----->

This is where I post up questions that I get from people. If you have a question on Clock Tower 2 that you want answered, email me at mcgregorr@extra.co.nz with your question.

Q - How do you get past the fireplace/kaplan strangle event?

A - See the Important Notes You Need To Read section.

Q - Is there any relation with Helen Maxwell and the other Maxwell in Clock Tower 2: The Struggle within?

A - Not as far as I know.

Q - I can't pick up the shotgun! Help me!

A - If you already have a pistol in your inventory then you can't pick up another weapon.

----->  
9.0 - L E G A L I N F O

----->

Just the legal tie up's that are too big to put at the top.

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You may not modify it in anyway for use on web pages (in any forms such as HTML) without asking me first. It may only be distributed only in its entire, unmodified form otherwise. I'm probably going to say no to a HTML version seeing as I have my own page already at [welcome.to/clocktower](http://welcome.to/clocktower)

Permission is not granted for anyone to "update" any of my work, be it changing details, or add things to an already existing walkthrough.

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A small disclaimer...

If I'm wrong about something that is a fact, let me know. If I'm wrong about something that is my opinion, then you can let me know your opinion in a nice manor. Just remember that it's my opinion and I can't be wrong about it.

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----->  
10.0 - C R E D I T S / P E O P L E T O T H A N K

----->

I will take the time to thank those individuals who helped me with the guide.

VideoWorks Dunedin, for pointing me in the direction of where to get a disk resurfaced. Kudos to the guy who said turn it sideways and stick it up your candy ass. Bloody try-hard comedians/Rock wannabes, get some original lines.

The nice people at the local CC 2nd Hand store who tracked me down a new copy of Clock Tower in great condition for a damn cheap price too.

The GamesMaster and staff at AGETEC for putting up with my pointless questions on a the games.

Likewise to all the old regulars at the forum at AGETEC, especially Debbie, Derek, and "Scissorman," Dan and Bobby Barrows who helped my in my quest for knowledge. It's a shame the forums are not the place they once were.

All the people who supported me in making my CT webpage and all other pages I have made. Especially CinemaGirl for all those wonderful questions on the cursor colours.

All the people who joined Resident Evil Sitez (<http://welcome.to/residentevilsitez>). If you have RE page, big or small, e-mail me about joining up with RE Sitez. Free Advertising : - )

R@mmy and all the guys at the BIOHAZARDextreme message boards, one of the best boards I've been to.

Andrew M. For his continual positive attitude. Keep on gaming.

Tom Walton for giving me some space to chuck my CT page back up. It maybe a couple a megs, but it's good to have it back. :)

Everyone who has helped me with this walkthrough.

My dog if I had one.

All the other writers out on the net who do the excellent work that we all love. You guys and gals are the stuff that make us lowelys try to write very well and look like asses when we do.

Anyone I may have missed... please don't kill me. Contact me, and you will be added.

If you want to see this guide in HTML form with cool stuff and images and such (oh goody!), check out my CT page at <http://welcome.to/clocktower>

Time to plug my other pages.

Resident Evil: A New Blood - Guide to future RE games at - <http://www.new-blood.com>

Resident Evil Sitez - The nets biggest list of Resident Evil/Biohazard Websites at - <http://welcome.to/residentevilsitez>

That's it... that's the end of this walkthrough. If you have any other questions, comments, suggestion, info to be included etc. please contact me at mcgregorr@extra.co.nz

Clock Tower SNES/PS First Fear Guide... sometime perhaps....

- Rob

"I would rather believe the truth of my eyes than the words of the spoken" - Original dumbass quote

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