

Clock Tower (Import) FAQ/Walkthrough

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WARNING: While the Main Walkthrough Portion of this Document is Relatively Spoiler Free, some sections following that contain MAJOR SPOILERS, so only read those sections if you do not mind or have already played. Be careful even then, since some of those might contain spoilers for the SEQUEL (they're marked, but be careful not to skip right to them without realizing it).

UPDATE STATUS: Wow...here I am, SEVEN YEARS after starting this guide, and somehow I find that I haven't updated it once in nearly seven years. I wasn't yet a Junior in High School upon starting this guide, and now it's been over a year since I graduated from College. It makes me feel old, looking back on it, but now I'm rambling. The bottom line is, now at last this guide is finally complete, more or less (unless someone needs me to answer questions, etc, along with a few brush-ups I'm still making here and there). The face of the guide has changed a lot, now, since the English Translation is much easier to find, allowing me to make the Walkthrough part of this guide pretty much Spoiler Free. However, the Character Analysis section is still here (and expanded) for your reading pleasure, along with an all new Plot Points and Theories section, for those of you who have completed the game (and possibly the sequel) or who don't mind Spoilers.

C L O C K
T O W E R
(The First Fear)

A Walkthrough For A Highly Under-Recognized Game

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way shape or form, though if you are in the credits, you may take credit for that which you are credited for. You may also use the information found here to make an FAQ of your own (since the information belongs to the Game itself and thus to the public) but please credit me if this guide was your source, and especially if you reference one of my own theories (such as in the Character Analysis section).

1.0. Table Of Contents

- 1.1 Credits
 - 1.2 Intro To this Walkthrough
 - 1.3 Story
 - 1.4 Characters
 - 1.5 Playing the Game
 - 1.6 Maps Of The Barrows Mansion
 - 1.7 Walkthrough Preface
 - 1.8 S ENDING
 - 1.9 A ENDING
 - 2.0 B ENDING
 - 2.1 C ENDING
 - 2.2 D ENDING
 - 2.3 E ENDING
 - 2.4 F ENDING
 - 2.5 G ENDING
 - 2.6 H ENDING
 - 2.7 Character Analysis
 - 2.8 Plot Analysis and Theories
 - 2.9 Closing
-

1.1 Credits

All of these people get credit for making this walk-through possible. I'm listing them according to the help they gave.

--Tsama, CStarFlare, and Scissorman, for giving me much needed storyline elements, such as translations, who was who between Dan and Bobby, Etc.

--CStarFlare, and MzXr468 for helping with the S ending. They were the source, and without them I'd still not know how to get it. I also thank Gutsyness for relaying this information to me. Huntz67 gets a LOT of thanks here, because CStareFlare told me that he was the original source who gave CStarFlare and MzXr468 the information.

--Eric S. Hooten, because his FAQ kept me from being completely lost the first time I played the game. I'd have never found my way around by trying to make sense of all the Japanese! Also, he is credited for my

knowledge of the B and C endings, because it was using his guide that I got these two endings.

--Lord Zero, whose guide confirmed what I thought was the way to the A ENDING (as well as pointed out something I wouldn't have known, since I always did the thing in question, which will be pointed out later in this guide). It was also reading Lord Zero's guide, and a compliment he paid to mine, that inspired me now (SEVEN YEARS later) to finally finish what I started, albeit looking somewhat different from when I began. So, many thanks to you!

--Similar thanks goes to Daemon_Machina, who used my guide to make an awesome Map of the Barrows mansion (Check it out!), and to anyone else who has used or referenced my guide...little things like that made me realize it was worth the effort.

--Goldie, of Don't Cry Jennifer forums, who gave me some information from an e-mail straight from Clock Tower's creator, Hifumi Kouno.

--Hifumi Kouno, who not only directed the games, but seems kind enough to respond to the e-mails of his fans, making him a valuable source of information as well as the creator of a very great franchise.

1.2 Introduction to the Walkthrough

This walkthrough is made with the intent of being as formal, fun, informative (yet spoiler free in the walkthrough section), and helpful as it can be, all at the same time. I'm hoping that I can give it just a touch of a professional feel, as this game lacks an official walkthrough in America (Ex: Bradygames, Prima, etc). So, I hope that this walkthrough can compensate for that; though I must admit, some great walkthroughs have surfaced since I set out with this one years ago. This walkthrough is far less necessary than it was then, if it's necessary at all. But what can I say? I feel that I should finish what I started, even if it's extremely late.

I think that this Game, Clock Tower, is a wonderful game which isn't recognized nearly as much as it should be. This is mostly because it (unfortunately) was never released in America. This is one of the most irrational decisions in video game history, because the game was so advanced for an SNES game. It'd have done well in the US, and was one of the first console games ever to deal with cinematic-type horror. It did quite well in its mood, considering what the programmers' limits were. But I digress. I hope that you enjoy this walkthrough, and I hope it helps you.

1.3 Story

Jennifer and her three friends, Lotte, Ann, and Laura, have been chosen to be adopted by the mysterious, yet unquestionably wealthy Mr. Barrows, who lives in a mansion known as Clock Tower (Hence the game's name) because of it's own, quite large Clock Tower, by whose chimes the locals once tended their fields before it apparently stopped running nearly a decade before the game's events.

Jennifer and her friends are led to their new home by Mary, or, as they often call her, Ms. Mary out of respect. They're thrilled to have a new home, especially this particular home, which is obviously spectacular from the moment they enter the main hall.

However, a place this big was bound to hold secrets.. And the secrets of Clock Tower are darker than those of most estates.. Because Jennifer and her friends are about to discover that the Barrows family is far from normal.. That evil lives even within the wall of the most beautiful places. And that there are some things worse than being in an orphanage..

1.4 Characters

Note: In this Characters section, information directly preceded by an asterisk (*) come from the Clock Tower creator, Hifumi Kouno, courtesy of Goldie from Don't Cry Jennifer Forums.

Jennifer Simpson: She and her friends are only fourteen. Jennifer is a nice girl, who seems quiet at times, yet always polite. She's known to let her worry and curiosity get the best of her at times, however. This girl holds more agony inside than is obvious from the outside. She lost both of her parents when she was small. Her father was a doctor, and he simply disappeared without ever being found as of the time the game takes place. Jennifer can only hope that her new life with Mr. Barrows can help her to move on...And give her some resolution as to her past. *In the orphanage, Jennifer was a quiet girl, and this caused her to have a position of standing on the sidelines, not being part of the popular crowd.

Ann: Ann seems optimistic girl, and seems excited and curious about her new adoptive father. Ann doesn't seem to stress easily, as her optimistic expectations rule out too much worry. She can come across as teasing with her friends at times (as a comment made by her early on suggests). *She was part of the popular crowd in the orphanage, and she wasn't quite close with Jennifer.

Laura: Laura seems the opposite of Ann. She seems a bit more introverted, quiet, and serious; also, she worries more, and seems bothered by her intuition, by which she is set ill at ease about the girls' new home. She's one of the least optimistic people about the move. This isn't

to say she's not excited--but she is probably least happy about the adoption out of Jennifer and her friends. *She was also part of the popular crowd, and she and Ann, despite their different personalities, seem to have been close friends.

Lotte: It is now well known that Lotte is female, not least of which reasons is her feminine figure, which is ironically more noticeable than with the other girls, most likely in order to make sure that she is known to be female, since her clothing and hair style are more gender neutral compared to the others. Admittedly, in spite of the graphical evidence, I once thought she was a male, partly due to the name, which I thought was a version of "Lot." In any case, Lotte seems insecure about the adoption, but not for the same foreboding ill-ease as Laura. Instead, it seems she fears that she will not live up to the expectations of Mr. Barrows or ever grow accustomed to a new, presumably luxurious and pampered way of life, a fear that is implied by comments made early in the game by her and Ann. Are her fears true, or unfounded? *Like Jennifer, Lotte was an outsider to the popular crowd in the orphanage, and she is closer with Jennifer than the others.

Mary: Apparently from the adoption agency, Mary has acted as the mediator between Mr. Barrows and his soon-to-be children. She behaves in a caring manner towards Jennifer and her friends, and seems more than happy to take part in guiding the children to their new home.

Simon Barrows: A man of mystery.. He's apparently been a recluse for quite some time, not leaving his mansion, not even being seen in the past nine years or so. It would seem that something happened in his life nine years ago, something so devastating that he withdrew from the rest of the world. He seems to be very lonely as of late, as implied by the adoption of Jennifer and her friends. But he is burdened by a family secret that he doesn't wish to bear. A secret that he couldn't escape, even when he tried to.. Can his new children help him to escape a destiny that's all too cruel?

1.5 Playing the Game

Clock Tower is a fairly simple, yet unique, game to play. It's a point and click adventure, one of the first to appear as a console game. This annoys many people, but if you're into the game enough to be reading this walkthrough, then you probably aren't too annoyed, or you just won't let something like that get in the way of this game. Here are some of the main points of gameplay:

Controls: (According to SNES Control Pad)

Y: Action Button. Used for most things, walking, searching, talking, opening doors, etc.

B: Panic Button. Used to get you out of dangerous situations.

A: Item Button. Used to observe and go through your inventory.

X: Makes Jennifer stop walking or running and come to a rest.

Start: As in most games, used to Pause.

Direction Pad: Moves the mouse-style cursor.

L: Run Left.

R: Run Right.

--In order to move Jennifer, click in any direction, but not on an object.. She will walk in the direction you click. To make Jennifer run, there are two methods. Situate the cursor on the side you want her to run to and double click, OR press the L and R buttons(for the SNES equivalent, not your keyboard if you have an emulator) which makes her run in the corresponding direction.

--In order to talk to people or search items, and open doors, situate the cursor over the item/person/door, and if it can be searched, opened, or if they can be talked to, the cursor should become a bracket, enclosing the desired destination. Then, simply click with the action button. Voila!

--When you're in danger, it will help to become familiar with the panic button. Whenever your in danger, and you can't hide and are forced into confrontation (Or, at a certain time, when you must flee), tapping the panic button rapidly can help you to escape. Just keep tapping until you are safe. When you want to use an object or exit a door, or climb up an area, etc, etc, to defend yourself, remember to click on it with the action button first, then start hitting the panic button. In short, this button provides Jennifer with the resourcefulness and adrenaline she will need to survive.

--Know when to hide, and choose your hiding places wisely. When being tracked by the Terrors of Clock Tower, there's a chance you'll mess up and die if you're not careful. Pay attention to every option and possibility. Once you've found a hiding place, click on it to use it to your survival needs.

--Pay attention to Jennifer's picture. The color behind the picture determines how strong Jennifer is. Looking death in the eye is certainly known to deplete one's strength. Here is a list of the colors, and what level of strength they represent.

Blue--Full Strength. You're doing pretty well, and the odds are, with good use of the panic button, you'll be able to survive, assuming you know what resources to use and what places to hide.

Green--Reasonable Strength. You're still doing okay, but you've been startled. You're probably doing as well off as with Blue Strength, but just beware not to lose much more strength..

Yellow--You're pretty low on strength. You still have strength left, but it would be wise to avoid depleting that last bit of strength at all costs.

Red--You've used up all of your adrenaline and strength. If you have to escape from a situation, you'd best do so by means other than those requiring the panic button, as it's success rate is questionable (though not impossible) in this state of wild fear and fatigue. That means a really close encounter will more likely result in your death.

Your strength goes down a level or more whenever you do something strenuous, or go through a startling or terrifying experience. It rebuilds, as you have time to rest and/or calm down, but this takes a while. As such, try to avoid such strength depleting situations whenever possible, such as by hiding as opposed to fighting. Jennifer's picture is also helpful for other reasons. When it flashes, then you're in grave danger. This is usually when you must use the panic button, and is usually a sign that your strength will be depleted a level. Also, when the picture closes in on Jennifer's eye, showing surprise, the meaning, which is often obvious, is that danger is very near, but escapable without use of the panic button. This is USUALLY a warning to start making tracks!

IF YOU DIE: If you fall victim to the terror running rampant throughout Clock Tower's corridors, then you'll get the game over screen, saying "DEAD END" (Which I find far more creative than "YOU DIED", LOL) Don't worry, and certainly don't shut the game off, because you can choose continue at the title screen and start right back in the room where you met your demise, at the same point in the game.

1.6 Map Of The Barrows Mansion

Simon Barrows has to be one of the wealthiest men in Romsdaaren, Norway--His mansion is huge. However, its layout is fairly simple, and after going over these maps a couple of times, you'll pick up fairly quick on what's where. I strongly suggest that you

use it your first time through, because the game is very confusing otherwise, unless you've got a translated version. Some of the rooms are interchangeable, so I numbered them all rather than list a room. Below is the key, telling not only what rooms go with which numbers, but what some of the symbols stand for.

Symbols: S: Stairs L: Ladder. E: Elevator.
 U: Door leading Up and Down.
 R: Door leading left and right.
 x: Can't be opened.
 ~~~: Dead end of Rocks.

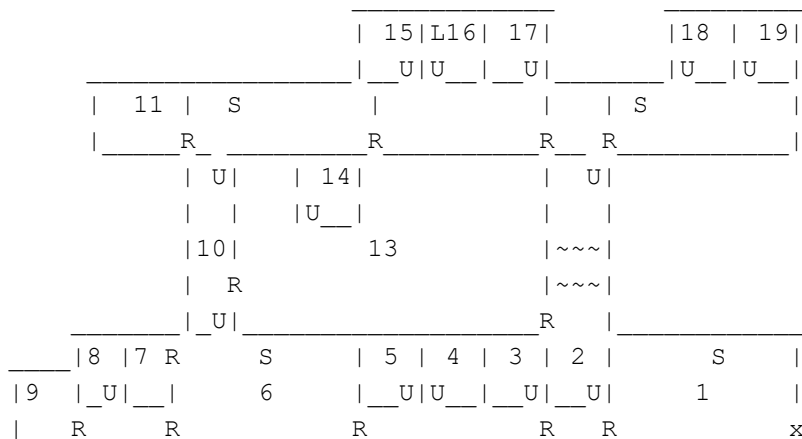
Rooms:

- |                                   |                    |
|-----------------------------------|--------------------|
| 1.Foyer                           | 2.Collapsed Hall   |
| 3.Living Room                     | 4.Master Bedroom   |
| 5.1st Bathroom                    | 6.2nd Foyer        |
| 7.Phone Room or Religious Study   | 8.Kitchen          |
| 9.Garage                          | 10.Scream Hallway  |
| 11.Trophy or Mannequin Room       | 12.Hall of Idol    |
| 13.Courtyard                      | 14.Jail Shed       |
| 15.Cage Room,2nd BathR,or Library | 16.Chapel          |
| 17.Cage Room,2nd BathR,or Library | 20.2nd Foyer Upst. |
| 18.MusicRoom,2nd BathR,or Library | 22.ClosetRoom      |
| 19.Lib.,Music,Cage, or 2nd BathR  | 23.Scream Hallway2 |
| 21.Phone Room or Religious Study  | 26.Child's Room    |
| 24.Trophy or Mannequin Room       | 27.Normal Study    |
| 25.MusicRoom,Library,or 2nd BathR | 28.Storerroom      |
| 29.Secret Prison                  | 31.Foyer Upst.     |
| 30.2nd Floor Elevator Hall        | 33.Cave            |
| 32.Outside Balcony                | 34.Huge Cavern     |
| 36.Cave Elevator Hall             |                    |
| 35.The Cradel Under The Star      |                    |

\*Notel: The Clock Tower, While being the Games Namesake, is only one room. When you get there, everything to do is obvious, so it isn't on the map.

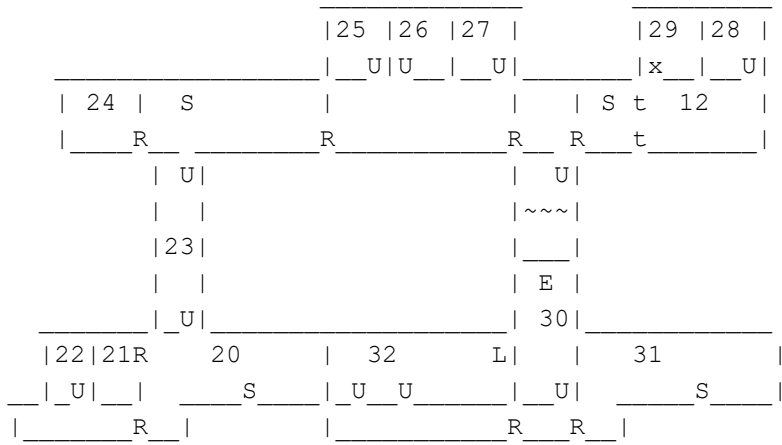
\*Note2: Among ALL of the rooms that CAN be the 2nd Bathroom, ONE of them will always be sealed off.. You can't even click on it.. Be aware that this will happen, so don't think your game's messed up.

1st Floor

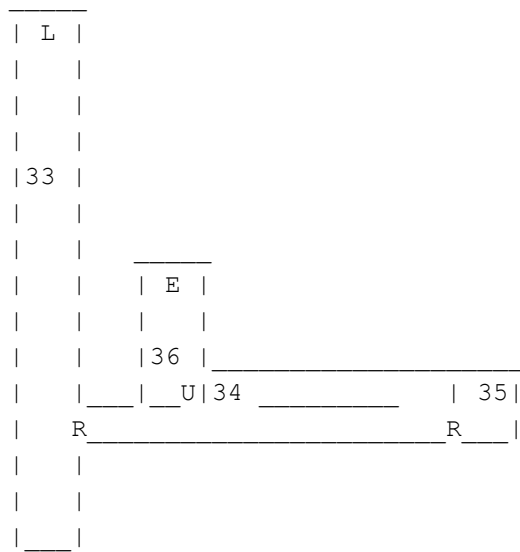




## 2nd Floor



## Caves



APOLOGY: I know that, with the rooms being numbered and so many of them being interchangeable, my maps may be confusing. While I think I did a decent job of making these maps in shape and accuracy, I admit that they may be confusing in the way the rooms are labeled. Try to study the map until you are familiar with it. I apologize for any inconvenience.

STRATEGY: A good strategy for using this game is to copy and paste it onto a text file, then open it in two windows. Set one window on the map, and use the other for reading the guide. This way, you won't have to waste time by scrolling up and down the guide to see the map.

### 1.7 Walkthrough Of Clock Tower: Preface

I have made this walkthrough to show you how to get the different endings of Clock Tower. These, I hope, are helpful enough to aid you in your escape, and good enough to capture your interest. However, as many of the ending methods are similar in many ways, there are many things that are copied and pasted, so don't expect something entirely new when you are reading the same instructions, except for special cases. This walkthrough used to be way more detailed, story wise, as

when I first made this walkthrough (SEVEN YEARS ago! Wow!) English versions of the game were rare to come by; so I thought it was a good service to explain (as far as I could) what was going on. Now, the walkthrough is far more to-the-point than before, since it's fairly easy to find an English version of the game.

THIS WALKTHROUGH IS \*RELATIVELY\* SPOILER FREE, though I do hint at certain things just to help the player confirm that he/she has picked up on all the plot points he or she should have picked up on at certain points; that said, the best way to avoid even the mildest spoiler is to play through the game as best as you can without a walkthrough at all. Still, in revamping this walkthrough since the game can be played in English, I felt I had the opportunity to make it free of most plot spoilers, at least insofar as I could. HOWEVER, take care not to scroll down past the Guide for Ending G, as some things beyond that point are no longer part of the standard walkthrough, and DO contain direct spoilers.

The S ENDING is the most detailed Guide; after that, guides for other endings will often say something along the lines of "Do what you would to get the S ENDING except for (insert difference here)". So, once you have familiarized yourself with how to get the S Ending, it will be much easier to get the others.

\*Note: A LOT of keys you get aren't in your inventory. So, if I don't say to get it from your inventory, it means that it's automatically used when you open the corresponding door, or whatever the key goes to.

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## 1.8 The S ENDING

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You start out in the Foyer.

Ms. Mary tells Jennifer and her friends to stay put as she goes to find Mr. Barrows. That's a simple task.. Wow, the night will be a breeze if everything's that simple, right? Of course.

Be sociable and talk to your friends, all of them...twice, in fact, leaving Lotte for last both times, if you want the full effect of the conversation. Jennifer, being a responsible and generous young lady, will volunteer to look for Ms. Mary and save Lotte the trouble.

Once you hear a scream, you'll find that your friends are missing from the Foyer. It may just be a joke, but like any good friend, you'll want to find them ASAP, just in case. Check the entire foyer if you're a perfectionist and completionist (as I can be) but it's not necessary for any reason at all. If you do, though, you'll discover that the front door is locked. So don't figure on escaping the house that easily, "if" you encounter any danger...

When you're finished searching the Foyer, through the door that

Jennifer originally left through, and then into the next door in the far left. From this hall, go into the living room. Search the box on the chest, as there may or may not be a "West Wing Key;" if not, you'll find it later, and if so, don't worry if it doesn't appear in your inventory. As I've said before, many keys won't.

Next go to the Master bedroom (You can reach it directly from the Living Room). Look at the picture on the dresser for some story development, though you don't have to in order to finish the game.

Check the drawer of the dresser, to find perfume. Pocket the sweet smelling stuff, and leave into the hall.

Once out in the hall, continue to the left. Suddenly, you hear dripping water. And such a sound, in a horror game, can't be a good omen. It's coming from the 1st Bathroom.

Go into the bathroom. Go through the door in the middle, not bothering to close it back (in fact, make a point to open it if Jennifer closes it), and inspect the shower.

You'll make two discoveries, the second of which is an active threat (and will be throughout the rest of the game). Run out of the bathroom and go through the door to the far left in the hall, to the 2nd Foyer.

Run up the stairs, and go to the far left, into the hall leading to the Closet Room. If you can't see the door, run a little to the right, then run back to the left, until the screen scrolls over enough to show the door. Then go into the hall.

Once in the hall, the first door you see is the door you should take--the closet Room. There is a cupboard to the far left. Click on the box on the other side of it, and Jennifer will begin to climb over it. Start tapping the panic button, fast! You'll climb over; then you need to wait for your stalker to leave. Jennifer will climb back over to the other side, once she's safe.

Click on the box on the other side again. This time, Jennifer can't make the climb--she doesn't have the motivation of having a homicidal psychopath behind her. No problem (you're likely grateful), just click on the box in the middle of the room. Jennifer will push it to the cupboard. Now click on the other box yet again. This time, Jennifer will be able to climb over, where she will open the box. There's a long, black cloak inside. You have no idea why, but you keep the cloak out of some intuition that it might be useful.

There are two green cans of pesticide beside the door, which will also be important, so take one. Now you can leave this room.

If you didn't find a West Wing Key in the living room box, then in the hallway outside the closet room, go to the far left wall, and examine the nest up there. You can't reach it. Between the options of the stick and the box in the

middle of the hall, opt to click on the box (the stick won't work). Jennifer will push the box over to the nest.

Click on the nest again, and Jennifer will climb onto the box, and take a key from the nest. Now, leave this hall into the 2nd Foyer.

Once you're back in the 2nd foyer, go downstairs, and then go to the leftmost door. You're on your way to the Kitchen. The leftmost door in the foyer should lead to a hallway. The kitchen is the first doorway you see.

Once you're in the kitchen, you see that there is a meat locker in the upper left corner of the room (the big metal thing). You should check it, with your pesticide ready. In other words, this is your first chance to use an item. Go into your inventory, and go over to the green can. Now, with the green can, click on the meat locker. You'll find that it was a wise choice, as large cockroaches will try to swarm you. They will die from the pesticide, and you will be free to take the key from inside. Leave the kitchen.

You should get back to the 2nd foyer now. There is a door in the middle of the first floor wall here that you must now take. This leads you to the Scream Hallway, where you may or may not hear a scream. Do NOT look out the windows, EVER, after the scream occurs (if it ever does) but instead, "assume" that the scream comes from the other end of the hall. With that in mind, hurry to the other end. When you get there, no one's there. (Note: this can also happen upstairs, in Scream Hallway2, where you should follow the same procedure of NOT looking out the windows. This procedure is a KEY point when trying to get an S ending). The door on the other end of the scream hall leads you to yet another hallway.

You are now in the back of the mansion, the West Wing. Go up the stairs to the left. This will lead you to an upstairs hallway, where you should go to the right, until you go into another hallway. Here, your destination is the middle door. Click on it. The room it leads to should look like a child's room.

Click on the toy chest against the right wall (The one the clown doll is sitting on). You'll get a key from here. Something decidedly supernatural will occur, and you'll find yourself face to face with a "small" threat. Don't worry too much, though, and just walk calmly toward this new enemy, and when you get near it start tapping the panic button. You and the enemy will knock one another down, and only you will survive unscathed.

Leave the room by going out of the door you came through. Once in the hallway, go all the way to the right, and keep going until you reach a hole in the floor. Walk to and examine the hole. Then, use the plank next to it to make a bridge of sorts. Walk across it.

Now, go to the door all the way to the right, examining the weird part of the wall if you want to. The door will

lead to the storage room. There are two crates on a carrier against the wall in the background. Click on them, thus pushing them aside. Examine the crack in the wall that was behind them. Use the pipe against the shelf by clicking on it, and Jennifer will break that portion of the wall down. Now, click on the hole there to enter it. (Note: I suggest that you do all of this rather quickly if you don't want to risk getting an unpleasant surprise. If, at any point in this room, you are ambushed, the way to escape is to run out into the hallway, go across the plank, into the door at the far left. Then go BACK through it and run back across the plank, click on the plank, and Jennifer will pick it up. This will ensure your survival at least for now).

Once you've entered the hole in the wall (with or without having been interrupted), you'll find yourself in the secret prison. Check the markings on the wall to the left, the two slips of paper on the floor, and the bag on the floor for full story development. If you put the pieces together carefully, you should know something disturbing now about a certain someone...

Now examine the body in the corner, the identity of which provides a pivotal point in the game's plot. There's a note in the corpse's skeletal hand. Let Jennifer read the tragic words fully, which will also give you some insight into the type of horror you are dealing with; it seems there is something even more horrific than anything you've seen yet, waiting/living in a certain location ominously hinted at in the notes you have read. There's nothing more to do here. Leave the room the way you came, proceeding to the hall as quickly as possible from the storage room, as if you haven't already been ambushed there, you're still fair game for that. If it happens, do as instructed before.

Make your way to the cage room. This room, as you may find out, is one of the first interchangeable rooms. It is normally room 15 or 19. But can be any of the others listed for it on the map key. Once you find the cage room, examine the table in it, and you should receive a key. Use the key from the table on both cages.

Now, leave this room. Go back to the 2nd foyer, and go into the phone room, which can be either Room 7, or Room 21 on my map. If it's really the phone room, you will automatically use the key you got from the meat locker in order to open the door. Once you go in, if no one's there then exit the room, and go back in. Keep this up until an event is triggered. Leave the room as soon as you have control (You'll understand why when it happens). Then re-enter the room.

Check the table in the middle of the room in order to pick up a key. This key is for the Religious Study, so keep that in mind.

For now though, go to the music room. The music room can be room 18, 19, or 25.. Once you find it, search

behind the curtain. If you find anything behind the curtain other than a Sceptor, then you have to beat the game with the Statue. In that case, scroll down past all of this to #7 in "IN CASE OF STATUE". I can't stress enough (without Spoilers) that, if for any reason you do not find the Sceptor upon your very first time opening the curtain here, it means that you will have to use the Statue.

However, if you find a sceptor behind the curtain, take it, and leave the room.

Now go back to the 2nd Foyer, and to the Religious Study, which can be room 7 on the first floor, or 21 on the second floor, whichever one of the two that wasn't the phone room.

There are two bookshelves here, which you should examine first. Now examine the demonic-looking painting. It looks like some sort of demonic worship. Now, go over to the desk, and observe the books, chair, and the corner of the desk. On the desk you should read something that will be very useful information later in the game, and in fact relates to the game's very Namesake.

Now examine the bookshelf to the left. Jennifer will push it over, revealing an extra portion of the painting. Examine it once, and then use the sceptor on it. Nothing will happen, though, as this is just a precaution to take. I think Jennifer compares the sceptor to the one in the picture, since sometimes she will not use the Sceptor properly in absence of this step (unless I'm doing something else wrong at those times).

Now it's time to go to the chapel. It's room 16. You should recognize this from the painting. Examine everything in this room, if only for minor plot development. In the floor, there is a square outline inside of the star marking. Make SURE to examine it. If you've been piecing things together, you should feel very close to a dark discovery.

Check the flower vase in the upper right corner. Then use your sceptor on it. If Jennifer won't do so, then she still doesn't have enough evidence that this is what must be done. In that case, you'll have to go back up to the religious study, and examine both portions of the painting again, then use the sceptor on the sceptor in the painting. This has happened to me many times, and it's frustrating. After this, go back down to the chapel. Then try to use the sceptor on the vase once more. If it doesn't work, examine the markings on the floor again and then try. It should certainly work now. Jennifer will wonder for a minute what's supposed to happen, when a trapdoor opens inside of the star!

#### THE CAVES

Go down the trap door.. You're now under the star... This new area appears to be a huge cave. Walk to the

right, once you're at the bottom of the ladder. You'll see a figure in a black cloak walking past a guard dog. Follow the figure. However, the dog notices you. When it barks, remember that you have a black cloak too. So, use the perfume on yourself, then use the cloak on yourself. In your new disguise, your canine foe will be non-the-wiser.

Once on the other side of the dog, go all the way to the right, past the opening. You will trigger an event. Once it's finished, Jennifer must now go to the passage that was right beside the dog--into the Huge Cavern.

Once here, walk to the right until you see a table and some crates. Those crates hold explosives. You don't have an explanation, so move on to the right, all the way until you enter the next "room". There, you will find two huge pillars framing a fancy red curtain.

Again, having pieced together the facts you've gathered so far will bring you to a chilling realization about what this must be. Examine the curtain. You will eventually, due to what happens, come to a shallow body of water and to a steep slope (back in the Huge Cavern) which Jennifer must climb. Start tapping the panic button as rapidly as you can. Jennifer makes it halfway up, but slides back down. Keep tapping the panic button, and you'll be fine, despite the tension of the situation.

Jennifer will now run back to the entrance of this place. Go through the cave in the background. Once she goes into it, go all the way to the right. There's an elevator. Use the panel next to it to enter it. There are three other floors besides this one--1st, 2nd, and 3rd. Go to the 3rd floor.

Jennifer will exit the elevator, and for a while the events will be automatic. Don't get too comfortable however. If you should find yourself under a direct attack, tap the panic button rapidly until Jennifer is again safe!

Congratulations, you have just guided Jennifer through her horrific stay at the Clock Tower Mansion...and you have, in this case, helped her to achieve the best outcome possible in the game!

#### IN CASE OF STATUE:

There are times in the game when you will use the statue instead of the sceptor. This is, I believe, the correct way to end the game, since the statue appears in the sequel. In the below portion of the guide, I tell the only ways I've ever gotten an S Ending in which the statue was used. Using the statue instead of the sceptor has no real affect on the game, but here I will tell how to get it.

This isn't as descriptive as everything above, as it's all in the S Guide Above. However, certain parts that you haven't read to yet if you've gotten the statue will be descriptive. Well, on with this part of the guide:

- 1: When you go to the Master Bedroom, let the parrot out and click on the bed. Use the panic button to wrap it up in the cover.
- 2: When the most common stalker attacks you from the bathroom, hide under the left bed in the master bedroom.
- 3: NOW go to the closet room (22), and get the cloak.
4. In the hall outside of the closet room, get the key from the nest by pushing the crate up to it and examining it.
5. Go through scream hall 2 (room 23) NOT looking through a window if you hear a scream.
6. Go to the Child's room, check the toybox for the chapel key, and defeat the enemy by using the panic button.
7. Go to the Library(Room 15, 17, 18, 19, OR 25), read the words on the second book shelf. One of the books says, mysteriously, to look for the idol in the bosom of the statue upstairs.
8. Now, go up to the Hall of Idol (12), which is also the hall with the plank. Examine the second statue you see. You'll find the idol you read about in the library! It looks VERY important, but you don't know what to do with it yet.. You'll have to move on for now.
9. Go to the storage room, move the crates, and break the wall down. Go through the hole.
10. Examine everything, the corpse last of all.
11. Now, do EVERYTHING in the S Ending guide that you haven't done already, except for everything pertaining to the sceptor. This means you never have to visit the music room, but I still search the religious study for plot reasons. You won't be able to push the book shelf over



though. (It may be particularly important to examine the Religious Library if you're trying for an A ENDING, so bear that in mind).

12. Whenever you've done everything else on the S Ending guide, get to the chapel. Examine everything in this room. There is some sort of altar under a picture of some sort of demon.. In the floor, there is a square outline inside of the star marking. Make SURE to examine it.

For now, You notice that the alter looks just right to place the statue on. Could this be what the statue is for? To find out, get the statue from your inventory and use it on the altar. Sure enough, a trapdoor opens inside of the STAR!

NOTE: From this point on, use the portion of the S ENDING guide titled "THE CAVES"

FOR A SLIGHTLY DIFFERENT VARIATION: Start the game out as you would "In the Case of the Statue." Once you hear dripping, however, pass the bathroom up and go on to the Second Foyer. Once you see what happens there, hide in the Master Bedroom. From that point on, follow the S Ending Guide bearing one thing in mind: In the Phone Room, NEVER examine the Suit of Armor. It may also pay to never enter the 1st Bathroom, though I'm almost 100% certain that it won't matter as long as you don't go in before going to the Second Foyer.

Then you will have the same Rank (the S Ending) but there will be one difference; whether you consider it a small or significant difference depends on what how you look at it.

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## 1.9 The A ENDING

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To get the A ENDING, do EXACTLY as you would for the S ENDING (whether or not you go for the "Slightly Different Variation") except for a couple of things.

First of all, after getting the Key from the Meat Locker in the Kitchen, you'll immediately want to get the Ham from the Refrigerater..

Second of all, never go into the Secret Prison. That's right, completely ignore the parts of the S ENDING guide that tell you to go into the Secret Prison, meaning you should never move the two crates in the Storage Room, and you definitely should never use the pipe to break a whole in the wall leading to that room, at least not until further notice.

Once you go into the Phone Room, just as you did with the S ENDING, go in and out of it over and over until

you trigger an event. If you've played through the S ENDING, you'll realize that this event is playing out somewhat differently than it did on the S Path.

After the events in the Phone Room have finished, you'll find yourself in a totally different location (The Shed) sitting opposite a certain character. Use the ham on that character as soon as you can. When you are able to exit through a door on the far right, DON'T. Instead, select the two-by-four block of wood right beside the door.

Do check out the Religious Library and examine everything in it you can. I always did just for the sake of the plot development, but evidently it's also a MUST for this ending (thanks to Lord Zero for this one)!

Once you have left the Shed, carry on with the exact same path you would follow for the S ENDING, and you'll end your journey with the A ENDING. Decide for yourself whether or not it is in fact the "Second Best" ending.

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## 2.0 The B ENDING

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To get the B ENDING, do exactly as you would in the S ENDING except for one difference...go into the Scream Halls until you DO hear a Scream, and then immediately look out a window. After witnessing the event, carry on as usual with the S ENDING strategy FULLY (other than the one difference mentioned), and you'll end up getting the B ENDING.

Just remember, after getting off the elevator, there will still be a moment in which, though the threatened death is slightly different from the S and A endings, you will have to tap the panic button rapidly to survive. If you should find yourself in immediate danger, use the panic button!

If you're following the S ENDING Path "For a Slightly Different Variation" then you'll have to be sure to examine the Suit of Armor in the Phone room when you go there. Remember, however, that the B ENDING will be exactly the same no matter which path for the S ENDING you were following (with the one difference suggested in each case) to get it.

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## 2.1 The C ENDING

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Do exactly what you would for the B ENDING, except that, once you board the Elevator in the Caves, you should press the button for the 2ND Floor instead of for the 3rd Floor.

Once you exit the hall that you find yourself in just

off the elevator, you will trigger an event. Tap the panic button when it becomes obvious that you're in danger. Run through the door on the left side of the screen, then click on either of the doorways in the next hall; they both lead to the same place (The OutSide Balcony, Room #32).

Climb the ladder in the background, and while climbing it, it will become obvious that you should tap the panic button rapidly. Do so, and from that point on, the ending should play out on its own. Enjoy!

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## 2.2 The D ENDING

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Do everything that you would do for the S ENDING, except NEVER enter the Secret Prison, NEVER enter the Phone Room (which means you will never enter the Religious Study) and NEVER click on the shelf beside the calendar in the Kitchen. If you find out that you must enter the Religious Study (if you get the Scepter instead of the statue) then save just before entering the Phone Room, and if you trigger an event in that room, restart and keep entering the room until you do NOT trigger the event, and get the key and leave. HOWEVER, I recommend you play as though you were going for the S ENDING (aside from the differences mentioned here) in "In Case of Statue" as it's much easier to pull this ending off if you don't have to use the Scepter.

Aside from this, play all the way up to the elevator in the Caves using the S ENDING Guide aside from these differences. Then, on the elevator, select the 2nd Floor. Go out into the hallway beyond the one you exit the elevator into, and ENDING D will take care of itself.

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## 2.3 The E ENDING

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Do the exact same things as you would for the D ENDING except that you should select the 3rd Floor once you reach the elevator in the caves. From that point on, the E ENDING will play out on its own.

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## 2.4 The F ENDING

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To get the F ENDING, follow the same exact path for the S ENDING up UNTIL you have just passed the guard dog. DO NOT continue to the right end of the screen, but





birth rather than being originally evil. Several times in the game, she says some absurd things, such as disgustedly calling Jennifer a thief despite her own obviously worse offense (murder), and speaking as though killing Jennifer is merely an act of parental discipline. Whether she is purely evil or simply driven insane (and thus in some sense a tragic villain) by a love for her tainted children, she now partakes in the demonic rituals of the Barrows family heritage (perhaps because it nurtures her evil but beloved children), and ultimately forces Jennifer to either kill her or be killed.

SIMON BARROWS: You ultimately discover that he is a prisoner in a cage. It would seem that he really DIDN'T want the evil family burden of the Barrows. The Barrows family apparently has a family religion centering around demon worship, which has marked their very genetic line, leaving them prone to having demonic, deformed children on occasion (whether this happens at random or due to a deliberate summoning is never explained), but Simon evidently didn't want to have any part of such evil. When he discovered that his children had been tainted, it seems he rejected them, as Quintin had done to his son generations before. It is reasonable to believe he tried to use the Clock Tower against the children, but that Mary found out his plan and outsmarted him, ultimately imprisoning him, where he remains imprisoned. He likely dies of starvation before the game is over, as Jennifer is the only survivor in the sequel.

BOBBY BARROWS: The most frequent enemy in the game, Bobby apparently has a demon inside of him. In fact, it seems his very soul is demonic rather than human. Whether due to rituals or to a Barrows Family curse (due to the family religion), Bobby was born with a bloodlust and a deformed mind. It seems Bobby has the natural desire to kill, a desire nurtured by his mother's all-too-willing approval. His weapon of choice, quite possibly because it can also act as a sheild (Protection since he's nine years old, and even if it's hard to kill him, he can apparently feel pain), is a pair of oversized hedge clippers, or perhaps these scissors were specially fashioned by his mother. In any case, he's a terror to behold. Because of the second game, I'm inclined to believe he's wearing some cheap mask, as in the sequel he is said to have worn one.. Jennifer, in her fright, sees this as his real face. Judging by the fact that falling from great heights on multiple occasions doesn't even scathe him, Bobby may be a being that can be killed only by complete destruction--like getting ground up in Clock Gears. He's much more dangerous than his mother for this reason. It is possible that he acts as a guardian for his brother, a role that may very well be a sacred one in the Barrows religion if his brother is seen as a type of incarnate deity.

DAN BARROWS: Of the twins, he is the most affected by the Barrows Curse/Religion. Like his brother, he has a demon spirit for a soul, it seems. He is a huge, monstrous creature, who, as though he were a baby, can only crawl because of his massive size. He is kept and protected in the caves, where his mother and brother possibly feed him













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THE BARROWS CURSE: All that can really be said about the Barrows Curse is that it evidently afflicts even those in the Barrows family who do not WANT to take part in the family religion. This would explain why bystanders like Simon fathered demonic children despite their obvious resistance to the concept. Why this curse has such a strong hold on the Barrows Family has not been explicitly stated by the original developers, and since subsequent owners of the series have shown little interest in the original plot, there is no official, canonical answer to this question. It is reasonable to believe that the rituals of the Barrows family involved a blood pact, so that the very bloodline of the family was marked, regardless of whether or not those carrying that blood willed it to be or not. It would seem to be that same Curse that, at least when a Demonic Child is present, can cause several supernatural atrocities to occur, such as a hand reaching out of a mirror and the reanimation of a corpse (in the PS1 version, the FIRST FEAR). It is the sequel which reinforces this information, but since all of this -can- possibly be deduced from the first game, there's no need to include direct Spoilers for the Sequel on this topic.

THE BARROWS RELIGION: The nature of the Barrows Family's religion is obscure in that, for the most part, they seem to follow a generic brand of demon worship. Upon closer inspection, it seems that there are certain specific elements of the religion. Because the picture above the altar in the Chapel (and on the fresco in the Religious study) looks very much like Dan, it's possible that the Barrows family religion revolves around trying to incarnate some sort of dark deity into a physical form. In Bobby's and Dan's generation, Dan would seem to be that incarnation. Whether this demonic incarnation happens randomly as a result of the Barrows' family's history with the religion, or whether it may only happen when one or both parents specifically perform certain rituals or cooperate with those rituals is never explicitly stated. (Minor Spoiler For the Sequel) The Sequel gives certain indications that the Barrows Religion involves deliberate mockery of Christian beliefs, as certain symbols & images of the Barrows religion seen in the sequel parallel Christian symbols & images but in a dark, sinister version. Such parallels would seem to make the "incarnation" of the Demon Children a direct and intentional mockery, by the Barrows' demon-centered Faith, of the Christian belief in the Incarnation. Such details give the Barrows religion an even darker and more sinister edge by having it mock something good and holy. It is almost certainly the Barrows Religion that causes the Barrows Curse.

JENNIFER'S MOTHER? Some say that the corpse sometimes found in the Trophy Room, which will attack Jennifer in the FIRST FEAR version of the game, is in fact Jennifer's mother, who, according to that same theory, must have gone to the house with Jennifer's father. While, to my knowledge, there is no official statement confirming this, it does make sense that Jennifer's mother accompanied her husband to the Barrows Mansion, as for her to have disappeared separately from her husband would make Jennifer the victim of a painful coincidence (though that too is possible; or her mother may have died from grief over the father; such possibilities are worth



comments on how this FAQ can be made better, please e-mail me at (I'll say it again so you don't have to scroll all the way up there) MrMasonW2DS@hotmail.com. You can also just post a Message on the SNES Clock Tower Message Board at GameFAQs.com. Tell me anything you think could improve this walkthrough. I can't promise anything (unless there's some particular mistake in the walkthrough, which I would then certainly try to fix if I can), but you never know until you ask, right? Thanks!

I will consider putting up a Frequently Asked Questions part if I am asked to and given certain specific questions to address that I have not already addressed in this guide. However, do not ask me to put anything in the main walkthrough that would constitute a Spoiler. I am pleased with the relatively spoiler free state of the walkthrough as it is, and don't want to change that. In fact, if you spot a spoiler I failed to edit out of it (since in the original version I attempted to make a translation guide as much as a walkthrough) please let me know by sending me an e-mail.

Now that all the Endings are Covered and key plot points have been explored, if there proves to be no need for an FAQ section and no one finds a significant flaw with the guide, it looks like this guide is finally complete. After nearly SEVEN YEARS without a single update, I'd say it's about time; wouldn't you?

Thanks for reading this, and I hope you found it entertaining, informative, and helpful all at the same time!

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