

# False Indictment

DESIGN DOCUMENT

## Preface

As the project manager of "False Indictment", I embarked on a journey that has been both challenging and rewarding. From the very beginning, I found myself wearing many hats—overseeing every aspect of the game's development, from design to implementation, and even crafting the music that sets the tone for this haunting experience. The path was not easy; there were moments when the weight of the project felt overwhelming, and I often felt like I was navigating a dark labyrinth with no clear exit in sight.

With no team to share the burden, I dove into the depths of Unity, learning and adapting as I went along. The process demanded countless hours of dedication and creativity, often pushing me to my limits. Each day presented new obstacles, whether it was debugging code, refining artwork, or ensuring that the narrative resonated with players on a psychological level. I had to rely on my instincts and resourcefulness to bring my vision to life.

Despite the challenges, I found solace in the story we were telling. The character of Jack Everhart became a reflection of my own determination—a detective driven by an insatiable need to uncover the truth amidst chaos. As I crafted the eerie atmosphere of the hotel setting, I poured my heart into every detail, hoping to evoke genuine fear and curiosity in players.

Creating the music was another labor of love. With no composer at my side, I embraced the challenge of setting the auditory landscape for "False Indictment." Each note and sound effect was carefully chosen to enhance the tension and unease that permeates the game. I wanted players to feel as if they were truly stepping into a world where every sound could signal danger or discovery.

While this project has tested my limits, it has also been an incredible learning experience. I have grown not only as a project manager but as a creator. I am proud to present "False Indictment" as a culmination of hard work, passion, and unwavering commitment. It is a testament to what can be achieved through perseverance, even when faced with seemingly insurmountable challenges.

MohammadMoein Maleki

Project Manager

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# Game Concept

## Introduction

False Indictment is 2d experience for mobile devices. The protagonist is detective named Jack Everhart who goes to the hotel which is the crime scene of an unsolved case.

## Background

False Indictment will have a similar feel to the horror game At Dead of Night, with entirely new technical methods of implementation. The game will use Unity engine and the reason behind this is the previous successes of the Unity engine in 2d horror games like 41148(The masterpiece of Mr.Fanaei), which allowed us to create an atmosphere truly unique for the game.

## Description

Like the game At Dead of Night, False Indictment places the player at the crime scene (hotel) with lots of questions and no answers. It is the players job to unravel the mystery of what happened to attract the protagonist to the hotel, be that finding clues by making noises, or being as quite as possible and asking questions from ghosts of victims. The few things players cannot avoid are puzzles and the horrifying truth that the game presents about the psychotic character.

## Genre

False Indictment like At Dead of Night falls neatly somewhere between survival horror and psychological horror, though unlike At Dead of Night, the psychological horror in False Indictment will be more apparent. This is due to the story having a more direct approach, and a more explicit subject matter.

## Platform

The targeted platform is the Android with a sure possibility of PC support depending on the game's success. The Android will be our primary platform.



# Game Mechanics

## Core Game Play

The core game play in “False Indictment” will be a mix of both running away from “Johnny” and solving puzzles, both of which serve your progress in the game. The game is a point-&-click game. To move, you click on the screen, where you want to go. Thanks to the master key you found, you can duck in almost all of the rooms.

Your goal is to make contact with the ghosts: the scrying mirror you must find shows you hints about where to go next. The sighting place can be located thanks to flickering lights. Triggering them is often determined by an action to do: get into a room, turn around...

After a sighting, use the spirit box to speak with it. You must first ask about a sighting and objects in order to enable a pairing: you can associate objects with what the ghost said about the sighting. If you’re pairing incorrectly, the ghost may leave to the next location. However, having a successful pairing will show you where to go next more precisely.

When you are finished with the ghosts, you must rescue the family you have seen before who are in rooms you couldn’t open. Thanks to the keys you retrieved precisely at that moment, you can send them out. Johnny, however, is determined to get you, if he catches you, it’s game over.

Escaping – The Escaping in “False Indictment” will be based much around its survival horror counterpart “At Dead of Night”. What will set the escaping and running apart from our counterparts is the dimension difference, overall style and pace of the game. Unlike the “At Dead of Night”, players will be more inclined to avoid confronting the character “Johnny” because of the disturbing nature of environment design and sound effects. Johnny will be roaming the hotel, including lobbies and corridors and even rooms. The game works heavily on the concept that what you don’t see, makes you increasingly scared. An example of this would be to have a long dark corridor with nothing but doors to explore. The player cannot see to the other end of the corridor, creating the fear that something is at the end of the corridor, making the player move apprehensively to the other end. A possible way to the immersion of the world, the intention here is to incorporate the necessary “pieces of the puzzle”

into the narrative. Johnny will never hide in stairwells, basement (lower ground) and ground (lobby), though he can whack you in stairs or elevator if you don't escape quickly. On the 1st, 2nd and 3rd floor, he will be chasing you. You can hear him taunting or walking around when he's nearby. If you get caught, you're waking in a random room without any key or the spirit box you must go fetch at the store room in the first floor.

Rooms can be searched for keys (closing the rooms) or clues (items tied to Johnny's past). Thanks to the keys, you can trap Johnny into a room by shouting to him, then showing yourself getting into the wardrobe. If you don't hear any footsteps or taunting after the door is closed, Johnny is hiding in the bathroom. You must run to the door and click immediately on Leave the room then use the key on the door to trap him for a few minutes.

You can also see Johnny hiding and then, you must either run from him or duck into a room. Sometimes, he's well-hidden so pay attention, because he can also trick you!

In False Indictment, you will walk down a corridor with panting, and nothing will happen, the threat doesn't start and it never ends. The two main ways of detecting Johnny will be visual detection, and the sound of walking notices that he is nearby. Both these allow the player to be warned of danger, but the sensory perception of Johnny means that danger is most certainly on its way. Incidentally, if Jack walks into dark areas, the screen will increasingly gain brightness, imitating the effect that his eyes are getting used to the dark.

Puzzles – The Puzzles in “False Indictment” will truly attempt to break usual puzzle solving conventions in the genre. Opposed to the usual puzzle solving which would remove you from the immersion of the world, the intention here is to incorporate the necessary “pieces of the puzzle” into the narrative. Instead of the cliché “there is a hole here for a crest, go and find it”.

The style of the puzzles in “False Indictment” will defiantly reflect the atmosphere and underlying narrative of the game. The audience is promoted to think hard about the solutions, giving the players neither the task of collection, nor the tactic of try every combination. This method was incorporated in At Dead of Night at heart. The puzzles could be cracked via trial and error, but the iconography surrounding the puzzle made it increasingly disturbing.

## Game Flow

Typical game flow in “False Indictment” will be normally quite linear. Players will be given a portion of the narrative, then be given a reason in that narrative to explore a hotel, which will be usually an indoor section (levels). On entering the section, they will encounter 3 things consistently,

- Johnny
- A puzzle or puzzles
- Multiple narrative sections, with one or two intense plot progression scenes

Once the “level” is over, the same basic sequence will happen, filling in a lot of the story and giving the player a reason to continue their progression through the game. Scattered between the usual game flow conventions will be special “set pieces”, which will act as a buffer between two locations in the game, and will mostly house a cut scene, fleshing out characters or plot.

## Characters

### Jack Evehart

Jack is working for a couple of days on the unsolved case of The Royal Hotel murders. Jack is not the type of person to let things go, he is a determined and curious person. Despite this he must go to the hotel to understand what has happened. Plagued by his own doubts and a small hope he may solve this case, James ventures on into The Royal Hotel to attempt to uncover the truth as to what has happened. Jack must now decipher what is real, in his conversation with ghosts of victims.

## John Blackwood

John is The Royal Hotel's owner and he has been there since he was a child and calls himself Johnny because his mother used to call him by this name. He has Schizophrenia and the bad character of him has overcome the good character.

Tonight after several months he has guests...

## Stella James

She is one of the victims. She is a little girl who used to live in the hotel with her family. She was one of Johnny's childhood friends.

## Edvard Mendez

Edvard was the hotel Proprietor.  
He is one of the victims.

## Evander Scott

He is the psychiatrist of Johnny. He is one of the victims. He used to live in hotel at Johnny's mother's request.

# Game Play Elements

## Tools

### Scrying Mirror

The scrying mirror shows you clues about where to go. When you're on the right floor, you can duck inside a room and use it to find the exact location. It's only working in areas where the lights are dimmed or at least not too brights, like at the entrance of a room or in the kitchen. The mirror can be found in any room with a desk.

### Compass

The compass leads you towards a spirit. The faster it moves, the nearer you are. The compass can be found in any mirror with a desk.

### Spirit Box

Also called Ghost receiver or Spirit receiver, this device allows you to communicate with the ghosts around. A static sound or a voice vaguely heard means you need to get closer to the spirit. Jack gets it from the start, however, if he's whacked by Johnny, she must retrieve it either in the store room on the first floor near the elevator.

## Items

Items are either objects found in the rooms or keys. They're found in the desks or inside a chest. Only the basement store key and those opening the exit and the rooms your friends are in will be found elsewhere.

The birth certificate and the baby's rattle will always be found in the basement store and Room 305 respectively.

### Keys

They can use to lock or unlock doors. You have different types of keys:

- Rooms (useful to lock Johnny in)
- Store room (for all the store rooms except the basement)
- Stairs (one key per floor except ground - always open - and lower ground - always locked).

## Items

Items are used to interrogate the spirits and to link them with a sighting. They can be found either in desks or chests.

All types of desks	Cupboards (desks)	Chests
Child's Purse Violent Drawings Hugo Punch Poster Diazepam Medicine Rusty Keys Hand Gun Ornate Dagger Wedding Ring Birth Certificate Baby's Rattle Photos Of A Fire Goodbye Note Blood Stained Cloth Coil of wire Scrapbook Chef's Hat Wooden Paddle	Trophies Whiskey Bottles Turpentine & Lighter Washing Line	Sports Bats Broken Mirrors Dangerous Heater Crossbow Suitcases Sword

## Game Physics and Statistics

Movement – Jack has 2 primary speeds, walk and run. The player can primarily walk anywhere at a set pace, the act of walking long distances will not take an effect on the avatar. The next speed run, are determined by how “tired” Jack is, this will usually be calculated by how long Jack has been running consistently. If Jack runs for a long distance it will eventually slow into a walk, after a period of walking Jack will then burst into running until “tired” again. The tactic of running then stopping just before Jack gets tired, then bursting into another lengthy run, will be abolished and will be calculated on how much running Jack has done on average.

Hiding – The rate of hiding depends on which place the player decided to hide Jack in some close range places will take shorter time, but will deal more possibility of finding by Johnny. When enemies get attacked, they react to the damage depending on their current health. This can mean they will either be stopped from moving, get pushed back or fall to the floor. When Jack gets caught, there is a brief moment after that the player comes to his senses, just as if someone was passed out in real life after getting a hit.

## Artificial Intelligence

Johnny in the game will react with two basic senses, sight and sound. These two senses will give the AI an impression of carnal attacks. Unlike the “At Dead of Night” series in which fearful character attack with a need to feed, the monsters in “Silent Hill 2” attack with nothing more than basic instinct. Sight – Enemies work on a radial system primarily. The basic theory is, if James gets too close to the enemy, the enemy will advance with intent to harm. Some enemies when hit to the floor, will have the ability to crawl away from James at a fast pace, exiting the players sight from the screen. This is used as a general regrouping mechanism for the enemies, in which they then have time to stand up and perform better attacks, as opposed to attacking from the floor. In places of darkness, the radial system is dependent on the flashlight James carries. If the Oliver James Cooke 09000916 26 flashlight is turned off then the enemy radius is dramatically reduced and will only attack if the player near enough bumps into the enemy. Sound – Enemies can also base attacks from the sounds they hear. The sound of footsteps and the radio which James carries, act as a beacon for enemies. In turn the enemies will advance to the source of the noise and attack James. Enemies will not hear the footsteps of James while walking. The only time these two rules do not apply to the enemies AI is if there is a specific “set piece”, in which the enemy is scripted to act in a certain way.

# Interface

## FlowCharts

The following are flow charts for the different screens and their individual data flow. The save screen and load screen are shared so it is only included once in the start screen flow chart.

**Start Screen Flow Chart**



## Options Screen Flow Chart



## In Game Menu Flow Chart



## Functional Requirements

### 1 - Start Screen

The selection on the start screen uses a simple highlighted selection.

#### 1:1 - Load

The load screen is able to move across both memory card slots and be able to pick from multiple saves.

#### 1:2 – Continue

Clicking on continue will immediately take you into your last game save by date/time.

#### 1:3 – New Game

The new game screen has both the settings for action level and riddle level. Once the riddle level has been set, the game automatically starts up.

#### 1:4 – Options

The options screen includes,

Brightness

Screen Position

Button Config

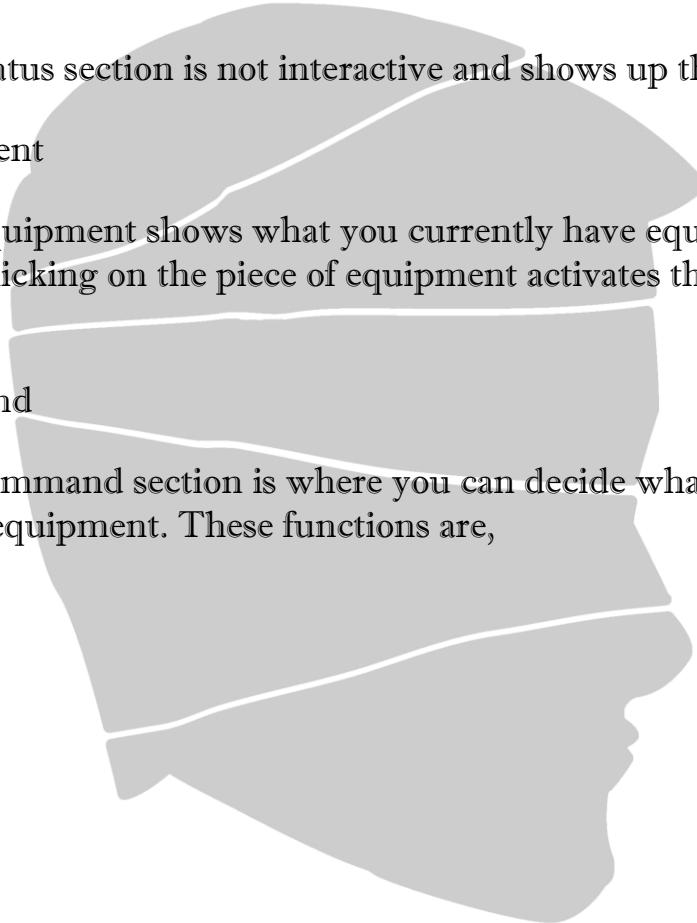
Control Type

Vibration

Auto Load

Language

Subtitles



Sound

BGM Volume

SE Volume

## 2 - In Game

Pressing start will bring up the in game menu.

### 2:1 – Status

The status section is not interactive and shows up the avatars health.

### 2:2 – Equipment

The equipment shows what you currently have equipped. This is interactive and clicking on the piece of equipment activates the command section.

### 2:3 – Command

The command section is where you can decide what to do with the selected item or equipment. These functions are,

Examine

Equip

Unequip

Reload

Use

Combine

### 2:4 – Options

These options are the same at the start screen, and use the same menu layout.

## 2:5 – Memo

Clicking this opens up another window containing the “header” of each memo you have collected. You are highlighted over the last one you obtained, you can move up and down a list and click on one to read it.

## 2:6 – Map

Clicking on the map text opens up the current map of the building, provided that it has been acquired. If not, a simple message states you don’t have a map of this area, and it opens up the main map of “Silent Hill” by default.



# Art & Video

## Overall Goals

Artistic style was a true staple for the At Dead of Night, False Indictment will intend to bring the same motifs of the At Dead of Night with unbelievable vibrancy and character, into mobiles. The true artistic goal of this project is based on a concept of simultaneous repulsion and attraction, to define their impact to the player. Almost like grim visual backgrounds and set pieces will have an aura of mystery about them. One key sequence intended for implementation is the extended walk to the The Royal Hotel. We intentionally want this sequence to be long, as to give the player a true feeling that the environment is isolated and soon you will be. Additionally the game will have a grainy filter for the entirety of the game, to dirty the images and give them character. In addition, various artistic decisions placed around the game will give the player subliminal help with understanding the story. All of these visual elements will aid each other to convey a mysterious feeling of solitude and isolation, which is the true nature of the game.

The scary character will take on a mundane approach on purpose. None of the characters are meant to be super heroes and imperfections are needed to appreciate the fragility of the lives at stake.

## 2d Art

- All aspects of character animation
- All modelled assets (town, buildings, items)
- All Character & monster models
- All menu objects (items etc)
- All menu backgrounds
- Ending credits backgrounds

- All textures for environments
- Box art / Manual art
- Advertisement art (mostly comprising of character renders with alterations)
- Web page art
- Town maps
- All individual pieces of art in game (paintings)
- Ending Credits

### Cinematic

- All in engine cut scenes
- All pre rendered FMV cut scenes
- Promotional video for internet spots

# Sound & Music

## Overall Goals

The overall goal of the effects direction is to remove itself from the formality of other such survival horror games, such as the “Resident Evil” series. The intentions are to make sounds that have a physical reaction with the player, almost like there is something crawling underneath your skin. As opposed to the usual sounds you would hear every day being used in a different context.

The musical composition and sound effects in the game will be entirely handled by Akira Yamaoka. The main theme for the game was composed before this document was made, based entirely off the script. The rest of the musical composition will convey the true melancholy of the script, which like the game, will use unlikely combinations to portray a distinct feeling to the player.

## Sound Effects & Music

To prevent repetition many of the “mundane” sounds being used will be sampled multiple times. For example opening a door will not always have the same opening sound, and footsteps will be different every pace. The more unusual effects will be comprised from numerous different sources, from synthesized sounds, to multiple overlays of samples from animals.

The music throughout the game will have a constant motif of melancholy. There will obviously be no upbeat, major key jingles for completing milestones in game. Even upon picking up crucial items to progress the story, the jingle will be small and minor key. A lot of the music could be reused during similar sequences, but also, silence will be a key contributing factor, setting suspense and mood for the player.

Combinations of sad melodies with strong beats, abstract synthesized composition and elegant piano pieces, will really set the tone for the game and bring out the games fragile story.

A contrast of the ugly and the beautiful, or as stated before, repulsion and attraction.

# Story

The beginning of the game introduces Jack Everhart, the main character and avatar of the player. The game starts with Jack in his office, looking into a unsolved case and thinking. This case was about some murders in a hotel named The Royal Hotel and the main suspect was a person with schizophrenia. Jack has travelled to The Royal Hotel after searching about this case, which had apparently forgotten since ten years ago. The case James possesses states that Johnny (the suspect) is a danger for people visiting The Royal Hotel but he is free and for arresting him he needs some evidence.

He starts a trip to the hotel and in the road near to the hotel (about half an hour) he sees a family whose car had broken down and he stops his car to help. He fixes their car and when comes back to get in his car, he notices that the tires are flat. So he gets the flashlight which was in the car and moves through the forest towards the hotel that can be seen.

Upon arrival, the hotel's owner, John Blackwood, invites Jack, the protagonist, to his comedy show, starring a psychopath named Henry Adams played by himself. Jack declines the offer and goes to bed, upsetting Johnny. Following his refusal, Johnny begins to hear an alter ego of himself from a mirror, which incites him to take revenge by attacking the detective and the family that he have seen in the road.

Well into the night, Jack is awoken by a distant scream. After leaving his room and seeing Johnny putting one of the family members to sleep in the distance, he panics and tries to return to his room, only to realise that he has been locked out. He takes the lift to the ground floor and, unable to use the phone due to poor signal, he quickly finds a spare master key. As he is about to leave, his attention

is drawn to a loudspeaker labelled Ghost & Spirit Voice Receiver with voices urging him to investigate Johnny's past in order to escape.

Once the game transitions to the gameplay, Jack heads to the lower ground, where he finds the spirit of a eleven-year-old girl named Stella James. A former hotel guest, she claims a "boy called Johnny" had locked her down there and stolen her money. Later, Johnny sets fire to her plush toy, burning Stella's hand. The girl tries to call a doctor, but Johnny threatens her with a sword and claims he has medicine to cure the pain in her hand. However, this medicine, actually a bottle of whiskey, causes drunk Stella to fall down the stairs from the top floor and die.

After Stella's death, Jack finds another spirit, a man in a suit knocking on a door on the second floor. Following that tragic event, Johnny's mother, Eva Blackwood, had called Doctor Scott, a clinical psychiatrist, to talk to him and find out what happened to him. Scott discovers that Johnny was killing animals and realises that he needs to work on his empathy skills, so the doctor asks him to try to make him a sandwich. Later on, however, Scott is seen coughing up blood in the bathroom sink, as Johnny had put broken glass in the sandwich. Realising that he is facing a worse case than expected, he chases Johnny around the hotel to attempt to medicate him with Diazepam, but Johnny tells Eva that the doctor had beaten him with a paddle to do it. Worried that Eva will believe him, the doctor manages to convince her that he was lying and expects Johnny to start complying. Instead, however, Johnny makes up another lie and accuses the doctor of molesting him. Dr. Scott is then seen on the ground floor with sounds of the police outside about to arrest him. Overwhelmed, he enters the hotel one night while on bail, grabs a rope and ties it to a running lift, hanging himself.

Following Scott's suicide, Jack finds another spirit in the third floor, a man named Edvard, trying to convince Eva of Johnny's lies, who ignores him. Edvard, the hotel proprietor, had found Johnny's

scrapbook, containing a collection of newspaper clippings about abuse cases, with one of them being identical to the one he had accused Scott of and that led to his arrest and suicide. Johnny, displeased by Edvard's discovery, begins to set traps for him. He finds Edvard's broken heater and plugs it into the mains, which ends up electrocuting him. Edvard, in response, grabs a cricket bat and enters Johnny's room, smashing his television and video game consoles. In retaliation, Johnny places a crossbow in Edvard's room, set to fire when the door is opened and shooting him in the leg. After returning from the hospital, Edvard learns that Johnny is hiding in the basement and locks him in. And although he was sure that Johnny could not cause any more damage there, he manages to start a fire in the hotel which, although contained, resulted in the loss of many materials and Edvard's outrage. Unable to think straight, Edvard finds an old gun and starts looking for Johnny to threaten him to leave, but John manages to sneak up behind him and stabs him in the chest with a blunt letter opener.

Jack heads to the second floor, where he meets the fourth and final spirit, Eva Blackwood. She explains that Johnny had been released under the right of self-defence, and argues that he changed, starting to help around the hotel. Johnny launches his comedy show, Henry Adams, proving very successful and attracting many guests to the hotel. The hotel's benefits continue to increase, but one day Eva spots Johnny shouting at a mirror. Confused, she eventually realises that Johnny "was not in control anymore". Johnny, submerged in Henry's character, begins insulting his audience every night. A guest calls him out, and Johnny ties her up and locks her in a room, asserting that it was a joke. The guest is found by Eva and let free, and tells the newspapers about it, who begin looking for Johnny. However, Johnny, unable to remember any of it, becomes depressed and attempts suicide, so Eva decides to tell him "the truth". Outside the story, Jack is taken to a newly unlocked room, the basement store, containing Johnny's birth certificate. In it, he discovers what Eva told Johnny: that Henry Blackwood was actually his father, and that he had beaten him continuously from when he was born, for two

years. Jack then sees the scene of Henry screaming at a crying child Johnny, followed by Eva beating him to his death with a bat. Eva had then buried him in the basement. After Eva mistakenly believes that telling Johnny would make matters better, the latter rushes off to find Henry's grave. Eva, unable to accept what she has done, sets her body on fire and kills herself.

Jack thus learns that the Johnny who has been following him throughout the story is being controlled by Henry. He confronts him and tells him that he now knows his story, to which Johnny responds by inviting him to the basement, to Henry's grave. Down there, Johnny tells Jack that they are meant to be together and that he cannot allow him to leave, and Jack quickly locks him up temporarily and grabs six keys: to the rooms in which the five family members are locked and to the exit of the hotel. In the last section of the game, Jack enters each room and instructs them to get safely to the ground floor. After all the family and Jack have escaped, they escape from the hotel at dawn.

The ending scene depicts Johnny still shouting for Jack, who is no longer there. Then, Johnny's usual personality is seen crying in a corner, begging him to stop, to which his alter ego replies that Johnny will continue to act in this way, because Henry will always be in charge.

# Level Overview

Below is a series of maps, each with specific events listed. As well as the puzzles encountered within the level, and their respective solutions.

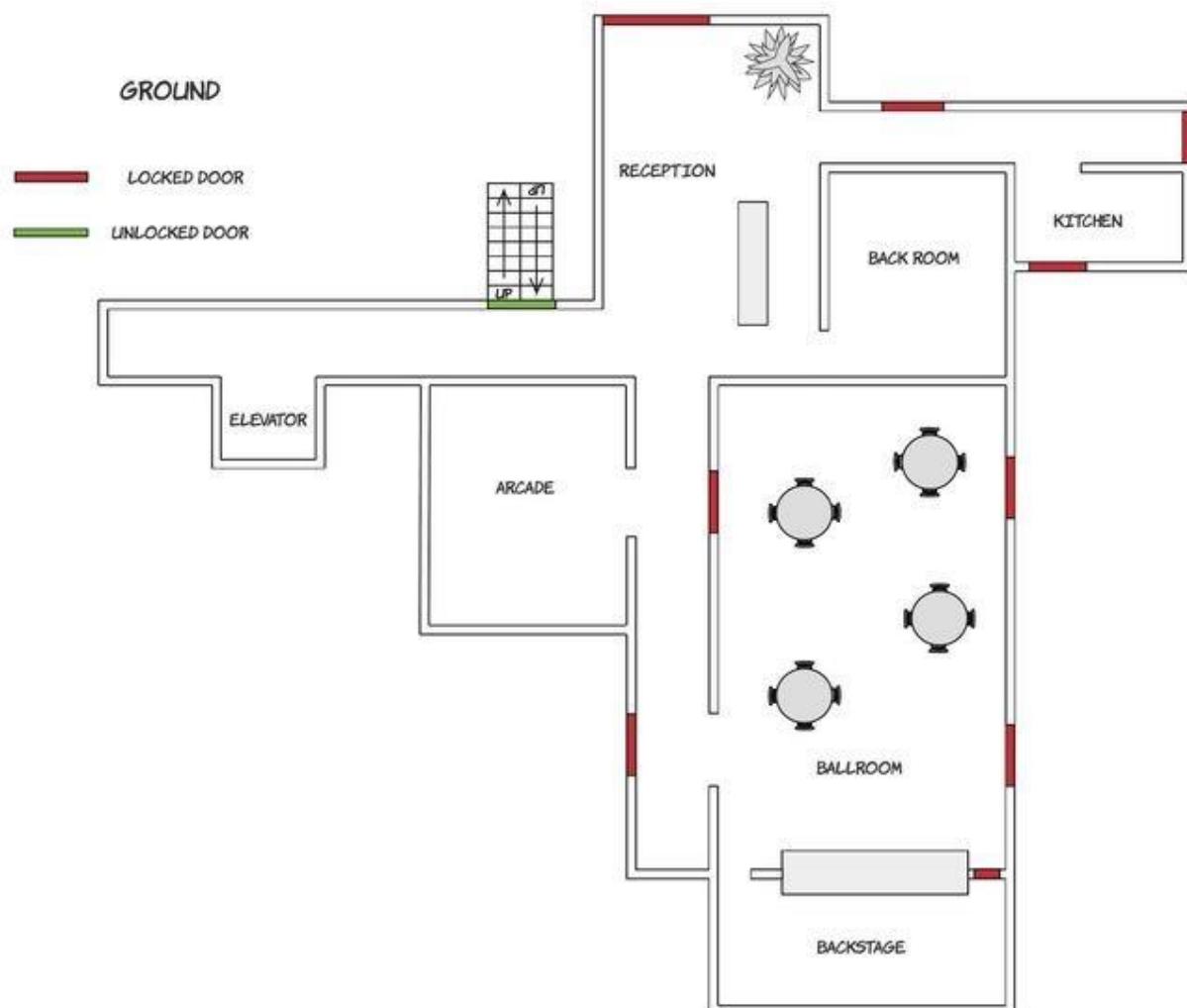
## C75 Road & Jungle



# The Royal Hotel

## *The Ground Floor*

The Ground is the lobby level and also the starting point of the game. Johnny will never come to this floor, so you're safe. Also, the door to the stairs will be always open. You will also find the kitchen, where you can use the scrying mirror. The ballroom/dining room/I-don't-know-how-to-call-it will be available during Dr Scott's story.

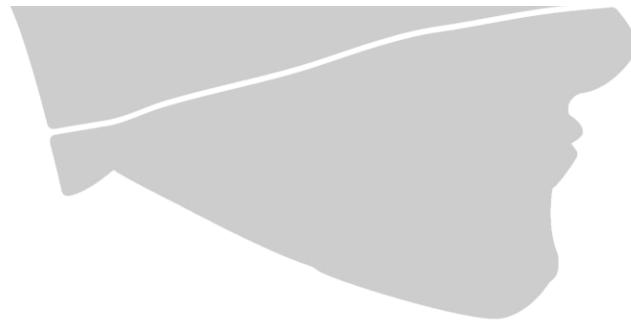
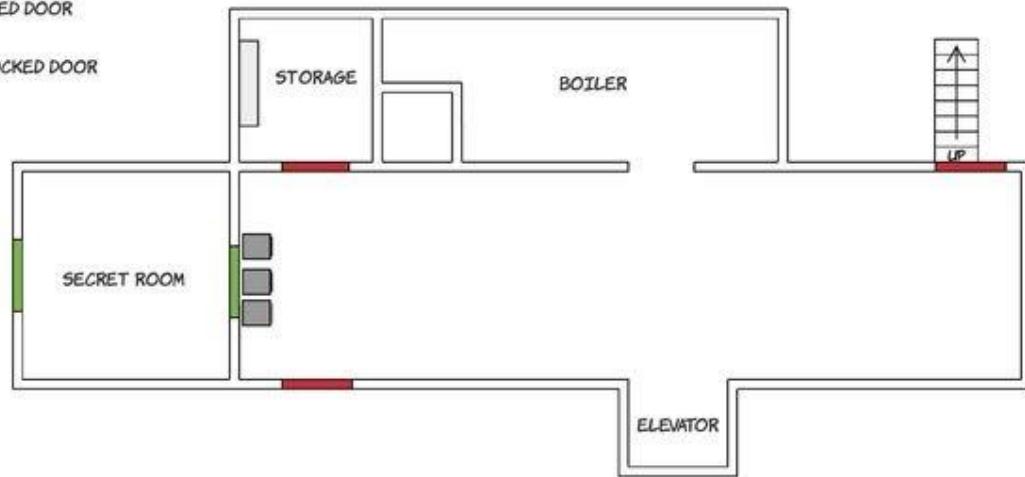


## ***The Basement***

The Lower Ground (LG), also referred as the Basement (B), is one of the safe areas. The door to the stairs and storage room are locked. Only the latter will play a role in the story, as Johnny's birth certificate is held there (Eva's story). The secret room is only available at the end.

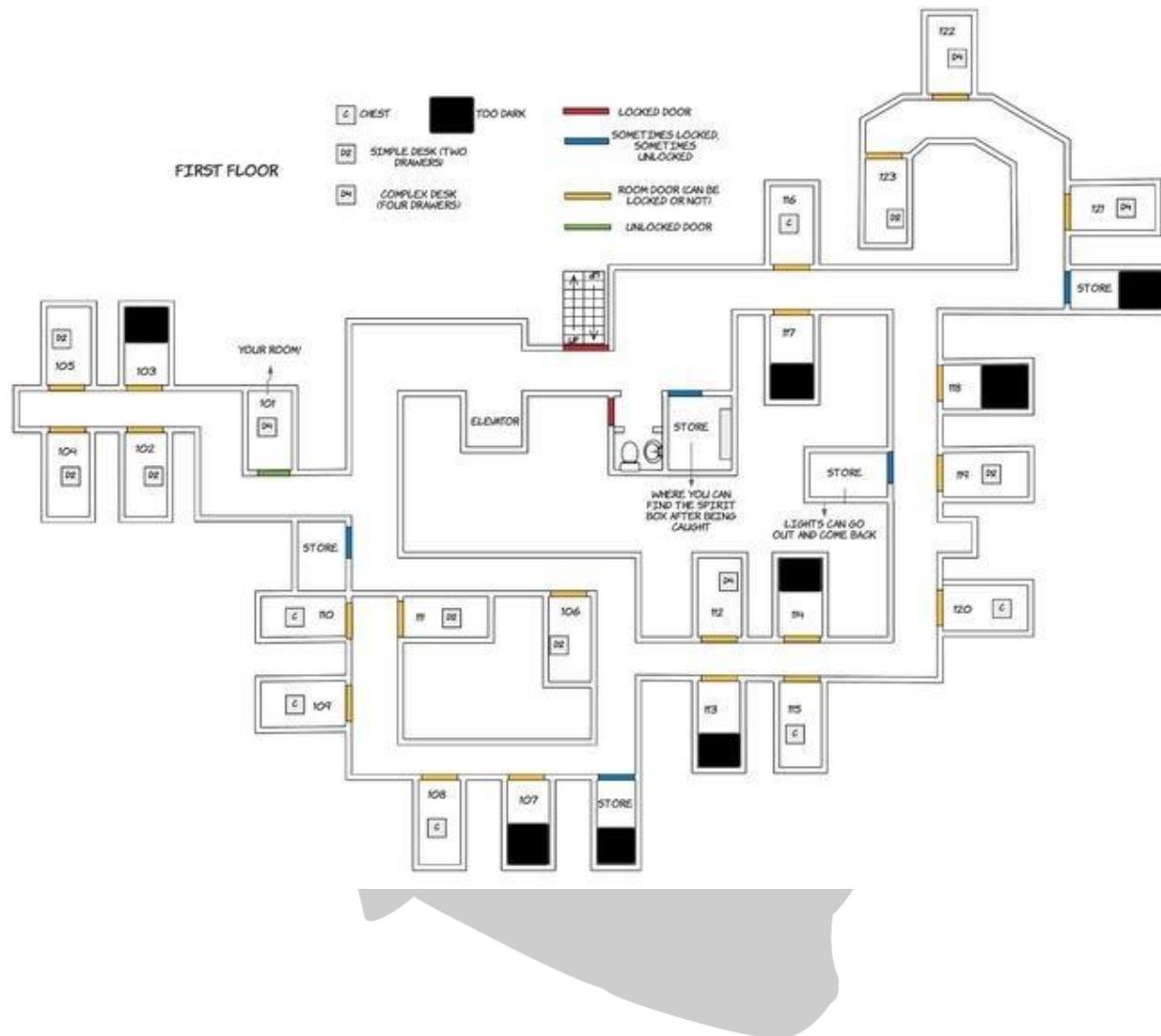
LOWER GROUND

— LOCKED DOOR  
— UNLOCKED DOOR



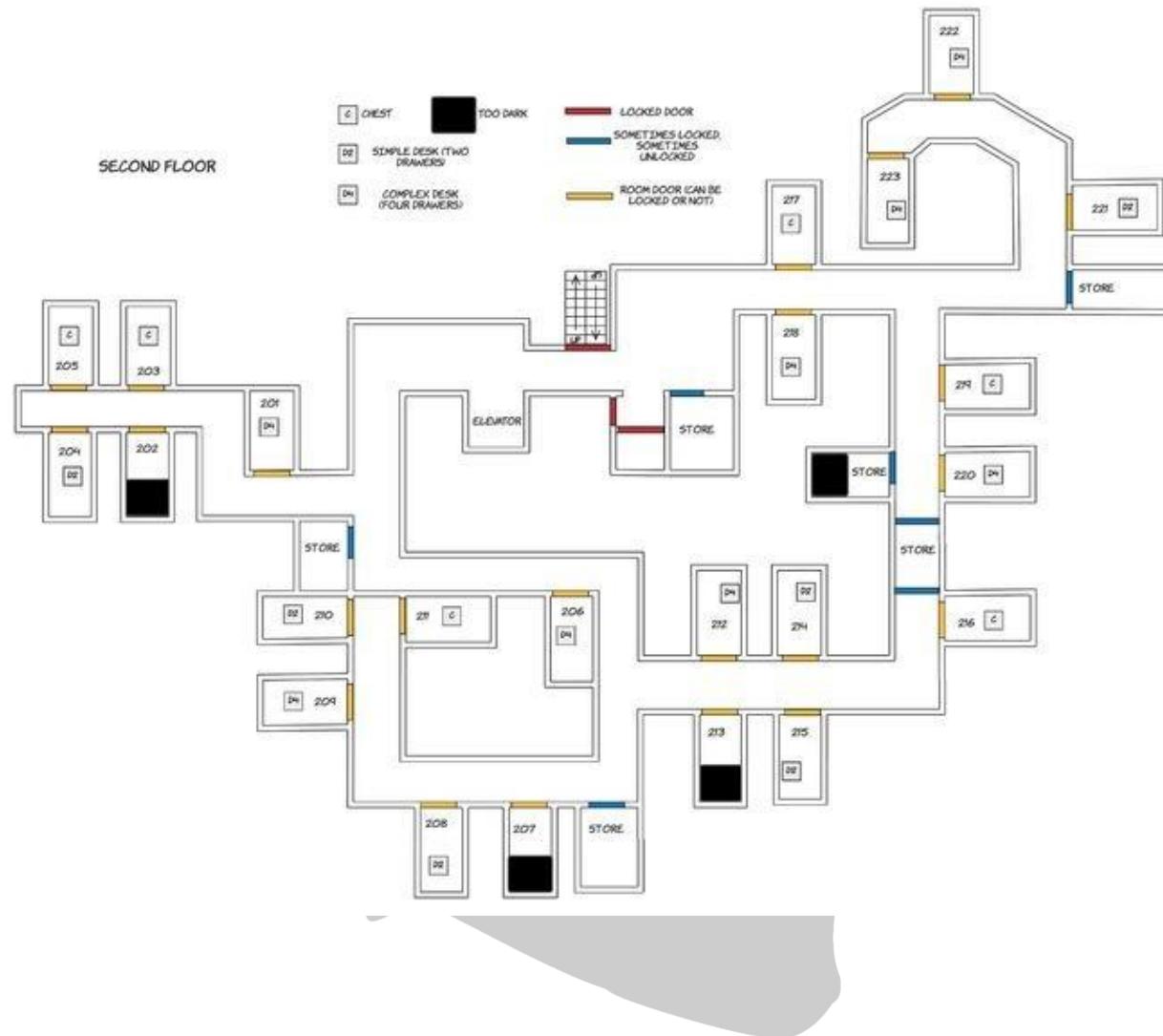
## The First Floor

The First Floor is the floor where your room is located. It's also the "easiest" floor: no strong wind sound, you can loop around (without passing a store room) and is very well lit. You will also find your spirit box in the store near the elevator if you get whacked by Johnny. The layout is nearly identical as the second floor.



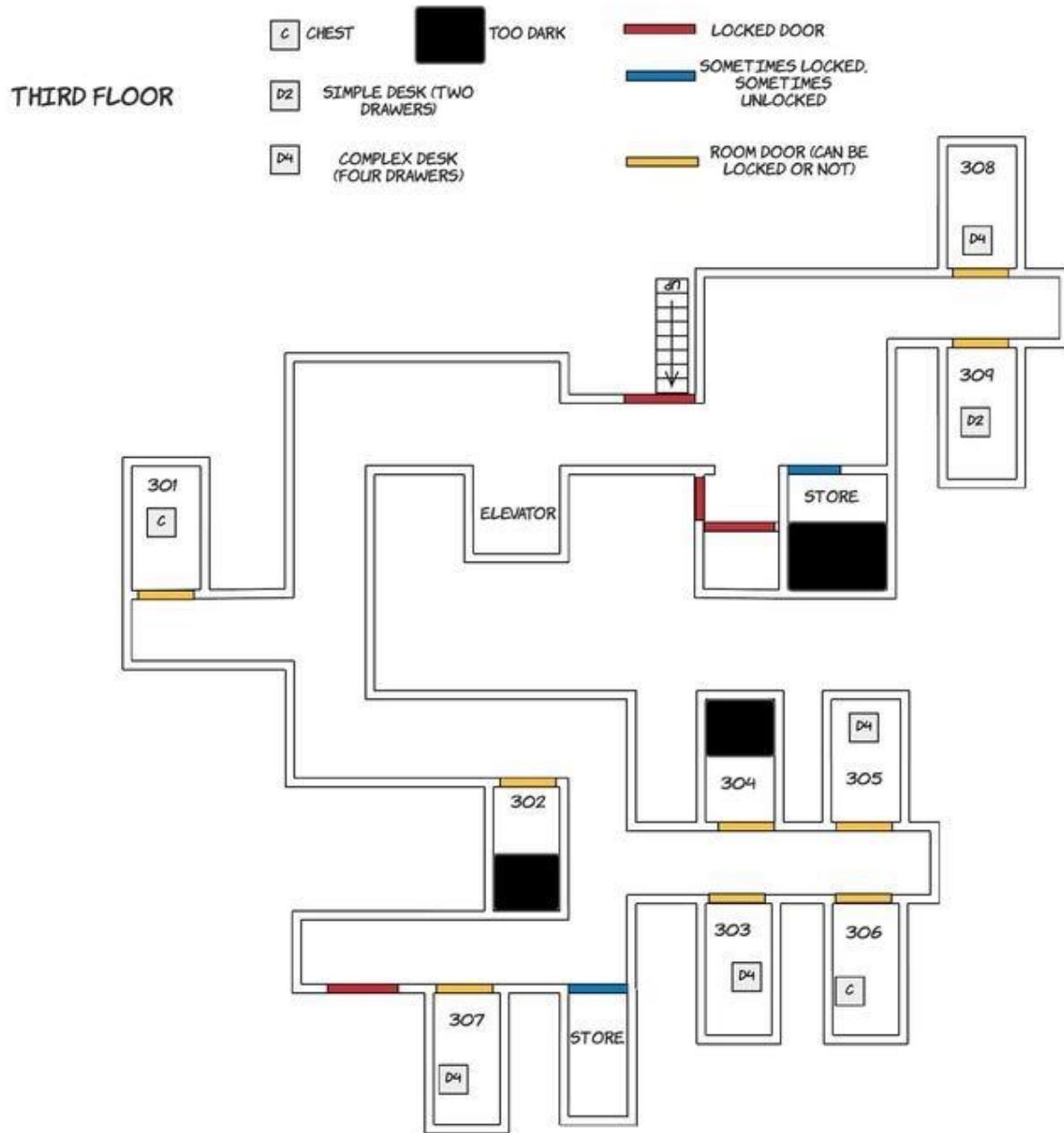
## *The Second Floor*

The Second Floor is becoming available during Dr Scott's story. The winds are strongly heard when you're near Rooms 212 to 216 and are mildly heard from 201-210. However, you don't hear nearly anything for Rooms 217-220. The Store Room between 216 and 220 is a nice shortcut to the elevator.



## ***The Third Floor***

The Third Floor is the smallest one, however, you can barely hide, as some rooms are locked until you reach Eva's Story. Also, the wind is also strongly heard there. Given the size of it, it's hard to escape Johnny as he will be always near. On the other side, it's hard to loose your way.



## Puzzles

Below is a series of puzzles, each with specific time & place listed. You should ask question from victims spirits to solve the puzzles in this game. These spirits will give you short answers and you should ask the relation of answers to find out about the story, so you will combine some questions. The main puzzle of this game is to find out who is Johnny & what has he done. The puzzles are encountered within the level, and their respective solutions.

Before you actually start Stella's story I would suggest that you go in every room on the first floor to find every object there since Johnny won't be active until you interacted with Stella.

### **|Questions that you should ask from Stella's spirit:**

**Go to the basement and leave again with the elevator, after Stella appeared behind you when the elevator doors closed go back down to the basement, step out of the elevator and ask the Spiritbox:**

Ask: Girl in the basement

Ask: Child's purse

**Combine both**

**Go to the Ground Floor to the Amusement Arcade & After the Ghost sighting ask the Spiritbox in the Arcade:**

Ask: Johnny stealing from Stella

Ask: Turpentine and Lighter

**Combine both**

**Go to the first floor to Room 109, go completely into the room and make a 360° turn then ask Sipiritnox:**

Ask: Stella holding a toy on fire

**Go to the Knight Armor (near Room 102) and wait in front of the Armor (so you look around the corner) and then go into Room 102:**

Ask: Stella scared outside room

Ask: Sword

**Combine both**

**Go to Room 112 and go completely inside and then turn around**

Ask: Stella drinking something horrible

Ask: Whiskey bottles

**Combine both**

**Go to the third floor and turn left in front of the elevator, you need to go to the door that leads to the stairs and look through the window then go through the door (if you have the key, if not go to Groundfloor and take the stairs upstairs to the third floor):**

Ask: Stella at top of the stairs

**Then go to the basement stairs, face the door and then turn around to the stairs:**

Ask: Stella at the bottom of the stairs

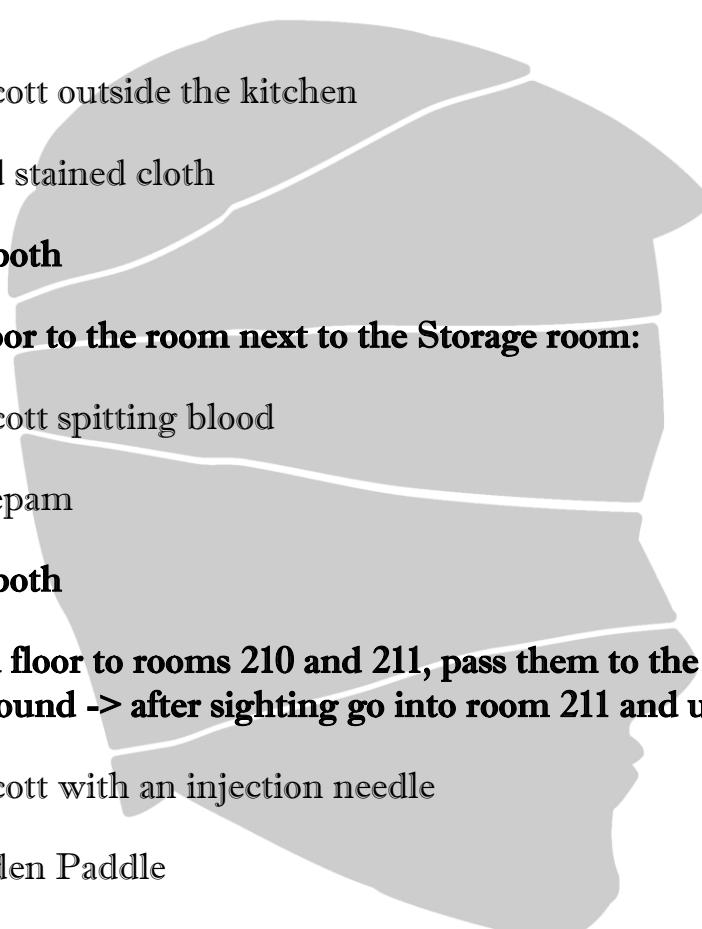
**|Questions that you should ask from Dr.Scott's spirit:**

**Take elevator to the second floor, turn left and move to the corner so you can look around it, then go into room 217:**

Ask: Man in suit knocking on door

Ask: Violent drawings

**Combine both**



**Go to the first floor to the Storage room (the one where you can find the Spiritbox when Jimmy knocks you out) and turn around:**

Ask: Dr.Scott finding a dead animal

Ask: Chef's hat

**Combine both**

**Go to the Ground floor to the kitchen and turn around when you are inside the kitchen:**

Ask: Dr.Scott outside the kitchen

Ask: Blood stained cloth

**Combine both**

**Go to the first floor to the room next to the Storage room:**

Ask: Dr.Scott spitting blood

Ask: Diazepam

**Combine both**

**Go to the second floor to rooms 210 and 211, pass them to the end of the floor and then turn around -> after sighting go into room 211 and use Spiritbox**

Ask: Dr.Scott with an injection needle

Ask: Wooden Paddle

**Combine both**

**Go to the Groundfloor into the room behind the reception and then turn around**

Ask: Dr. Bose explaining what happened

**Go to the second floor to room 216, when you enter it, stand at the door and turn around:**

Ask: Dr.Scott sat on a bed in a room

Ask: Scrapbook

**Combine both**

**Go to the Groundfloor to the Arcade Amusement, when you are inside, turn around:**

Ask: Dr.Scott in game room

Ask: Washing line

**Combine both**

**Go to the Basement, turn left and then turn around:**

Ask: Dr.Scott hanging himself

**|Questions that you should ask from Edvard's spirit:**

**Go to the third floor to room 307 and turn around at the end of the floor and then enter the room:**

Ask: The man saying Johnny lied

Ask: Scrapbook

**Combine both**

**Go to room 308 and look through the spy glass then get out of the room and down the corridor to the corner and then use the Spiritbox**

Ask: Edvard shouting through a door

Ask: Dangerous Heater

**Combine both**

**Go to the first floor to room 113, after sighting go in:**

Ask: Edvard receiving an electric shock

Ask: Sports bats

**Combine both**

**Go to the second floor to room 223 and then into the room:**

Ask: Edvard with bat

Ask: Crossbow

**Combine both**

**Go to room 215, go inside (completely) and then turn around:**

Ask: Edvard being shot in the leg

Ask: Rusty keys

**Combine both**

**Go to the basement, turn right (to the lockers) and then turn around then use the elevator to the Groundfloor, step outside and use the Spiritbox:**

Ask: Edvard locking Johnny in the basement

Ask: Photos of fire

**Combine both**

**Go to the basement and step inside the boiler room:**

Ask: A fire in the basement

Ask: Hand gun

**Combine both**

**Go to the second floor to room 219, stand in front of it and turn right then enter room 220:**

Ask: Edvard with a gun

Ask: Dagger

**Combine both**

**Go to the Groundfloor out of the elevator then follow Edvard and go to the back of the stage, then turn around:**

Ask: Edvard being stabbed

**|Questions that you should ask from Eva's spirit:**

**Go to the third floor to room 301 and check the bathroom then go to the second floor, out of the elevator and turn left and wait, then enter the storage room:**

Ask: Lady explaining the dagger

**Go to the Groundfloor, right in front of the entrance (big glass doors) and turn around:**

Ask: Eva at the entrance door

Ask: Henry Adams Poster

**Combine both**

**Go behind the Stage and wait:**

Ask: Eva backstage announcing Henry Adams

Ask: Mirrors

**Combine both**

**Go to the third floor to room 306 to the end of the floor where the radio is and then turn around after that go into room 304:**

Ask: Eva finding lots of Mannequins

**Go to the Groundfloor to the door to the Ballroom and turn around:**

Ask: Eva apologizing to a guest

Ask: Coil of wire

**Combine both**

**Go to the floor with the kitchen and at the end turn around:**

Ask: Eva hiding and people banging on a door

Ask: Goodbye Note

**Combine both**

**Go to the Stage right infront of it and face the stage (if that's not working restart the game and try again) then go to the second floor to room 223, enter completely and then turn around:**

Ask: Great Henry on Stage

Ask: Wedding Ring

**Combine both**

**Go to the third floor to room 305 (which is now unlocked) and check the drawers then go back to the second floor to room 223:**

Ask: Baby rattle

Ask: Man shouting and baby crying

**Combine both**

**Go to the Groundfloor, step out of the elevator and then press elevator buttons again then go to the basement, turn right and turn right in front of the lockers and open the door with the Basement Storage key you just got, Check the drawers and go back to the second floor to room 223:**

Ask: Birth Certificate

Ask: Eva finding Johnny in the bathroom

**Combine both**

**Go to the basement, turn right and wait:**

Ask: Eva attacking someone with a bat

Ask: Turpentine and Lighter

**Combine both**

**Go to the second floor to room 212 and 213, when you stand between the doors, turn around:**

Ask: Eva on fire