

## Chapter 1

After the opening cutscene, head upwards. Investigate the glowing spot in the upper left to obtain the **Black Feather**. Use the **Black Feather** on Grian by opening your inventory. Once he leaves, you can enter the castle.

Inside the castle, take the **Candlestick** from the nightstand. Use it on the unlit candlestick to the left to light it. After the cutscene, you'll be guided to **save your game**. (This candlestick is the **only save point before reaching the study in the prologue**, feel free to revisit it.)

Go to the bottom of the room near the desk. Face the candlestick on the desk and press "C" (or RB on a gamepad) to interact. In the **Memory World**, inspect the nightstand to get the **Diary Fragment: "Vilaria's Diary I."** Return to the candle and interact again to go back to the **Present World**. Check under the bed **without bloodstains** to get a **Small Key**, and use it on the room door to exit.

In the corridor, walk left and then go down in the main hall to enter the **Fireplace Room** as shown in the image.

Interact with the two candles to transition between the **Memory World** and the **Present World**. Enter the fireplace boldly. At the first turn, investigate the glowing spot to find the **Diary Fragment: "Caretaker's Notes IV."** Continue forward and turn right at the end to get **Fire Tongs**.

Switch between the two worlds again and return to the corridor. Use the **Fire Tongs** on the glowing spot in the floor pit (you will **gain and then lose the Glass Marble**). After a brief cutscene, enter the **Storage Room** below. Examine the mouse hole in the wall. Exit to the corridor and investigate the wall **just below the plant** to retrieve the **Glass Marble**.

Return to the **Storage Room** and inspect the glowing spot on the far left to get the **Diary Fragment: "Grace's Home I."** Give the **Glass Marble** to the doll sitting below the room to obtain an **Eyeball**, then head to the **Study** above.

 **Don't try to walk between the two bookshelves in the study — it will kill you.**

Inspect the first bookshelf to get a **Seed**. Give the **Eyeball** to the shadowy figure in the study. Once it disappears, inspect the glowing spot above to get an **Old Fountain Pen**. Plant the **Seed** in the flowerpot, then use the **Old Fountain Pen** to dip it in ink. Use the pen on the right door and input **"RUOVAF"** to enter.

Inspect the right-side book piles to get **Diary Fragment: "Caretaker's Notes III."** The left candle is a **save point**.

Inspect the glowing spot on the shelf to read the diary, then interact with the door to trigger a **chase scene**. First, check behind the bookshelf. Then push the nearby chair one square to the left and blow out both nearby candles. After the chase ends, interact with the notebook to complete the **Prologue**.

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## Chapter 2

Leaving the study, you'll find a **Diary Fragment: "About Ethan I"** on the floor of the corridor. Pick it up and proceed west into the **West Corridor**. You can save at the **standing candelabrum** in the center of the hallway (your save point for this section — please visit often).

Enter the **Southern Room**. Interact with the candelabrum in the southwest corner to enter **Ethan's Memory**. Check the right book pile for the **Diary Fragment: "Paranoia I"**, and the glowing spot on the left for **Rat Poison**. Interact with the candle again to return to the **Present**, then head to the **Western Dining Room**.

Move north into the **Kitchen** and interact with the cutting board to obtain a **Kitchen Knife**. Then go south into the **Musty Basement (run the whole time here)**. Get an **Empty Wine Bottle** in front of the iron door. Use the **Knife** on the meat hanging on the northeast wall to get **Meat**. Use the **Wine Bottle** on the wine barrel on the left to get **Moldy Wine**. Check the glowing spot in the lower-right to get **Diary Fragment: "Cook's Notes."** Leave the basement quickly.

Backtrack to the **West Corridor** and go upstairs. Do **not run** in areas **without carpet**, or you'll fall and die.

Enter the only room, and go straight to the **third room from the left**. Follow the red footprints and place the **Rat Poison** and **Meat** into the dog's bowl (order doesn't matter). Follow the footprints back to the door. After the animation, use the **Knife** on the **dog's corpse** to get the **Upper Limb Bone**.

Check the glowing spot by the bookshelf to get **Diary Fragment: "Vilaria's Diary III."** Go back to the **Southern Room** on the first floor and place the **Upper Limb Bone** in the lower-right pit. Interact with the candle to enter **Ethan's Memory** again. Check the right book pile to get **Diary Fragment: "Vilaria's Diary IV."** Talk to Ethan and return to the **Present**.

Now enter the **Northern Room** and speak with the shadow. Give him the **Moldy Wine**, then inspect the right-side bookshelf to get a **Cane**, the opened bag to get **Wood Shavings**, and the small barrel to get **Dirty Rice**. Give the **Cane** to the shadow to receive the **Lower Limb Bone**.

Return to the **Southern Room** and place the **Lower Limb Bone** in the **right-side pit**. Interact with the candle again to enter **Ethan's Memory**. Check the paper on the ground to get **Diary Fragment: "Paranoia II."** Return to the **Present**.

Head to the kitchen and place the **Dirty Rice**, **Moldy Wine**, and **Wood Shavings** (in that order from left to right) into the trays. Use the **Kitchen Knife** on the bear head on the cooking stove to get a **Skull**. Return to the **Storage Room** and place the **Skull** in the **left-side pit**.

Go back to the kitchen and inspect the painting and glowing spot to the right of the hidden door to get **Diary Fragment: “Cook’s Notes.”** Enter the hidden door. Use the candle inside to **save**, and inspect the paper scrap on the floor by the stairs to get another **Cook’s Note**, then go upstairs to the **new room**.

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## Chapter 3

Give the **Cursed Teddy Bear** to Grace. Return to the **Main Hall**, head to the bottom-right of the map, and enter the corridor that was previously blocked by spider webs. Continue right until you see a **candle save point**. Blue spirit flames on the path can be touched.

After saving, enter the corridor below and talk to the **Porcelain Doll**. A **Memory Candle** lights up. Go back and interact with the **Memory Candle** on the left. Agree to the game “Red Light, Green Light” with the shadow. When it’s Vilaria’s turn, move **down one tile**, then look left and wait for the shadow to run into the thorns and explode in a splash of blood. Return to the **Real World**.

Enter the room below and investigate the paper at the center. A **Portrait** will chase you slowly. Lure it to the doorway, then retreat into the hallway. Do the same at the upper room. Once inside, move to the very top of the room. Avoid facing the **back of the center wall** directly. The middle three tiles can be used to move left and right, but don’t walk downward unless you’re **hugging the edge**. Once the **portrait gets absorbed by the wall**, you can proceed to the **Library**.

Take the stairs on the right side of the hallway to the **Library**. Save at the left candlestick, then go to the **second floor** and enter the room on the right. The answers on the note are:

- First: top of the rightmost shelf — **“Bright Moon”**
- Second: bottom of the middle shelf — **“Baby”** Return to the note to submit your answers.

Pick up the glowing item near the bookshelf (check your inventory — the **Locksmith’s Manual** says to break the lock).

Take the **Locksmith’s Manual** back to the **Porcelain Doll’s location**, and use it on the **right door** to get a **Doorknob**. Enter the room and take the **Burnt Music Box** from the table. Return to the **third floor** of the **Library** and install the **Doorknob** on the **third door** to open it. Speak to the painting on the wall. You’ll now be able to enter the **left-side room** on the second floor.

Interact with the small bookshelf on the right and push it aside. Enter **Gregory’s Memory**, then exit from the other side. Investigate the bookshelf covered in spiderwebs to trigger a cutscene.

After leaving the room, talk to **Grace**. Interact with the candle to enter a memory. Possess **Ella** and follow the plot. Exit the **Library** and pick up the fallen glowing item to obtain the **Lorraine Fairy Tale**. Give it to **Ella** to begin the story.

In the story world, walk upwards. There's a glowing spot on the grass to the right — pick up the **Key** and use it to unlock the door. After the cutscene, enter the house. Go upstairs and look at the statue. Throw the **Key** you just got into it, then walk right. Interact to continue the story with the newly obtained item...

## Chapter 4

After returning to reality, exit the house and interact with the red-hooded girl in front of the door to obtain the item *Clover*. Proceed north and interact with the flashing point at the rabbit statue to trigger a scene. After the dialogue, open the inventory and use the *Clover* on the statue. The statue will move, and you can pass through to enter the new house.

Upon entering, head upstairs and interact with the flashing point near the mirror to acquire the item *Red Thread*. Exit the house and continue east. Give the *Red Thread* to the red-hooded girl standing in front of the large mirror to trigger a new scene. Once the world changes, proceed north to reach the top of the mountain. At the summit, interact with the cracked mirror, which will now be covered by a red veil, to enter the final chase sequence.

During the chase, do not hesitate. Head straight down the mountain path, avoiding red shadows and obstacles. You will eventually reach a flower field. Walk into the center of the field to trigger a final scene. The story world will gradually disintegrate.

Once back in the library, interact with Grace to trigger a short dialogue. Afterward, head upstairs and retrieve the now-repaired *Music Box*. Return to the hallway where the ornate doll once stood and use the *Music Box* to open the sealed gate. Enter to begin the final section of the story.

Inside the last room, investigate the rightmost glowing book on the table to obtain the final page of Vellaria's Diary V. Then proceed to interact with the shadow in the center. The ending scene will begin.