

The Abandoned Castle

Beltzer
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Objectives:

- Loot Goal: 2500 (Normal), 3000 (Hard), 3700 (Expert)
- Go back to where you started.

Key List

(In general order of appearance.)

Key Name	Location	Opens
Basement ¹	Top of <i>High Voltage</i> panel in basement machine room.	Door at end of adjacent hall.
Chapel	Under book on church pew.	Door at chapel's NW corner.
Key (Shaped like Treble Clef)	Purple haunt patrolling west hall. (Just after you unlock chapel door.)	1. Two doors leading into music room. 2. Two doors inside music room. ²
Tower	Purple haunt standing in dining room (where dumbwaiter is).	1. Doors at top of stairs in room to south of the haunt. 2. Doors at bottom of tower.
Owner Floor	Desk in tower anteroom.	1. Entry doors to anteroom. 2. Doors at south end of outer hall.
Jewel Box	Top right corner of armoire in upstairs bedroom.	Fancy box on bedroom's north wall.
Unnamed Key	Desk in living room.	Entry doors to master suite.
Unnamed Key	Floor on west side of raised bed in master suite, upper floor.	Attic door
Small Tower	Bottom of water pool where you kill evil child and jump into black hole.	Red door connecting pool to hall. SW of castle's main entry.

Do I have any weapons in this mission?

There is no blackjack. There is a sword in the basement.

How do I get inside the castle?

Go around to the east approach and look in the trees.

NOTE

In the basement are loaves of bread. Pick up 10 or 12 to use as markers in the maze you'll find later.
Drop them at each intersection to make finding your way back much easier.

Once you pick up the book on the chapel pew, the following goals are added:

- This is not good. You must find a way back to the real dimension.

¹ The Basement Key is the only key found in the "normal" part of the castle. All others are in the "evil" castle.

² The one door inside the music room is non-frobbable and will not open with the key, even though the key is assigned to it.

- That sword sounds useful, find it and take it.
- Find out where that office is. Maybe he is still there, or maybe he wrote down the numbers there.
- Find the scrolls with the strange numbers. Maybe you can work something out from them.
- Find the two objects. They may be what you need to get home.

When you meet the little ghost girl, this last objective appears:

- That spooky thing wants to kill you. Better kill it first.

I can't get inside the dumbwaiter.

Frob the nearby kitchen cart.

How do I "find out where that office is"?

There's a note stuck under a hallway door near the kitchen. Above that door is a broken window.

Where's the sword?

Frob around under one of the beds in a bedroom beyond the kitchen.

NOTE

There's a glitch that allows you to pick up the ghost girl and toss her down again, where she will be buried halfway into the floor. Doing so will not affect the mission.

What to I do with the dead candle I found in the upstairs hallway game room?

Take it to the chapel and place it on the claw pedestal.

NOTES

Once you emerge from the crawlspace maze and enter the larger maze, you can mantle the walls, thereby skipping the maze altogether. Not all walls can be mantled, however.

When you're done, leave using the other crawlspace, as it is somewhat of a shortcut back to the chapel.

What am I supposed to do with the chess piece?

There are two chess pieces—the other is in a vault. Take them to the room in the attic.

I went to the kitchen, climbed into the dumbwaiter and went up to the next floor. However, a gate prevents me from getting out. Besides, there's a haunt in the room and the lights are bright.

Look to the LEFT of the gate as you're sitting in the dumbwaiter. You can just barely make out a switch. Frob it and the lights will go out. When the haunt comes to turn the lights back on, take the key from its belt. Now you can access the tower.

You can also lean through the gate and kill the haunt with your sword.

Where's the tower?

Exit the kitchen and go left, past the door with the broken window above it. Angle left. You should see it straight-ahead—tall double doors.

How do I open the vault?

Step to the vault door's right and frob the hidden wall section to reveal the odometer.

What's the code?

The numbers are buried in the scrolls. See solution at end of walkthrough.



A small switch moves the dresser.

How do I return to the real world?

Once you kill the evil ghost girl and jump into the black hole, grab the **SMALL TOWER KEY** at the bottom of the pool.

What's with all the math in the scrolls?

The diary mentions “strange numbers” written in a red, blue, black, and yellow scroll, the last one being burned up. They are simple algebraic strings, giving you the numbers to open the vault. The scrolls are numbered sequentially as follows:

Blue:	$7+25-x+52-71=8$	$x = 5$
Yellow:	$8+x-5-1+6=12$	$x = 4$
Black:	$6-x+51+6-65+5=1$	$x = 2$
Red:	$37-41+15-x+34=36$	$x = 9$



The numbers from the missing yellow scroll as seen from inside the room.

Scroll locations:

1. Dead haunt's hand in music room.
2. Wine rack in upstairs hallway game room.
3. Behind couch in office (accessed via upper tower doors) near dead guy.

What about the missing yellow scroll? You have to toss a scouting orb through the broken window above the hallway door next to the kitchen. (Do a quick-save first.) If the orb lands right, you'll be able to read the numbers on the wall. (Screenshot above)

Loot List on next page.

Loot List courtesy Beltzer

ITEM	LOCATION	VALUE	CUM
Basement			
Drill bit		250	250
Chisel		200	450
Silver coinstack x 3		36	486
Gold coinstack x 2		50	536
Purse		100	636
1st Floor			
Candles x 5		250	886
Trophy	West Hall	50	936
Statuettes x 6		90	1026
Necklace		200	1226
Earrings	Music Room	125	1351
Glasses		50	1401
Scissors x 3		150	1551
Magnifying Glass x 3	Guest Rooms	150	1701
Vase x 3		60	1761
Purse		100	1861
Ring	Public Toilet (on woman)	100	1961
Tea Kettle x 2	Dining Room	60	2021
Plate x 2		60	2081
2nd Floor			
Statues x 2		300	2381
Coins x 3	Tower Vault	150	2531
Purse x 3		300	2831
Gold Nugget x 4		400	3231
Candles x 3	Living Room	150	3381
Necklace	Child's Bedroom	350	3731
Vase		20	3751

Loot list is 60 short of 3811