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# Curse of Slate Rock Manor

Official Strategy Guide

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How to win: Page 11 (Path 35)

### Game Controls and Hot Keys

#### Mouse Controls:

**Left Click:** Confirm choice.

**Right Click:** Cancel choice.

#### Keyboard Controls:

**F12:** Return to the title screen (restart)

**(ALT + Enter):** Toggle “full screen” and “window modes”

**Enter:** Make choice

**“C”:** Make Choice

**“Spacebar”:** Make Choice

**“Esc”:** Cancel Choice

**(ALT + F4):** Force exit the game

#### To remove voices:

From the title screen:

- 1) Press “F1”
- 2) Press “Tab” (3 times)
- 3) Press “spacebar”
- 4) Press “Esc”

#### To remove background music:

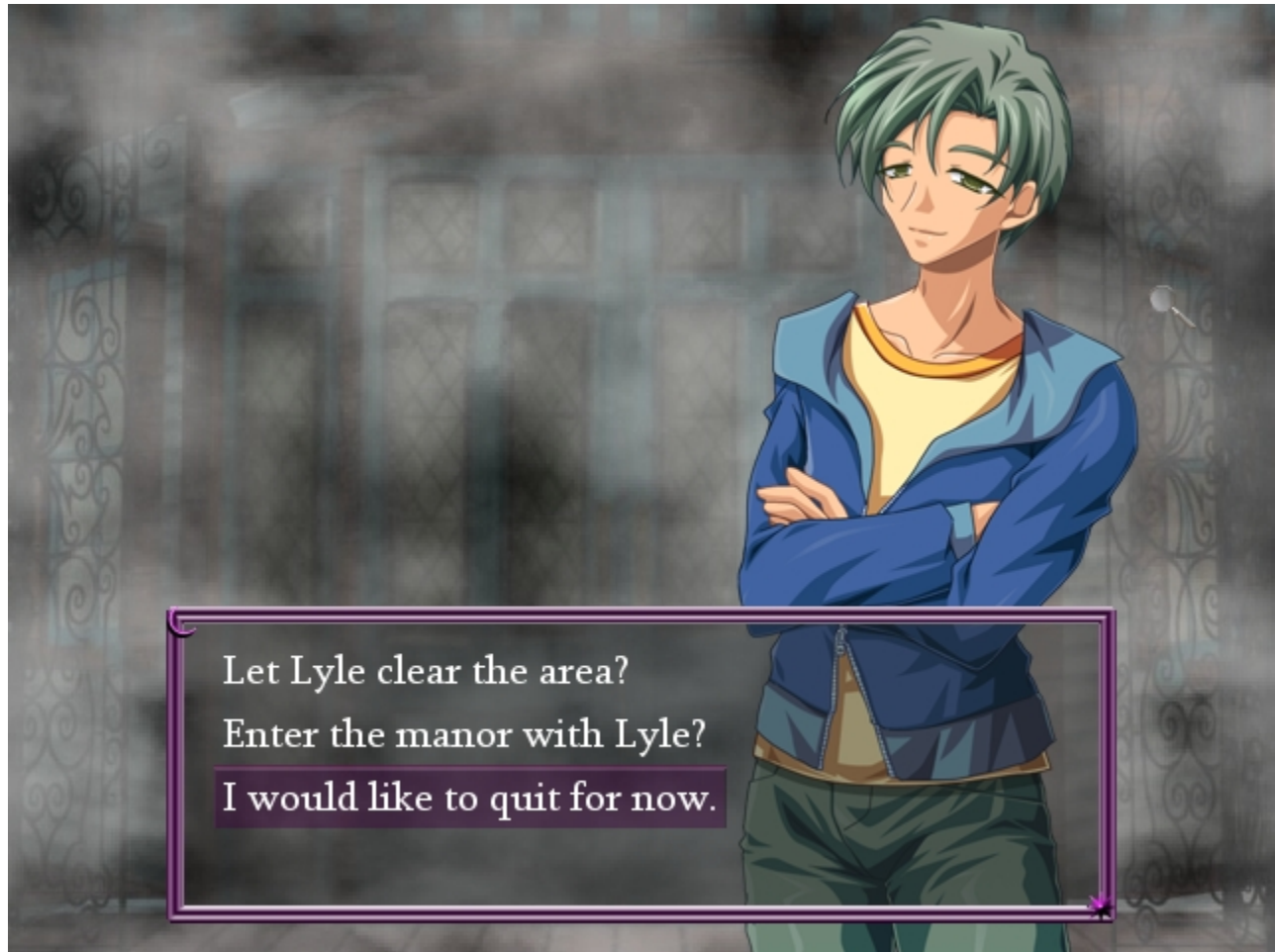
From the title screen:

- 5) Press “F1”
- 6) Press “Tab” (2 times)
- 7) Press “spacebar”
- 8) Press “Esc”

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### How to Play the Game:

You will always start in this scene after you complete a path:



From here, all choices are available to you. At first, it may **seem** like you have to start at the beginning each time, but really, we are refreshing the paths. This way, you can make any choice that you want in your next attempt to solve the case. There are a total of 38 different chapters, and all of the stories are intertwined. As you continue to complete chapters, you will understand what is happening in the game.

Make sure to save your progress after each chapter. You cannot complete the game and solve the case until you have completed 25 chapters. You can monitor your progress with the progress meter at the end of each story.

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### Chapters

- **Path 1: (Puzzle: Key Find)**  
Let Lyle clear the area,  
Enter the manor,  
Follow the cat,  
Face the maid.



- **Path 2: (Puzzle: Chase)**  
Enter together,  
Go up the stairs,  
Open the door,  
Take the toolbox,  
You have better stuff to do.

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Escape the officer by walking down towards the area in the pink square.

- Path 3:  
Enter with Lyle,  
Go up the stairs,  
Don't open the door and return,  
Check the trap door,  
Call out hello.
- Path 4:  
Enter with Lyle,  
Go up the stairs,  
Don't open the door and return,  
Check the trap door,  
Wait and spy on the voice.
- Path 5:  
Enter with Lyle,  
Go up the stairs,  
Return downstairs,

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Continue on with your search,  
It's not safe, so go back up the stairs.

- Path 6:  
Enter with Lyle,  
Go to the dining room,  
Accept the offer,  
Go to the main hall,  
Let the maid explain.
  
- Path 7:  
Enter with Lyle,  
Go to the dining room,  
Accept the offer,  
Go to the main hall,  
Explain yourself.
  
- Path 8:  
Enter the manor with Lyle,  
Go to the dining room,  
Accept the maid's help,  
Choose to walk up the stairs,  
Give up.
  
- Path 9:  
Enter the manor with Lyle,  
Go to the dining room,  
Accept the maid's help,  
Choose to walk up the stairs,  
Interrogate the Maid.
  
- Path 10:  
Let Lyle clear the area,  
Find a way in,  
Go up the main staircase,  
Walk down the stairs and try to hide,  
Decide to look for Lyle and ignore the police.
  
- Path 11:  
Let Lyle clear the area,  
Look for a way in,  
Follow the cat to the kitchen,  
Try to run away,  
Leave the house with the maid.

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- Path 12:
  - Let Lyle clear the area,
  - Look for a way in,
  - Follow the cat to the kitchen,
  - Try to run away,
  - Try to get away.
- Path 13: (Puzzle: Book Find)
  - Let Lyle clear the area,
  - Try to find help,
  - Go to the guesthouse,
  - Push the maid to come with you,
  - Follow the cat upstairs.See the image on the following page for explorable areas.



- Path 14:
  - Let Lyle clear the area,
  - Decide to look for help,

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Go to the guesthouse,  
Decide to leave the manor,  
Drive to the police station.

■ Path 15:

Let Lyle clear the area,  
Decide to look for help,  
Go to the guesthouse,  
Decide to leave the manor,  
Drive down the road a ways and pretend to leave.

■ Path 16:

Let Lyle clear the area,  
Look for help,  
Climb the lattice,  
Climb through the window,  
Tell Lyle that you'll get a doctor.

■ Path 17:

Let Lyle clear the area,  
Look for help,  
Climb the lattice,  
Climb through the window,  
Tell Lyle that he has to move.

■ Path 18:

Let Lyle clear the area,  
Look for help,  
Climb the lattice,  
Call for Lyle,  
Wrench free.

■ Path 19:

Let Lyle clear the area,  
Look for help,  
Climb the lattice,  
Call for Lyle,  
Scream for help.

■ Path 20:

Enter with Lyle,  
Go up the stairs,  
Push open the door and walk in,  
Find the toolbox and take it,

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Follow the cat,  
Swing at the figure.

- Path 21:  
Enter with Lyle,  
Go up the stairs,  
Open the door,  
Leave the toolbox,  
Talk to the policeman,  
Investigate the noise,  
Try to get the kitty,  
Follow the cat out of the room.
  
- Path 22:  
Enter with Lyle,  
Go up the stairs,  
Open the door,  
Leave the toolbox,  
Talk to the policeman,  
Investigate the noise,  
Let the policeman in,  
Ask "Who's there?"
  
- Path 23:  
Enter with Lyle,  
Go up the stairs,  
Open the door,  
Leave the toolbox,  
Talk to the policeman,  
Investigate the noise,  
Let the policeman in,  
Try to run
  
- Path 24: (Puzzle: Lock Pick)  
Enter with Lyle,  
Go up the stairs,  
Push open the door and walk in,  
Find the toolbox and take it,  
Follow the cat,  
Tell Lyle to wait and ask "Who's there?"  
**Puzzle solution is shown on next page.**

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- Path 25:
  - Enter with Lyle,
  - Go up the stairs,
  - Open the door,
  - Leave the toolbox,
  - Try to evade the police,
  - Go into the closet.
  
- Path 26:
  - Enter with Lyle,
  - Go up the stairs,
  - Open the door,
  - Leave the toolbox,
  - Evade the police,
  - Go to the opening door.
  
- Path 27:
  - Let Lyle clear the area, try to find help,
  - Go to the guesthouse,

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Push the maid to come with you,  
Stop to investigate,  
Speak to the ghost.

■ Path 28:

Let Lyle clear the area,  
Try to find help,  
Go to the guesthouse,  
Push the maid to come with you,  
Stop to investigate,  
Run.

■ Path 29:

Let Lyle clear the area,  
Find a way in,  
Go up the main staircase,  
Walk down the stairs and try to hide,  
Ask the policeman for help,  
Leave with the policeman,  
Avoid the closet.

■ Path 30: **(Puzzle: Square Jigsaw)**

Let Lyle clear the area,  
Find a way in,  
Go up the main staircase,  
Walk down the stairs and try to hide,  
Ask the policeman for help,  
Leave with the policeman,  
Open the closet.  
See the next page for the puzzle solution.



- Path 31: **(Puzzle: Circle Jigsaw)**
  - Let Lyle clear the area,
  - Find a way in,
  - Go up the main staircase,
  - Walk down the stairs and try to hide,
  - Ask the policeman for help,
  - Run from the policeman,
  - Go to the attic.



- Path 32:
  - Enter with Lyle,
  - Go up the stairs,
  - Open the door,
  - Leave the toolbox,
  - Talk to the policeman,
  - Find a way to let the policeman.
  
- Path 33:
  - Let Lyle clear the area,
  - Find a way in,
  - Go up the main staircase,
  - Walk down the stairs and try to hide,
  - Ask the policeman for help,
  - Run from the policeman,
  - Go up the spiral stairs,
  - Investigate the noise.
  
- Path 34:

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Let Lyle clear the area,  
Find a way in,  
Go up the main staircase,  
Walk down the stairs and try to hide,  
Ask the policeman for help,  
Run from the policeman,  
Go up the spiral stairs,  
Escape out the window.

- Path 35: (Available if progress meter is  $\geq 100\%$ .)

Enter with Lyle,  
Go up the stairs,  
Open the door,  
Leave the toolbox,  
Talk to the policeman,  
Investigate the noise,  
Try to get the kitty,  
Pick up the cat.

- Path 36:

Enter with Lyle,  
Go up the stairs,  
Go back downstairs ,  
Continue on,  
Ignore the sound,  
Run past the ghost.

- Path 37:

Enter with Lyle,  
Go up the stairs,  
Go back downstairs ,  
Continue on,  
Ignore the sound,  
Scream for help.

- Path 38: (Available if progress meter is  $\leq 100\%$ .)

Enter with Lyle,  
Go up the stairs,  
Open the door,  
Leave the toolbox,  
Talk to the policeman,  
Investigate the noise,  
Try to get the kitty,  
Pick up the cat.