



# NANCY DREW®

## The Haunting of Castle Malloy

# dare to play™

Her Interactive, Inc.

Copyright Her Interactive, Inc., 2008

No part of this booklet may be reproduced, transmitted, or  
adapted in any form without the written consent of  
Her Interactive Inc.

Copyright ©2008 Her Interactive, Inc. HER INTERACTIVE, the HER INTERACTIVE logo and DARE TO PLAY are trademarks of Her Interactive, Inc. NANCY DREW is a trademark of Simon & Schuster, Inc. and is used under license. Copyright in the NANCY DREW books and character is owned by Simon & Schuster, Inc. All rights reserved. Licensed by permission of Simon & Schuster, Inc. Other brands or product names are trademarks of their respective holders.

Written by: Terry Munson

Design by: Sonja Morris

Cover Design by: Mark Tolleshaug

Made in the USA

**Her Interactive, Inc.**

**1150 - 114th Ave. S.E., Suite 200**

**Bellevue, WA 98004**

**[www.HerInteractive.com](http://www.HerInteractive.com)**



# Contents

<b>Cold Feet or a Chilling Disappearance? 3</b>	Very Convincing .....	16
Hold on a Moment! Don't Walk Down the Aisle Quite Yet!.....	Boggy Logic .....	17
<b>A June Wedding in Ireland! .....</b>	Across the Bog.....	17
<b>4</b>	Enter the Hut.....	17
A Little Defensive Driving.....	Bugging Out.....	18
All Dolled Up.....	A Bugged-Down Jetsetter?.....	18
No Vacancy.....	<b>Bog Hut.....</b>	<b>18</b>
Rock this Place.....	Eye Spy.....	19
A Bit of a Prankster?.....	Bring Down the Wall.....	19
<b>Kyler Mallory.....</b>	Beyond the Wall.....	19
No Library Card Needed.....	You're With the Band.....	19
Light the Lamp.....	Booked.....	19
Child's Play?.....	Stars in Alignment.....	20
Play Around in the Nursery.....	A Malloy Makeover?.....	20
An Invitation.....	Build a Bouquet.....	21
<b>Castle Malloy Library.....</b>	Luggage Undercover.....	21
<b>8</b>	Kit Has Baggage.....	21
<b>Castle Malloy Nursery.....</b>	Counting Sheep.....	22
<b>8</b>	Sheep Whisperer.....	22
With Friends Like These.....	Get In Gear.....	22
<b>Kit Foley.....</b>	Fleeced.....	22
Explore the Great Hall.....	Have You Any Wool?.....	23
Printing Press.....	Doll Maker.....	23
The "Not-so-Best" Man?.....	The Final Plate.....	23
<b>Castle Malloy Great Hall.....</b>	Start the Presses.....	24
<b>10</b>	Fire it Up!.....	24
Roaming Fees.....	Books to Check Out.....	25
Stir Up Some Tips!.....	Back to the Library.....	26
The Good People.....	A Fright in Flight.....	26
<b>Donal Delany.....</b>	A Key to the Past.....	27
<b>12</b>	Bogged Down.....	27
Difference Detective.....	A Secure Lab?.....	28
Darts.....	Meet Matt.....	28
<b>Screamin' Banshee.....</b>	<b>Secret Lab.....</b>	<b>28</b>
<b>13</b>	Rocket Science.....	29
Make a Call.....	A Toxic Place.....	29
Spending is in Your Future.....	Top-Shelf Building Blocks.....	30
Weights and Measures.....	Pre-launch Preparations.....	30
Confront Kit.....	The Final Countdown?.....	31
Placement is Key.....	We have Liftoff!.....	31
College Romance.....	<b>How to Earn Every Star.....</b>	<b>32</b>
Take a Walk Outside.....		
Here There Be Dragons.....		
Revealing Edits.....		
Twists of Fate?.....		
A Gem-Dandy Dead End.....		
A Bride with White Hair?.....		

# Cold Feet or A Chilling Disappearance?

Ever since a mysterious explosion rocked Castle Malloy over sixty years ago, the folks around the village of Bailor whisper of glowing lights and eerie screeches throughout the broken stones and misty bog. Until Kyler Mallory, a relative of the deceased inhabitants arrived, few people besides a crusty, old caretaker ever ventured near the old place. Recently Mallory started staying in the ruined castle and invited her fiancé, a British writer named Matt Simmons. As the Irish say, it's easy to halve the potato when there is love, but one day the groom vanished from this haunted place, and now local tongues wag about cold feet and dark superstitions. That's why it's up to you, as maid of honor Nancy Drew, to help your friend Kyler Mallory and find the whereabouts of the love of her life.

## Hold on a Moment! Don't Walk Down the Aisle Quite Yet!

There's something cool and important that you need to know about this strategy guide. It covers the steps and solutions for solving *Nancy Drew: The Haunting of Castle Malloy* on Senior Detective level, but everything is written in a way that won't give away the culprit! This guide assumes that you already know about basic game functions, including how to move, interact with characters and use the features in the game tutorial. If you're playing at Junior Detective level, some steps in this guide won't be necessary, but the tips below can make the game easier to play:

- When you arrive outside the castle, you'll notice that *The Haunting of Castle Malloy* uses a new playing perspective with an overhead view. Some objects are highlighted in blue when you pass the magnifying lens cursor over them. Click on these highlighted items to inspect them at ground level!
- Take a moment to save your game after completing a challenging task. This can eliminate frustration if you decide to backtrack to check facts in an earlier part of the game.
- Keep a notepad handy for writing down important clues—especially any inscriptions that you find inside books. Writing down notes will save you time because you won't have to jump between locations while double-checking facts!
- If you think you missed a step in the strategy guide, go back and talk to Kit, Kyler or Donal to verify that you asked them every possible question. Sometimes someone will say something that turns into an important lead.
- Because most of this adventure takes place at night, it might be tough to spot important clues in the dark. Some players find that they have an easier time finding the small details if they turn the lights off while playing the game, plus it adds to the creepy atmosphere.



# A Jane Wedding in Ireland!

Kyler Mallory is a close family friend, so it's hardly surprising that she asked you to be her maid of honor at her wedding. What's surprising is that she's getting married in an Irish castle! Well, what's left of the castle, anyway. Castle Malloy's history is so tragic that Kyler didn't know it belonged to her family until recently.

## A Little Defensive Driving

The trouble with those economy flights is that you never arrive at your destination during daylight hours! Ned scolds you about talking on the phone while driving. It's good advice because something white ran out in front of your car and you swerved into the ditch! Maybe you should drive on the left side of the road next time, hmm?



## All Dolled Up

Since your red rental is "ditched," make for the castle gate on foot. That strange wail sounded unsettling, but now you can hear only frogs, sheep and seagulls. Click on the gate as you walk beneath it and then examine the doll on the ground. Did a child lose this toy or did it tumble from the top of the wedding cake?



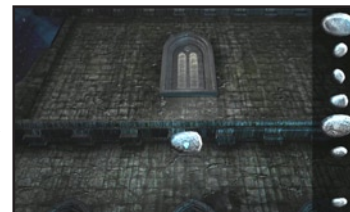
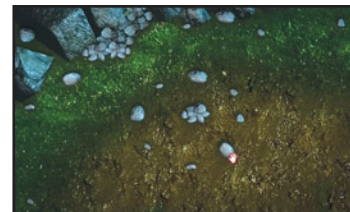
## No Vacancy

Drop that dressed-up doll in your inventory and stroll across the bridge beyond the castle gate. Don't be sheepish about it! The doll in your possession might make some small, lonely child happy. Knock on the castle door and talk to the grumpy old man. Is he a caretaker or a relative of the family? What's this news about the wedding being off? Because it's late at night and apparently the other castle residents are already asleep, he tells you to make your way down to the inn in the nearby village of Bailor (click on the sign near the gate to get there). Hopefully you remembered to pack comfortable shoes, because you'll find that the inn is completely full. Now what are you going to do? Perhaps there is a way to rouse Kyler and talk her into letting you spend the night. Turn around and make your way back to the castle.



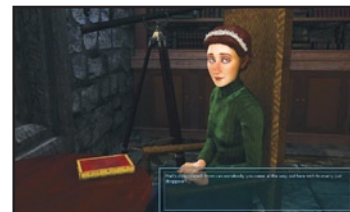
## Rock this Place

You could pound on the doors in an effort to wake everyone inside Castle Malloy, but if you move your magnifying lens cursor along the left side of this tall stone building, you'll notice that you can look up at one of the high windows. Is there someone inside that high room? Look down on the ground and you'll see an assortment of rocks. If you look at the photos on the right, you'll see which rock we used and where we clicked on the one that hit the window. After you hit the window (it's a breakthrough of sorts) you'll see Kyler and she'll motion for you to go to the door. Knock on the door again and you'll endure the Irish ire of Donal, but at least Kyler makes sure that her maid of honor is safely indoors for the night.



## A Bit of a Prankster?

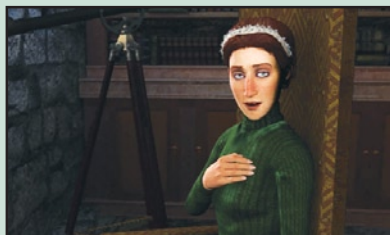
Slip past grumpy Donal and discuss the turn of events with Kyler in the library. Apparently Kyler thinks that her fiancé is pulling a prank. The wedding is still days away and it would be just like him to show up while she was walking down the aisle. That's why she hasn't called off the wedding—which isn't at all what Donal had told you the first time you knocked on the door (you can ask Kyler about that yourself). Apparently the Irish caretaker would like to see the heiress of the castle married to an Irishman, and not her current British suitor. So could Donal be involved in some sort of abduction? And what about that doll that you picked up at the front gate? Maybe Kyler knows the child who lost that strange—no, creepy—doll. Go ahead and show it to her.





## Kyler Mallory

A bride's wedding day is supposed to be the happiest day of her life, so it's hardly surprising that Kyler Mallory won't let the disappearance of the groom ruin her wedding plans. She must really think that Matt is trying to pull one over on her with this prank, because it's tough to sway her with other evidence like that strange doll you found at the castle gate wearing Matt's wedding band. If Matt's disappearance is foul play, it's tough to come up with a motive or substantial evidence that implicates Kyler in some sort of premarital plot, especially when she suggests that you could put an end to Matt's practical joke by finding him for her. Unless, of course, Kyler thinks that she's so smart that you'll never figure out a way to implicate her in the disappearance. While Kyler's involvement in an abduction plot seems far-fetched, don't entirely rule her out as a suspect—especially if you have reason to suspect that she's working with an unseen accomplice.



### No Library Card Needed

Since you finished talking to Kyler in the library, go ahead and begin your investigation here. There's quite an assortment of scientific gadgets here. Take the book on constellations from the shelf. Look on the desk and you'll see a chart with binary codes and a strange measuring scale. This place is full of puzzles!



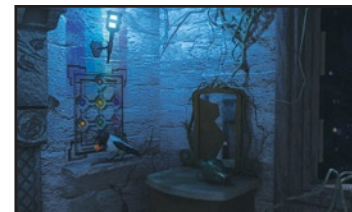
### Light the Lamp

In the library is a lantern next to some stacked discs. To shed light on this puzzle, you need to rearrange the discs so that everything is in the same order on the right pole as it is stacked currently on the left pole. This seems simple, but there is a catch—you can't stack a large disc on top of a disc with a smaller diameter! The trick is to move the largest disc to the right pole and the next largest disc to the middle pole. This means that you move the disks with the smallest diameters far more than the wide puzzle pieces at the bottom. Pay attention so you avoid accidentally undoing your progress. If you can sort out the bottom discs, the rest of this puzzle comes together fast. Once the disks are stacked on the right pole, a mysterious blue beam of light charges the lantern. The battery will last all night!



### Child's Play?

Take the lantern from the bookcase and return to the door leading out the library (the door next to Kyler—the other exit is a long drop). As you leave the library, take the door on the left leading to the nursery. Your arrival startles a crow and a colored gem tumbles from its beak as it flies out an open window.



### Play Around in the Nursery

When you examine the cobwebs and layered dust it seems obvious that Matt didn't spend much time in the nursery before he disappeared. None of his luggage is here! Did he pack up and leave or did Donal do away with the luggage? Explore the room and carefully examine the furnishings. Be sure to pick up the orange gem next to the fireplace. It fell from the bird's beak when you entered the room. Sift through the fireplace ashes and you'll find Matt's broken glasses. How far could he have wandered without his eyewear? Explore the other side of the room and touch the rocking horse. A small token falls out of it. Pick up the token and then examine the dollhouse. Press the red Check button to open the castle and inspect the contents. Is this where the groom doll that you found came from? Look at the diagram on the left side of the castle and see if you can put the dolls in their places. If you're stuck, the solution is in the photo on the right. Once you have the dolls situated you'll receive a token. Inspect the dresser and pick up the book entitled "Le Lapin Bleu" (that's French for "The Blue Rabbit"). It looks like heavy reading and you can't open it, but remember this puzzling book as you explore the castle grounds. Now turn to the bookcase next to the window and examine the box. It's a children's tile puzzle with otter cartoon characters! This puzzle is more than child's play. The trick is to line up the colors on the center piece with the four other squares and then put the corner pieces together. When the others are in order you'll receive a gear piece. Wasn't there a gear puzzle in the library? Head back to see Kyler. Maybe she'll know the whereabouts of Matt's luggage.

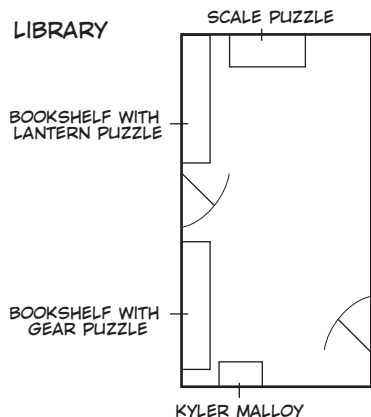




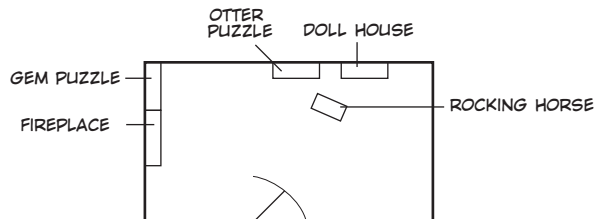
## An Invitation

Return to the library and talk to Kyler, Kyler will mention making invitations on the printing press downstairs in the great hall. You'll need to find the stairs first.

### CASTLE MALLOY - LIBRARY



### CASTLE MALLOY - NURSERY



## With Friends Like These...

If you have trouble finding the stairs leading down, look for the passage just to the right of the broken stairs leading up to the tower. Once you're downstairs, talk to Kit Foley. He's sitting on a cot in the great hall. This guy might be Matt's best friend, but he's hardly helping out the bride. Why is he staying here?



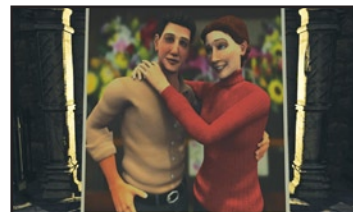
## Kit Foley

Did Kit Foley get a black eye from walking into the door, or was this an excuse to cover up something amiss among Kyler's insistence of marital bliss? According to Kit, Matt felt a lot of pressure prior to the wedding, and since both bride and groom are equally stubborn, Matt bailed before he made a bigger mistake. Was the marriage too much too soon? Kit insists that the relationship between Kyler and Matt was rocky at times, which might make you wonder if that shiner on his eye wasn't from an unseen door but possibly from a right hook (or a left jab...). So is Kit a good guy for sticking around "until Kyler comes to her senses" or is there a bigger concern here? If Kyler needs to wise up and realize that Matt is gone, why won't Kit mention it directly to her? There might be another version to this story that Kit isn't willing to discuss yet. If anything, his sad tale seems too polished and prepared. Did he anticipate your questions before you arrived?



## Explore the Great Hall

Check out the rest of the great hall after you finish talking to Kit. Part of the back wall was blown out by the explosion years ago, but the room still has a lodge-like ambiance to it. There's a fortune telling machine nodding against one wall, but you'll need to find three tokens to make it work for you. Look next to the fortune teller to find one more coin. On the opposite wall you'll see a cheery fire crackling in a massive fireplace. Speaking of cheery, there's a photo of Kit and Kyler together. Are these two more than just good friends? On the large table you'll find an assortment of cups and dishes, but the important item is the weighted block that probably goes with the rest of the scale set upstairs in the library. Go ahead and put this block in your inventory. You'll also see a printing press near the fireplace. This is where you need to go to print the wedding programs.





## Printing Press

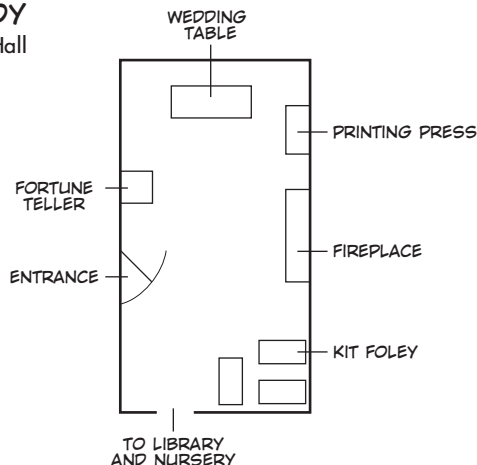
Just to the left of the fireplace is a printing press. It contains a plate with the wedding programs that Kyler asked you to print for her. Along with the paper in the press you'll find a plate. Go ahead and take it for right now. In four-color printing, a printing press requires four plates, one for each of the ink colors (Cyan, Magenta, Yellow and black—that's why you see four ink bottles marked "C" "M" "Y" and "K"). But in this case you're using just black ink. Place the black ink on the plate that's on the left side of the printer. Now add a piece of paper to the top of the plate. Turn the wheel on the printing press to make the copy, and then dry the paper on the rack (press the red button to start the dryer). When you read the program you'll notice that Alan Paine is the best man, not Kit Foley. So why did Kit Foley arrive early?



## The "Not-so-Best" Man?

Why wasn't Kit Foley selected as best man in the wedding? Ask him about it and he'll tell you that Matt chose Alan Paine for political reasons—because they're coworkers—but he seemed to hesitate when he told you the reason. Maybe he didn't anticipate this question? Perhaps you should seek a second opinion from Kyler.

## CASTLE MALLOY Great Hall



## Roaming Fees

Talk to Kyler and she tells you that Alan left for London because he didn't want to be part of Matt's joke. She suggests calling Alan to ask if he can give you any clues about Matt's disappearance. You'll need to place a call at the phone booth beside the inn.



## Stir Up Some Tips!

You could go call Alan from the phone booth, but step inside the Screaming Banshee Inn and talk to Donal first. He'll happily tell you more about Matt's disappearance after you fix him a Crow's Nest! That's a beverage. You'll find the mixing guide behind the bar. If you can master mixing drinks, you can keep the tips!



## The Good People

Once he has his Crow's Nest beverage, Donal tells you about Matt being whisked away by "the Good People" or fairies. While this conversation might seem a little strange, keep talking to him and he'll explain some of the history about Castle Malloy. He'll also tell you what you might already suspect—Kit is in love with Kyler!





## Donal Delany

When Donal Delany isn't working at Castle Malloy, he's a regular fixture at the Screaming Banshee Inn in Bailor Village. Even when he is around, Kyler Mallory admits that she doesn't know what he does with his time. Donal admits that he didn't like Matt snooping around, which might leave you wondering if this superstitious caretaker is taking care of other things besides these Irish ruins. Donal isn't being paid directly by Kyler, but as part of the Malloy estate, so Delany might feel like his job is in jeopardy with the arrival of Kyler and her British boyfriend, especially since Donal never answered to anyone for years. As Kyler admits, Donal is stubborn and has his own ideas about how to run a castle, but she thinks that her grandfather had good intentions when he hired Delany. That is why she's reluctant to let the old man go. While Donal might know more about Castle Malloy than anyone else in Bailor, he might be hiding a few secrets for himself.



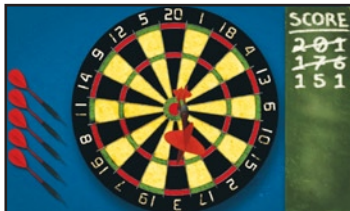
## Difference Detective

You don't need to call Alan yet. While you're at the pub, take a chance at the Difference Detective game. If you don't have enough money to play, go ahead and earn tips by serving beverages for the customers. If you can find all the differences in the game, you'll win a whistle, which comes in handy later in this mystery.

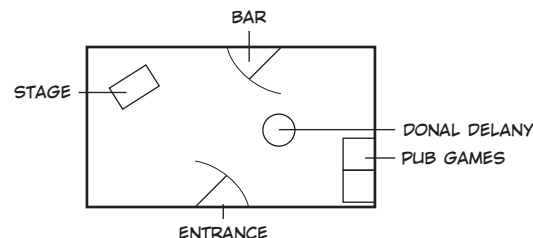


## Darts

It's late but you have time for darts before you call Alan. This is a countdown game that ends when all the darts are thrown. You need to score points so that you have exactly zero after you throw the last dart. The inside rings score triple while the outer rings score double. If you win, you'll earn a doll that goes with the rest in the castle nursery; if you don't, earn more money by making beverages.

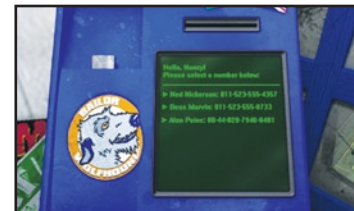


## SCREAMING BANSHEE INN



## Make a Call

Pull your phone card out of your inventory and use it to call Alan Paine. The phone number that Kyler gave you is automatically stored in your phone bank. Alan will tell you about the fight between Matt and Kit, as well as the fight between Matt and Kyler! No wonder the poor guy left Castle Malloy and returned to London!



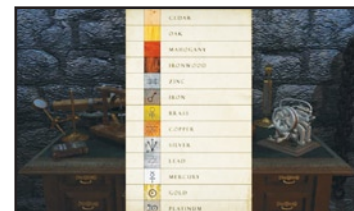
## Spending is in Your Future

Be sure that you have extra money before you head back to the castle. You'll need enough to pay for the fortune teller machine. If you're short on funds, mix up some more beverages. Once you have at least three coins, use the fortune teller machine in the great hall and you'll receive a square weight for the library puzzle.



## Weights and Measures

Now that you have all nine weights, you can see how you measure up on the scale puzzle in the library. Your goal is to make all three scales evenly balanced, but some squares are made from dense woods and different metal alloys. Try placing the wood pieces on the scales first. There's a chart with symbols in the desk drawer if you're stuck and need a clue. If the chart leaves you in need of a better balance, try these from left to right: lead, zinc, oak, brass, ironwood, copper, iron, silver, and mahogany.







## Confront Kit

Once you win the mysterious stone tile from the library scale puzzle, trot back downstairs and talk to Kit about the argument that Alan Paine overheard. Apparently Kit is sticking to his story—as awkward as it can be—but he attempts to change the subject by asking you to help him with the wedding guest seating chart.



## Placement is Key

There's a set of directions on the left side of the seating chart. Keep in mind that the wedding party sits together, but no guest with the same color can sit next to each other. If you're stuck, try this order going clockwise from the top left corner: Henry, Lori, Nancy, Kyler, Matt, Alan, Kit, Jane, Heather, Richard, Linda, John, Zoe, and Taylor. If you have problems leaving the wedding chart display to talk to Kit, look for an arrow cursor on the bottom left side of the page—just below the written instructions.

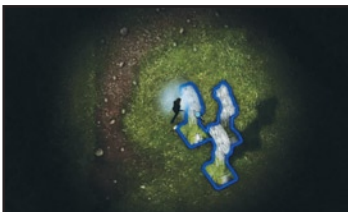


## College Romance

Although you helped him solve the seating assignment situation, Kit still won't talk much. Instead he gives you a book that he found on the nursery floor. Take the book and then ask Kit about the photo that you found next to the great hall fireplace. He plays it off as a little dating in their past, but it's no biggie. So why did he bring the photo to the wedding?

## Take a Walk Outside

If you talked to Kit extensively, you probably heard that Donal was mad about Matt messing with some "leprechaun-gnomes" out in the garden. Head outside and look around—but don't try to cross the bog! Stroll down to the front castle gate and carefully examine the right post. There's a puzzle with sliding panels here!



## Here There Be Dragons

To solve this puzzle you must recreate the Celtic dragon design from the left post on the right post. Because the dragon design has a framed edge, it's pretty easy to figure out without inspecting the left post much. When you get everything in place, Nancy says that a piece is missing. That final piece is in your inventory!



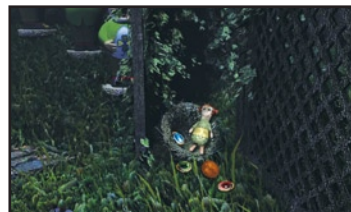
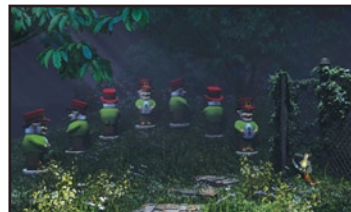
## Revealing Edits

Solving the dragon puzzle gives you another printing plate! Now head over to that "leprechaun-gnomes" statue garden that Kit was talking about. Notice the crow and turn around and look at the bench. There's a piece of paper here with revised wedding vows! Was Kyler having second thoughts?



## Twists of Fate?

Turn away from the bench and back to the tiny statues. If you examine them, you'll find that you can turn each one. Read the strange book that Kit gave you and notice that the verses have four-leaf clover drawings matching the designs on the statues. The book passages don't make a lot of sense, but if you look at the Rubric (that's the big letter at the start of each passage) you'll notice that each letter can be matched to directions like right, left, front and back. If you match the letter to the clover design, you'll figure out the correct facing for each statue. If this all seems a little confusing, check out the photo on the right or just turn the statues in this order from left to right: Right, Left, Back, Front, Right, Back and Front. Once you position the statues correctly, you'll see an old nest where the bird stashed shiny gems from the nursery. There's also a doll and a token here!





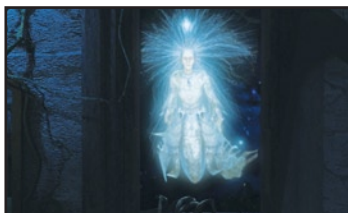
## A Gem-Dandy Dead End

Now that you have all the gems you can replace the missing stones in the panel at the nursery! Because each socket in the panel is a specific color, it's easy to match the gems to correct locations, but you need to press the gems in a specific order to make something special happen. If you look closely, you can see the faded colors of a rainbow painted on the nursery wall. Press the colored gems in the same order as the band of colors in the rainbow—but from right to left: red, orange, yellow, green, blue, indigo and purple (don't press the lowest gem). If you entered the sequence correctly, you'll see a passageway that opens in the nursery fireplace. Hey, this is where you found Matt's broken glasses, right? Maybe he went this way... follow the passage as far as it will go. It's a dead end! Perhaps you can find another opening somewhere.



## A Bride with White Hair?

As you exit the passage, pick up the board and the strange note on the floor. The note mentions something about a trail and there are drawings of stacked stones. When you return to the nursery you see something strange outside the window! Luckily for you, Kyler Mallory is nearby and she interrupts this ghostly encounter.



## Very Convincing

What sort of kidnapper looks like a ghost and hovers outside of second-story windows? While Kyler doesn't know what to make of the incident inside the nursery, she seems more afraid for Matt than ever before. Perhaps you should check with the resident authority on Irish superstitions—Donal Delany. He's down at the inn.



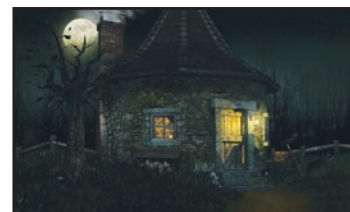
## Boggy Logic

Examine the bog before you talk to Donal at the Screaming Banshee Inn. The bog runs along the far left side of Castle Malloy. If you don't look at the bog (you can back out without getting lost) then he can't tell you more about it. When you do, Donal will mention rumors of a woman who lived in a hut somewhere across the bog.



## Across the Bog

Donal thinks you're a little daft for attempting to cross the bog—especially at night. If you make a mistake, you'll need to start over, so it's important to save your progress often. You'll use the board that you found in the nursery secret passage to enter the bog. Once you step across, consult the drawings of the rocks on the piece of paper that you found in the nursery. That's your map. The position of the rocks tells you the direction to move and the number of steps you need to take. If you dread taking a wrong turn, here is the solution: Forward, Right, Forward, Forward, Right, Right, Forward, Forward, Left, Left, Left, Left, Back, Back, Left, Left, Back, Back, Back, Left, Left, Forward, Left, Forward, Forward, Right, Forward, Forward, Right, Right, Right, Forward, Forward, Right and then Forward. If you made the crossing intact, you should see a hut ahead. It looks like someone might be home!



## Enter the Hut

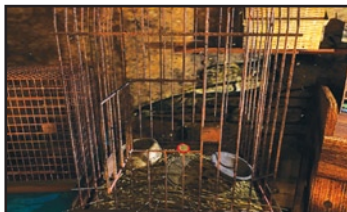
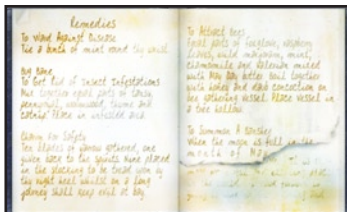
Someone lives here but they're gone—see if you can investigate everything before they catch you. Check out the table on the right and you'll see a wool bin and material for making dolls. There's something in the bottom of the empty cage filled with insects. Maybe you can brew something up that will repel the annoying bugs.





## Bugging Out

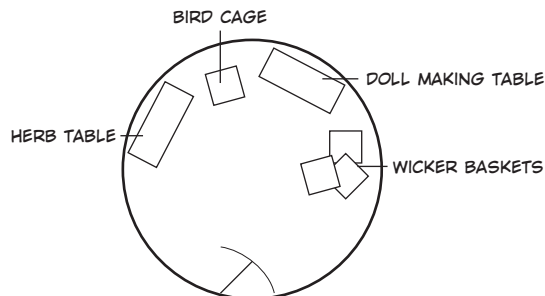
Examine the bench to the right and you'll see some bowls with herbs and plants. There's a book here. Flip past the flowers to the Remedies section. Someone (or something) tore out the section on summoning a banshee, but you probably don't need that recipe right now. Check out the bug bane remedy. All you need is equal amounts of tansy, pennyroyal, wormwood, catnip and thyme. Grab a pinch of each and mix everything in the mortar and pestle on the bench. Place the mixture in the bottom of the cage and the swarming insects will bug out. There's a glass lens in the bottom of the cage! Is this cage the home of that gem-nabbing bird that you saw in the nursery? Take the lens and place it in your inventory. That's really all you need right now, but there are a few places you can investigate before you follow the bugs into the night.



## A Bugged-Down Jetsetter?

Return to the bench with the doll making materials. You can't do anything with the locked chest, so don't worry about it. Just to the right of this bench are some baskets. If you can't see the baskets, exit the hut and go inside again. Now look next to the bed. Those baskets. Take the jetpack inside the biggest basket.

## BOG HUT



## Eye Spy

Now that you know the way across the bog, you don't have to work your way back through the maze. Return to the three crosses on the castle grounds. You'll find the monuments just below the garden entrance. Take the glass lens that you found at the hut and place it in the center hole on each of the Celtic crosses.



## Bring Down the Wall

When you place the lens in the center of each cross you see three different symbols (to remove the lens, step back from each cross). The lens reveals the symbols on the stones that need to be pressed on the wall to the right of the castle bridge, but not the order. The dates on the crosses give the order to press the symbols with the oldest first and the latest last. Press the stone on the far right of the wall first (the triangle symbol) followed by the diamond line (second row, second column) and finally the wavy line (fourth row, second column). When you do it right, the wall will open!



## Beyond the Wall

What lies in the land beyond the estate walls? Check it out for yourself. Near the cliff you'll find a paddock with some sophisticated sheep shearing equipment. Look closely along the far right edge of the property and you'll find Kit Foley's development plans. Maybe Donal can tell you more about the strange circle of stones.

## You're With the Band

Return to the Screaming Banshee Inn and see Donal. He never had the patience to figure out those Ogham runes on the circle of stones, but he did buy a book about the meanings of certain runes. He'll loan you the book if you help his favorite Banshee Inn band find their groove. You'll be filling in for the drummer.



## Booked

It might take practice before you play as sweet as the clover to a honey bee, but most beginning drummers will find it easier to use the keyboard arrows and spacebar instead of the drumstick cursor—especially for the fast ditties. No matter how you keep the beat, do it well enough and Donal will give you his rune book.





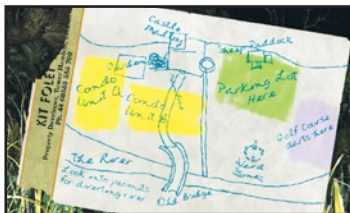
## Stars in Alignment

Take Donal's rune book back to the circle of four stones. If you review the book, you'll probably figure out that each Ogham stone in the circle represents one of the four festivals, or sabbats in Ancient Celtic society: *Sambain*, *Imbolc*, *Beltaine* and *Lughnasa*. If you look at the lower section of each stone you'll find old symbols from the Ogham alphabet etched in the rock, but the letters for "*Imbolc*," "*Beltaine*" or any other festival are written from the ground up, so you need to look closely. Donal's book covers these festivals and explains the seasons these events are celebrated. *Sambain* was the start of the Celtic New Year, but it happened on November 1, and that's when winter started (because the Celtic seasons were arranged by lunar cycles, so the calendar is different from the one we use today). *Imbolc* was spring, *Beltaine* was summer, and *Lughnasa* was fall. If you look at the middle block on each stone pillar, you'll notice that you can turn the block and it will show a tree represented by four seasons. You need to match the tree etching on each block to the name of the season on the lower stone on the pillar. At the top of each pillar is another stone that rotates, each side etched with a strange drawing. Remember that book on Zodiac constellations that you're carrying around? Review it and you'll find that the pictures of the constellations match up with the top blocks on each pillar. To solve this puzzle, line up the *Beltaine* pillar with the decorative stone base, and then match it to the summer tree and the Taurus constellation. Turn right and match the *Lughnasa* pillar with the fall tree and the Leo constellation. Turn right again and match the *Sambain* pillar with the winter tree and the Scorpius constellation. Turn right again and turn the lower symbols until it spells out *Imbolc* and match it with the spring tree and the Aquarius constellation. If everything is aligned perfectly, you'll unlock the ornamental stone and receive another plate that looks similar to the two that you already have for the printer in the great hall.



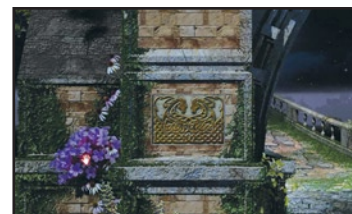
## A Malloy Makeover?

If you didn't find it already, look along the far right of the property for Kit's property development notes. You'll find the document on a stone in a small grove. While it might seem like a scrap of paper, finding these notes gives you important evidence for shaking up Kit and finding more clues about Matt's disappearance.



## Build a Bouquet

So is Kit trying to manipulate Kyler into selling the castle after the wedding plans fall apart? If Kyler wants to distance herself from a cancelled wedding, she might be willing to sell the place so it won't remind her of Matt. Talk to Kyler and show her Kit's drawings. The bride-to-be certainly has second thoughts about her guest's intentions, but she's caught up in some Irish lore about plants and now she wants you to find some herbs and flowers for her wedding bouquets. She gives you a list and a basket for collecting the plants. Return to the bog hut and look at the illustrations in the herb book. The captions next to the pictures contain hints about where to find these plants. Take the sprig of sage before you exit the hut—it's hanging above the bench where you found the rest of the herbs. You'll find foxglove next to the plank that you used to enter the bog. Yarrow grows among the rocks in the fairy ring while lavender thrives around the Ogham stone pillars. Larkspur grows along the far left side of the road and Donal apparently looked after the roses in the garden. If you return to the main gates where you did the dragon puzzle, you'll find vervain among the hedges on the left.



## Luggage Undercover

As you return to the library you'll hear Kit and Kyler arguing over the real estate sketches. It's not a good time to interrupt, but it's a great time to snoop through Kit's belongings down in the great hall. Head back down there and you'll find Matt's luggage stashed beneath a cot. Did Kit hide it from you and Kyler?



## Kit Has Baggage

Go outside and Kit will move downstairs. Return the flowers and herbs to Kyler in the library. Tell her about finding Matt's luggage beneath Kit's cot and watch her reaction. Now return to the great hall and find out what Kit has to say. Is ignorance the best defense? Maybe Donal can explain how Matt's bag got there.







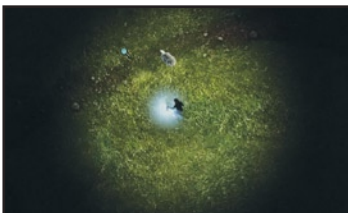
## Counting Sheep

Make your way to the Screaming Banshee Inn and talk to Donal. He knows that you're good at finding things, so he gives you the sheep paddock key and asks you to round up the sheep for their shearing. These sheep are a little more skittish than those raised around border collies, so you'll need a roundup strategy.



## Sheep Whisperer

Remember that whistle that you won while playing games in the pub? When you picked it up, a whistle icon appeared next to your coin purse. If you left-click on the whistle icon with your mouse, you'll hear a melody. Sneak up on the sheep and whistle when you get close. If you do it right, the sheep scamper off to the paddock.



## Get In Gear

Once you have all ten sheep accounted for, return to the paddock and look inside. The door automatically locks when you leave. On the way out you see a gear hanging from a wind chime. Take the gear and return to the puzzle beneath the helmet on library shelf. If you end up jammed, check out the solution on the right.



## Fleeced

If you finish the gear puzzle you'll receive a paper containing a dollhouse puzzle combination, but you don't have one of the dolls! Remember that doll on the bench inside the bog hut? Head over and get it. When you arrive you'll find out that the doll is unfinished unless you find some wool—but there's another sheet with a dollhouse combination here. Go ahead and take it. Perhaps Donal can help you find some wool.

## Have You Any Wool?

Back at the Screaming Banshee Inn Donal agrees to let you shear the sheep in the paddock (you really didn't expect him to do it for you, did you?). You already have the key for the paddock, so it's not a big deal to return and do the job yourself. Use the whistle inside the paddock to call the next sheep in for shearing. When the sheep steps into the machine, a special scanner reads the sheep group color assignment and family name. There's a number beside each group color and family name and you need to add these two numbers together. Now you need to add the value assigned to the animal's emotion. It's important to watch each animal while it's in the pen so you don't have to guess. Now combine the emotion number with the total you had when you combined the group color and family name values. Enter that amount into the keypad on the machine (group color + family name + emotion = total you put into the shearing machine). For example, if a sheep was scanned as a group yellow (7) and came from the Daly family (19) and the animal looked calm (11) you would enter 37 into the keypad ( $7 + 19 + 11 = 37$ ). If you entered the correct sum, you'll shear a bunch of wool and the sheep will come out sporting a new 'do. As the bag fills, you'll need to pull it out of the yellow "Wooly-No-More" bin on the right side of the paddock. Keep doing this until you have three bags full.



## Doll Maker

When you finish filling three bags of wool and remove the final sack from the “Wooly-No-More” bin, you’ll have enough spare wool to take a little off the top for yourself. Return to the bog hut and add the wool to the doll. When the doll is completely stuffed, take it with you and return to the dollhouse in the nursery.



## The Final Plate

When you take inventory of the dollhouse you'll find that you have all dolls except one. Set up the dollhouse according to the sheet of paper that you won for solving the gear puzzle. If you follow the instructions correctly, you'll receive a final printing plate when you press the Check button.





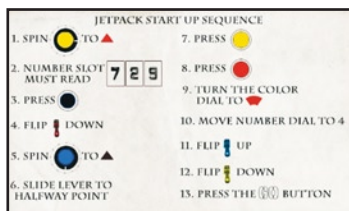
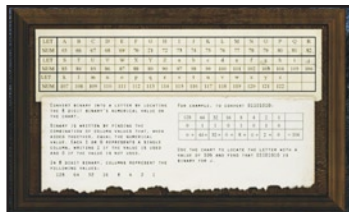


## Start the Presses

Now that you have all four plates for the printing press, you can figure out what was printed on these plates by the previous inhabitants many years ago. The only problem might be matching the correct ink color to the correct plate. If you examine a plate, you'll see a bunch of zeroes and ones that are not in reverse like everything else on the metal. These could be codes written as binary numbers. In the library behind the scale puzzle is a chart that converts letters into binary numbers. You could sort out the numbers using the chart or decode it this way: 01011001 - Y (Yellow ink), 01000011 - C (Cyan ink), 01001101 - M (Magenta), and 01001011 K (Black). Match the ink colors to the plates and then run the plates through the printer. You can recycle your misprints in the yellow shredder and start over. First use the yellow plate and yellow ink, then put the paper in place, turn the roller and examine the paper. Now, here's the important part—put the paper on the dryer, BUT DON'T TURN THE DRYER ON. If you turn on the dryer, you won't have all four colors of ink on the same piece of paper! Now place the cyan plate and use the cyan ink. Pick the piece of paper off the dryer and place it over the plate, turn the roller and examine the paper. Put the paper on the dryer—and don't turn it on! Now repeat this process with the magenta and black ink plates. When you have all four colors on the same piece of paper, go ahead and press the red button on the dryer to dry the ink into place. This paper looks like instructions for flying the jetpack!

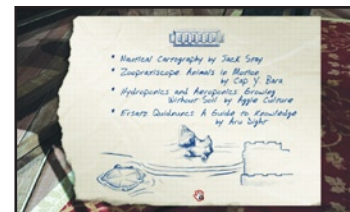
## Fire it Up!

Head outside and save your game. Before attempting to fly the jet pack, it's a good idea to review your freshly printed pre-flight instructions. First turn the yellow dial to the red notch. Now align the center numbers so it reads 729. Press the black button and then flip the red switch down. Now turn the blue dial to the black notch. On the right you'll see a slide lever. Bring it up to the halfway mark. Now press the yellow button. (And don't mistake the yellow dial for the yellow button, okay?) Then press the red button. Up top in the middle you'll see a metal dial showing black. Turn this dial until it displays red. Now move the number dial to four. Flip the blue switch up and then flip the yellow switch down. Are you ready? Press the GO button and take off!



## Books to Check Out

You could fly around the grounds a bit, but the important thing is to fly up to the window in the high tower. This is the place that you couldn't reach because the stairway was broken. If you're having problems finding the correct window, move your mouse cursor over the windows until one shines blue. That's where you need to go. Inside the tower you'll find the bedroom that used to belong to Brendan and Caitlin Malloy, but everything seems neat and cleanly dusted. It's quite a contrast to that dusty nursery where Matt stayed. Walk over to the desk and look at the family tree chart. Someone scrawled some revisions and added drawings of crows. Look closely and you'll see that most of the names—especially at the top of the chart—have black asterisks scribbled next to the person. Is that because the person in the family tree is deceased? Look at the bottom of the chart and you'll see someone named "John Mallory." Is this person related to Kyler? Kyler's name doesn't appear anywhere on the chart. Below the chart is a locked desk. Walk over to the table at the end of the bed and look in the drawer. There is a drawing of the desk combination lock and the name of some books. Return to the desk. Look closely at the lock and you'll see that it's made of five letter tumblers that might remind you of the illustration on the cover of that "Lapin Blue" book in the nursery. Go ahead and enter L-A-P-I-N into the lock combination. It's another dollhouse puzzle sheet! What about the books on that sheet of paper? If you look closely at the sketch, you'll see the shape of a castle and the Fairy Circle. Could those rocks in the water represent some sort of island? You can't do much in the room, so head back out the window (your jetpack will start automatically) and fly left until you're over the garden. When you get there, turn and fly up toward the water. Keep going until you see the island. It's the same shape as the rocks in the sketch! Land on the island and look around. Someone scratched N5 into the rocks. Takeoff again but don't try to fly any further out over the water or you'll lose power. Return to Castle Malloy instead.

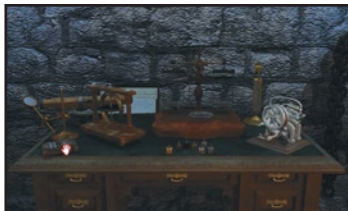






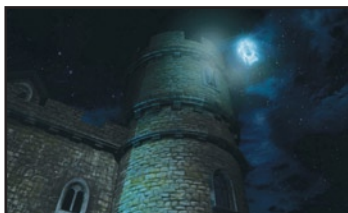
## Back to the Library

You probably guessed that the best place to look for books is in the library. If you're still flying around with the jetpack, click on the front door at the castle and you'll automatically land. You'll find one book on the desk next to the scale puzzle. The other three are on the shelves. One book is adjacent to the metal horse sculpture on the shelf near Kyler. The other two are on the shelf closest to the desk. Open each book and read the inscriptions on the inside cover. At first these messages seem a little random, but think back to the five-letter desk combination lock. What if these books are a puzzle for figuring out the true desk combination? Examine the inside cover of the Ersatz Quidnuncs book (the title hints at a "imitation know-it-all" or "artificial gossip") and you'll see the makings of a coded riddle. If you have a piece of paper you can make notes and play it by the book, but if you're in a hurry the five-letter code is CQLXN.



## A Fright in Flight

As you leave the castle you'll see the banshee flying out of the castle window where you found the bedroom. Listen carefully as the glowing spirit swoops by your head and you might hear a familiar sound: The whine of a jetpack. After the banshee flees, step away from the castle and you'll automatically start your jetpack.



## A Key to the Past

The banshee is long gone so fly back up to the castle tower window. Walk over to the desk and enter the new five-letter combination (CQLXN). Inside the desk you'll find a picture of Fiona, an old journal, a key with a vine inscription and a new doll for the dollhouse... that sort of looks like you! In fact, that might be your car key attached to the front of the doll. What's up with that? Open the journal and read the entry that Caitlin wrote about her husband Brendan. Apparently he was working on something secret in the lab. Was that the lab that blew up? She mentions that there was a fake lab and a real lab. Did one of these labs connect with the blocked secret passage in the nursery? She also talks about Fiona flying around in the jetpack... and apparently Caitlin chased her in a second jetpack. When you finish reading the journal, examine the key inside the desk. It has an ornate design that might look familiar. Remember that locked box on the bench inside the bog hut? This key has a similar vine design. That's where you need to go next.



## Bogged Down

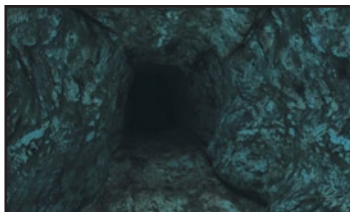
Fly out of the tower and return to the bog hut. Before you attempt to rack up frequent flyer miles, remember that you need to enter the bog on foot to reach your destination, so be sure to land at the bog entrance where you left the plank. Open the box and look at the old birthday card. What's that noise behind you? Oh no!





## A Secure Lab?

As you work your way out of the pit you'll see a switch on the right. It might be a light switch, so go ahead and hit it or the game won't advance to the next scene. Even if you suspect that it's not a good idea to touch things in the lab, this is something that you'll need to do if you ever want to escape from this place.

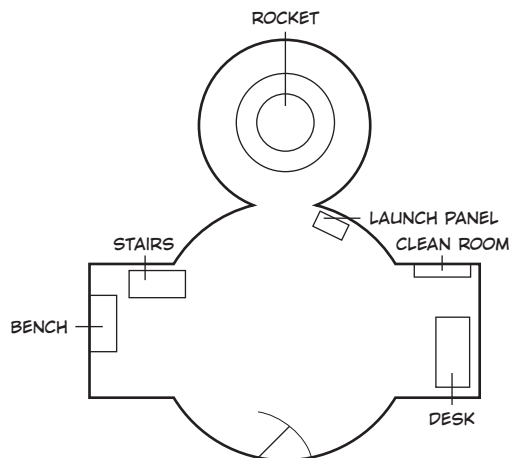


## Meet Matt

After you flip the switch you'll meet Matt. Unfortunately there's now a door between the two of you. He'll fill you in on details about the lab and how he ended up in this strange place. Tell him what you know about Kit and Kyler and he'll clear up some of the remaining questions—except one: How do you get out of here?

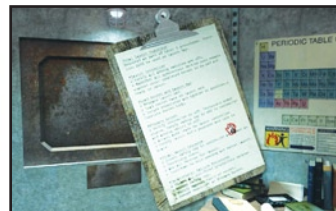


## SECRET LAB



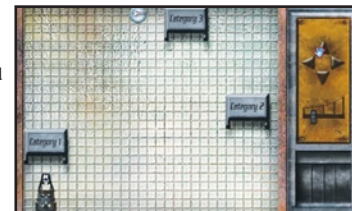
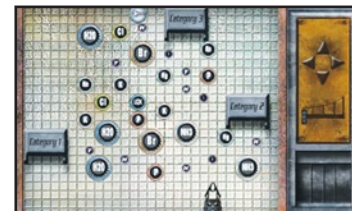
## Rocket Science

After you talk to Matt explore the rest of the lab. There's an unfinished rocket in a silo. To the right of the silo entrance is rocket drawing on a chalkboard. Study those fin shapes that Brendan Malloy drew in the lower right corner—you'll need to remember that later. The rocket in the silo appears to be missing the nosecone where apparently (at least according to the chalkboard plans) the payload would be stashed. There's also a small control panel with three switches and a dial. To the right of the chalkboard is a desk with a periodic table, a chart of elements. At the bottom of the chart is a special box displaying incompatible chemicals. Perhaps if Brendan paid attention to this warning he would still be around today! To the left of the periodic table is a clipboard. Beneath it are a red button and a sign telling you to press it in case of lockdown. Is this the way out? After you press the button you'll see a chemical clean room with a robotic arm. Too bad it won't open the lab doors. The clean room was apparently where Brendan mixed his propulsion fuels, but the place looks like a dangerous mess right now. All those chemical containers are probably old or even leaky, so there's no telling what would happen to someone inside the clean room. That's too bad because it looks like there is some sort of key that he dropped against the far wall. Turn back to the right and look at the desk. There's a black work log here filled with notes. The log mentions that Brendan added some chemical propellant to the rocket, but the rest of the stuff still needs to be added. He also wrote something about a safety key. Is that the key in the clean room?



## A Toxic Place

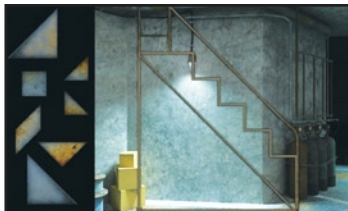
You need that safety key in the clean room, but you can't pick it up until you store the chemical propellants. There are three storage boxes inside the clean room assigned to categories. Are these the same categories mentioned on the incompatible elements section of the periodic table? You can look at the periodic table and identify the elements, or you can carefully move each of the elements into the boxes according to this list: Category 1 Box: NH<sub>3</sub>, P, NA, K, Al and H. Category 2 Box: Ag, H<sub>2</sub>O, Cl, LOX, C and I. Category 3 Box: F, Ab, Hg, Br, Rn, and Cs. Before attempting to pick anything up, use the slider control on the right side of the screen to open the claws, otherwise you'll start with a bang. Begin by storing the closest Category 1 chemicals, then gradually (and cautiously) work your way to the back of the clean room.





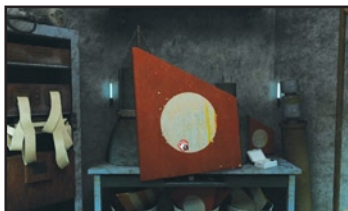
## Top-Shelf Building Blocks

After you have the safety key you can go about assembling the rocket. One of the most important pieces—the nosecone—is on a shelf high above the desk. There's a stairway that you could use to reach the part, but it looks like it fell apart. Click on the side view of the stairway to rebuild it. You'll see an assortment of stair pieces on the left side of the screen. Left-click with your mouse on a stair piece to select it, then right-click on the selected piece to rotate it. Keep right-clicking until you have the piece oriented, and then see if you can make it fit. Compared to the cleaning room, the stair puzzle is fairly easy to complete, but if you're stuck go ahead and consult the photo of the assembled puzzle on the right. Once you have the stairs assembled, step up and take the nosecone off the top shelf. Now you need some fins!



## Pre-launch Preparations

Brendan's rocket notes mentioned that the fin type 1 parts worked the best. Check the chalkboard and note the shape of the type 1 fins, then look for the part in the buckets next to the stair puzzle (you want the red fins with the white dot). Climb up the ladder and put the nosecone on the top of the rocket. Now climb down and put the fins on the base. There's a panel below the assembled fins. Open it up and you'll find a mess of wires that look like old spaghetti. Brendan's rocket notes mentioned that you would see a green light at the launch controller if the wires were connected correctly. There were also some colored diamonds in the book that match the colors of the wire connections here. You could trace each wire from the right side of the screen to the connectors on the left, or go ahead and pair everything up like the photo on the right: 1 attaches to the red connector, 2 attaches to blue, 3 attaches to orange while 4 attaches to yellow. You can complete the panel by attaching the 5 wire to the green connector. To check your work, return to the launch controller box and lift the left red switch. If you connected the wires correctly, you'll see a green light.



## The Final Countdown?

Will this old rocket still fly after sitting on the launch pad for more than sixty years? It has to if you're going to open the silo doors and possibly find another exit out of the underground lab. Before you launch, you'll need to set the rocket launch angle. If you look at the vertical drawing of the rocket on the chalkboard, you'll see that Brendan wrote down 90.1 degrees. This is the launch angle that you should turn the dial to on the launch controller box. Brendan's rocket notes also mention the launch sequence, but it's not too hard to figure out. Put the old key in the launch controller box. If the left red switch is still up (and there should be a green light) go ahead and flip the middle switch and then the right switch. You'll see the countdown display flash from three to zero. Now stand back and watch the fireworks!



## We have Liftoff!

As the rocket launches the silo doors fly open and all the noise attracts plenty of attention. It looks like the silo doors were right beneath the fairy circle! Now that Kyler has found Matt it looks like there will be a wedding after all! Watch the ending summary and then be ready to answer the final (and random) multiple choice trivia questions. After you give your answer you'll see how many stars you earned on your detective badge. If you didn't earn a perfect score keep turning pages and you'll find a complete list that tells you all the secrets for collecting every star in the game!

# Go Catch The Bouquet!





# How to Earn Every Star

Ready to fill in all of the stars on your detective badge? It's not too tough if you know what to do and where to look. Outlined below are some specific hints, but see if you can fill out the rest of the details with your own detective work.

- |                            |   |
|----------------------------|---|
| <b>Ace Flyer:</b>          | Use the jet pack at least eight times.  |
| <b>Chemist Sorter:</b>     | Use the claw arm in the lab to put all the bottles safely in place.                   |
| <b>Dollhouse Arranger:</b> | Place a doll in each room of the nursery dollhouse.                                   |
| <b>Eagle Eye:</b>          | Win all of the Difference Detective games.  |
| <b>Easter Egg:</b>         | Unlock one of the hidden Easter egg surprises in the game.                            |
| <b>Fortune Seeker:</b>     | Use the fortune machine at least 15 times.  |
| <b>Leprechaun Spinner:</b> | Reposition the garden gnomes/leprechauns at least 70 times.                           |
| <b>Master Printer:</b>     | Print all four of the plates in all four ink colors.                                  |
| <b>Stylin' Shearer:</b>    | Shear at least ten sheep inside the paddock.  |
| <b>Super Sleuth:</b>       | Talk to Kyler about Matt's glasses, the doll on the ground and Matt's luggage.        |
| <b>Thirst Quencher:</b>    | Take drink orders at the Screaming Banshee Inn on at least seven different occasions. |
| <b>Trivia Tamer:</b>       | Correctly answer the trivia question at the end of the game.                          |