

Walkthrough

This guide aims to give you the minimum steps to continue the plot. There are plenty of conversations and sub-events you can find if you talk to different characters at different steps.

Certain characters have places they're often found at, so remember to check these places:

- Hojou - Art Club Office
- Mochizuki - Reference Room/Library Office
- Misa - Classroom 3-3 (the one next to your classroom, 3-4)
- Nakanishi - In front of the shutters, moves around
- Nurse - Nurse's Office
- Youko - Staff Room

If you get stuck somewhere, consider checking either the Art Club Office, Art Room, Reference Room, or Classroom 3-4 (your classroom) since those are common event rooms at the beginning.

Please reference the included maps for room names since the guide won't focus on directions.

Phase 1: Everything is Normal

- Grab the **crowbar**, then leave the starting classroom, which is Classroom 3-4.
- Head up to the 4F from the stairs in the central circle, then in the Observatory grab the **blue marble**.
- Head to the Art Club to see Hojou and Mochizuki talking.
- Enter the Art Club Office and talk to Hojou.
- Return to the Art Club and talk to Mochizuki. Take the **principal's portrait**.
- Head back to Classroom 3-4 for a scene.
- Head to the Art Club and talk to the girls at the sink.
- Head to the Career Center past Classroom 3-4 for a scene.
- Return to the Art Club and talk to the girls at the sink again.
- Talk to Hojou in the Art Club Office.
- Art Club Sink Girls one more time.
- Hojou Art Club Office one more time.
- Talk to Mochizuki in the Reference Room.

Phase 2: Turning Up the TV Brightness

- Turn right and talk to Kyoko in front of the bathroom.
- Talk to Hojou in the Art Club Office
 - I'd recommend saving here, the game sometimes freezes in the next scene on some emulators.
- Head back to Kyoko, then head to the Reference Room. Examine the box, then leave.

- Look into the bathroom, then you'll catch Mochizuki on the way out. Follow him into the Reference Room, then leave.
- Pick up the **"God of R'yleh"** note in the center hallway, then continue to Classroom 3-4.
- Head to the Meeting Room for a scene.
- Talk to Mochizuki in the Reference Room.
- Branching point!!
 - Route A: Enter the Art Club Office for a scene. Leave, run in to Hojou, then enter the Art Club Office again.
 - Route B: Enter the Art Club for a scene. After, head to Classroom 3-3 and talk to Misa. Head towards the Reference Room until you see a scene, then head back to Classroom 3-3.
 - Depending on what branch you pick, scenes will play out differently and focus on different characters. I'd recommend route A one on your first game.
- Return to the Reference Room and talk to Mochizuki.
- Head down the hallway past the Meeting Room and talk to Nakanishi.
- Head back towards the Classrooms. On the left side of the center area, grab the **3-5 key**. Go to Classroom 3-5 and use the key.
- Use the crowbar on the box to get the **jar of meat**.
- Head back to Nakanishi, then use the jar of meat. Head down the stairs.

Phase 3: Collecting Garbage and Shrugging at Death

- Continue down the 2nd floor, then at the junction, head left towards the center area.
- After the scene, turn around and continue down the hallway. Take the stairs down to the 1st floor, then continue until a scene.
- Near the end of the hallway, enter the Principal's Office. Use the principal's portrait on the hooks, then grab the **blue powder**.
- Grab the **golden key** off the ground from behind his desk. Read the books in the glass cabinet.
- Head back to the 2nd floor, then continue until you get a scene. Enter the Science Club, then examine the podium.
- Grab the **matches** on the counter, then head to the library office.
- Talk to Mochizuki, then examine the trash can for the **torn page**. Use the golden key on the bookshelf to get the **Daemonolatreae libri tres**.
- Route A:
 - Head to the Art Club Office for a scene. Head to the Crafting Club for a scene, then return to the Art Club Office again. Use the golden key to get the **De Vermis Mysteriis**.
- Route B:
 - On the 3rd floor, enter the Art Club Office, then use the golden key to get the **De Vermis Mysteriis**.
 - Enter the Staff room for a scene. Enter the Crafting Club for a scene, then return to the Staff Room.
- Talk to Mochizuki in the Library Office, then head to the 1st floor entrance and talk to Mori.

- Run past the Library to trigger a scene. Enter the Library, then press triangle to crouch and walk under the table. Grab the **Book of Eibon**.
- Return to the blocked path on the 2nd floor. Read the Book of Eibon, then the scrap of paper. Finally, use the newly named **Book of Eibon Torn Page** to open the path.
 - If you cannot read the book, read the "God of R'Iyeh" note, then examine the blue marble. It should rename itself to **R'Iyeh Marble** after reading the scrap.

Phase 4: Mixing Chemicals and Making Poor Life Choices

- Enter Classroom 2-4 and find the **crimson jewel** in the maze.
- Enter the storage room and grab the **jack**.
- Use the stairs on either side to go down to the 1st floor. Use the jack on the shutters in the middle to enter the Chapel.
 - Remember that triangle is crouch!
- Use the red jewel on the wall behind the statue.
- Take the **yellow powder** and the **porcelain vase**.
- Route B
 - Talk to Mochizuki in the 2nd floor hallway. Head to the center area of floor 2. Talk to Mochizuki again for the **locket**.
- Head to the Sealed Room on the north 1st floor and use the vase on the statue to get the **goddess tears**.
- On the 2nd floor, enter the Science Club. Use the goddess tears on the beaker, then use the matches. Grab the **red powder**.
- Route A
 - Walk past the Art Club Office on the 3rd floor to see Mochizuki walk out. Talk to him in the Reference Room.
 - Enter the Art Club Office.
 - Head to the 2nd floor central area and talk to Mochizuki for the **locket**. (If he's not here yet, do the next step first).
- Return to the Chapel and use all 3 powders on the scale to receive the **Powder of Ibn-Ghazi**.
 - If it's not working, read Daemonolatreae libri tres to learn the recipe.
- Route A
 - A scene with Yuma should start when you walk through the central area on the 2nd floor. If Mochizuki is still here, talk to him first, run to the save point, then run back.
- Head back to Classroom 3-4 and talk to Yuma.
- Head to the Nurse's Office on the 1st floor, then back to Classroom 3-4.
- Head to the central area. Walk up to the circle and use the Powder of Ibn-Ghazi.
- Head up to the observatory.

Phase 5: In Which Generally Everyone Goes Crazy

- Open the stone door, walk down the hallway, then grab the **octagonal crest**.

- In the next room, run to the right and examine the hole. Use the Powder of Ibn-Ghazi to open the path, then crouch and enter.
- Use the octagonal crest in the wall, then head back to the previous room. Enter the next door into a large room with candles.
- Extinguish all the lit candles, then use the red jewel on the green light on the wall.
- Click on the stone in the center.
- Continue forward through the stone door, then up the stairs.
- Save point to your left, I'd recommend saving here for multiple endings.
- TRUE ENDING BRANCH:
 - Head to the right, down the twisty passage, then talk to the person at the end. Receive the **letter**.
- Head straight ahead in the cave, then open the door to enter the tower.
- Through the next door, head up the stairs and enter the first door on your left. Grab the **incantation memo** and **Notran's Mirror**.
 - If on the true ending, you'll get the **spirit elixir** here.
- Head to the top of the tower and enter the machine room.
- Walk onto the tiny stairs on the right, then use either the crowbar or the hammer. Cross over the now stopped gear.
- Follow the path to the top of the tower.
- BAD ENDING:
 - Wait for the moon to be eclipsed.
- NORMAL/TRUE ENDING:
 - Use the spell incantation to activate Notran's Mirror, then use the mirror.