

THE CASTLE

WALKTHROUGH

Access the menu: save, load games.....	2
Ways to access the castle.....	3
Ways to distract the guard.....	6
Ending 1 - Moon of Blood.....	7
Ending 2 - Lovers.....	14
Ending 3 - Stealth Killer.....	20
Ending 4 - Infernal Punishment.....	27
Ending 5 - Extermination.....	31
Special features of our adventurers.....	36

Access the menu: save, load games

We can access the menu from the bottom button of the screen or by pressing F5.



Ways to access the castle

The easiest way to access the castle is through the main door. When we take a few steps forward, the alarm will activate and we will have to hide our character in some room, for example through the wooden door that is in the main hall.



Go to

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull

Once the guard has passed, we can go quietly and move around the castle.

The guard leaves the door locked and does not unlock it until he catches one of the adventurers.

Another way to enter the castle is through the well. First we will need one of our adventurers to infiltrate the castle through the main door and hide from the guard. Next, another of the characters that is outside will take the rope.



Pick up rope

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull

We will use this rope with the pulley of the well to descend to the tunnel below. Roger is the only character who will refuse to go down the rope.




Use rope with pulley

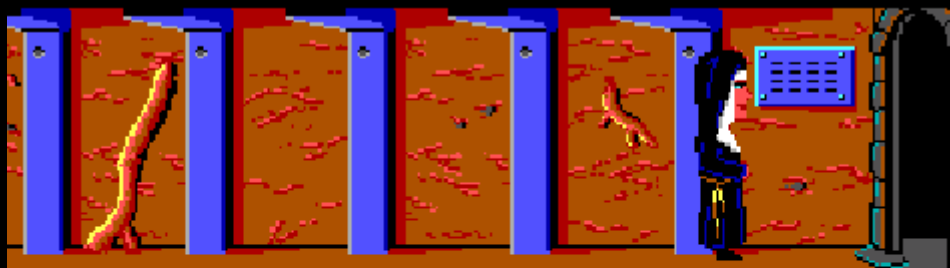
Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	

Once in the tunnel, a door will prevent us from accessing the castle. This door can only be opened inside. The character that is infiltrated in the castle will open the door.



Push latch

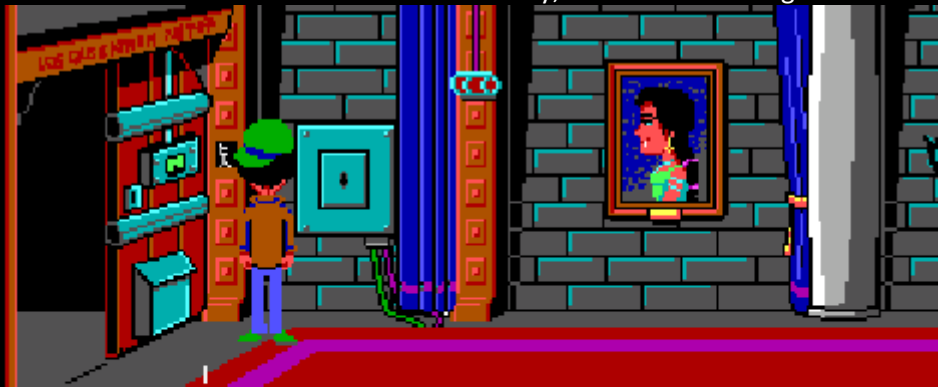
Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	



Go to

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	

But without a doubt, the best way to access the castle is to deactivate the alarm. We must move the blue curtain and take the hidden key, as seen in the image:



Go to

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull

With the key we can open the control box and deactivate the alarm.



Go to

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull

This way all the characters can access through the main door without activating the alarm.

Ways to distract the guard:

The best method is to take the towel from the bathroom, wet it on the tap, and place it on the LNB of the parabolic.



Use soaked towel with LNB

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



The guard will not be able to watch the TV and will go to the roof to repair it. He will be entertained for a long time, so it is the best method to access his room and the control room.

Other methods are getting caught by one of your adventurers or blowing up the alarm at the entrance door. But with this you will not gain too much time.

Ending 1 - Moon of Blood:

Difficulty: easy

Characters: Peter, Gogo (optional), Roger (optional)


Enter the castle with the methods described in this guide. It is recommended to leave the rope hanging in the well to enter and exit the castle because the main door will be blocked.

With Peter you get caught by the guard and you ask him to leave you in prison.



Go to

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull




With Gogo you can take the katana from the museum, only to be protected if the vampire lady appears. You should also take the vacuum cleaner from inside the closet in the room above, the hookah in the dining room, the cheese in the kitchen and the book on the floor of the library.



Go to

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



With Gogo distract the guard with the towel and parabolic method described in this guide. Hide in some room while the guard climbs to the roof. Then you can go out and go to his room. With the vacuum cleaner, take the coin under the sofa.

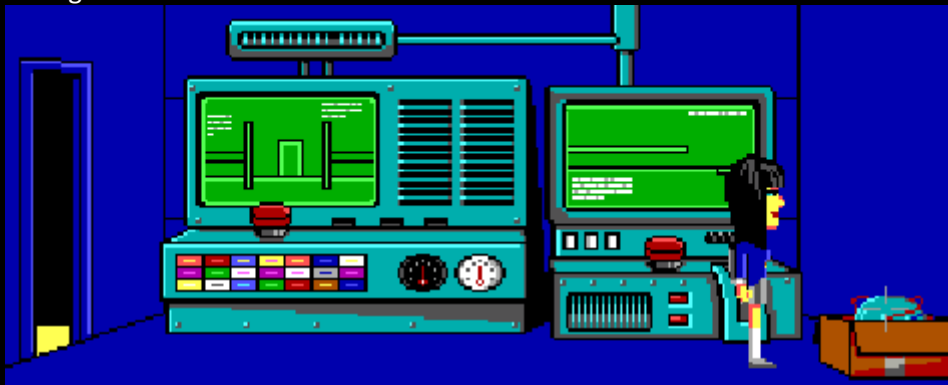


Use vacuum cleaner with coin

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull

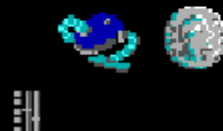


Now go to the control room and take the helmet from inside the box.



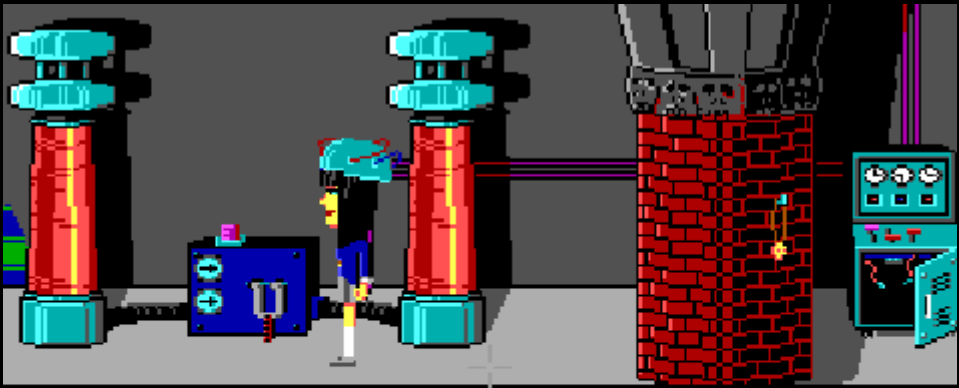
Pick up helmet

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



Then go to the popcorn machine and insert the coin. With this you can take the card. Now you can run out of the room before the guard comes.

Now you can go to the ray machine. Put on the helmet and deactivate it with the card and the lever.



Go to

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



In this room you must also take 3 objects: the metal bar, the copper wire and the battery that is a bit hidden. These 3 objects you have to combine to create a new one.

With the machine deactivated we can take the key on the floor of the kitchen.



Pick up key

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



With the new object we can remove worms from the pile of earth next to the well:



Go to

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



Since we are outside, through the prison window, we can give Peter the hookah and he should give us the rice.

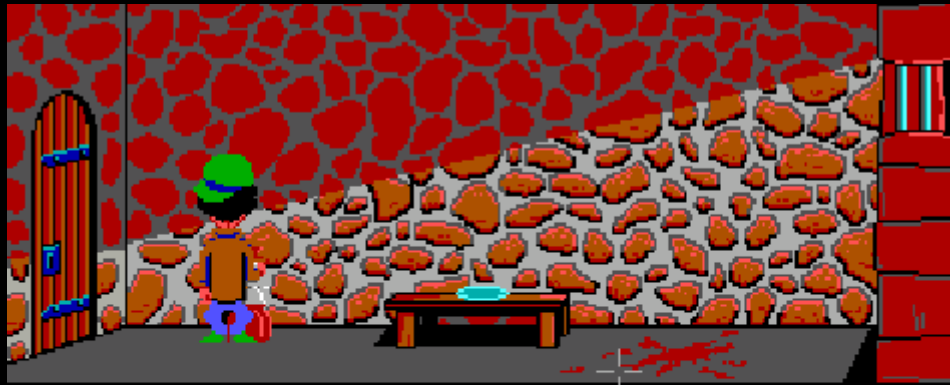


Go to




Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



Now we have to catch the mouse that hides in the holes. With Peter, from prison, use the hookah to smoke in the hole. With Gogo, from the hole in the museum, we can take the mouse with the vacuum cleaner.
















Go to

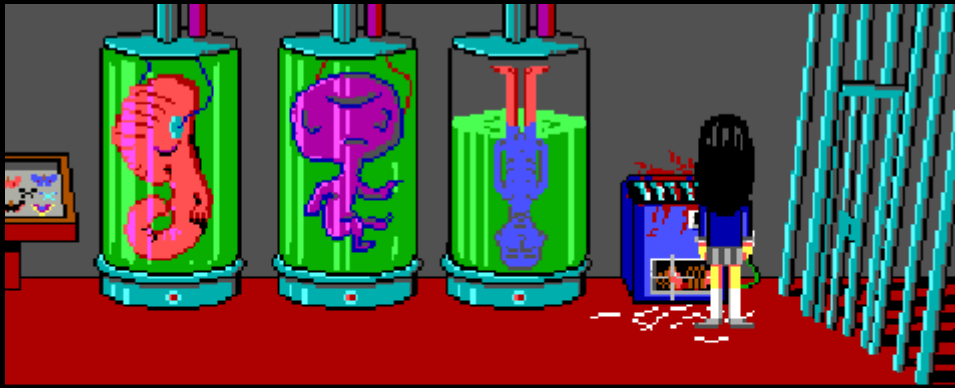
Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	



Use vacuum cleaner with mouse

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

Once the mouse is caught, we must make steaks of it in the machine that shreds the paper in the laboratory ...



Pick up mouse fillet

Give	Pick up	Use						
Open	Look /talk	Push						
Close	New kid	Pull						

Now we have all the ingredients to make the potion as the book asks. We have to go to the kitchen and throw out the right ingredients with the correct amounts and order. Before finishing the potion we have to put a glass jar on the table to collect the liquid. If it goes wrong, we can repeat it as many times as necessary. A defective potion can be pulled through the hole next to it.





Use cheese with container

Give	Pick up	Use						
Open	Look /talk	Push						
Close	New kid	Pull						

From the prison window, we can give Peter the potion. Peter must drink it and enter the hole transformed into a mouse. There are two exits, Peter is important to exit for the leftmost one. We will appear in a torture room attached to the prison. We have to take the saw that is hanging.



Go to

Give	Pick up	Use		
Open	Look /talk	Push		
Close	New kid	Pull		

Now we can get out of there without problems through the door.

With the key of the tower and the saw we went to the wooden tower. On the second floor there is a man locked in a cage. We just have to saw through the wooden window so that our friend sees the full moon ...



Use saw with boarded window.

Give	Pick up	Use						
Open	Look /talk	Push						
Close	New kid	Pull						

Ending 2 - Lovers:

Difficulty: moderate

Characters: Peter, Alice (required), Roger (optional)

Enter the castle with the methods described in this guide.

Take the vacuum cleaner and the CD inside the boombox



Pick up CD

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	




Distract the guard as described earlier in the guide.

In the guard's rooms, take the coin with the vacuum cleaner, the TV programming book and the helmet inside the box. With the coin, take the card that is inside the popcorn machine.

We go to the electric machine and, as we have already described in this guide, we deactivate it with the card and the helmet. Now we can pick up the syringe from the floor.

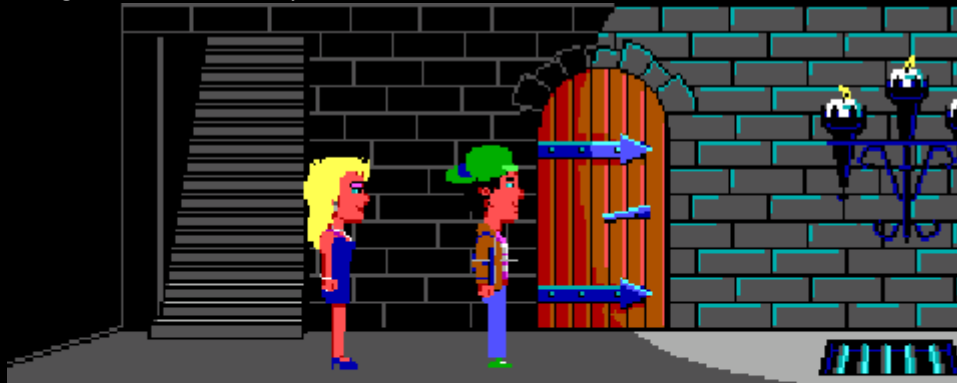


Pick up syringe

Give	Pick up	Use				
Open	Look /talk	Push				
Close	New kid	Pull				

Now we can take the key to the tower that is on the kitchen floor.

With the syringe we must take blood from one of our characters. Do it from behind without being seen because they do not like it.



Use syringe with Peter



Now Alice can climb on the roof and take the mallet next to the greenhouse.

Next, we enter the wooden tower and talk to the caged man to give us a chewing gum. Curiously, he pays more attention to the girls, and Peter is the only character he will not give him the chewing gum.

Now Alice must put the chewing gum in the drain of the bathtub and open the tap.



Use used chewing gum with drainage



After a few minutes we will cause a flood.



Go to

Give Pick up Use
 Open Look / talk Push
 Close New kid Pull



The flood will reveal a hidden door in a corridor. We just have to remove the painting and tear off the paper.

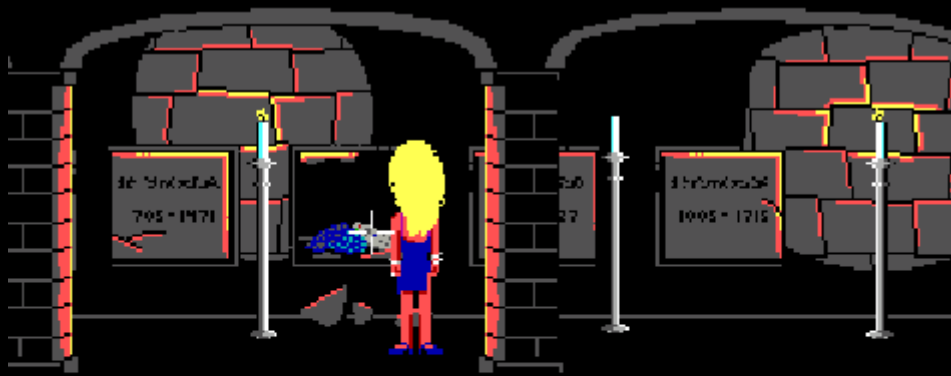


Go to

Give Pick up Use
 Open Look / talk Push
 Close New kid Pull



With the mallet we can break the stone slab where was buried the vampire who died with the command of the TV. We have to take it.



Pick up TV remote control

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

In this secret passage can be accessed in a much simpler way. But it is necessary to observe carefully the books of the library... We just have to pull a special book to open the secret door.



Go to secret door

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

The command of the TV that we have obtained will serve to us to change the channel and to record in the CD the pirate film as it was programmed in the TV guide that we have collected from the ground.

Then, we have to distract the guard again by putting the wet towel on top of the LNB of the parabolic. But this time we have to remove the towel immediately because we do not want the interferences to remain. If we had interference we could not record the movie correctly.

Once the guard has left his room, we enter and change the channel with the remote control. Then we use the CD to record the movie.



Use CD with video

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

Now Alice can go to the octopus room and put the CD in the projector. But you must turn the projector to show the movie on the empty wall on the left.



Go to

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					



In this way the octopus will go into a rage and will hit the wall next to the museum. Soon we will hear the noise of the porcelain vase breaking.

Next we collect the key that was inside the vase on the floor of the museum.

We direct Alice to the room where there are all the paintings of the family. One of them has a safe box behind that we can open with our special key.



Use special key with safe

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

Inside there is a red button that when pressed will open a secret entrance on the main staircase of the castle.

We must enter with Alice through this secret door and we will arrive at a tunnel full of human bones. A last door blocks us access to the room where vampires are sleeping. To open it we just have to pour the blood from the syringe into the canal.



Use syringe with blood with channel

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

Now all that's left is for Alice to open the vampire's coffin and talk to him.

If Alice takes the lime green dress from the closet in the inventory, the vampire will be angry. Otherwise everything will be fine.

Ending 3 - Stealth Killer:

Difficulty: moderate

Characters: Peter, Gogo (optional), Roger (optional)

Enter the castle with the methods described in this guide. It is recommended to leave the rope hanging in the well to enter and exit the castle because the main door will be blocked.

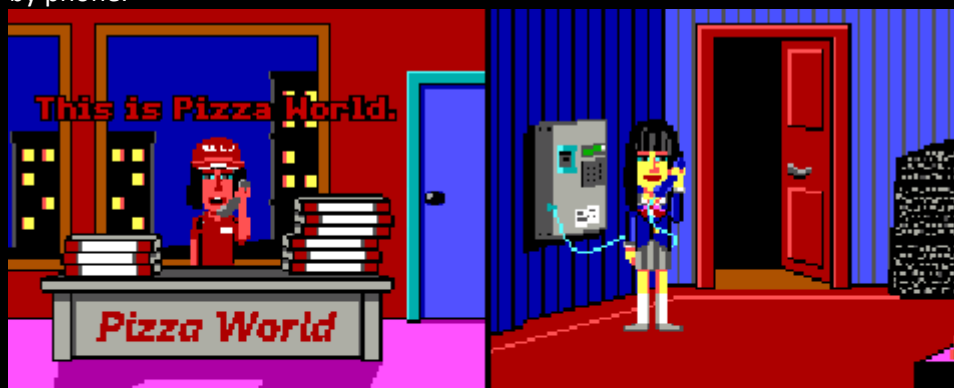
In the main entrance, open the mailbox and take the pizza leaflet.



Use pizza leaflet

Give	Pick up	Use		
Open	Look /talk	Push		
Close	New kid	Pull		

Gogo can go to the museum, take the katana and call the number shown on the leaflet pizza by phone.



Go to

Give	Pick up	Use			
Open	Look /talk	Push			
Close	New kid	Pull			

Choose the Dragon's Breath Pizza. In a few minutes an helicopter will come and will leave the pizza in the wooden tower.

Take the vacuum cleaner from inside the closet.

Roger must let himself be caught by the guard and choose the Ultradeluxe blood squeezer.

Take the missionary's letter that you will find on the ground.

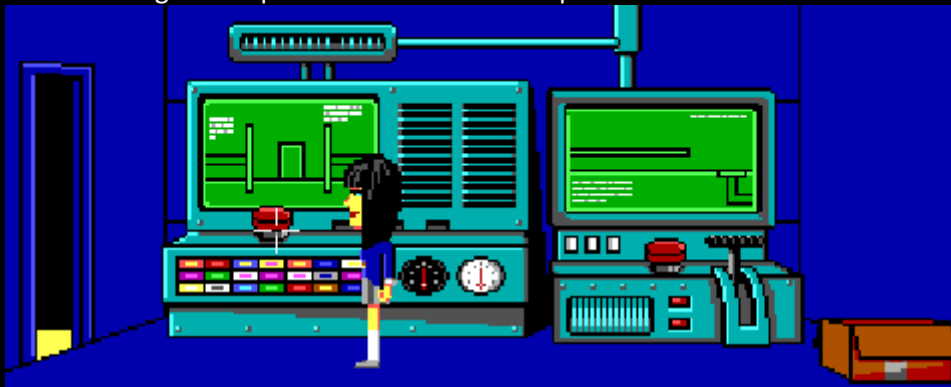


Pick up letter from a missionary

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	☰

Distract the guard as described in this guide.

In the guard's rooms, take the coin with the vacuum cleaner and the helmet inside the box. With the coin, take the card that is inside the popcorn machine. You must also take advantage to rescue Roger. Just press the red button to open the door.



Use button

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull	☰				

Go to the ray machine and disconnect it as we have described in this guide, take the syringe from the floor and fill it with blood with one of your characters. Then take the key that is on the kitchen floor.

Take the magnetic board on the bed.



Pick up magnetic board



With this we can communicate with the missionary turned into a toad in the laboratory.

First you must give the magnetic board to the toad. He will write us a message that we can read "looking" at the magnetic board. Then you must "use" the magnetic board to write a question and give it to him again. Then we read the answer, etc. With this we can establish a communication and ask to the missionary some questions. In the end he will give us the Vatican seal.



Use magnetic board

What where you doing in the castle?
 How can I help you?
 Do you know where the vampires are?
 Do you know any way to kill the vampires?



With the key we have collected from the kitchen, the Vatican seal and the missionary's letter, we can go to the wooden tower. On the top floor there is a cannon with messenger bats. With this we can send the letter to the Vatican to send us the recipe to kill the vampire. First we have to look at the coordinates that are indicated in the missionary's letter. Next, we seal the missionary's letter with the seal that the toad gave us. We take a bat and tie it to the sealed letter. We put the bat inside the cannon, we indicate the coordinates in the computer and finally we press the blue button. After a while a white dove of the Vatican will come with the answer, we have to collect the letter that contains the recipe for the poison to kill the vampire.



Use blue button



Since we are in the tower, we can collect the pizza that surely will have arrived. When we open it, we will find the garlic inside.



Pick up cardboard box



We take the mallet, and with the methods described earlier in this guide, we enter the tombs and break the stone slab where the TV remote and the vampire ashes are. We must take these two objects.

Now we pick up the rope which we entered the well. We can pick it up from the same tunnel without going outside. We must put the rope on the pulley of the tower crane.



Push handle

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	☰

Gogo can hang on it, Roger will refuse. While Gogo is hanging, Roger must move the crank to lower it. Gogo must go down with the rope until she can catch the raven's eggs, then Roger can raise it again.



Pick up eggs

Give	Pick up	Use	☠	✉	🔑	🦋	👉
Open	Look /talk	Push	☰	🔪	🔑	📺	👉
Close	New kid	Pull				👉	👉

If we have looked at the recipe that the Vatican has sent us, we will see that we only lack the seeds. We have to take the rice that is inside the prison. We can use Roger to get trapped and enter the prison. It is possible that the main door of the castle is blocked or with the alarm set. We must collect the rope from the tower and hang it from the root of the entrance tunnel to go back out through the well.



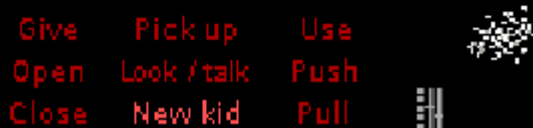
Use rope



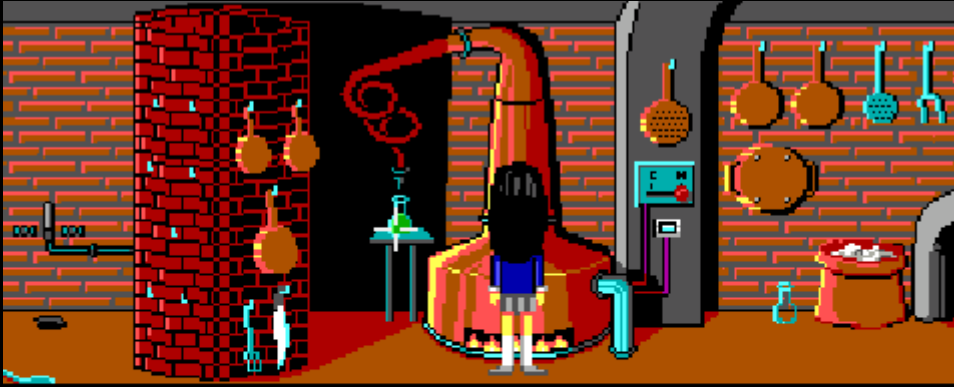
Once outside, we put the rope back on the well pulley. Now Gogo can pick up the seeds through the prison window.



Give rice to Gogo



Now that we have all the ingredients, Gogo must go to the kitchen and make the potion. The procedure is the same as for the other potion already explained above, only that in this the ingredients are different. We must read the recipe carefully because we can not fail, we only have 1 attempt because the vampire ashes are for one use only.



Pick up green potion

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

If it has gone well, we will have a green potion.

Now we just need to descend where the vampire is. We can use the method described above in the guide: Peter distracts the guard with the towel on the parabolic and Gogo with the CD and the TV control records the pirate movie. Then Gogo just has to make the octopod angry with the movie and pick up the key of the chinese vase.

In the same way that we have already explained in the guide, with the key we open the safe box and press the red button to open the secret door. We use the blood of the syringe to make our way through the stone door that protects the room of the vampires.

Once inside, just need to pour the poison into the blood container. Attentive that this ending brings a big surprise.



Use green potion with blood supplies

Give	Pick up	Use						
Open	Look /talk	Push						
Close	New kid	Pull						

Ending 4 - Infernal Punishment:

Difficulty: hard

Characters: Peter, Sister Angela (required), Roger (optional)

Enter the castle with the methods described in this guide. It is recommended to leave the rope hanging in the well to enter and exit the castle because the main door will be blocked.

Sister Angela takes the mallet, then must let himself be caught by the guard and choose the shark pool.



Peter distracts the guard as described in this guide.

Then, Peter goes to the control room and takes the helmet inside the box. Peter must also press the red button to open the door of the shark pool, and pull the lever to remove the water of the same room. Then he should leave there to hide from the guard.



Peter can go to the lightning machine room and go ahead with the helmet. It is not necessary

to deactivate it, we will only collect the syringe.

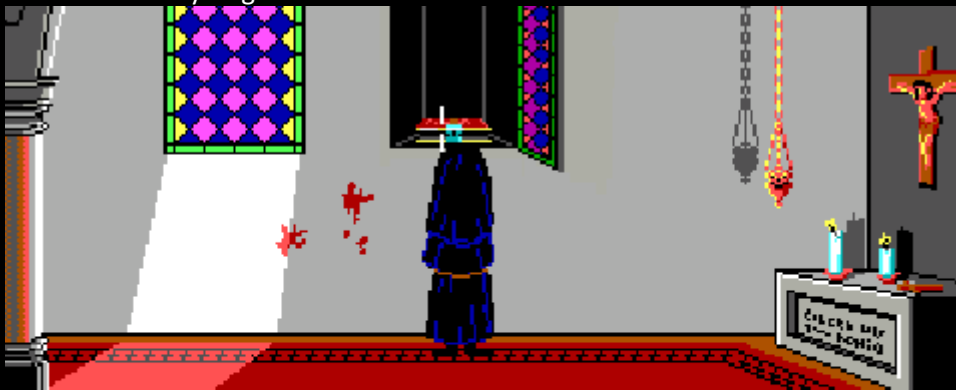
Now, Sister Angela can break the crack with the mallet and enter the tunnel under the pool.



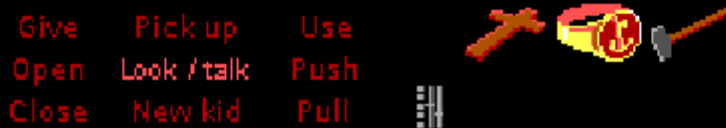
Use mallet with grille



She will reach a hidden chapel. Behind a glass window we will find a strange book. It is written in Latin and only Angela can read it.



Pick up sinister book



Peter and Angela can meet in the room above that has a large fireplace. With the syringe, use one character to get blood from the other. Angela must take it.

Peter should be placed on top of the white tile in the left corner of the room.



Go to

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



While Peter is on top of the tile, the painting on the other side of the fireplace will move revealing a hidden package. Sister Angela can take it.



Pick up brown envelope

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



Inside there are a pair of horns. We must put the horns on the bull head of the fireplace. Then, Peter should push the horns. One of them will open a trap, the other will open a secret door. It is random... so if Peter falls into the trap it is not necessary to rescue him. Angela only needs to push the other horn and enter to the secret passage.



Push left horn

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	

Once inside, we will find a sinister room where it seems that everything is ready to do a dark ritual.



Use syringe with blood with bowl

Give	Pick up	Use				
Open	Look /talk	Push				
Close	New kid	Pull				

We only need to pour the blood into the bowl and Angela can read in this room the book found in the chapel. But for the dark ritual to work perfectly we still need a little detail. As Angela says it must be executed at real midnight... that means from 24h to 1h of REAL life.

If you are not willing to play the game at this time you can always change the time of your PC.

Ending 5 - Extermination:

Difficulty: hard

Characters: Peter, Sister Angela (required), Roger (optional)

Enter the castle with the methods described in this guide. It is recommended to leave the rope hanging in the well to enter and exit the castle because the main door will be blocked.

Peter takes the mallet, then must let himself be caught by the guard and choose the shark pool.

Sister Angela takes the vacuum cleaner from inside the closet.

Angela distracts the guard as described in this guide.

In the guard's rooms, she takes the coin with the vacuum cleaner and the helmet inside the box. With the coin, she takes the card that is inside the popcorn machine. She must also press the red button to open the door of the shark pool and pull the lever.

Peter can break the crack with the mallet and enter the tunnel under the pool. He will reach the hidden chapel.

Peter has to push the hands of the painting to move the slab with the inscription. Pick up the relic. It is a finger of a god...



Push painting

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull





Pick up relic

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



Now Peter must go to the ray machine and get killed.



Go to

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull

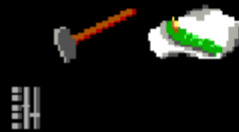


Once dead, he must use the regenerated relic on the fingerprint reader and take the nuclear warhead of the gods. You have to go very fast because the gods don't leave you much time.



Use regenerated relic with fingerprint reader

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



Sister Angela must go to the ray machine and disconnect it as we have described in this guide and take the key that is on the kitchen floor.

Then, she must take a bat from the wooden tower and go to the kitchen. Here, she must spread the bat on salt and pick up the milk.



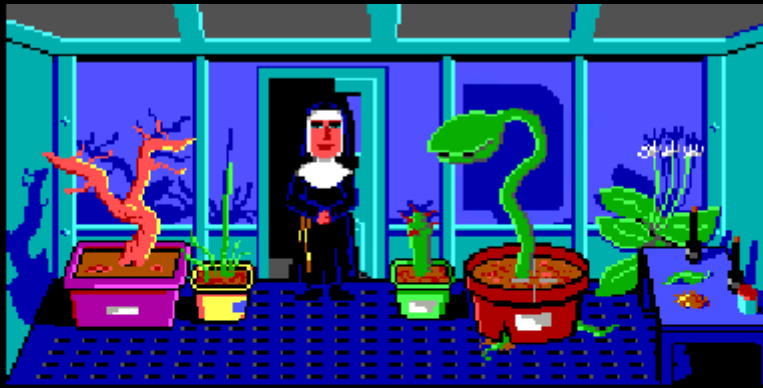
Use bat with sack of salt

Give Pick up Use
 Open Look /talk Push
 Close New kid Pull



In the dining room she must take the coca-gas.

Now, Angela can go to the greenhouse and give the salty bat to the carnivorous plant.



Use salty rat with carnivorous plant

Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

The plant will be thirsty and we will give it the coca-gas and the milk. It will remain ko and we will have a free way to catch the incense.



Pick up incense

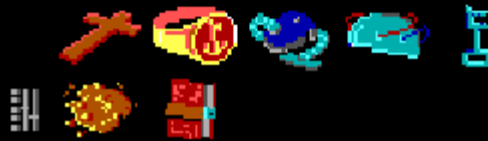
Give	Pick up	Use					
Open	Look /talk	Push					
Close	New kid	Pull					

Now, Angela must return to the chapel and take the strange book behind the glass window. She must put the incense on the censer.



Use incense with censer

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



Everything is ready for you to read the book in the chapel and bring Peter back with the nuclear warhead.

With Peter back with the warhead, go to the last floor of the wooden tower and put the nuclear warhead on the cannon muzzle.



Use nuclear warhead with cannon muzzle

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull



Then, just press the blue button 3 times ...

Special features of our adventurers that will make some finals easier:

Peter:

He is the leader of the expedition and the only one who has no special characteristics. He will always accompany us and will not let us down.

Sister Angela:

The nun is perhaps the most special character. Without her, we will not be able to unlock the ending 4 and 5, as we have seen in this walkthrough. Since it is the only one able to read the Necronomicon and perform both rituals.



In addition, she carries from the beginning of the mission a wooden cross and a papal ring. As we already know, we use the wooden cross to scare away the junior vampire.



The ring is used to send the letter to the Vatican, so we no longer need to talk to the toad to get it.

Roger:

Roger is the worst character. He will only hinder our mission. He will refuse to go down the rope of the well or the rope of the tower.



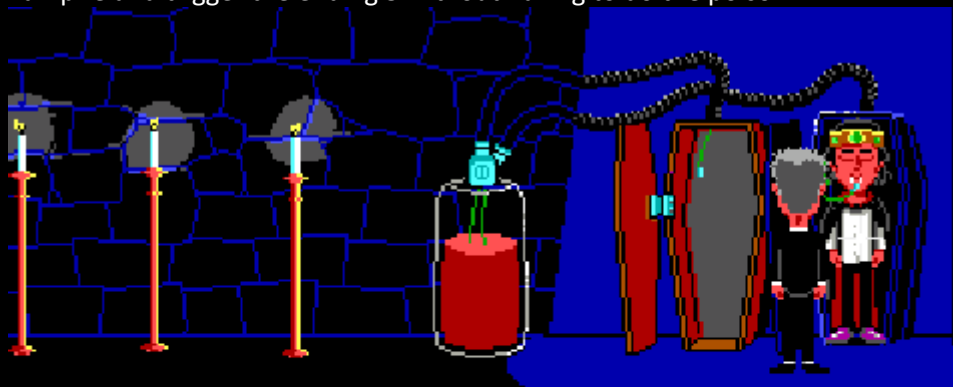
Use rope

Give	Pick up	Use
Open	Look /talk	Push
Close	New kid	Pull

He is afraid of the octapod that is in the laboratory and will even be unable to remove the painting from the bedroom above.

Agent L:

The great asset that Agent L has is that he brings the stake with him. With it we can kill the vampire and trigger the ending 3 without having to do the poison.



Usar estaca con vampiro jefe

Dar	Coger	Usar				
Abrir	Mirar/Hablar	Empujar				
Cerrar	Cambio chico	Tirar				

Gogo:

Gogo is the only character who is able to pick up the katana from the museum. With this weapon we can also scare away the junior vampire for a while, as if it were the wooden cross.



Pick up katana.

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	☰

Alice:

Alice is the essential character to get the final 2. As we have seen, she must talk to the vampire.

In addition, it is the only one that will take the lime green dress that is in the closet. Behind the dress, there is a 4-digit code.






Go to

Give	Pick up	Use	👚
Open	Look /talk	Push	
Close	New kid	Pull	☰

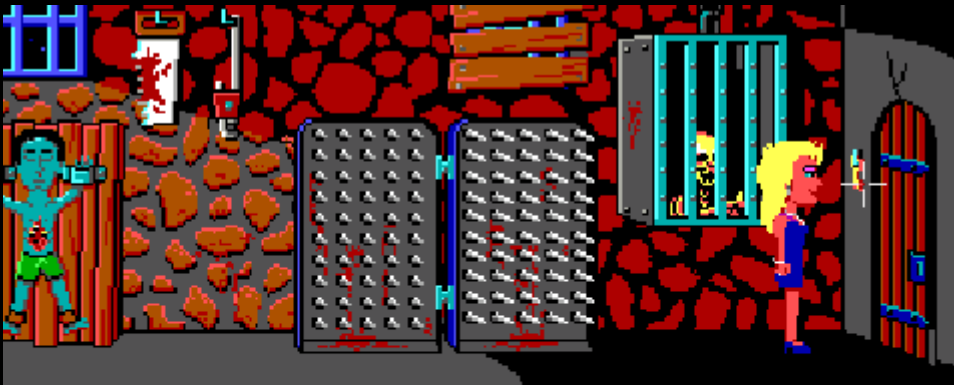
With this code we can open the door that has the keyboard.







Use keyboard

Give	Pick up	Use	
Open	Look /talk	Push	
Close	New kid	Pull	

We can easily access the room where the saw is located and we can take the keys of the prison. Alice will make it very easy for us to rescue the adventurers locked in the prison.



Pick up golden key

Give	Pick up	Use		
Open	Look /talk	Push		
Close	New kid	Pull		

Alice has to be very careful because if she talks to the vampire with the lime green dress in the inventory, he will be angry with her...

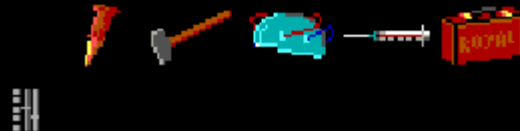
Bob:

On the ground floor of the wooden tower all our adventurers will be able to paint a picture, but most will be bad and will not help us at all.



Ir a

Dar Cogei Usar
Abrir Mirar/Hablar Empujar
Cerrar Cambiar Tirar

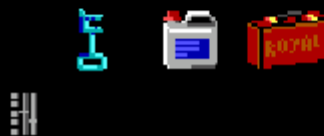


Bob is the only one who will paint us a good painting. The result will be a painting of a ship.

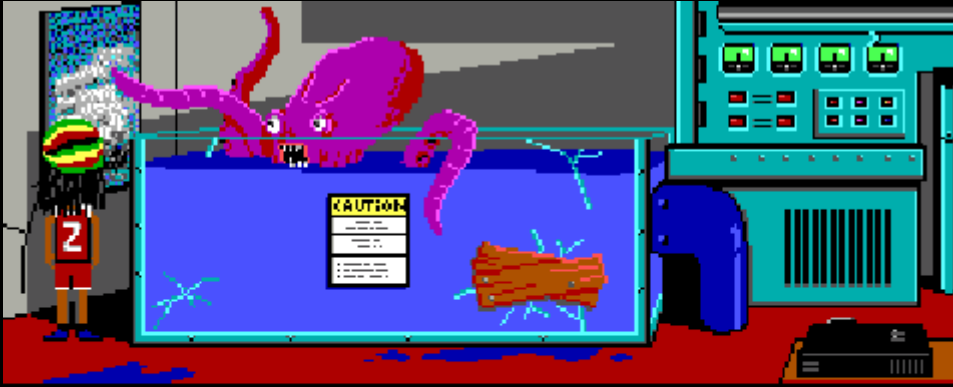


Ir a

Dar Cogei Usar
Abrir Mirar/Hablar Empujar
Cerrar Cambiar Tirar

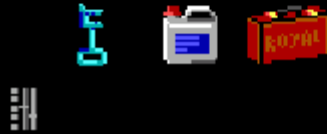


We can take it and hang it on the nail in the laboratory. With this we will also make the octopus angry and get the key from inside the vase.



Ir a obra de arte

Dar Coger Usar
Abrir Mirar/Hablar Empujar
Cerrar Cambiar Tirar



It is a much faster way to get the key and it will not be necessary to burn the CD.