

Dark Fall: Ghost Vigil walkthrough by Matt Clark / Darkling Room

DARK FALL Ghost Vigil

Introduction

The OPG (Oxford Paranormal Group) introduces Harwood House.

You have arrived at Harwood House. A taxi drops you off and can be heard leaving.

You get a message on our tablet to go to house.

Walk to the house, up the driveway, turn left at the big tree to proceed towards the house. Optionally explore towards Playground via the Woodland Graves, and Old Yard.

Outside house, look about; There is a note left for you on the van. You are the newbie.

We can hear a CB radio Walkie Talkie calling to us.



Find CB radio Walkie Talkie in a flight case beside the van. Answer Steve of the OPG. (Oxford Paranormal Group)



Collect the ghost gadgets from the case – EMF and Night Vision camera. Also receive gadget guide leaflet.

Steve buzzes in: introduces himself proper. You exchanged emails, eh?

Walk towards the house, Steve continues with instructions; you are assigned a Ghost Vigil space in the Attic.

Climb the fire escape to the roof and head inside the Attic door.



Attic

Steve over CB Walkie Talkie; tells you to collect additional gadgets. Collect from beside laptop: Dictaphone and Ghost Box.



Steve instructed you to 'log in' to the system – use the laptop displaying 4 CCTV images.

Select to log- in as a Guest; type in a user name, or accept Guest as default.

A software download app button is displayed. Click this and be auto-returned to your personal Tablet – you receive 2 new programs, followed by Steve returning on Walkie Talkie.

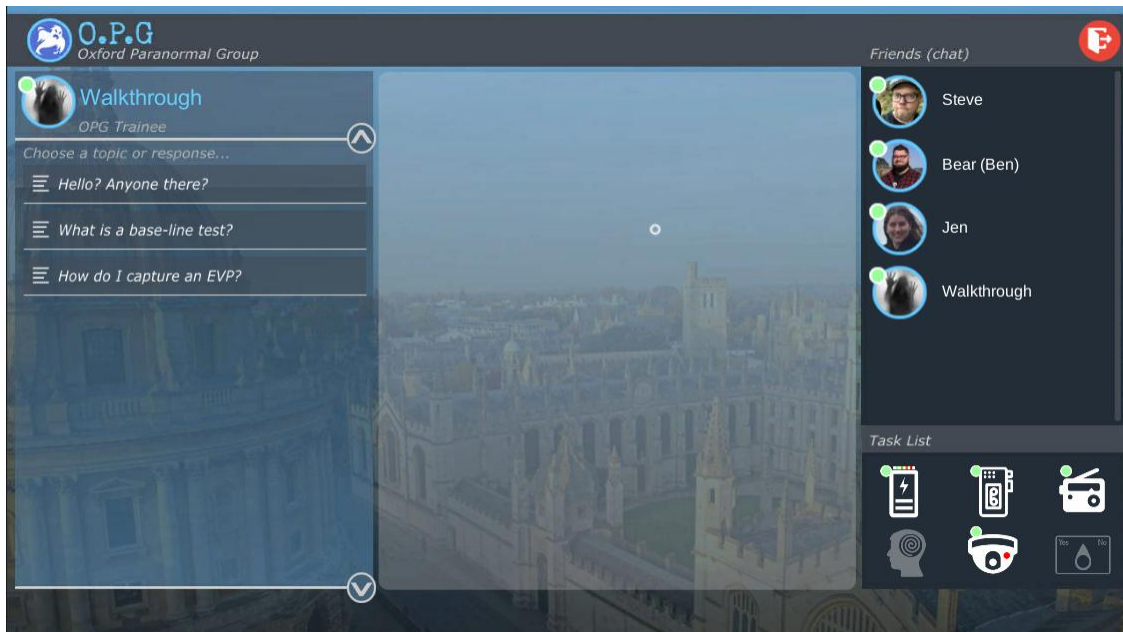
Look at tablet apps. You have a selection of programs to use. 3 of them are for the OPG.



Database – First blue icon, provides us with information about discovered locations, or features.



OPG chat App - Last icon – You can ask questions from a list on the left, more will add as you progress.



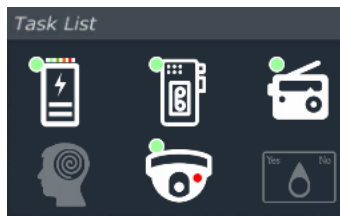
- OPG members are shown on the right, clicking each face tells you more about each.
- A Task List is in the OPG bottom right. Clicking each icon (when active) will tell you how to complete our assigned tasks for the Vigil tonight. Note that some will 'unlock' as you progress. They are light grey, not white.
- To the Left – Chat Topics you can ask the OPG. These will increase as you encounter more.



EVP software (2nd from last) – This program is used to analyze EVP audio recordings, transferred after capturing them with the Dictaphone.

Attic and OPG Tasks

Explore the attic, look at everything and make a mental note of dates, names, and places. Initially, Attic Room 2 is locked off for an experiment, but we can see into that room via the CCTV camera.



ESP experiment – In Attic Room 1 - find the set up ESP card experiment, Jen will introduce it. The aim is to focus your psychic abilities in predicting and finding pairs of ESP cards. Select pairs, remembering what you have seen and try and match all cards in as few attempts as possible. Repeat this experiment until Jen is pleased with the results and suggests to try using the Spiritboard.



Base Line Test – Using the EMF, look about the attic. Using your cursor roll over pluck sockets and potential equipment (when close) that may use, or once used power. Is any power still running to the

building, can EMF reading be taken as paranormal if a hit is picked up? It's important to pinpoint the sources of power, so they can be ruled out as 'paranormal' by skeptics.

Detect: the radio, clock, CCTV cameras, laptop, Spiritboard, Trigger Object sheet, electrical plug sockets in Room 1 beside a poster and beside the kettle.



CCTV – Monitor the CCTV cameras. Look out for and identify paranormal phenomena. Cameras are marked with a blue dot for potential activity. Help is provided via the Question Mark buttons. Listen out for sounds, identify if they are Vocal or Audio, watch out for flashes of the past, passing orbs, or shadow figures.



- Strong phenomena events will also occur on the CCTV – Changes are detected in Attic Room 1, you are asked to identify changes occurring in the room.
- When looking at Attic Room 2 – hear the sound of someone walking across the room and opening the door. The software didn't ask you to identify that event, was the sound on the CCTV or was it behind you? Take a look and find that Attic Room 2 door has been opened.

Ghost Box – The Ghost box is a radio frequency scanner – it is thought that the spirits can use radio to pick existing words on the airwaves as a way to communicate. Try using this tool outside in the Playground, an area that the OPG has yet to investigate.



Whilst in the Playground you can play on the ride. You can capture an EVP whilst on the Roundabout.

EVP Playground = Girl saying numbers 12345.

Note: This EVP provides extra clues. EVP's around Harwood House provide clues to nearby puzzles or story, normally in short sentences which are deciphered on the Tablet. The Playground EVP is also providing an order, via the distinctive sounds of the playground equipment you can hear in the background. Use the Playground equipment in the same order to experience an event.

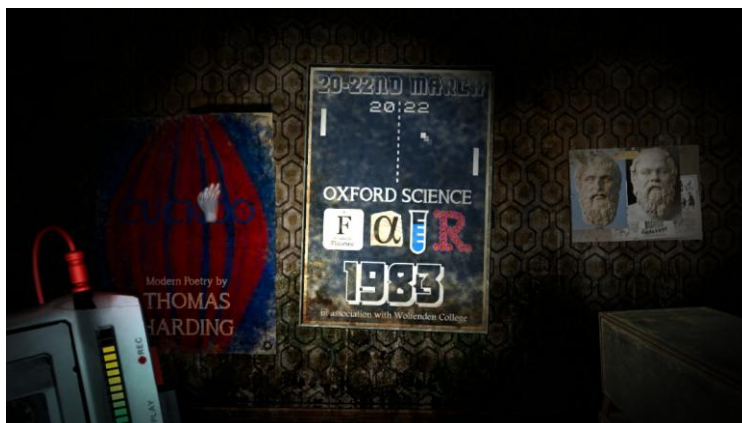
Playground rides:

Use the sounds heard in the Playground EVP as an order of what Playground rides to use.

The order is: **Swing - Slide - Rocker - Roundabout - Slide.**

A 'Time Event' occurs. The past? Click the Pink Door to continue. Continue your tasks.

EVP – Capture Electronic Voice Phenomenon in the Attic. There are 3 to find. In Attic room 1 on the Tom Harding poster. Attic room 2 – on the Spiritboard and another in front of the Clock. With the Dictaphone up, you will hear distorted EVP's as you move your cursor around. The volume meter will be high, Click to capture. The Audio recording is transferred to your Tablet.



Attic1 EVP from poster = Thomas Remains Here With Us
Attic 2 EVP from Clock = Why Did She Pick Me
Attic 2 EVP from SpiritBoard = Ask Me About Lady Isabella.

Analyze the EVP's on the left of screen (Red marked recordings need processing). Listen back to your recordings. Click the ? buttons. Select the words you perceive from the options suggested. Submit your results with VALIDATE. When correct your EVP is marked as analyzed and now displays a Blue dot.



Spiritboard – Try the Spiritboard in Attic Room 2 (once the door is open). Ask questions to see if you receive any response. Notice that the planchette moves only a small amount at first; someone is trying to make contact. We will draw them out later when we return.



OPG Questions - As we explore around the Attic and outside around Harwood House, Steve, Jen and Ben will radio on the CB Walkie Talkie. They will ask us **Questions** about the potential ghost haunting the location, such as where 'it' might originate from, who 'it' might be; Questions about the building use as a children's case home; last used in 1984, classical design; near Oxford and so forth.

Use the information gathered whilst exploring to answer the OPG questions. You must correctly answer a minimum of 7 questions.



Most recent date in Attic = 1984.

Who occupied the Attic rooms = A teacher marking text books.

Anything about a local town or city = Oxford.

Where did they come from... villages = Hedington.

A name = Thomas Harding.

What's in the photo frame = Ancient Philosophers.

School subjects = Science.

What was the house used for, in the 80's? = Children's home, called Shangri-La.

Era of the house = Classical

When the OPG are pleased with your investigation, and the task list is done, we have connected evidence of the haunting to a Teacher. The OPG give us a new location – The Science Classroom!

Exit the Attic, to the roof top.

Whilst outside we can collect an EVP from beside the deckchair on the roof. Presumably Thomas Harding sat out here to take a break, with views down to the greenhouse below.

EVP = Must Grow Her The Rose

Climb down the fire escape, and look at the doors immediately beside you. These are the Science Lab Classroom doors. On the way, we receive a code to unlock the door.

2583
Science Exterior Door

Enter the Science Lab Classroom

Science Lab Classroom

As you enter the Science Lab we have an intro from Bear on CB Walkie Talkie

Look around Science; a locked door leads to a school corridor. See the Rune Experiment set-up on the Teachers desk, with a Laptop. We shall return to this later.



At the rear end of the classroom, look at the pinboard display and the photographs. Ben asks us to look 'more closely'. The kids in the Care Home school were photographing ghosts?!



Zoom into each photo and identify the ghosts in the old photographs. There is a ghost in every photo.

Example:



Ben is pleased with our progress as an OPG team member, so he has left the Thermal Camera outside for us. A new Gadget! Whoo hoo.

Go outside to the van and Collect Thermal Camera from the flight case.

After Ben/Bears introduction to the Thermal Cam, look around to test it.

Then Return to Attic with your new gadget.

Attic - Handprints

Use the Thermal Camera to explore the Attic Rooms, as instructed by Bear. See handprints with thermal. Click them in their 'real world' location. Find multiple handprints around the attic.



Event, shake. Bear on CB - something in Attic Room 1. Go and look in Attic 1 if not there already, Bear said something has changed, so look about with the Thermal.

Look at desk; Hot Key in thermal. Click where it should be in the 'real world'.



Key appears. Take it. Library key!

Bear tells you to go the Library. You are following the trail of our mysterious Attic Ghost, the teacher.

Head outside and down, near the van is the Library, inside an old train carriage.



Library

Unlock and Enter Library. Steve tells you to look about using gadgets.

Find desk, collect EVP.

EVP = Names Book Numbers And Dates.

Use thermal, see handprint on desk drawer! Now seen, we open desk draw and get Harding ID card.



Collect Library book list with children's names, perhaps this is what the EVP refers to.

Read diary the teacher's diary. See photograph in the desk of a radio with frequency written – **89.3**

Leave Library – Radio Walkie Talkie call from Bear, He doesn't trust Steve and wants you to go to the Main Hall – there is more to learn there. Cryptic.

Return Attic. Optional Now or Later

Returning to the Attic, you now have an image of teacher Thomas Harding, in the form of his ID Badge.

Use ID badge on Trigger Object sheet. Reaction – banging on door, somebody outside?

Head out, hear footsteps running away. Someone spying on us or something supernatural?

Re-enter Attic.

Check Spiritboard in Attic, ask questions to learn more about who haunts the attic. By placing correct Trigger Objects (More triggers are needed) and Setting the radio to station as shown in Library photograph – to **89.3**



Ask questions and place trigger objects, set radio frequency. Return when you have more objects.

Exit Attic.

Head to Main Hall via Science Lab Classroom and the Red Door.

The code the Science Lab red door is sent to us as a text message on our tablet.

4395
Science Red Door

School Corridor

Enter School Corridor, children's artwork, trophies, history.

Hear Bear and Steve arguing about 'the set up' and 'dressing up' locations.

You can go from here to the [Bathroom and Laundry](#) or to the [Main Hall](#)

Main Hall.

The Main Hall of Harwood house is a central point with access to many location and events. The OPG have set up a hub, a series of display boards, filled with information. Steve has left his Tablet with photos on a chair. Another laptop is linked to the CCTV cameras around the building, but this laptop has many more locations viewable.

Initially the OPG instruct you not to head upstairs, we should investigate the lower floor and look at the ~CCTV and Hub.

From the Main Hall you can access:

- Shangri-La Office;
- School Corridor;
- Day Room via Day Room Corridor;

Once upstairs we can also explore:

- Green Door to Until Corridor;
- Door to Nursery;
- Small Gallery Corridor;
- Girls Dormitory;
- Outside Lobby Porch Roof.

Classroom (with Planets and Stars on the wall) is currently locked.

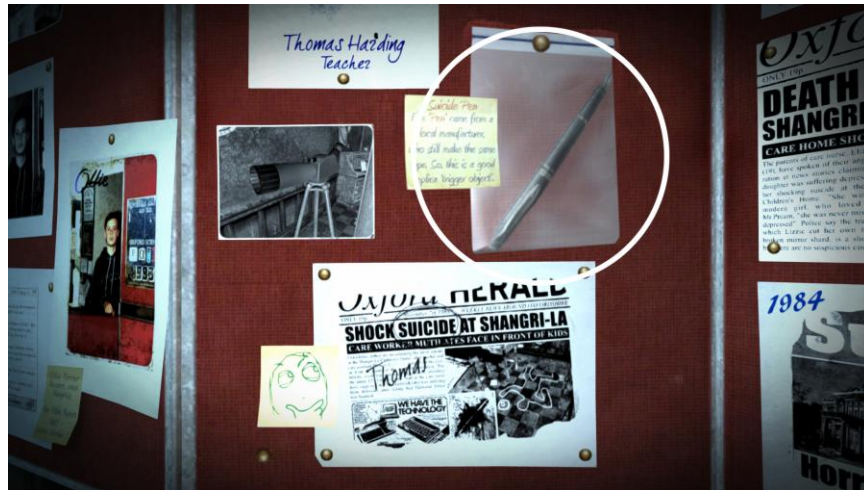
CCTV – The Hub laptop in the Main Hall allows you to look at many more cameras. Watch for the blue dot indicating paranormal activity. You must identify and log events for the OPG as before, including filtering live paranormal sound until some audio can be heard clearly, and spotting things changing in a Classroom.

Once the OPG are happy with our progress we can look upstairs in the house.

You will know you have seen/heard enough evidence when Steve buzzes in, and congratulates you.

Study the hub display boards set up by The OPG for more information on the past events at Harwood House. There were other deaths at Shangri-La. The OPG know much more than Steve let on.

Collect the Pen from display boards. It hangs in a bag. The Pen is the same type used by Thomas Harding to kill himself! A potential Trigger Object!



Whilst in the Main Hall, you can play the piano. There is an EVP we can capture on the Piano and other EVPs can be found elsewhere in the main hall.

EVP from Piano = Tune Only The Lady Knows.

EVP from Astronomy poster, main hall Stair Well Area = Many Young Came To Stay

EVP from Edgar Painting - Upper Gallery corridor = He's Not One Of Us

EVP from Lord Harwood painting - Upper Gallery corridor = Trick Lord With Straw Child.

A camera is set up watching the Piano, look at it and click to rewind the tape. The camera has recorded a tune.

Go to the piano and try and replay this tune.

Hint -The tune is made from only 3 keys; Two are white keys and 1 is a black key.

Solution = Play the keys in this order.



Hear the distant sound of Lady Isabella singing to the tune, followed by an unfortunate fall to her death! An energy sphere appears on the piano. Click it, it plays out a sound, a Lyric.

You automatically record a Dictaphone recording. Lyric sound.

Note : This is not an EVP to be decoded, but the audio sound of a Rune. You will decode the Rune/Lyric sounds later, but if you wish; return to the Laptop in Science Lab to listen to the captured audio Lyric sound and see it 'influencing' the Rune Stones.

Return to Attic, Place the Pen taken from the Main Hall (Hub display boards) on the Trigger Object Sheet. Place Hardy's ID Card and have set the radio to 89.3 if you haven't already.

Hear Spiritboard Planchette activate in Room 2 – look at Spiritboard and try asking all questions. Get replies from the Attic Ghost. Eventually ask about Isabella – as directed from the EVP we collect previously.

The Spiritboard is very active, too active! Step back and Whoosh – we are transported to a 'Reverie'.

Attic Reverie- Thomas's Past

You are in the mind of Thomas Harding, exploring an echo of his past. Look about his room. Read diaries and study his belongings and photos. From his bed collect a Rose sapling.

Leave the Reverie by clicking the Rune on the door. Find a matching Rune in Attic Room 2 that will allow us to return to the memory.

Return to Main Hall to continue exploring. Optionally look about Bathroom Laundry, but we will return there later.

Green Door – mid stairs from Main Hall

Enter the collapsing old corridor from the Green Door. Hear a girl sobbing, look about corridor. Roof has collapsed.

See and take Rag Doll. Screaming!!

You are trapped in a Possession (a dark memory). Locked in. Explore the location; you must find 7 concentrations of darkness, click them to disperse, they scream as you do so - eventually the screaming stops and you return to normal.

Go to leave the area via the green door.

An Apparition manifests; NV camera is able to see more – There is a ghost, an echo. Who's the ghost now? Him or us?

Caretaker - Reply we are a 'Parent' to move on.

Exit door.

Dayroom Corridor From the lower main hall.

Explore the corridor – Paintings on the wall... climb over blockage, paintings of a harbour town... familiar to some?

Climb back over the blockage, turn around and now pass through the door beside the blockage. Enter the Day Room.

Day Room - part 1

Explore the room; Examine the painting, this Crying Boy was mentioned in the ghost book, Oxford Ghost. Right click the book, inside your inventory to remind yourself or, collect an 'changed' ghost book from OPG flight case. Steve has made some additional notes!

Look in the fireplace, Take Lever Knob from the Ash. See Snakes and Ladders board game. Set up for an experiment?

Look at Crying Boy painting – touch it- FIRE! Keep away for now.

Capture EVPS for audio clues from near Snakes and Ladders and from the Burning Boy painting.

EVP from painting - Play me or get burnt

EVP from near board game – Join me for a Game.

The Crying Boy wants to play a game of snakes and ladders, but there are no playing pieces at present. We can't play the game without them.

Open the door, behind the curtains, will automatically unlock the Day Room. You can come and go from inside and out.

Note: whilst in the Day Room, something is behind the Crying Boy painting, showing on the Thermal camera. We shall investigate this later if the Crying Boy leaves us alone.

Girls Dorm

Look around the room. Note board games and notes about the girls who played the games and how many times they played the games.

Find the Rear Door; peek through the hole, there is more beyond. A secret Safe Room.

A Lever Knob is missing on the wall, place Lever Knob collected from Day Room fireplace.

The Ghost Box and EVP's provide clue to use games Favorite to Least favorite.

EVP from wall levers = Rank Games Fave To Least.

What does this mean? The levers need pulling in order to open door. Girls have labeled levers with drawings. Note the images.

Search the room, look at Board Games. Match the images on switches to a board games and note game names. The illustrations on the boxes are visual clues.

Read scattered girls notes, count which games they played and how many times for each game overall.

Match the play scores with the names of board games, using game initials at the top of each score sheet, and then pull the levers in order of favorite game to least favorite game as hinted by the EVP.

Pay attention to the girls drawing colours to avoid misidentifying a game.

- Knitting Nancy – played 14 times
- Tell Me -20 times
- Quandary – played 8 times
- Home you go – 44 times
- Magnetic fish pond – 15 times

On the switches – replace missing lever if not already done so, then Enter the code for

1. Home you go - 2nd switch
2. Tell Me – 3rd switch
3. Magnetic fish - 1st switch
4. Knitting Nancy – 4th switch

Crying boy appears! Get into the safe room quickly!

Enter Safe room – look about – read books and diaries. The girls have been busy.

Learn about 'Dark Fall'. Shadow men, and the girls plan to make an Effigy using the doll from beyond the Green Door.

Once you have read about the plan to trick the Dark Fall, we also learn that they kept the boardgame 'player pieces' away from Burning Boy. The Dark Fall is using his countenance to trick others.

Find and take the game Playing Pieces.

Leave the safety of the Girls Safe Room and face the Burning/Crying Boy. Give him the Player Pieces from the Safe Room. Whoosh, he leaves.

Day Room Part 2

Returning to the Day Room; play Snakes and Ladders. Roll the dice and move, followed by Crying Boy who has his turn. Land on a ladder and climb it automatic, land on a snake and slide down it.

Try and Win – see result – Crying Boy is very unhappy about losing his game and sets fire to the room! Escape. The fire will go out by the time you return.

Crying Boy wins – he is happy – his ghost departs leaving the TV crackling into life.

Take a look at the TV.

It is out of tune, we can tune the TV signal if we knew the frequency and area code.

Drone

Bear contacts you over the CB Walkie Talkies - There is interference. More importantly he is leaving the Drone out for us, on the terrace.

Go outside and head to the terrace, overlooking the grounds of the house, towards Oxford. On the picnic table; look closer, Bear has left the Drone to use. Fun!

Take control of the drone; you can fly about the house. You can fly into a few windows and rooms, through open windows. Attic space, West Side, and into the window of the Site Office in the Yard.

Drone – Site Office – Whilst we are flying around inside the site office cabin, we can look and see old computers and models.

On the rear of the door is a note about the only key left! And a clue on where the staff were to leave that key, Teppanyaki? There were plans to re-develop the old house into posh Student Accommodation. Fancy.

Look closely at the model of Harwood House, it has post-it notes and design ideas. Zoom in on the lower left. Teppanyaki! This is their idea on where to put one. Now you know, we can look for the key to the Site Office there.

Continue with the Drone, looking for the TV Aerial on the roof. Look Close and see that a plaque has the tuning frequency. Make a note as this is **random**.



When done with the drone, click the Drone Return Button.

Dayroom Part 3

Return to the day room TV.

Go to the TV, use the code from the Arial plaque on the roof, input the TV frequency. Move the switches to the correct letters, numbers.



The TV station buzzes to life, displaying an old TV Test card image. The image depicts 4 coloured circles along with numbers 1 to 4.

Now that Crying Boy has gone, take a look behind his painting on the wall.

As you explore you may hear echoes of the past, once Crying Boy has gone. A cad and his lover, describing the place as a hotel, looking to hide during a game of 'Sardines'. He also mentions a secret passage? Hmm.

Behind the Crying Boy painting is a panel; 4 coloured buttons, but what order to click them? Look back at the TV test card on the TV. The same 4 colours, along with numbers. Make a note of the colours labeled 1 to 4 – Note: This puzzle order is **Random**.

Press the wall buttons in the order, hey presto, the secret passage appears, leading upstairs to...

Boys Dorm

Look about Boys Dormitory. Bunk beds, drawings of the nightmare man, a Cassette Tape Player. You can listen to any old analogue cassette tapes you may have found and return here later to play others. For now, you can listen to the Horror of Harwood House, an old 'book on tape'.

The Ghost Box in this location gives up clues as you explore and look closer at the locker, and Nightmare Man wall chart. You also see using the Night Vision camera, messages written beside the locker key pad and on the wall chart.

Notice that on each bed has there is a book and also distinctive bed duvet / sheet pattern. The kids have made a note that their secret code to the locker changes with each laundry day!

Find Locker code sheet on a top bunk. It has the initials, holes and patterns. Clues – No Girls – Books are the Key. Note the 6 patterns.

When looking at the locker, place Locker Code Sheet over to see it aligns with buttons.

Time to work out the code!

Cross reference books list (Inventory, Library Sheet) with names taken from Library, with books around the room beside the beds, to work out which child had which duvet. Look at elements of the pattern. The boys, like the girls, tried to hide their plan and secrets away from the Dark Fall. Trust analogue.

Match the children's initials to each pattern on the boys bed spread.



Nanny

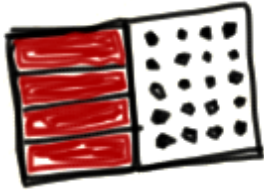
L Green

LG

Noondial

D Coles

DC



Lennys Egg

P O'Cork

PC



Scipods

W Hunt

WH



Samphire and
Stead

N Danvers

ND



Flesh Eaters

K Tilby

KT

When looking at Locker Code, press the keys which match the duvet patterns, in the order of the children's initials at the top.

Note: This Order is Random, the order of the children's initials will change for players.

Open the Locker. Lift down the box from the shelf and Read the diary.
Take the cassette tape and take Copper Coins.

Listen to the audio tape from the boys locker. Use the cassette on the tape player in this room. You also can listen to any tapes you have collected and to story of Harwood House.

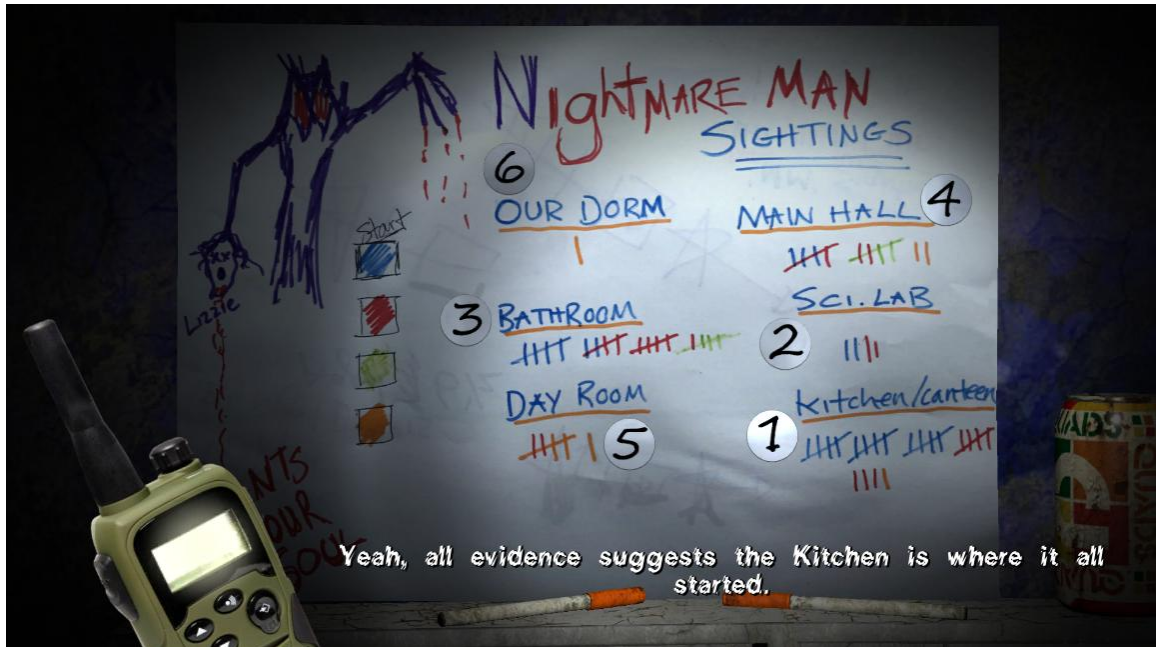
The boys made recording a sound, a Lyric. When listening to the Locker Tape (Tape 3) an energy sphere appears, beside the cassette player. Click to hear the Lyric and we make an audio recording using the Dictaphone.

You will hear this recording on the Science Lab Rune Experiment laptop – This is not an EVP to decode.

Above a bunk bed, see wall chart of the Nightmare Man sightings.

Study where and when activity was seen around the house, place stickers 1 -6 in areas to match most and 'recent' activity (Recent to the kids in 1984).

Use the colour guide to understand recent and past sightings are shown in different colours, with earliest sightings in Blue and latest sightings in Orange. Deduce the order to be as follows.



- 1 = Kitchen
- 2 = Science Lab
- 3 = Bathroom
- 4 = Main Hall
- 5 = Day Room
- 6 = Our Dorm

Hear from the OPG over the Walkie Talkie - You have worked out that the Kitchen was an activate area from the beginning! This is a location we shall have to investigate later.

Leave the Boys dorm via the secret passage stairs. The normal dorm door is locked and will remain so!

Arrive back in the Day Room. Hear from Bear over the Walkie Talkie - there is a light in Greenhouse, he is going to look into it.

Continue exploring the house and grounds. Return to the Main Hall hub.

Main Hall – as you cross the Hall, Jen radios over the CB. She can't get in contact with Bear. Steve asks someone – You - to go and look for Bear in the Greenhouse.

Exit Harwood House by any route, Steve will send you the code for the Greenhouse door lock to the Tablet messages.

7942
Greenhouse Door

Go to Greenhouse, input the code, unlock and enter. On the way, hear a broken message from Bear over the radio.

Greenhouse

Explore the dark and derelict greenhouse. Find Bears Tablet dropped on the floor, take a look at it.

ALSO see that there is a Dictaphone tape dropped, click it to play in your Dictaphone!

Listen to Bear's last investigation tape, conducted right on this spot in the Greenhouse. On the tape, you hear music playing while Bear calls out - a woman laughs and Bear is gone... taken.

Leave the tablet, turn around as you hear a ghost manifest behind... listen to the Teacher, it is Harding taking a class. He sets you unfinished school work.

Look at the blackboard with Night Vision to see the instructions once given to the class.

On a chair, find and take an old school Horticulture Exercise Book and Test Tubes. You must finish the classroom work.

You can capture an EVP recording in the Greenhouse, from the old blackboard

EVP from Blackboard= Finish The Task We Failed

Collect soil samples from around the Greenhouse; use the test tubes to take the soil.

Return to **Science Lab**.

If not collected already in the lab; find – Litmus Paper from the cupboard and PH Test Water bottle opposite the photos notice board.

On the Middle Science workbench, place test tubes with 6 soils samples. Auto Place PH Test Water and Litmus Paper if carried. Use the exercise book for quick access.

Wet the soils in the tubes by clicking the water and using a dropper. Take a Litmus strip and dip in each tube. If the soil is not wet, you will not get a PH reading.



Identify the colour on the litmus paper to know the soil PH value. Mark the correct section of the school exercise book.

1. Orange = low acid
2. Yellow = neutral
3. Blue = low alkaline
4. Orange = low acid
5. Red = high acid
6. Purple = high alkaline

Return to **Greenhouse** with the completed exercise book and hand in your work to Harding, at the chair where you collected it from.

If correct, Harding speaks... And... Time Change! Otherwise, adjust your results and try again.



Greenhouse Daytime

You are now in the past, a Reverie of Thomas, it is afternoon, when the children were having their class. You continue as part of the ghostly lesson.

Note: To leave or return to this Reverie, click the 'Rune'.

Harding tells us to complete the second stage of the school work.

You must identify seeds and then plant them in the correct soils. Look around the daytime greenhouse.

Find and take Plastic Space. Read Hardy's diary and clipboard notes.

Look at seed table. Study notes and seed drawing, then look close at seeds. Pick the correct label for each type after studying them with magnifying glass.

Wood Heather	Basil
Peat Heather	Turnip
Onion	Carrot

Once correctly identified, Click and take the seeds.

Using our notes on soil types, and the table note on the seed preference, we can plant them around the greenhouse.

Planter 1 = Low Acid = Wood Heather

Planter 2 = Natural = Onion Seeds

Planter 3 = Low Alkaline = Turnip Seeds

Planter 4 = Low Acid = Carrot Seeds

Planter 5 = High Acid = Peat Heather Seeds

Planter 6 = High Acid = Basil Seeds

With the seeds in place, Harding thanks the class and sends them off to dinner.

Time Changes to another Reverie.

Greenhouse Sunset

It is now evening and the sun is setting. The plants have grown up, time has moved on. The seeds planted by the children, and yourself, have grown and flowered.

Harding speaks as you look about. You are to lure the ghost who has been haunting Thomas – Isabella.

Read the diary, and listen to the music playing. Thomas has fallen in love with Isabella.

You can change the music track, but what music would help bring out the ghost?

Thomas has brought a Silver Ring to give, but has decided against it. Find and take a Silver Ring from the bench.

“Poetry, Roses and music.”

From in the water fountain, collect the Scissors.

Music - Harding wants the correct music to attract Lady Isabella, but what track will she appear to? Listen to the 5 tracks available on the record. Note: these are in a random order; you Will need to listen to them.

Leave the Reverie’s and travel to Night time version of the Greenhouse (i.e. present time)

Listen to Bears dropped Ghost Hunting cassette tape, and hear the tune that called up the Ghost of Isabella. Remember the tune and return to Sunset Greenhouse Reverie. Change the music to match and leave it playing.

Poetry Puzzle – complete the poem with the available words on the left page.

*Shall I compare thee to a Summers Eve
When all of nature takes time to breathe.
When the night fall upon thy bloom
The Golden Star shines in the gloom
The water reflects an Azurian glow,
Some unseen beauty from the depths below.
And then the fire, petals of amber flames,
Light in the darkness that feeds on your name.
I fear I step ever closer, with each gain,
to a silent conclusion and crimson stain.*

Once correct, reading the poem provides you with a colour order for scattering rose petals.

Golden Star = Yellow Rose

Azurian glow = Blue Rose

Amber flames = Orange Rose

Crimson stain = Red Rose

Roses must be gathered and rose petals then scattered into the fountain water.

Travel between the other stages of the Greenhouse to collect roses; use the scissors to cut them.

You can find Red, Blue, Orange, Pink and variegated White (red tipped edges)... but the Yellow (*Golden Star*) is not growing! Remember the EVP from Thomas on the roof – ‘must grow her the rose’

If we have experience the Reverie of Thomas Harding’s Attic room, you should have collected the *Golden Star* Rose Cutting and can plant it in Daytime Greenhouse Reverie’.

If you haven’t – we must go and collect it. **See Attic Reverie- Thomas’s Past**

Plant the *Golden Star* Rose in the planter in the Daytime Greenhouse where you took a spade.

You need to add Pot Ash! Go to the Day Room fireplace (If you read the story of Crying Boy the fireplace and ash is where the boy is said to have burnt to death. Thanks Crying Boy). Collect Pot Ash in the spade.

Return to the Greenhouse and scatter the Pot Ash around the Rose sapling to make the rose grow. Once planted in the Daytime Greenhouse, travel to Sunset Greenhouse – the Rose has grown and flowered! You can cut a yellow flower.

Scatter the rose petals into the fountain to match the poem order.... **Yellow, Blue, Orange, Red.** Other rose colors are not needed. (Do not try and skip the poetry puzzle, nothing will happen otherwise.)

We hear a lady singing and rose petals fall around us supernaturally.

If we have set the music to the correct track, and completed the poetry and petal puzzle - Harding will exclaim - 'She Appears' – go to the camera that he had set up.

Looking through the old photography camera, see Lady Isabella has appeared.

She brings with her a lyric! A glowing energy sphere. Take a recording of the Lyric sound.

Depart the Greenhouse.

Outside

As you leave Greenhouse, hear from Jen on CB Walkie Talkies, who is with her? – go back into house to look for her.

Hear from Steve and head upstairs to Classroom, on the upper Hall Gallery, as he directed. (It was previously locked) Discover that Jen has left the Classroom door unlocked!

Classroom and Astronomy Puzzle

When the classroom is left unlocked, following Jens disappearance, explore inside. Find and read Jens folio from her bag. There is no sign of her.

Look at the classroom blackboards and school task. Identify planets in the night sky. Collect Astronomy classroom exercise book from far desk. Our new schoolwork for tonight!

On a corner desk, read notes that the children had been seen drawing a symbol. Collect Nigel Danvers medical card from same desk.

One Blackboard gives is a list of planet names with colours, the other tells the children what the lesson was, which we are now repeating.

Venus = Purple

Mars = Red

Jupiter = Orange and with red dots

Saturn = Orange

Uranus = blue / green mix

Study the artwork on the walls

Match the colors listed on the Blackboard to the planet images on the walls. Some planets have star constellation patterns around them, and also an image depicting a colored eye. Note down all this information.

In the classroom find and collect 2 EVPS

Classroom desk/bench = It started with the roses

Classroom Blackboard = Tinted eyes see star signs

Collect the telescope. In one of the children's school desk find 3 coloured filter lenses.

Go via the Main Hall Gallery to the Roof of the entrance porch. Set up the telescope and look at the stars.

Explore the night sky, look for larger Planets glowing white in the sky. Zoom in and out. Use coloured lens filters to see star constellation patterns around the Planets.

Use the information learnt from the classroom to identify which planet is which.

In the Astronomy exercise book, tick off the correct position of the planet from the multiple choice.

Venus (Blue Filter for star pattern) = 5.7h 29d

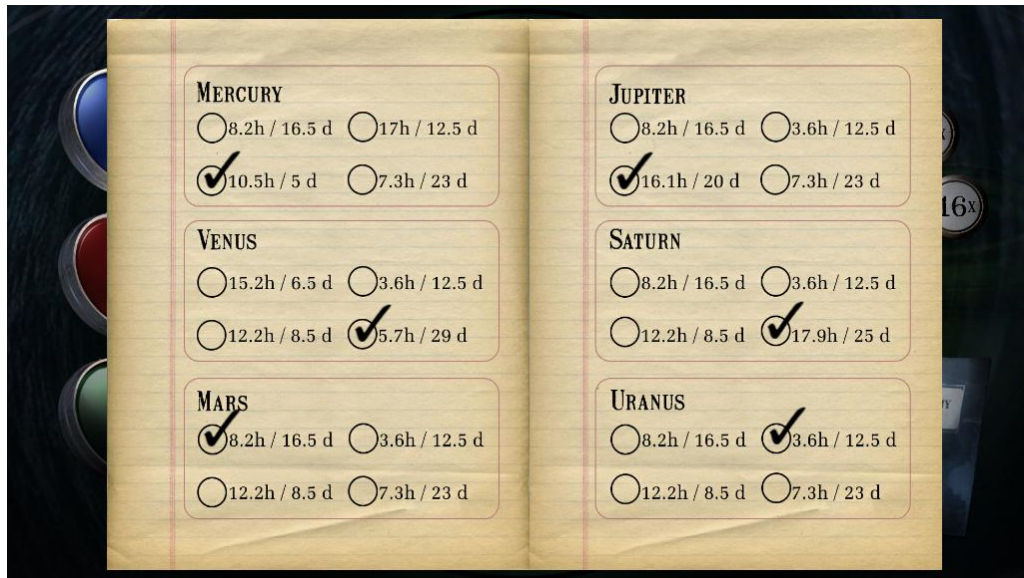
Mars (Blue Filter for star pattern) = 8.2h 16.5d

Jupiter (Red Filter for star pattern) = 16.1h 20d

Saturn (Green filter for star pattern) = 17.9h 25d

Uranus (Red filter for star pattern) = 3.6h 12.5d

This leaves Mercury (no filter needed as no star pattern) = 10.5h 5d



Return to the class and hand in your exercise book.

If incorrect you are told to try again, change your results via inventory (right click exercise book) or return to the telescope.

If correct, you hear Harding talk to the kids. He relives his last moments as whispering Dark Fall forces drive him insane.

Trapped in a Harding *possession*, search the room. Find and click to disperse 7 dark manifestations.

Harding spirit appears beside the Teachers Desk. Talk with Harding. Ask all questions before he departs, as the Dark Fall approaches.

Harding's ghost leaves behind the audio of a Lyric on his teacher's desk. Look close at the desk, click and auto take a Dictaphone recording of the Lyric sound.

Leave Classroom - Steve radios us over the CB Walkie Talkie – There is No sign of his ghost hunters, can we investigate the Other attic; try using the Drone.

Drone part 2 – Nurses Attic

Head outside to use the Drone to fly into the other Attic, using an open window. On route to the Drone Steve will talk to you over the radio.

Once the drone is inside the Attic - (*The door to fly the drone beyond the attic bedroom room is open, if we came in before it was closed*), learn that these were the rooms used by the nurses and care staff of Shangri La. Explore Steve directs us to look at Lizzie Pream's room. Take note of details on notice board.

When done, leave the drone. Note: On part of Lizzie's poster, she had drawn a Rune over one part of a house.

Steve on CB Walkie Talkie – confesses that he has more to tell us and wants to meet us in **The Office** of Shangri-la.

Leave the drone and return to the building, from the Main Hall, go through a **White Door** on the lower floor of the hall.

Shangri-La Office

Explore the office if you haven't already; It was a waiting room, office and has a Staff bathroom.

A ghost, Matron, manifests and gives you a talk about the good work Sangria La Care home does for the children in its care.

The office phone may ring; answer if for clues and echoes of the past. Watch the Shangri-La promotional film on TV.

See the empty notice board. When looking close any Medical Cards carried are pinned up. Explore the Office, search box files for medical cards. Other medical cards can be found elsewhere in Harwood House (Science Classroom, Boys dormitory, Classroom corner desk)

Once all placed on the notice board the phone Rings – answer and listen to the message

“A Decade of Suffering, Shattered Bones and All Alone.”

Return to notice board medical cards.

Decipher the audio clue on phone to work out which child was described – If the phone rings again the message will repeat the message.

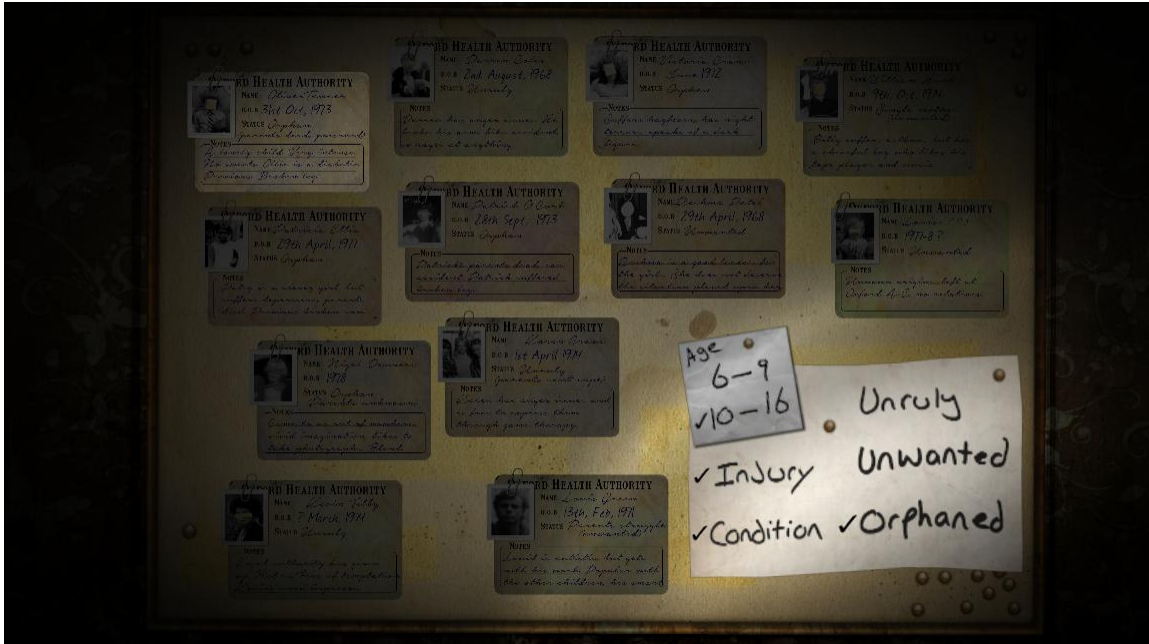
A decade = 10 years old when they left or died.

Suffering = they had a medical condition.

Shattered bones = the child had a bone injury.

All alone = they were an orphan.

Select the correct options. We are left with Ollie Tanner. From the hub display boards we know Ollie died in 1983 when he was 10.



Turn around; talk with the ghost of Matron who appears at her desk. Ask her All questions.

When she departs, she leaves behind a glowing Lyric for you to record. She has also left a photo of Ollie on her chair – Take Item Ollie Photo.

NOTE: If we have progressed through the game and the OPG are not to be found, You will find a visual clue on the bathroom wall whilst using the NV camera.

A drawing and a series of numbers. It depicts the basement window padlock. Make a note of the numbers for the padlock!

In the Staff Toilet sink, find and take the Hairbrush

You have yet to explore additional areas of Harwood House.

Site Office

Unlock the site office using the key found beneath the rock outside of the Day Room. Only if you have learn that location whilst using the Drone.

Look around the Site Office. There were big plans to redeveloped Harwood House into student accommodation. There is a model surrounded by leaflets and notes.

At the far end of the site office, move the display board on the floor and take a Floppy Disk and a Gas Mask and Detector.

Take a look at the old computer. It still works. You can read old emails and files. Some of the house was damaged by the work teams, who smashed carved Runes. They also discovered something else....

An old document is still waiting to print out. It's a test sheet, but looking close it has the echo of the OPG team members on it.

Use the Floppy Disk on the PC, then access Drive A. There is a document to read and map to print! The builders had to hide something. The map will show us where to look outside.

Leave the site office, climb over the gate and walk down the path past the grave stones. Find a gap in the fencing which leads to the spot marked in RED on the map print out.

Look close and move the tyres. The builders discovered and moved bodies; reburying them out of the way of the development. Look closer still and take a Gold Tooth from a skull.

Nursery - Part 1

If you attempted to enter the Nursery earlier, Steve may have warned you to stay away due to toxic fumes and asbestos. You have now a Gas Detector and Mask.

Return to the Nursery. Use the Gas mask and then look about the Nursery.

In the Cot find and collect the Nurse ID card for Lizzie Pream.

For now, leave the Nursery, head downstairs and to the Bathroom and Laundry. This is located at the end of the School corridor past Science.

On route, encounter the Caretaker if not already. Ask him questions until he leaves us.

Bathroom and Laundry

The bathroom is where Nurse Lizzie Pream killed herself.

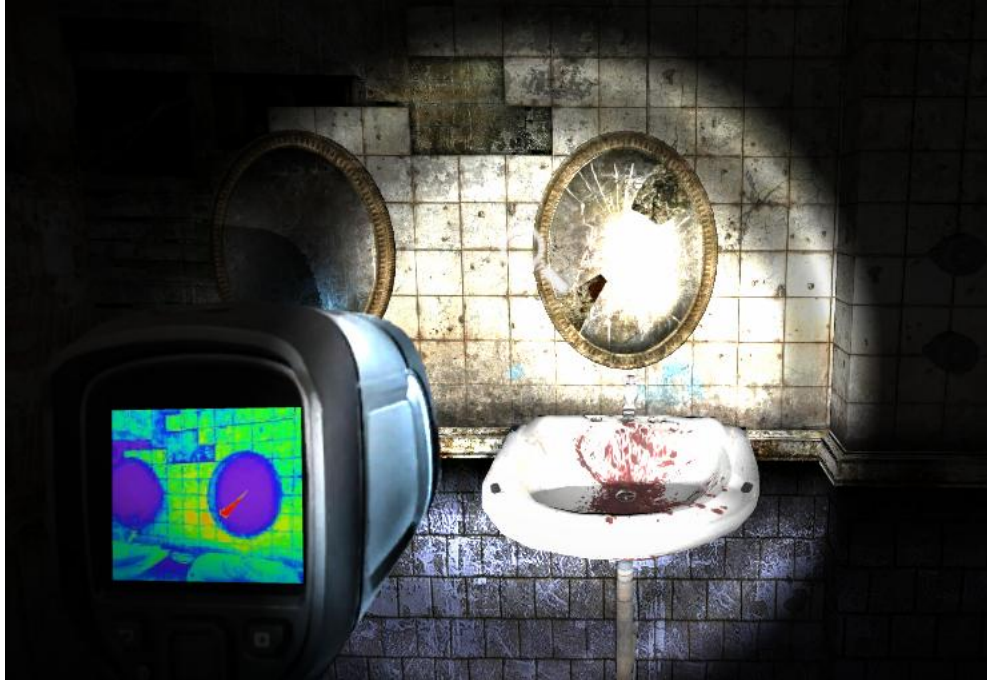
Explore the location. Read notes. Find Nail Clippings still in the shower.

Hear echoes of the past, Nurse Lizzie and Carmen talking. We will automatically pull out the NV camera to see the ghostly apparitions.

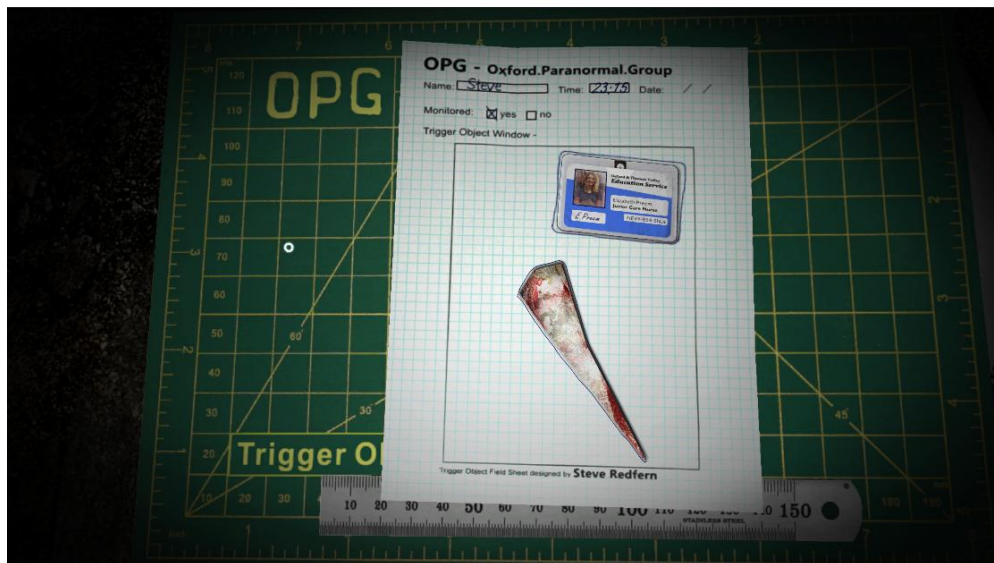
Capture an EVP from the Mirror.

EVP Bathroom Mirror - My Eyes Saw Too Much

Use the Thermal Camera. From the Mirror (which Lizzie smashed and used to kill herself with) -Take a Glass Shard as shown on the Thermal Camera screen.



Place Lizzie's ID card and the Glass Shard on the Trigger Object sheet to call up Lizzie's spirit.



Possession – You are reliving the last moments of Lizzie. Trapped in a nightmare, search, find and click 7 evil manifestations around the location to remove them, ending at the Mirror where Lizzie killed herself.

Her spirit is free, and she leaves behind a glowing energy Lyric – Click to hear and automatically take a recording of the Lyric. We can play this lyric on the Laptop in Science Class.

Return to the Nursery.

Nursery - Part 2

Following the plan created by the Girls to make an effigy, using the items we have collected. Place into the cot the Rag Doll, the Nail Clippings from the Bathroom and Hair from the Staff Toilet Sink.

Whoosh, we are transported in time to a Study.

Lord Harwood's Study

Explore the study; this is what the room looked like in Harwood's Time.

Outside, guests are arriving to be shown the power that Lord Harwood has discovered.

Ready the notes and diary's around the room; see copies of the invites sent out.

Servants are trying to get out attention by knocking on the room door, and eventually try to gain entry. If they do, our time in the location will be over and we are transported back to present day.

On the desk, a bird is still twitching with life, it is that of Jemima (Edgars pet) - Take the bird and the glass tube.

On the other side of the room is a machine, the Soul Extractor. Place the dying bird onto the pole. Place the glass vacuum tube on the left of the machine. Crank the electric 3 times to charge.

Set the machines dials to transmit the Dark Fall miasma to the bird and back into the vacuum ball, based upon the notes and wall chart information in the room.



The settings are: Left Setting = Purple. Right Setting = Dark Green

Use the central lever to move the miasma to the bird and back, taking with it the Soul energy. Now using the lower switch, send the Soul Energy to the Tube.

Take the Soul Energy Tube and leave this time.

The Rune floating before the Knight's armor can send you back and forth.

Nursery - Part 3

Back in the nursery, complete the girls plan to make an effigy. Transfer the captured Soul Energy to the Doll in the cot and take this with you. Your offering to trick the Dark Fall into accepting a sacrifice is created.



It is time to access the basement and find the kitchen. Head outside and look for the padlocked grill near the Day Room doors. Using the code which was revealed on the Office on the wall under NV camera unlock the padlock, then enter the Kitchen and Pantry.



The Padlock code is 15 - 30 - 5 - 35 - 20



Kitchen and Pantry

Pantry. Try the door, it is locked and the key snaps off in the lock!

Place Ollie's photo on the Altar with the candles. Also place the snapped off key.

Ollie was trapped in the kitchen pantry cold room and died here (If we do not have Ollie's photo, return to the Office and complete the Medical Cards puzzle).

Possession - Experience Ollie's last moments, freeing to death whilst trapped in the chilled pantry.

Find and click 7 evil manifestations to escape the possession.

A Lyric appears and you hear the pantry cool room door unlock and open! Take a recording of the Lyric.

Look towards pantry door, see it is now open.

Enter Kitchen.

Kitchen and Canteen

Look around the kitchen, read notes, menus, clipboards, find the cooking book filled with cooking recipes.

In kitchen find and collect items such as: Cooking Pot. Paprika. Tin of Beef in gravy. Kidney beans.

If when using the Telephone in the Office, you noted down the Office Telephones internal code, you can call Matron from the Kitchen. **This code is random.** You need to type in the letters in addition to numbers.

Climb over the Kitchen counter to the Canteen area.

Look around in the Canteen.

A Ghost child sits on a bench. She begs to us... "Hungry... Please... I'm Louisa."

In the canteen collect a bag of Mixed Herbs.

From the Canteen, can climb over the debris and collapsed door into the utility corridor.

Utility Corridor.

Look about the corridor. The lower stairs have collapsed.

From the Girls Toilet door, collect an EVP recording.

EVP from the Pink Door = Louisa Has The Only Key.

We will need the Girls Toilet key from the Canteen ghost.

Return to the Canteen.

Kitchen and Canteen

Capture and EPV from near the ghost

EVP from Canteen Ghost = Want Food From My Country

Cooking Puzzle. What to cook Louisa?

Look at the Cooking book in the kitchen, recipes are listed by country.

Read the staff notes about Louisa on the counter. Louisa is to have a meal cooked – something from her homeland. She hasn't been eating since a spooky experience in the last cubical of the girls toilet.

The staff do not know where Louisa is from, but Louisa is always looks at the landscape painting... This is outside the Day Room on the wall.

Leave kitchen and go to painting in the Day Room corridor. Make a note of the country emblem flag colours in the paintings.

In the Dayroom, on the floor, look at the Football Sticker Album. This will allow you to determine what the country is from the colours in the paintings crest emblem.

Return to the Kitchen and look up the recipe for the country.

Note: this puzzle is **random** and the homeland country of Louisa will change.

Place the cooking pot on cooker. Gather ingredient as needed.

Some ingredients' are growing in the Greenhouse. If we didn't collect them earlier, return to the Greenhouse - travel to the Sunset time to then collect them. Pick Carrots, Onions and Basil as needed.

Mushrooms, if needed, can only be found growing in one location - Between the driveway and the playground, amongst the graves and pines trees, look close and pick them.

Other ingredients are in the Kitchen.

Make Louisa the stew on the cooker. Place all items needed inside the pot for the correct recipe. Then take the cooking pot and serve her a meal.

If correct she will give you the key to the Pink Door, the girls toilets. If wrong, she will scream at you and you will need to try again.

Girls Toilet

Using the key from Louisa, enter the Pink Door. Explore and look about. Find in the last cubical the wall has been smashed down and has revealed a much older doorway and stone arch. Read the notes and pick up the mould on the ground.

As you go to leave the girls toilet, the Caretaker will appear to us with warnings.

The Sigil

To open the door behind the wall of the girl's toilet, you must follow the notes left by Thomas Harding through the game and make the Sigil from metals. The boys noted that Harding asked to use some of their Copper 2 pence coins.

On the floor, in front the revealed doorway, Harding has left the Sigil mould.

Take this to the Science Lab.

Science Lab – Making the Sigil

If not already collected, pick up the Crucible from the Science cupboard.

We will also need 2 Pence Copper Coins from the Boys Dormitory locker; The Gold Tooth from the dumped bodies (moved by builders); the Sliver Ring Thomas had to give Isabella, in the sunset Greenhouse; the Sigil Mould from the Girls Toilet.

On the front Science bench there is a gas Bunsen burner. On this bench, place the Sigil Mould. Light the Gas using a match.

Place the Crucible on top of the stand. Melt into the Crucible 2 Pence Copper Coins, the Gold Tooth and the Sliver Ring. Pour the mixture into the mould, it will glow and set. Take the Dark Fall Sigil back to the Girls Toilet and the old doorway.

Slot the Sigil into the old doorway, and watch it slide open.

Enter the Tunnels.

Tunnels

Explore the Tunnels. Look for items to pick up as you do so.

Find 6 Braziers, 5 stone spheres (each with unique pattern). Find a Control Rod hanging outside a Cell.

Discover the **Alcove Room**, opposite of which, behind a protective energy barrier with 3 pictograms glowing, is a vast chamber with a pit.

In the Alcove room read the diary's and notes, take a map of the tunnels. Read about the sacrifices made and the methods of summoning the Dark Fall from the pit. Study the map of the Tunnels to get a feel for the layout and the location.

Whilst picking up a Brazier inside the Cell, you are locked inside. Through the bars, a shadowy manifestation approaches. Are you being watched by the Nightmare Man? Thankfully the door is unlocked and you can leave to continue in the tunnels.

We must pass 3 trials in order to enter the Dark Fall Chamber. A barrier of energy blocks your way.

Chasm Room and Air tones Trial

Find the room with a deep chasm, the air is blowing fast from the chasm.

Place the Control Rod on to the single pedestal. This causes stepping stones to float into place over the chasm. You can now reach the 5 pedestals on the floating island.

The 5 pedestals can have a stone Petrosphere place into them. Find 5 nearby Petrosphere's (carved stone balls), on shelves, ledges or in rubble. Look close at each sphere to see its unique pattern.

They float when placed. We can take them and try other pedestals. Use the Night Vision camera. There are symbols in front of each pedestal.



Left to Right = Celtic Swirls – Knobby – Grid Pattern – Flame Shape – Concentric Rings

Once placed correctly, return to single pedestal. Click the solo sphere. It raises, hear an audio sequence of 5 notes.

Return to the 5 pedestals; click each floating Petrosphere to play a single note - replay the matching sequence heard before.

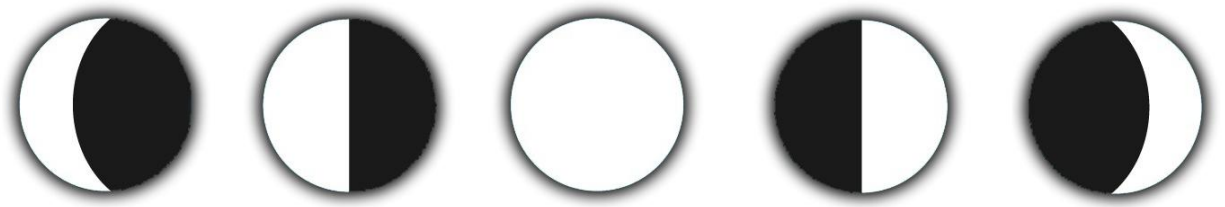
NOTE: This puzzle is **random**, you will have to listen and replay the tune as you hear it until you repeat the sequence.

When played correctly see a Pictogram is removed from the energy barrier blocking the route to the Dark Fall Chamber.

Stone Circle and moon Trial.

Click a standing stone. A ball of burning light descends and moves around the stone circle, it makes moon phases appear on each stone before leaving.

Click moons in sequence. A clue was shown in Harwood's Study if you did not know the phases of the moon.



With the moon phases correctly clicked the ball of light returns, click to take the light fireball.

You see a Pictogram is removed from the energy barrier.

Alcove Room Fire and Symbols Trial

Place all 6 braziers in the alcoves', find braziers in tunnels if needed. Once all are in place use the Fireball from stone circle and moon trial to ignite fires.

All the braziers burst into fire and the room is lit with coloured flames.

Look close at and touch each flame. See a appear. Each fire has a unique pattern

Click in order of how many lines are used to make up that shape.

Purple has a Circle; this is made from 1 line and so forth.

Click the flames in the Order = **purple – red – orange – green – blue – yellow**

The energy barrier into the Dark Fall chamber lowers as the last of the pictograms fades away.

You can now enter the Dark fall Chamber and approach the pit!

The Dark fall Chamber

To either side, the captured echoes of the other OPG members whisper. Before you, the pit where Lord Harwood made his sacrifices and called up the Dark Fall.

Look into the pit and throw in you offering effigy, in the form of the Jemima Doll, infused with a captured soul. She drops away into the darkness and the Dark Fall awakens before us, its energy steaming out from the pit.

Read Harwood's last diary, it sits on the edge of the pit.

Face the Dark Fall and speak out loud any Lyrics which you have learnt. You must understand what the Lyrics are, 7 in all, as the ghosts of Matron and the Caretaker have informed us.

Understanding Lyrics – The Rune Experiment

Return the Laptop in the Science Class. The audio Lyrics captured from 7 energy orbs/sphere are added to the Rune Experiment and are displayed on the laptop screen.

Click to play the Lyric sound and identify which Rune Symbol is represented by each audio Lyric. Be careful to note that runes sharing partial Lyric phonemes also vibrate slightly.

If there are not 7 lyrics available you need to finish previous tasks around Harwood House and capture the audio Lyrics to tape.

The Lyrics can be found at the following locations. These are in no particular order.

1. Main Hall piano – after replaying a tune and hearing Lady Isabella’s death.
2. Boys Dormitory – After playing the audio captured onto Cassette Tape from the lockers.
3. Greenhouse – Sunset – After calling up the Ghost of Lady Isabella.
4. Classroom (space room) - After Astronomy and reliving Thomas Harding’s death.
5. Shangri-la Office – After calling up Matron’s ghost following the Medical Cards puzzle.
6. Bathroom and Laundry – After reliving Lizzie’s final moments, following Trigger Items.
7. Kitchen Pantry – On the Altar after reliving Ollie’s death, following Trigger Items.

Make a note of what Rune symbol matches each Lyric audio.

Decoding Lyrics and Runes

You have called up the Dark Fall itself, the pit is active and you can say the Lyrics out loud. If you have not decoded a Lyric to a Rune, via the **Rune Experiment** laptop in Science, it will not be available to say.

To say the Lyrics in order you need to learn the following.... Guessing will not work.

Part 1

If looking at the front of Harwood House, Runes are carved over the upper windows. Some have been lost and are seen elsewhere in the game. The 7 Runes can be seen as listed below.

		Rune Seen on building from drone		
Rune drawn on poster – Lizzie’s Room, Attic 2.	Rune Seen on building from drone		Rune Chipped Off Stone dumped into Skip.	Rune seen on building from drone
Rune Seen on building from drone				Rune worn away. Show in Site Office illustration poster artwork

Part 2

7 audio Lyric recordings can be collected around the building after performing various tasks; those audio Lyrics are then playable on the Science Room laptops Rune Experiment. As we play each Lyric, the rune stones vibrate. One stone will vibrate more than others for each Lyric. Rune stones with partial matching phonetics vibrate slightly.

Match a Lyric to each Rune, and then note the Lyric against the Rune's position on the building.

Ohn Da



Ma Fen



So Fen



Fen Tok



Da Fen



Ma Tok



Ohn Sev



Part 3

Order of the Lyrics. Several Ghosts have instructed you to learn and speak the Lyrics / Runes to The Dark Fall.

You must learn an order in which to say them.

You have been using the Night Vision camera whilst exploring and can have looked at the following locations.

The following images show the rune positions in a sequence, based upon the runes position on the building itself.

School Corridor – Harwood House Painting 5th and 2nd rune



Kitchen - Shangri-la Holidays poster 3rd and 6th rune



Site Office - End Wall Artwork 1st and 7th rune



With this information we can create an order to the Runes and Lyrics.

		Ohn Da Kitchen Shangri-la Holidays poster Rune3		
Ma Fen Site Office 3D Model – Attic 2 Rune 4	So Fen Site Office End Wall Artwork Rune 1		Fen Tok School Corridor house Painting Rune 2	Da Fen Kitchen Shangri-la Holidays poster Rune 6
Ma Tok School Corridor house Painting Rune 5				Ohn Sev Site Office End Wall Artwork Rune 7

Correct Lyric order based upon Runes, as identified by Night Vision Camera Clues

So Fen - Fen Tok - Ohn Da - Ma Fen - Ma Tok - Da Fen - Ohn Sev

Speak this into the Dark Fall pit, and 'escape'.

If you happened to complete an additional puzzle in the Boys Dormitory - the Saxton Map Place Names - you will instead find yourself drawn deep into the Dark Fall pit and exploring the world of Saxton.

Otherwise...

Souls begin to escape the pit. The OPG members are free and tell you to run for the van to escape. The building begins to shake and you make a quick exit.

The End... of the OPG!

However – The Ghosts of Harwood House told you to say the Lyric order backwards and undo the summoning which Harwood performed. Speak the Lyrics backwards into the Dark Fall pit.

Ohn Sev - Da Fen - Ma Tok - Ma Fen - Ohn Da - Fen Tok - So Fen

Souls begin to escape the pit. The OPG members are free and tell you to run for the van to escape. The building begins to shake and we make a quick exit.

You run for the van, thankfully the Dark Fall doesn't catch you and all members of The Oxford Paranormal Group escape the Time Trap of Harwood House. Events unravel - The OPG hub disappears; the displays fade as if the Ghost Hunters were never there.

The Ghost of Harwood House are quite... or are they?

The End.