



I'm not robot



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Shadow at the water's edge

Cat. The Tate orders Suki to sit up. Learn more about ryokan. Yumi, your sister will take over the ryokan. Cultural classes are in room 18. Please note that the reception is open from 07:00 to 01:00. Check the forum and see that there are 5 guests in the ryokan. Turn right and check the table. Read the article Rock Garden in the book. Learn about the different stories and their description. In the opposite corner, check the fire pit used in the tea ceremony. See the fire burning in the pit. Turn left and read the Ghost Stories of Japan book in the right corner of the door. Ryokan: The ryokan has guest rooms on the left and right flanks. The garden and reception are located in the central part of the building. Each side wing is 2 storeys. Nancy's room and the bathroom are on the left wing, while the culture room where Takae is is in the right wing. Nancy's Room: Go through the door to the left of the fire pit. The phone's ringing. Talk to Bess and George. Go up and use the room key to door, #24. Teacher Swap: Check the green box on the floor on the left. On page 10. information about the TE - Teacher Exchange program that Nancy is on. Read the student bios and classify the task in the back folder. Use the stamps on the left to mark the answers (check mark or X), and then add a sign next to the student's name (face or star). If you get enough assignments, maybe you'll get an award. Check the cards in the Japanese script in the box Ryokan folder: Open the brown folder on the right. Read the information paper. Learn how the hot springs - bath for the whole room 7. Misawa is the train station nearby. The pachinko salon is in Kure, the Exhibition Center in Matsue. A Fasca train ticket is required to ride on the train. The reception is open from 07:00 to 01:00. Check the envelopes on the left. You'll need it later. Suitcase: Turn left and open it in front of the closet. Open the suitcase and take the FASCA train pass and the English-Japanese termbook (dictionary). Bath - hot springs: Leave the room and go down to the first floor. Turn left into the hallway. See a blue curtain at the end of the hall and in room 7. Try going through the blue curtain and meeting Rentaro. Learn that the red curtain means that the bath is open to women only, while the blue banner means that only men. Garden: Turn right and forward in the hallway. Go left to the main lobby. Enter through the left door of the reception and be in the garden. Take a look around. Go ahead with the large stone lantern that is in the water. Go straight to the cherry blossom tree. Use the stone path in front of the Cherry Tree or tree bridge to cut it over to the other side. Next to the maple tree near the wooden bridge is a bamboo - water structure, which makes a knocking sound. Rentaro work shed: Go to the back wall and around the other side. The road on the left leads to the bathroom corridor. Go right and go into the shed to the right. Talk to Rentaro. Learn about the ghost. He gives you a puzzle book that you can play with. He's making a robot dog, the Rentaro 4000. Puzzles: Open the puzzle book inventory. This can be done at any time during the game. The puzzles can be done simultaneously or at the same time as you go through the game. Nonogram: Read how to play nonogram. Do the nonogram puzzle on the next page. Click on the square to darken it. Clean the right restarts the puzzle. It was me. Junior Senior Sudoku: Talk to Rentaro to return to the book. He gives back and you can read and play sudoku. There should be 1-9 horizontally, vertically and in a box. There are no duplicate numbers. Click on a number to select it, and then click on the check box to enter the number. If an error occurred, click the number you want to delete and then remove. Clean the right restarts the puzzle. A number is grayed out when this number completes the puzzle. A number is grayed out when number is completed in the puzzle. First, the square, row, or column that has the least empty areas. It was me. Renogram: Talk rentaro back back Book. He'll give it back, and then you can read and play the renogram. At the beginning, click on the number and enter the selected blank square horizontally, vertically or diagonally from an earlier number. The number then connects to the cursor. Clean the right restarts the puzzle. It was me. After you finish the renogram, talk to Rentaro. If you do not have many puzzles in the book, then return to the book; You might get an award. Sleep time: When it's time to sleep or want to do something that can only be done at a specific time; Go to your room and use your cell phone clock. Select the menu, and then select the clock. Change the time to 19:00 to move to the next day or after 1:00 if you want to move when closing the reception. Then click on the set alarm. Nancy teaches throughout the day 5-7; so there is no game during the day. Be sure to check the green box in your room to classify your tasks. Guests: Go down to the lobby and you can hear a customer complaining at the reception. Check the forum and see that there are only 2 guests left. Talk to Miwako. Cultural room - Takae: In the garden, go ahead in the back area. Go right and go into the hallway on the far right. Or use the hallway right at the reception and go forward and left in the hallway. Enter room 18, first door to the left. See the sign - Cultural room. The clock is 7-10:30. Talk to Takae, grandma. He teaches me how to write Nancy's name in Japanese. Katakana: Click to see the brush in the upper right corner. Click to hold the brush within the line and do the script with just one stroke. Stay within the lines and fill the inner area. It doesn't matter if the line is shaky (like mine). Start at the wide end and do the script after the number order. If an error occurs, take a new piece of paper from the top of the screen. Open the top drawer of the left chest. Read writing in Japanese - calligraphy. Hot Springs - Bath: Go to the other wing on the first floor. Make sure the bath curtains are red. If so, enter to check the bath. Bath: Check the baskets at right of room. Remove the Pachinko card from the vertical basket on the bottom shelf. Read the Haunted Tours paper located in the vertical basket at the left end of the middle shelf. Learn how the numbers 4 and 9 are unfortunate. Don't put the name in red. Something bad is going to happen if you don't. The glass is breaking. Take a look around. Hot Springs: Enter the glass doors left of the sink. Take a look around. Look up close with the colorful tiles on the shower wall. There's something missing. Jump into the hot springs and have a nice soy. Good for the bad back. If you sooth here often enough, maybe you'll get an award. Reception: Go to the reception and tell Miwako about the mirror. Rentaro: Go to the shed in the garden. Talk to Rentaro about Takae and the mirror. Ask the from the lobby. Portrait Wire Puzzle: Jigsaw Puzzle: a black word for a new position. Make sure that there is no wire overlap with another. 2 examples of the solution: Junior Senior Certificate of Spirit Removal: Click on the torn part of the support and see the certificate of spirit removal given to the Ryokan Hiei savannah Woodham, paranormal expert. He claims that the ryokan has been purged of ghosts and is only suitable for human habitation. Newspaper article: See and that a newspaper article was written in Japanese. This needs to be translated. Talk to Rentaro about Savannah. Find out more about Kasumi, the mother who died. Ask Rentaro about the article. He's going to be mad. Reception: Robocat Suki: Go to your room and set the alarm for 1 hour. Go down to the front desk and see if Miwako's missing. Go behind the front desk and see Suki, the robot cat. Talk to Suki. Use the Suki, tate dialogue. Look at the brown-and-black box under the counter. Suki's in guard mode. Don't try again, or the game's over. Computer: Check your computer and realize that you need a password. Note: keyboard keys are in Japanese. Keychain: Pull back and check the cabinet with openings on the back wall. See 4 color cards. There's a card missing. Read the Clipboard 300 Krolmeister card. Go back to the room and set the alarm at 7:00 p.m. See a shadow on the balcony. Open the balcony door. The screen's nod off. Look around the balcony. Another day: The next day, classify the tasks found in the green box of the room. Select this check box every new day to see if there is a new assignment. You'll see a new page in your notebook. Leave the room and call me, Bess and George. Yumi, Miwako's sister, met at a bento store. Robocat commands: George at the expo. Talk to George about the robot cat. He's going to check the cat's orders. Go down to the front desk. Talk to Miwako on the screen and certificate. Don't ask Miwako about the newspaper article or game over. Use your second chance if you don't. Origami: See finished origami at the heart of the puzzle. The patterns on the sides of origamis, which are one step before completion to the finished product. Match the pattern on the page to the finished product in the middle. Check the shape of the pattern of possible wings, legs, tail to see if they match up with the one in the center. Place the appropriate pattern from the side under the finished origami. Don't ask Takae about the article. Look at the crate on the left and open the second drawer. Read origami and learn the folds. Leave the room. Get Robocat Commands: Get a phone call from George and Bess. George talked about the creator of the robocat, and he was willing to give the commands if a puzzle happens first. George sends the puzzle to the ryokan. Go to the garden shed and talk to Rentaro. Meet Yumi, the nurse. Train station: Exit the ryokan. See the signs Left. Use the dictionary of signs and see the translation. The top sign points to the train station. Click the arrow to get to the train station. In your room you will find ryokan info paper based on the nearest train station in Misawa. The expo is in Matsue, and the pachinko salon is at the Kure stop. Map: Take a close look at the train's route on the left wall. Note that the route's transport-connection points are marked with a circle within a circle that contains the colors of intersecting paths. Click-hold-move the map to find Matsue. This is the bottom of the map, and the brown line. Note down to the connection points Misawa matsue: Misawa - Nagoya - Otsu - Aomori - Kochi - Tochigi - Seto - Niigata - Fuji - Iga - Matsue. Check out the Information panel at the top of the screen. Click on the destination you want to go to. Matsue Train Station: Puzzle Box Paper: Pick up japanese puzzle box paper on the railing of the Matsue stop. Use the back arrow to leave the train station. Make sure the expo tickets run out. Virtual Nyao - Robocat: Check the display n the robocat on the left. See how the robocat can have 5 moods. Bento Shop: Turn right on the robocat display. Go ahead and meet Yumi, Miwako's sister, at the bento store. Talk to Yumi. It's the opposite of your sister. Bento Box: Immediately try to get to fill that bento box. You will get a list of what a customer wants in a box and place them in the right square. The order and layout are shown by the icons on the right. The legend or icons report is displayed on the left. Select the left icon by clicking on it and place it in the corresponding squared square in the middle. Yumi's going to the store. It's a random puzzle. Some examples of bento settings are shown below. Click the question mark to see the instructions. Identify the icons with clues on the right (such as sandwiches, eggs or rice-shaped rabbits, bears or cats). Do the orders that show an animal in the order (eggs, sandwich or rice) first and those that appear in the 3x3 grid or most squares. Enter the colorful animals from the left in the middle of the box puzzle. The clue of an animal, slash and component completed elements must be placed in the puzzle squares first. To conclude the squares are not traces, either just an animal or just the ingredient. I did it! If you don't have enough bento orders, you might get a fee. Talk to Yumi. He runs out of bento boxes and wants to get it to his apartment at Kurume Station. He'll give you his key and phone number. The phone number is now written in the mobile phone. Keep talking to Yumi. Yumi's apartment: Train route: Turn around, forward and left to the train station. Study the route map at the left wall. Look for Kurume. See that in the middle of the map there is a pink Make a note of the or transfers from Matsue - Iga - Kobe - Miyazaki - Urawa - Kurume. Click on the target on the display at the top of the screen. Apartment: Back from the train station. Send a message on your cell phone. See pictures of Bess, George and Yumi. Use the key on the front door right - #42. It's pink! Take the bento boxes from the sink counter on the left. Take a look around. Wardrobe: Take the DVD under the pink dresses. Check the sewing kit with inks. Use the dictionary on the tin cans. Frogs: Go to the corner of the room and check the frogs over the monitor. Read Kasumi's letter, Yumi's mother to a Maryann left frog. Look under the right frog and see a license plate. Shadow puppet book: Read the book under the monitor. Computer: Insert the DVD into the player and watch a spooky shape appear. You might get an award if you look at this. Click the avatar icon on the monitor to see if you need a password. You might get another picture on your cell phone. Savannah's book: Check the bed and read the revealing ghost book by Savannah Woodham. Take Savannah's card. The phone number is automatically added to your mobile phone. Scroll through the pages and see how the story of ryokan hiei has been ripped off the book. Call Savannah on your cell phone. Scroll through your contacts, and then press call selection. Talk to Logan, Savannah's assistant. He's putting Nancy down. Call Savannah again. Logan did it again. We have to find a way to catch Savannah. Watch out for the assistant: Call Bess or George and tell them about the book and the assistant. Bess is going to flirt with the assistant to get information. Bento Shop: Leave the apartment and go back to the Bento shop in Matsue. The train journey is now automatic. You may not see Yumi at the store. Look at the time. If he's not there, go back to Misawa and your room in the ryokan. Set the alarm to 7:00 p.m. and sleep. Take the train back to Matsue and the Bento store. Enter the bento boxes yumi. Yumi gives you a phone charm. Talk to Yumi on DVD, shadow puppets and gear. Learn about the fashion program that lets you send avatars to your phone. Bento Box: Do another Bento box puzzle. Remember that orders on the right and the ingredients that you place in the box are on the left. Check the examples of the bento boxes taken over another part of the walkthrough. After completing the bento box, Yumi enters the password for the avatar program. Avatar program: Train to Kurume. You get a creepy phone call outside the apartment. Use the key to enter Yumi's apartment. Avatar password: Look closely at the monitor and then click on avatars on the right. Check the password Yumi gave you. Note the shape of the password. Click the similar shape in the lower-right corner. Move the cursor to the the shape cursor. For easy search, note the colors of the first top 3 rows of colored balls with your password. Find those colored balls on the puzzle screen. Move the shape to the selected balls and click. Make Avatars: Click on the body shape to choose a model. Click start. Choose an avatar on the left (meat tone, eyes, hair, dress, skirt, tops and head gear). The selections to the right of the icon. Click on the selection to complete the avatar body. When you're done, click done. Send to phone: Back to gallery. Select the avatar. Enter Nancy's phone number on the right: 5235554399. Send. Make an avatar for all those in the phone book: Bess, George, Savannah and Yumi. Install Avatars on your mobile phone: Open the menu on your mobile phone. Select your phone. Select a contact with the scroll arrows. Click on the settings. Use the side arrow to review avatars sent to your phone. Click Save to select your avatar. Do this with all your contacts. If you send enough avatars to all your friends' phone numbers, you can get a fee. Check the phone numbers. Savannah Woodham: Get a phone call from George. They distracted Logan from the assistant. Call Savannah until Logan's watching. Talk to Savannah. Article translation: Get him to get the news article translated. Savannah tells me to leave the article at the front desk, and Logan picks it up. He doesn't have his book. Picture(s): Get a text message with pictures of Yumi. I got a call from Logan, Savannah's assistant. He's warning Nancy to talk to Savannah about ghosts. There's a second book Savannah worked on before she left her career. Ask Logan about a copy of Savannah's first book. He doesn't help there. More from Ryokan: Go back to Misawa. Pick up the envelope they left at the front desk. This is the puzzle that George sent in order to robocat commands. Nancy's room: go up to your room. See the lights flashing and the doors open and closed in the hallway. Make sure number two is missing Nancy's room number. That's four, an unfortunate number. Enter his room. Note: Nancy's name is done in the calligraphy class on the left wall, and an origami is on the shelf of the green box. Newspaper article: Open the brown folder on the floor and get an envelope. Open inventory and take the newspaper article to be translated. Put it in the envelope. Write Logan's name automatically on the envelope. Reception: Go down to the reception. Listen to another guest complain and leave. So Nancy's the only guest. Talk to Miwako. Give the Logan envelope to Miwako. Talk to him again and leave the envelope on the counter. Talk to Miwako. Master Sudoku: Open the paper George sent. This is a master sudoku consisting of 5 inter centered sudoku puzzles. Puzzle: After solving the top left puzzle, drag it back and solve the next one. Do this until all 5 are ready. The 1-9 #s should be horizontal, vertical and in a box. There is no duplicate number. Junior Nancy will tell you if this happens correctly. All right, I'm pretty good at this. Go back to your room. Get an envelope from the brown journal and click on the finished master sudoku on it. Write George Fayne on the envelope automatically. Give the envelope to Miwako at the front desk. Senior Newspaper article: Get a text message from your mobile phone. Read the translation of the newspaper article logan. Last night, officers responded to a 911 call from fifteen-year-old Shimizu Yumi after he found his mother Shimizu Kasumi, 42, who runs the Ryokan Hiei, lying unconscious in the indoor ryokan bath. After they arrived, rescue teams were unable to revive the apparent drowning victim. Police are currently treating the case as a criminal offence, but no charges have yet been filed. If it's an accident - Alert: Sleep when it's time and set the alarm at 7pm. Culture room: Go to room 18 and talk to Takae. Learn about the tea ceremony. Identify the items used in a tea ceremony. Take a label on the right and place it in front of the item. Use the ? question mark in the lower-right corner to repeat the identification of the items. See a shadow on the balcony. Talk to Takae twice. Leave the room. Robocat Command: Get a call from George or call him. Suki's orders are to control the partner. More commands from Bess. Pachinko Salon: Train Route: Exit the Ryokan and left to the train station. Study the route map and follow the road to Kure, where the ryokan info paper states where the pachinko salon is located. Choose the route: Misawa - Nagoya - Otsu - Aomori - Ube - Sakai - Kure. Comic: Enter and look around the salon. Check out the prize booth in the center. Nancy notes that the comic seems interesting. This is the second in the top left row. You need 1,339 balls to win it. Shutterclunker: Look left as you look towards the exit. Check the shutterclunker booth. Click the slot in the lower right corner to automatically insert your mobile phone. Press the note-taking keyboard on the left. Look at the fuzzy picture of a redheaded Nancy in the slot below. Easter egg (Thank you, Stefanie): A black and white picture of a fluffy egg should have been sent to you earlier. Click the slot in the lower right corner and automatically insert the mobile phone. Select Print Photo. Click the black and white image, and then click print. Click down with the arrow and the image. Take the Easter egg behind it. Game Pachinko: Turn left from the photo booth and look up close with pachinko machines. Use the pachinko card taken from the basket to the ryokan bath in the slot at the bottom right This card can be used for any 3 active machines and do not run out of money to insert the card into the lower right slot and get 50 balls. Press the yellow button, and then select the line. Release the button to shoot the ball on the playing field. The strength of the ball's running depends on the selection of the line before the button is released. Your goal is to get the balls off the holes. There are five holes. The hole in the middle of a flower produces many more balls and jackpots. I had a lot of luck using the right side machine and selecting the 3. I also use 2 -3 balls on the playing field. Let the good times roll. If you get more than 1339 balls of different machines; go to the prize stand. Prize stand: Open the box in the lower right corner. Place the bag balls obtained from the machines there. Close the box. See the amount of balls fixed at the top. Press or click to select a prize. Get the comics second in the top left row. The lid is removed. Take the comics. The remaining balls are automatically counted. Read the comics inventory and learn about Yurei (unfriendly spirit) and EVP (electronic sound phenomena). Nancy thinks a spooky shot might be a good idea. If you play a lot of pachinko and win all the prizes, you might get an award. Acquire Savannah's book: Logan: Use your cell phone and call Savannah. Logan responds. Talk to Logan and find out if he's interested in Bess. He's going to try to get the book for Nancy. Logan again: Call Logan again and find out that he found a book, but he wants to help me get a gift from Bess. Avatar program: Train to Kurume. Enter Yumi's apartment and open avatar. Make an avatar of what Bess can as far as gear goes. Send your avatar to Savannah on 4045554478. You're getting a text from Logan that said thank you. Go back to Misawa. Back to Ryokan: Nancy's room: Go to the room and see wet footprints on the floor. Call Logan again. He's going to send me the book. Rentaro and Miwako: Go to the work shed in the garden. Talk to Rentaro completely. Talk to Miwako at reception. Talk to Rentaro at the work shed again. Nancy's room: Go to the room and see if Nancy's name is now red. Set the alarm to 1:00 a.m. Reception: Go to the back of the reception. Suki: Talk to Suki and give him the new commands he learned from Bess and George. Watch him do a lot of tricks. Finally, use the mate command. Suki's asleep. If you order Suki often enough, maybe you'll get an award. Travel brochures: Read the 3 travel brochures behind Suki. Puzzle Box: Take the brown box from under the counter. Review the puzzle box paper taken from matsue train station. Open the puzzle box: 1. Select all the slats by clicking on them. Move all the slats down with the down arrow. See the top of the page that shows that the step is done correctly. 2. select the middle bar. out to highlight the other slats. Move the middle bar to the left. 3. Select all the slats by clicking on them. Take them up. 4. Lift only the bottom bar. Move it to the right. 5. Select only the middle bar. Again, the middle bar to the left. 6. Select only the top right bar. Move the top right bar to the right. All right, it's open. Further steps to top level 7. Select only the top left bar. Move the top left bar to the left. 8. Select only the middle bar. Move the middle bar to the right. All right, it's open. Look what's in the box. Grab a piece of paper and the envelope. Use the dictionary in the envelope up close and see if you have the password. Nancy says she has to open the envelope without anyone knowing. Read Kasumi's letter to Maryann. Set the alarm and go to sleep. Next day: Get a call from George and Bess. They have the book. Cultural room: Talk to Takae. Check the left chest cupboard and see if the teapot is there. Leave the room. Bath: Go to the other wing and check if the curtains are red in the bath. If it is red, enter and go to the warm spring room. Look up close with the colorful tiles on the shower wall. Automatically the tile taken from the puzzle box is added. Fit all tiles in the left pyramid of the central diamond in the middle of a circle. Click on the tile and move the diamond in the middle. Click again to unlock the tile. Right-click to rotate the tile. When finished, the circle moves to a peephole in another bath. See Rentaro and Miwako arguing. Make a note of the ghost. Savannah's book: Go to the reception and Miwako will give you the delivery. Talk to Miwako. Read Savannah's book in the inventory. Look at Logan's letter. Read Chapter 6 of ryokan. Learn more about EVP and where Savannah placed the microphones. Call Savannah and talk to her completely. Learn about the scariest place you have visited - a castle in a small town in Germany. He's staying in ryokan's second-floor room with a secret passage that goes to the basement. He recommends checking the records of a room that he wouldn't let out. Rentaro: Go to the garden. Get a new picture from Yumi. Now that you've read the comics and Savannah's book, talk to Rentaro at the work shed about EVP. Get me a recorder. Learn about the new recorder that he makes so that he can send a recorded message to others' cell phones or computers. Rentaro wants a collar for Suki. There's a collar in the pachinko salon. Recording pages: Go to the sites that Savannah wrote in her book and use the recorder. Old cherry tree in the garden - Leave the shed and go left. Go through the tree, then turn around. For your back at the reception, click on the cherry tree trunk. Make it on the back side of the tree. Click an empty channel on the if you want to record something, click REC. Wait for the recorder to stop and exit. Fire pit in the lobby - Face the fire pit in the lobby and use the recorder. Bath - Go to the bath and face the mirror. Turn around and use the recorder. Hot spring - Go to the other room and use the recorder. I'm not responding. Left wing of the upstairs corridor - Walk to the middle of the hallway (near Nancy's room) and use the recorder. I'm not responding. Right wing of the upstairs hallway - Walk to the middle of the hallway and use the recorder. I'm not responding. Listen to the recordings: Go to your room and set the alarm to 1:00 a.m. Go to the garden shed. Click on the device on the right shelf to automatically place the recorder. Click the illuminated channel button to hear the recording. Then click the arrow button at the bottom of the machine. Recording cherry tree - Listen to the discussion between Miwako and Yumi. Yumi throws something in the water. The fire pit and the bath have ghost sounds. Find What Yumi threw: Freak out the shed. Cross the wooden bridge. Turn right at the end of the bridge and immediately turn right to see it under the bridge. Go ahead and pick up a brown thing in the water - the key to Room 18. Kasumi Secret Sites: Stone Sedire: See the stone tablet on the left under the bridge. I miss the stones. There are five indentations with pictures and a stone. Find rocks: I already have a stone in the stone sedire; Look for four more. Turn around and go ahead to the boardwalk. Go left and look at the bottom of the stone bench to the right. Take the stone by the lantern. Proceed to the entrance to the reception. Turn left and walk towards the big stone lantern. Take stone base stone lamp. Go towards the old cherry tree and pick the stone on the left side of the bottom of the tree. Go to the shed with one click and pick stone next to the lantern on the left. Rock Garden Ryoyan: Go to the first room. Read the book on the table to the left of the main entrance. Learn about the different shapes of stones. Soul stone - low vertical stone. Wide base and tapered top. Body stone - high vertical stone. Slightly larger on the pedestal than on the top and the tallest stone. Heartstone - similar to a stepping stone. Branched stone - flat on top wider than the base. Ox stone - lying stone. One end is taller than the other. Place the stones: go back under the bridge. Take a closer look at the stone plate on the left under the bridge. Place the stones in the erated slots based on shape and info from the book. Take the letters with the markings. Read Kasumi's letter to Maryanne. Room 18: Go to the #18 cultural hall. Use the door key Yumi tossed into the lake to open the door. Pick up the card on the right side of the room. This is the red security card for the key locker behind the front desk. Teapot: Go to the chest on the left wall. Open the left chest door. Remove the teapot and use the key in the bottom right drawer. Read another letter from Kasumi to Maryann. Origami: Read the origami book from the middle drawer. For book info and markings, choose the necessary steps to fold the origami: I. Mountain fold. II. Fold forward. III. Fold forward. IV. Fold unfold. A. Fold back VI. Push/invert. It looks like bamboo. Garden: Go to the bamboo-water structure at the end of the left-hand walkway. Nancy notes that it looks like the picture in the letter. Take a closer look at the bamboo post on the left. We need a suitable device. Go to the shed. Take the screwdriver to the left of the pick-up stand on the right shelf. Use the screwdriver with bamboo for water structure. Take the paper that looks like part of a nonogram puzzle. Check guest records. Open the password envelope: Fire pit: go to the fire pit at the reception. Hang the teapot on the hook above the smoldering fire. Remove the password envelope and click on the right side of the ventilated steam. See the picture. See near the envelope. Open the envelope. Read the password - Takakawa. Translate password: Your computer's keyboard is japanese-type. We need to decode the password for Japanese. Go back to room 18 and open the top drawer of the chest. Read the writing Japanese book. Check the Hiragana page and check the script for Ta, Ka and Wa. Get out of the room. Go behind the front desk. Type the password using the keyboard. Press the keys to the 4-know-how of the password - Ta-ka-ka-wa. (Remember to press the ka button twice). Press enter. Check out the 2 pages for guests and their rooms. Check which rooms are not allowed. Then check which rooms are on the second floor where Savannah was staying. Rooms 25, 30 and 33 are not listed. Easter Eggs - Puzzle Box: Enter the mate command to. Take the puzzle box and open it. Inside, find an Easter egg. Replace the password cover. It's not necessary in the game, but you might get a prize for this. Key cabinet: Take a closer look at the back wall of the metal cabinet. Read the Krolmeister 3000 information paper on the clipboard to learn more about the security system. The red card taken from the floor of the room is 18, we have all 5 cards required. Insert cards from left to right: blue card, red, green, yellow and purple. (Thank you, hi). Then rotate the button below or above each card to place the shapes below it in the image. Take the only key. It opens rooms ending at 8/9. Go to sleep and sleep. Check the rooms. Pachinko Salon: Go to Pachinko Salon in Kure. Check Fee booth to see that the collar Rentaro wants requires 2100 balls. Play pachinko until you have enough balls to win the collar. Place the to the prize box and select the collar from the right edge to the bottom row. talk about Yumi: Go to Matsue and then Shop. Talk to Yumi. Maybe you need to change the screen or go to the train station and come back. Meet the purikura booth. Go back to Misawa. Talk to Miwako at reception. Also talk about Takae in the room 18 times. Look at Takae while he's sitting down - he's falling asleep. Call Savannah, see if she knows more about the room she's staying in. He mentions a picture of a carved wooden bird that opens the secret passageway. Rentaro: Go to the garden shed and talk to Rentaro completely. Give him the collar. He's going to give it to Suki. Look at the workbench. Grab a star card. Look at the lever Rentaro's making for his planned robot dog. Talk to Miwako about Suki's collar. Find savannah's room: Since only open rooms ending at #8 or 9, go to the second floor of the right wing. Use the key in room 39 at the left end of the hall. Enter and see a star lock near the panel in the right cabinet. Use the star key on the star lock. Look around room 37. Use the star button to lock the star right in the closet. Be in room 35. I hear a strange voice. Use the star button to lock the star right in the closet. Be in room 33. You're trapped. Escape from the room: Immediately look up close at the lock on the balcony door. See that it's a crystal piece of lock. It's a timed riddle. There are six wedges in the circle. They're all similar. What do you do with one wedge - also do the other 5. Select a color on the right and fill the blank areas with the appropriate color. There are pieces that already show what needs to be placed in these areas. It cannot be saved in the puzzle, but you can stop the time by opening the save function. Good luck to you. The lock's turning. Click on the balcony screen to exit. Nancy jumps out into the garden. Secrets revealed. Look at the secret room: go back to room 39. Use the master key and type it. Use the star card on the side panels until you get to room 33. As Savannah stated, click on the carved wooden bird on the left wall. The cabinet on the right side of the door opens. Go down the hall to the other bathroom. Take a look around. This is the room you see through the peephole. Look at the walled entrance and the pool. Take a closer look at the table with the lantern. Read the faded note y m. Shut it down, or I'm sorry. Nonogram: See a small altar on the left of Kasumi's portrait. Take a closer look at the truss work above the altar. The paper inside the bamboo is automatically placed on the wall. I need another set of numbers. Find another nonogram number. Pictures: Check the text message and send more pictures to Yumi. You need to make a total of 7 color images sent by Yumi. Nancy makes a comment about printing them. Process Yumi's Pictures: Go through the secret door. Leave the ryokan and go to Kure salon. Enter the pachinko lounge. Look closer shutterclunker booth. The photo page doesn't work. Click on the slot in the lower right corner to automatically insert the mobile phone. Click on the printed photo on the right. Not all photos separately: click the picture, and then click print. Photo from the bottom slot. Take all the color pictures. Arrange your pictures: Click on one of the advanced image inventory and see all 7 squares laid out. Arrange the images to create Japanese numbers that are hidden in the pictures. Purple lines at the edges of images are part of Japanese numbers. Talk to Yumi: Go to Matsue, then bento shop. Talk to Yumi. Help with another number preparation. It's getting late. Yumi tells Nancy to stay in her apartment. Yumi's apartment: go to Kurume. Use the key to enter Yumi's apartment. Look at the bottom of the right frog on the shelf. See locked container. Enter the numbers shown in Yumi's pictures. Get the other nonogram numbers. Visit: Set the alarm to 19:00. The window's ringing. Open the window. Read the message. Go back to the ryokan. If assignments need to be listed, do so. Secret bath: Go to room 33 through room 39. Go down to the secret bathroom. Click on the grid and see the complete nonogram puzzle. Right-click to place an x on the unnum numbered squares. There are already brown squares that have traces of the puzzle. If done correctly, all Xed squares will turn dark brown to black. Solve the puzzle. Do you see a fox? Junior Senior Secret Compartment: See the secret compartment open. Read Kasumi's letter to his daughters. Take the sword. Turn back. Eek! Meet your yurs. You're underwater. It's a timed riddle. Immediately take the sword from the inventory and cut the ropes in the marked areas. Look at the yurei. Take a closer look at his arms and head. Clear things up: go up there and talk to everyone. Go to room 18 and talk to Takae. Talk to him again to find out what really happened to Kasumi. Miwako: Find Miwako. He's not here. Check the work shed. He's not there either. Take the new recorder that he built that mount. This recorder sends recordings to computers and mobile phones. An e-mail icon appears at the top right of the recorder. Look at the work table. Take and use the dictionary on the pink note. It's a work order for room 33 - it has to be completed today. Take the door-o-matic. Room 33: Go to room 33. In the infamous room. Save game here to see 2 endings. Enter the room. Use the door-o-matic on the door. Pick up the new recorder from the floor immediately. Press the channel to start recording. See the ending based on the selection of what to do with the baddie. Look at the outtakes at the end of the credits. I'll see you in The Captive Curse. This document does not without the express written permission of the author, and the content may not be modified in any way. 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