





















1. Activate Pap (while you're doing that...)
 - a. Pickup ceramic shard next to first Oni, toxin paper nearby
 - b. Statue stuck in cold lava near stables- hit with explosive
 - c. Look for mystery box with yellow tag on it
2. Cat Grenade
 - a. Cat Figurine 
 - b. Bell 
 - c. Guy Figurine 
 - i. After you have the parts, build the grenade at the table nearby the figurine
3. WW
 - a. PHD flop to get cat in cage and throw in active lava, next round find pawprints 
 - i. Track prints and throw cat grenade into circle, kill abomination
 - b. Find sleeping cat, use death perception 
 - i. Take cat to egg (don't slide or crouch), melee egg 3x
4. Suspect evidence
 - a. Use cat to shoot lanterns (map below), go to PaP door and interact with ghost
 - b. Get mask by flying from top fish wind sock, hang right at tree to get mask (interact)
 - i. Take to mask wall by PHD machine and do the simon says challenge
 1. Kill zombies in order x3 round (horns, nose, pretty, lion, angry)
 2. Shoot 3x mask locations and get evidence; right by barrels, corner of collapsed study (Wfizz), left of window next to elemental pop 
5. Accomplice evidence (must have first painting done)
 - a. Coin purse
 - i. Open mystery box with tag with cat grenade on it, firesale easier, then spin and collect coin purse
 1. Deposit coin purse at start area
 - b. Gardener (shears)
 - i. Collect bucket of water, dip in water, go to garden, don't spill
 - ii. 3x flowers to water in flower garden 
 1. Shoot orange pots to allow you to kill gardener and collect items 
 - c. Merchant (Abacus)
 - i. Melee wicker basket to drop apple and run away for 60 seconds 
 1. Return and make the zombie follow you, take him to stables and kill in front of , the merchant will come out, kill and pickup items
 - d. Nobleman/Courtier (Hat)
 - i. Get 3x decoys and throw in windows near melee macchiato, throw grenades back at the ghost in the windows (cook them)
6. Poinson Evidence
 - a. Plant
 - i. Get monks hood flower in flower garden near the lava river , bring to flowerpot 

- ii. Get ash pouch in rafters next to tea garden  , take to fissure area and run around (until health is low), add to flowerpot
 - iii. Get tree buff from a cherry tree and run in circles in front of flowerpot
 - b. Plum
 - i. Get plum  and jump on it to get pit
 - c. Pufferfish
 - i. Go to scrolls puzzle  and solve, get pestle and letter, take to kitchen 
 - 1. Interact with bowl and kill nearby zombies with brain rot, get puffer fish

7. Location Evidence (Bowl)

- a. First bowl piece near first Oni location, second piece on 3rd painting
- b. Craft bowl in tea garden area , interact with sake cup next round and pickup
 - i. Take to war room and place on tray, defend, pickup and get horse statue
 - ii. Repeat upstairs in collapsed study SE corner for calligraphy brush
 - iii. Repeat in tea garden building, kill the hellhound that spawns for tea whisk

8. Final Evidence (flags and clock)

- a. Get Netsuke of Brothers statue from stables dry lava (use explosives) 
- b. Look at numbers on clock under/near PHD, then finish defense round 
- c. Get flags from staging area and place near Japanese numbersx4, in order of what they were from the clock (might need to add them together) 
- d. Return to clock and it will return medallion crest

9. Deduction

- a. Go to traps and trigger them, after 20ish kills listen to the ghost facing the wrong way, listen for a mention of a person
 - i. Associated item in second slot (courtier/noble = hat, merchant = abacus, gardener = shears)
 - ii. Comb in first slot
 - iii. Medallion in 5th slot
 - iv. In background of painting 4, look at painting and place associated item (mountain = horse, bird = brush, or fish = whisk)
 - v. For painting 3, take suspect and doctors note with cause of death and use below tool/image
- b. Look at murder weapon, read right most note (poison table) and look at how long it takes to kill, look at animal in court record, go to that animal on metal disk and go counter clockwise the same number of spaces as hours mentioned
- c. Interact with 2x incense burners
- d. Go to egg for mini boss fight, shoot the masks around the Oni

10. Bossfight

- a. By kites near PaP
- b. Kill onis get flags, go to main area
- c. Invincible when blue

LAST WORD

PLANT = FLOWER OR PLUM PITS
EMESIS = PLUM PITS OR PUFFERFISH
PARALYSIS = PUFFERFISH OR FLOWER

ACCOMPLICE

COURTIER/NOBLE (HAT) = NEVER PLUM PITS
MERCHANT (ABACUS) = NEVER FLOWER
GARDENER (SHEARS) = NEVER PUFFERFISH

SCROLL PUZZLE SOLVER: SCINTILLA.DEV/LIGHTSOUT-SOLVER

YOUTUBE.COM/MMMMDOUGHNUTS21



u/mmmmdoughnuts21



HORSE STATUETTE



CALLIGRAPHY BRUSH



TEA WHISK



u/imtheboogie