

Y;N Guide (ver. 2019-02-20)



Prison Cell

Click at the bars (not the door) and talk with Keith.

Touch the cellar door & talk with Keith.

Touch the lamp.

Children's Room

Checkout Jack in the box.

Talk with Keith. Then touch the lamp and return to the children's room.

Checkout Jack in the box again to get the key.

Grab the letter under the bed.

Move to the dresser & investigate the upper drawers.

Move to the lamp and take the letter.

Move to the desk & solve the riddle. Check the picture book and the notebook for help.

Origami figure: rat, ox, tiger, rabbit, dragon, snake, horse, goat, ape, cock, dog, boar, cat

Return to the desk & open the safe. Grab the picture and then touch the remote control.



TV Room

Search for a small violet wire piece on the left hand side of the machine.

It's located between a loop and a hanging wire.

Open the metal case at the bottom left side of the machine.

Choose "Examine wire one more time." and then simply "Hit it".

Look at the characters to solve this riddle.

Code: 2417.

Touch hair dryer inside the broken tv.

Bath

Turn around and open the shower curtain. Take the letter.

Turn back and open all doors of the mirror cabine.

Reopen the middle one and touch the phone.



1st Trial

1. Argument: group picture
2. Argument: origami figure
3. Argument: diary
4. Argument: "I can't negate this."

Cell, Children's Room & Bath

Talk to Keith

Return to the childrens room. Click on the upper bed and get a diary entry.

Touch the pillow to receive a ballpen. Check out the cupboard to receive a letter (you can get that early, but since we are here for the diary entry, I mostly take it with me at this point of the game.)

Return to the tv room & touch the screens for a diary entry.

Return to the bath. Open the left door of the mirror cabine and get a letter.

Touch the window. No back to the bath tube. Open the shower curtain and exmamine the blood.

Do as Yin wishes and than leave the room through the door.





Hallway

Examine the mirror and the door on its left side.
Turn around and open the door in the middle.
Touch the box to get a letter.
Click on the sign to move on.

Seeley Bridge

Turn left to find a letter.
Turn left again and touch the ball to move on.



Playground

Take the small "brown" letter in the fence.
Turn around and take the letter under the slide.
Go back. Investigate the house.
Follow the haiku & click on the referred item
Haiku: check the house, then: seesaws, swing, hobbyhorse, slide, house
again (or trip)
Click on the trip (not the house) to move on.

Hospital

Touch the bed for an diary entry. Touch the book on the desk.
Grab the letter under the bed. Touch the locker of the bed in the back to get a letter.

Move to the left side.

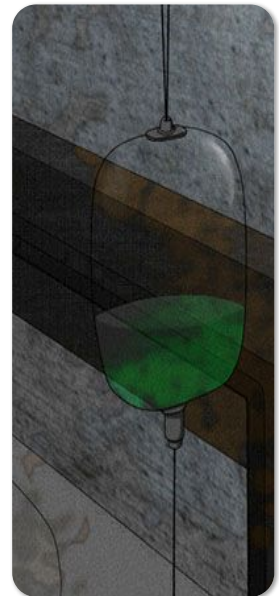
Follow the story, written in book to solve this.

Solution:

- black hamster: right
- white hamster: left, right
- black hamster: right, left, right
- white hamster: left, left

Touch one picture and get a diary entry.

Go back to the beds and click on the bicycle bell.



Basement

Move "forwards". Click on the bigger control box. Investigate the paper and receive a letter.

Go back & move "forwards".

In the area with "the door" move to the left area. Take the letter.

Return & check out "the door".

Take the key on the ground.

Return to the control box and open it.

Go back & move "backwards" twice.

Touch the chair.

School

Check out the blackboard. Take the note from the teacher desk.
Click on the big desk in front of you to trigger a scene.
Check out the door to get a letter. Do it again for a diary entry.
Take the letter on top of the locker.
Take the note below the desk. Choose to hide OR no to move.
Use your information from the black board to get the locker combination.
Hint: 1) $(4*6):2 = 12 \rightarrow 1+2 = 3$
Solution:

1. $(4*6)/2 = 12 \rightarrow 1+2 = 3$.
2. $7*7 = 49 \rightarrow 4+9 = 13 \rightarrow 1+3 = 4$.
3. $9*7 = 63 \rightarrow 8$ (wrong, it should be: $63 \rightarrow 6+3 = 9$).
4. $86/2 = 46 \rightarrow 10 \rightarrow 1$ (wrong, it should be: $86/2 = 43 \rightarrow 4+3 = 7$).
5. $5*5 = 25 \rightarrow 2+5 = 7$.

Locker combination: 34977.
Touch "it" and move on.



Subway

Move to the left and take the letter on the bench.
Move right twice and take the letter.
Move right again and take the call.
Move right twice.
Take the stone. Destroy the bottle. Take the branch. Take the glass.

2nd Trial

5. Argument: school club card
6. Argument: ball dress
7. Argument: love letter
8. Argument: Yang necklace
9. Argument: photo: sister's desk
10. Argument: photo: cellar or playground

Investigate Charon's material: crime scene photo #1: point at the clothes

11. Argument: sewing machine



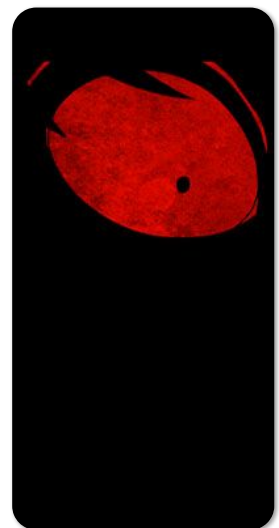
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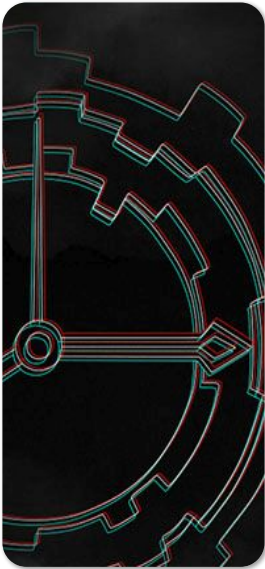
See "Endings"-section and choose your answer.

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3rd Trial

12. Argument: love letter
13. Argument: Yin or Taiyo
14. Argument: students
15. Argument: Yin and Yang necklace





Endings

There are 6 endings to this game:

- Hospital Ending: Find at least 16/17 letters. Don't promise Keith to come back.
- Reunion Ending: Find less than 16 letters. Promise Keith to come back.
- Promise Ending: True Ending. Find less than 16 letters. Promise Keith to come back & talk with him about all topic (7) in the prison cell.
- Chess Ending: Find less than 16 letters. Dpn't promise Keith to come back.
- Fog Ending: Kill Yang & choose: "No, I'm not...".
- Freedom Ending: Kill Yang & choose: "You're right.".

Letters

1. Letter (Ep1): Children's room - Under the bed
2. Letter (Ep1): Children's room - Upper bed area, turn right
3. Letter (Ep1): Children's room - Investigate the lamp
4. Letter (Ep1): Bathroom - Behind the shampoo
5. Letter (Ep2): Bathroom - Mirror cabinet, left side
6. Letter (Ep2): Hallway - After you have opened the storeroom, in the box
7. Letter (Ep2): Bridge - Turn left, bottom-left area
8. Letter (Ep2): Playground - In the fence, left side, it's pretty small
9. Letter (Ep2): Playground - Under the slide
10. Letter (Ep2): Hospital - Under the front bed
11. Letter (Ep2): Hospital - Inside the back cupboard, behind the 2nd bed
12. Letter (Ep2): Cellar - In the "exit" area
13. Letter (Ep2): Cellar - On top of the fuse-box
14. Letter (Ep2): School - Investigate the exit door
15. Letter (Ep2): School - On top of the locker
16. Letter (Ep2): Subway - From the start position: turn left: on the bench *get letter 16 & 17 before you meet the spider woman
17. Letter (Ep2): Subway - From the start position: turn right: on the track *get letter 16 & 17 before you meet the spider woman

