

**WARNING! This walkthrough contains spoilers!  
Use at your own risk.**

We describe **one** possible solution. You're free to explore the rooms in another order though. Some items can be used in different ways. And some puzzles can be solved in a different order.

Each **character** has its own **personal mission** during which he or she will learn more about themselves and their personal connection to the Grand Hotel Abaddon as the game progresses. These missions will only be hinted at during the general walk-through and summarized again at the end.

**Tip:** Depending on the chapter, the **NPCs** have a **different number**. This means that each of them will react to you differently in Chapters 2 and 3 when the situation has changed. They also move through the rooms (or you can lure them away from or to somewhere) and have different things to say depending on the location. Therefore, it may be worth speaking with them in different rooms and showing the same objects to them again later on in the game.

Here are just a few final pointers: remember to read the entries for the respective location cards (A, B, C, etc.) when you explore them for the first time.

Always follow the instructions for the various tokens. We will not describe Easter eggs or how to get the best score in this walk-through!

## Chapter 1 – Mission: Explore the hotel and gain access to the bell tower.

**Location card A:** You begin your adventure in the hotel's dining room. The doors have been slammed shut and cannot be opened. Your first task is to get out of here. Follow the setup instructions in entry 100.

Explore the room thoroughly first. You find a butter knife (#11) with the butter dish (501). You don't really need it, but it will earn you a point at the end. You find a napkin (#16) and a lemon (#28) beside the fruit platter (601). The pictures on the wall provide some interesting information. Take a closer look at them all. If you're Jack, explore the wedding photo (301)—you'll find your personal mission here (M5). The light switches (701) cannot be operated while Madame Fleureux is in the room—you'll have to lure her away later. Speak with Madame Fleureux (A94) and you'll learn that she would like to receive a small gift from the guests.

You manage to open the door (101) using the tags of your room keys (51, 53, 55, and 57). You'll need any two room keys for this. First, combine one of them with the number 101. Then place an OK tile on the door and combine the second key number with 101. You'll then be able to access ...

**Location card B:** In the hotel lobby, you encounter the terrified hotel concierge, Jerome (B95). He doesn't mind you taking a look through the guest book laid out on the counter (207). You jot down the names of a few past guests (#15). He won't let you near the room keys (307) though. The hotel entrance (407) is blocked and cannot be opened. At the bust (607) of the hotel founder, Yolanda receives information on the history of the hotel and her personal mission (M7). All of the others, who take a look at the bust, can at least learn the hotel founder's biographical data. The candelabra (807) and pianola (507) will be important later on. On the right (707), a passageway leads to the bar. But first, you all climb the stairs (107) to the guest rooms and explore these. You can open all of the rooms that someone in the group has a key for. To access the rest of the rooms, you'll have to lure Jerome away from the key cabinet first ...

**Location card D:** The blue room is Susan's room. It can be opened with key #51. Yu (and only Yu) finds a book on the shelf (403) that interests him and reveals his personal mission (M6). A glance in the mirror (103) will prove interesting for all of the characters: you'll experience a short vision of your personal story. You can each take a look in the mirror in turn now—or at different times.

The wall safe (503) can only be opened with a numerical code that you'll learn in Chapter 2. You find a black candle (#68) in the chest of drawers (203).

In this guest room or one of the others, you can give the pull cord (here, 303) a tug to summon Jerome. If you do this for the first time now, do not speak with him yet and instead leave him standing in the room. In this way, on location card B (at 307), you can first “borrow” the remaining room keys along with an additional small key (#14). Then you should speak with Jerome. He shares a little gossip before heading back to the hotel lobby. Don't forget to speak with him again in the other rooms (E, F, and G). Only in this way can he return to the lobby so that he can be summoned from there to the other rooms!

**Location card E:** The red room is Jack's room. It can be opened with key #53. The picture of twins (206) fascinates Susan—and reveals her personal mission (M4). You find a bottle of vermouth (#31) in the room's bar (106). Glancing out of the window (306), it occurs to you that it may be interesting to investigate the hotel's hedge maze; you must remember this for later. You'd better not reach under the bed (506) though—not even later on!

Use the pull cord (406) to summon Jerome again. If you don't have all of the keys yet (from 307), make up for this now (see D, F, or G). If you already have all of the keys, Jack can speak with Jerome in room E right away. Jerome will then share a minor detail with him that is relevant for his personal mission. If Jack is not in the game, it doesn't matter who speaks with Jerome to get him to return to the hotel lobby.

**Location card F:** The green room is Yu's room. You'll need key #55 for it. Search everything here. In the desk drawer (110), you find a magic wand (#37); on the chest of drawers (410), a bar measure (#10); in the trash can (510), an empty tin can (#21). You'll need the bathtub (310) later.

Use the pull cord (210) to summon Jerome (again). If you don't have all of the keys yet ... (see D, E, or G). Yu should only speak with Jerome after this. He will then receive some interesting information about his personal mission. If Yu is not in the game, it doesn't matter who speaks with Jerome to get him to return to the hotel lobby.

**Location card G:** The purple room is Yolanda's room. It can be opened with key #57. Taking a look at the tile pattern (114), you notice that it shows a peacock. You learn that a heavy weight will play a role here. You discover a bottle of rum (#42) on the shelf (414); the radio (514) confirms that you're currently cut off from the rest of the world. The dressing table (214) is only in-

teresting for Susan: she experiences a vision here and receives card #26 as a puzzle for her personal mission. The little girl's ghost speaks backwards ...

Another pull cord is concealed behind the curtain (314). It can be used to summon Jerome again. This provides another opportunity to obtain the keys in the lobby (307) (see D, E, or F). If Susan then speaks with Jerome here afterwards, she will receive an important clue for her personal mission. If Susan is not in the game, it doesn't matter who speaks with Jerome to get him to return to the hotel lobby.

**Location card C:** Once you've checked all of the guest rooms, you head for the bar. During your chat with the bartender (211), you learn that he is missing the recipe for the Abaddon Abyss cocktail. The walled-up doorway (311) originally led to the bell tower. You can't get through it anymore though—you'll have to find another way. You find a yellow rose (#13) lying on a small cabinet (611) next to the archway. It would make the perfect gift for Madame Fleureux!

But first, you continue exploring the bar. Someone has scratched something into the table (511) at the back of the bar; it's hard to make it out though. If Yolanda holds her architect's set square (56511) up to it, she can make out further details that are important for her personal mission. Alternatively, she can view the table in different lighting later on. At the bar table at the front (411), you find a newspaper (#30) with an article about the magician Maximilian the Magnificent: He was able to levitate copper objects by casting a spell with his magic wand. When you show the newspaper to Madame Fleureux, she tells you that the magician left behind a few possessions in room F. So, the magic wand (#37) once belonged to Maximilian.

The last thing you do in the bar is look behind the screen (111). You overhear a conversation between ghostly voices coming out of the wall behind it! You need to amplify them to be able to understand them clearly. Do you remember the picture of the two girls playing with a tin can telephone? The same technique will help you here: hold the tin can (#21) against the wall (111) and listen again (21111). You learn in this way that there are a few "things" locked up in the bell tower, and that there is another entrance from room G that can be opened by placing something heavy on the tile peacock. Then the ghostly voices realize someone is eavesdropping and plunge the bar into darkness. Replace location card C with location card H.

**Location card H:** It is pitch dark in the bar. Now you see it as it was in a past time. The bar is manned by the former bartender, Monsieur LeBlanc (204). You can copy the recipe for the Abaddon Abyss cocktail (#20) from his notes. It's unreadable in normal light though, and you must solve a few puzzles to learn the exact recipe.

**Solution:** Take the second digit from the rum adventure card, the first digit from the vermouth adventure card and a quarter of the number from the lemon card. You'll obtain the code 237 in this way. Read the corresponding entry—et voilà, the cocktail recipe is ready (#22).

You come across the rose (#13) again on the box in the corner (604) in case you don't have it already. The drawing scratched into the table at the back (504) now glows. Yolanda can hold up her architect's set square (#56) to it and obtain a piece of the puzzle for her personal mission (#25).

You've had enough of being in the dark now though. So, you go to the dining room to give Madame Fleureux the rose (1394). She's delighted and wanders off to the bar in search of a vase. Now the coast is clear, and you can flip the light switch (701) to turn the bar lights back on. Replace location card H with location card C.

**Location card C:** The lit bar is once again manned by the present-day bartender. You march straight over to him and hand him the cocktail recipe (22211). He now considers you a friend, and asks if you would like to take a look round the wine cellar. Thus, you gain access to room I.

**Location card I:** You find a copper barrel (#18) among the empty wine barrels (108). It's pretty heavy. Yolanda is fascinated by the inscription on the stone tile (408). She receives the second part of her personal puzzle here (#38). You find a bottle without a cork among the wine bottles (208)—remember this for later. Jack should search through the old papers in the cardboard boxes (308). He finds a page (#19) from the cookbook forming part of his personal mission there.

Now you have everything you need to open the secret passageway to the bell tower and trigger the mechanism under the tile peacock in room G. The copper barrel is not heavy enough on its own though. So, you heave it into the bathtub in room F to fill it with water (18310). Leaving you with a barrel filled with water (#46). It's too heavy to lift though. Therefore, you touch it with the magic wand (3746)—and lo and behold, you have a levitating barrel (#47)! Now you can move the barrel and place it on the tile peacock in room G (47114). The entrance to a passageway leading to the bell tower opens with a rumble. You've now successfully completed Chapter 1.

## Chapter 2 – Mission: Learn more about the ghosts and find a way through the hedge maze.

Chapter 2 also begins in the dining room where Madame Fleureux (96) asks you to do something about the ghosts rampaging around the hotel. The bell tower is the best place to start (location card J).

**Location card J:** In the bell tower, you come across several signs suggesting that some kind of rituals were held here regularly. For example, there are dates written on the plaque in the display cabinet (413), for example. You soon notice that the large bell (113) is missing its clapper. A pentagram has been etched into the round stone table (513)—it's part of a puzzle you'll need later. You sketch a copy and receive #43. You find a length of fuse wire (#12) in the stone garden urn (613).

You'd better keep your hands off the lectern (213) though: examining it summons a ghost that will steal an object from you. More traps like this await, by the way. One minor benefit: every time a ghost appears, Madame Fleureux and/or Jerome move(s) to another room and you can obtain further information from them.

From the window (313), you can look out over the hotel forecourt and gardens. Use the small key (#14) to open the window (14313). Look out and you'll see a trellis attached to the hotel wall. You can climb down it to reach the forecourt (location card K). From now on, you can always go in or out of the hotel via this route.

**Location card K:** Upon reaching the forecourt, you realize that a supernatural power is keeping the hotel entrance (102) locked. Don't even bother trying the gate (602)—it's also locked and rattling on it will only summon another ghost.

You decide to explore the hotel grounds instead. The signpost (202) indicates that you can reach the greenhouse at 402 and the hedge maze at 302. The gate to the hedge maze is firmly closed though, and the maze itself is still shrouded in darkness. Those who summon all their courage to reach into the mouth of the stone gargoyle (502) will soon notice that its sharp teeth are in the way. You'll need to protect your hand—the thin cloth napkin from the dining room will not be enough though. So, you can only access the greenhouse for now—location card L.

Location card L: The greenhouse is half in ruins. As you stand gaping at the hole in the glass roof (116), a large shard drops to the floor and chips off a piece of tile. You spot another black candle beneath it (#65). You also find a concierge's cap (#44) among the debris on the floor (216). Give this cap

to the ghost of the old concierge (87) and he will calm down and remember who he was. He tells you of the rituals that once took place in the hotel, and leaves you in peace from now on.

You discover weed killer (#24) on the shelf (416) and a strange plant with purple leaves in a pot (516). You decide to take a few leaves with you (#27). You notice at the fuse box (316) that the fuse for the hedge maze's lights has blown. You use the length of fuse wire to fix it (12316). Ta-daa: the light goes on in the hedge maze! At the same time, a secret passageway opens up that enables you to finally access the hedge maze (#L1 to #L6).

**Hedge maze:** The hedge maze is not a single location card, but consists of six adventure cards that you lay out as you explore. It's entirely up to you which order you explore the maze in. You can find the following items and clues there:

**112:** The year the hotel was established is shown on the board at the entrance: 1839.

**120:** You move from L2 to L3 here.

**212:** On a dedication plaque at the fountain, you learn that the purple philodendron was cultivated by Hotel Abaddon's gardener, Henri DuJardin. Wait a second, isn't one of the ghosts a gardener? Indeed: if you give ghost 88 the purple leaves (#27), he will tell you something about the guardians of the hotel and the two twins—that'll be interesting for Susan. From now on, he won't take any items away from you either.

**220:** From this tree, the maze's exit is almost within reach. If only you could climb over the hedge and up into the tree opposite ... You'll need tools for that though, which you won't only find in the maze.

**312:** You move from L1 to L2 here.

**320:** You move from L3 to L6 here.

**412:** You move from L2 to L5 here.

**420:** You find a diamond-shaped pattern on the board: a clue to solve a puzzle (#36). At 620 in the maze, you'll find a second clue plus information on which puzzle the two clues belong to.

**512:** Yolanda should examine the statue of the monk. Only she finds the plaque saying that Abbot Roget built the monastery—the building to precede the hotel—back in 491. This will be important later on for her personal mission.

**520:** You move from L5 to L6 here.

**612:** The well is covered and padlocked shut. The lock can be opened using key #34 that you'll find in the maze at 920. All characters can climb down into the well and out along the underground passageway at 820 to reach the sign at 420 and come close to the exit. For Susan, the well is part of her personal mission though: she finds a doll missing an eye (#29) in the passageway.

**620:** This board provides another clue (#60) for the puzzle from 420. The message reveals that it's about the code for the safe in room D.

**Solution:** Each room key has a different number of teeth. Arrange them in the order of the color code in the diamond of #36—the symbols in the fields also reflect typical patterns in the room decor. This is how you obtain the code 4312. Now someone should head over to the safe. Read entry 4312 upon arriving there. The safe door finally swings open and you find an engagement ring (#45) inside, along with a secret door.

The engagement ring belongs to the ghost bride (89). Return it to her! Before disappearing, she will tell you a story that will be particularly interesting for Susan.

The secret door leads to room M. What happens there is described after the walk-through information on the hedge maze.

**712:** You can push past the vines growing in the hedge. You should still check them though. As you do so, they begin to move and entangle the person examining them (#33). You can use the weed killer (24712 or 2433) to free yourself and acquire a long length of vine (#32).

**720:** It's another trap. Whoever reaches into the hedge calls forth a ghost. Don't do it!

**812:** You move from L5 to L4 here.

**820:** The exit to the underground passageway from the well is here (612). Turning right will take you on to L3 and ultimately the exit to the hedge maze.

**920:** You find a rusty key (#34) in the tall grass. It unlocks the well cover (612).

**990:** Going into the dead end with the hollow tree stump is only worthwhile for Yu. While all of the other characters recoil from the rotten leaves in the tree stump, Yu digs a little deeper and finds a magnifying glass (#58) buried beneath the leaves. He will need this for his personal mission.



**Location card M:** The secret door in the safe leads to a library. Only Jack finds something on the shelf on the left (105): a page from his recipe book (#35). And only Yu finds what he seeks on the shelf next to it (205): a book entitled “Modern Seances” (#41), which provides a clue for his personal mission. On the desk (305), you find a note with a diagram that will help you later (#40). Weirdly, there is a chain with a hook (#23) in the desk drawer (405). Under the carpet (605), there is nothing but a trap that will attract a ghost if you haven’t already appeased them all. The grandfather clock (505) triggers a vision, however, and you overhear a conversation.

You can now return to the hedge maze and the tree at 220 with your newly acquired chain. The chain (#23) alone is too short to help you climb up. But if you tie the vine (#32) to it (2332) to create a longer chain (#39), you can use it to scale the tree and climb over the hedge into the tree opposite. The vine snaps at the end, but you manage to get the chain back—you’ll need it later. You’ve now reached the maze’s exit! You’re standing in front of a garden pavilion around which quite a few ghosts have gathered.

You’ve now completed Chapter 2.

### Chapter 3 – Mission: Perform the ritual.

Fortunately, the ghosts milling around the pavilion are now friendly towards you. They share lots of information with you about the Hotel Abaddon and the task of the guardians here, and ask you to perform a ritual to allow the souls of the deceased to reach the afterlife. Follow the setup instructions in entry 300.

**Location card N:** You're standing at the pavilion. The friendly ghosts float around you (90, 91, 92 and 93). Speak with each ghost individually: they not only tell their personal story, but also know details of how to perform the ritual. You'll acquire cards #F1 to #F4 in this way.

Now you have a to-do list for the ritual: arrange the perfect lighting (#F1), repair the bell (#F2), find a silver pendant for the ritual and place it in the right place for the portal (#F3), and find another hidden room (#F4). Oh, and you must decide who at the hotel you trust the most, and persuade this person to take part in the ritual.

You inspect the pavilion next. The grid pattern in the roof (126) is a clue for a puzzle (#77). You find a wine cork (#82) on the floor in the pavilion (226). The beam of moonlight shining through the hole in the roof (326) is important for Yu's personal mission. He has now compiled all of the elements he needs for his mission—he can complete it now or later. You find a trapdoor concealed in the tall grass (526) next to the pavilion. You can either open it right away and climb down, or bring the cork back to the hotel wine cellar first. The route described here takes you to the wine cellar (I) first.

**Location card I:** In the wine cellar, you pop the cork back into the open bottle (82208)—and lo and behold, a secret door opens! It leads into an underground study, location card O.

**Location card O:** This is Monsieur Poulet's study. You'll find all kinds of fascinating things here. On the desk (119), you find an old message from Poulet to his daughter with a clue about where the bell clapper is hidden (#71). You need more information and tools to find it though.

The photo inscription (219) reveals that Poulet's daughter was called Gersende. Gersende Poulet—you remember the name from the guest list (207) and the wedding photo (201) in the dining room. Her husband's initials provide one further clue of the family relations ... Jack finds even more at 219, namely a page from his recipe book (#49). You find the third and final black candle (#67) in a drawer (319). Be sure to remember the busts (419) on top of the cupboard for later. You can only use the chisel (619 or #75) in the study. Use it to smash the cheap mortar at the center of the wall pattern

(519). A stone ornament is revealed behind it that provides a second clue (#78) to complement the pavilion's pattern. You'll need one further clue to solve this puzzle though. Now return to the pavilion and climb through the trapdoor (526). A passageway leads to the boiler room (P).

**Location card P:** The huge boiler heats the entire hotel. It has a valve wheel for cold water (415) and another for hot water (315). Not much happens when you turn the cold water valve wheel. And when you touch the hot water valve wheel, you burn your fingers. You're going to need protective gear for this. So leave it for now and continue exploring the room first. On the shelf (115), you find a tin of metal polish (#81). There's another message from Poulet to his daughter (#83) on the message board next to it. You learn here what you need clues #77 and #78 for, and how to use them.

**Solution:** First, put the two patterns on #77 and #78 together to make the number 254, then double this number. This is how you reach the solution: location 508, the wall in the wine cellar.

Examine the floor grating before you go though. You can use the chain with a hook to lift it (23515). Room Q is located below.

**Location card Q:** This is the oldest room in the building complex. The floor plaque (117) is a piece of foundation stone from the monastery. Yolanda can complete her personal mission here. The coat of arms on the wall (217) reminds of the guardians. Behind the ventilation grating (317), Susan—and only Susan—finds a small wind-up key (#48). She can use it to get her watch (#50) running again and complete her personal mission. There is a small box at the bottom of the wall at 417 that can be opened using a numerical code. You still need one final clue to crack this code though. You also discover a tuning fork (#69) in a floor crack (517).

**Location card I:** Now you can head back to the wine cellar. There, you hold one of your room keys to the wall (51, 53, 55, or 57 combined with 508). The ghost of the nun then appears, dissolves the wall illusion, and grants access to room R.

**Location card R:** You've now unlocked the final room: the former casino. Among the poker cards (109), you find a queen of hearts (#70) with a clue for the code to open the box in room Q.

**Solution:** It's the year the constructor of the Hotel Abaddon died, backwards. Take a look at the bust in the lobby (607) to remind yourself: it says he died in 1849, so the code is 9481.

Under this entry in the adventure book, you open the box where you find a silver pendant (#72).

Theoretically, you can use the pull cord (409) to summon Jerome here. But he is still so frightened by the ghosts that he has barricaded himself behind the reception desk and doesn't want to come out. You're going to have to help out a little—in the casino, you find the means to do this. More on that later though.

A leather glove (#79) lies on the table at the back (209). Jack can use it to reach inside the gargoyle's mouth (502) on location card K, find the final page of his cookbook (#66), and complete his personal mission.

The picture (609) provides a clue for the portal. Using the inscription from the table in the bell tower (#43) and the diagram from the library (#40), you conclude that the bell tower, lobby, and casino are relevant for the ritual. And since the lobby is responsible for the lighting and the bell tower for the sound, the portal itself must be in the casino. You're still missing a few items for the ritual though. The wall decoration (509) is a music roll (#80) that you can use for the pianola (507). It plays Beethoven's "Für Elise." So the Beethoven bust in Poulet's study must be the one you're looking for. Which brings you back to ...

**Location card O:** In the study, you tap the tuning fork on the Beethoven bust sitting on top of the cupboard (69419). The bust cracks open to reveal the bell clapper (#73) inside! It's tarnished though. So before you can use it for the ritual, you must clean it with the metal polish (7381). You insert the now shining clapper (#74) back into the bell (74113) on location card J.

Now the only thing missing for the ritual is the right lighting – and the right people ...

If you speak with Madame Fleureux in the lobby, she will offer you her help. You can then send her into any of the underground rooms (I, O, P, Q, or R), depending where you think it makes the most sense.

You'll need to trick Jerome to get him out from behind the reception desk though: use the leather glove (#79) to turn the boiler's hot water valve wheel (79315). This will make the whole hotel unbearably hot. Madame Fleureux and Jerome will then retreat from the hotel lobby into the cool bar. Great! Begin by speaking with both of them again and obtaining more information. Jerome has a few drinks to give himself some Dutch courage, and is then ready to accompany you to the casino and participate in the ritual when you use the pull cord should you wish.

Now for the lighting. You've undoubtedly already guessed that the black candles must be placed in the candelabra in the lobby. To find out how to do this, combine the number of any one of the candles with the number on the candelabrum (65, 67, or 68 with 807). Then you'll just need to arrange the candles in the correct order.

**Solution:** The symbols on the candles will help you. The mountains go with the goat, the water goes with the fish, and the cloud goes with the bird. Therefore, the correct order is 676568.

Use the candles like this and they will start to glow by themselves. (All other combinations will cause you to lose items—and ultimately points).

Depending who you trust more, you can now summon either Madame Fleureux or Jerome to the casino to help you perform the ritual. Finally, one of your characters must be in the bell tower and another in the casino.

Now you can begin the ritual ... Depending what you decide, you'll arrive at a different ending.

Either way though: congratulations, you've completed your adventure!

## Personal missions

### Susan

The twins in picture 206 in room E fascinated you—and herald the start of your personal mission (M4): you wish to learn the fate of these two girls. (Incidentally, the same two girls are also the children playing in the picture in the dining room (401).) You see one of the girls playing with a doll in the mirror (103) in room D. In room G, you experience a vision while looking at the dressing table (214) and meet the twin girls. Speaking backwards, one of them asks you for help and says that they are stuck in the well. If you talk to Jerome in this room, he will tell you more of this sad story.



In Chapter 2, the ghosts of the gardener and bride provide further pieces in the story puzzle once you return their personal items to them (gardener: leaves #27 from greenhouse L516, bride: engagement ring #45 from the safe in room D, to be opened with code 4312). You come upon the deadly well in the hedge maze (612 on L5). It was padlocked shut—after the child fell in ... You'll find the key to the padlock in the tall grass at 920 on L6. You can use this to open the well cover and climb down. You find a doll with a missing eye (#29) in the passageway that begins here.

At the start of Chapter 3, you speak with the ghosts again and obtain further details. The bride (91) is Melanie Lovejoy, the twin girls' mother. One final piece of the puzzle is still missing. In room Q, you find a wind-up key (#48) behind the ventilation grating. You can use this key to wind up your watch. The back then pops open, and you discover a dedication engraved on the inside that proves: you're Susan Lovejoy, the surviving twin. The ghost of your mother Melanie comes to you and returns your doll's missing eye to you (#62). Your mission is now complete.

### Jack

The picture of the wedding breakfast (301) in the dining room catches your eye and introduces your personal mission (M5): you want to find the missing pages from the cookbook left to you by your grandfather. In the mirror (103) in room D, you see a talented chef from a past era, who looks just like you. In room E, you learn from Jerome that a famous chef was hired specifically for weddings. Maybe the one you saw? You will in fact find



the missing pages of your cookbook scattered throughout the hotel: in the cardboard boxes in the wine cellar (I308 – #19), on the shelf in the library (M105 – #35), and under the photograph in the secret study (O219 – #49). It can't be a coincidence that exactly the pages that are missing in your book are scattered throughout the hotel — apparently your grandfather stayed here for a time. Was he perhaps the highly-acclaimed chef hired for the weddings? You won't be able to get your hands on the last page so easily. You'll need the leather glove (#79) you find on table 209 in the casino (location card R). You can use it to reach inside the mouth of the gargoyle on the hotel forecourt (K502). At the very back of the gargoyle's mouth, you discover the final missing page from the recipe book: the title page, rolled up tightly. Your grandfather's name, Maurice Magritte, is written on it in pencil. This proves it: he was the highly-acclaimed chef here at the Hotel Abaddon! When you put the recipe book together, his ghost comes to speak with you. He died in a fire at the hotel. Together, you develop some new recipe ideas. Proud of his grandson, he gives you his chef's hat (#63). Your mission is now complete.

## Yu

You find a book about ghost hunting on the bookshelf (403) in room D in which the Hotel Abaddon is mentioned. This unlocks your personal mission (M6). You catch a glimpse of your father in the mirror in this room (103). So maybe his presence does still linger at the hotel somehow ... You speak with Jerome in your room (F) and learn that someone sounding very much like your father apparently once held séances here. If you show Jerome your prism again later (5495), you'll learn that your father went to the garden pavilion at night. What might you discover there?

In Chapter 2, you find a magnifying glass (#58) in the hollow tree stump in the hedge maze (990) on L2. In the secret library (location card M), you find a page in a book (#41) on the shelf at 205 that provides a clue about how to use the magnifying glass. You can then try it out in the pavilion (N) in Chapter 3: use the magnifying glass to concentrate the moonbeam (58326) and direct it onto your prism. The prism lights up, then turns black (#76). You can now use the dark prism to hold a séance in your room (F) and summon your father's ghost. You speak with him for a while and gain interesting insights into what happens after death (#64). Your mission is now complete.



## Yolanda

You pause at the bust of the hotel founder in the lobby (B 607) to consider how your great-grandmother was involved in the building's conversion to a hotel. This unlocks your personal mission (M7): you wish to learn more about the building's history. In the mirror in room D (103), you can see the laying of the foundation stone of the predecessor building and make out that it has a star-shaped floor plan. You find another clue in the drawing scratched into the table at the back of the bar (511). You can only really see it clearly, when the bar is dark though (location card H, 504). By holding your geometry triangle (#56) at either 511 or 504, you can make out the details and copy them (#25). In the wine cellar (I), you come across another drawing (#38) on a floor tile. Hold the two drawings together correctly and they will form the number 178. You'll receive adventure card #59 through the corresponding entry in the adventure book. Now you're looking for the year when Abbot Roget took charge and laid the foundation stone for the monastery.



In Chapter 2, you happen upon a statue of a monk in the hedge maze at 512 on L1. You learn from the plaque when Abbot Roget was in charge: 491–507. So, the foundation stone for the original building was laid in 491.

This knowledge allows you to finally start something in Chapter 3: you find the monastery's foundation stone (117) in room Q. If you concentrate on the year 491 there, you'll experience a vision. You realize that a distant ancestor of yours gave the abbot the building plans for the monastery and are able to jot down a few insights from the plans and mystical explanations (#61). Your mission is now complete.