

Loch Ness Walkthrough

LOCH NESS THE FIRST DAY:

MONDAY, 17 DECEMBER 1934

At any time during the game the player can consult A.P. Cameron's notebook. It is in the inventory. The notebook contains A.P. Cameron's observations as his investigation moves forward.

Movie N1C01 : Cameron arrives at the chateau

THE SITTING ROOM

Movie N1C02 : Lady McFarley greets Cameron

Go to the office, look to the left:

- Read the paper on the desk and examine the books on the desk.
- Examine the chessboard on the table.

After the conversation with Lady McFarley, go to the room that has been prepared for A.P. Cameron.

A.P. CAMERON'S ROOM:

There is a message addressed to A.P. Cameron on the bedside table.

Pick up Cameron's bag from the bed: the inventory becomes active.

(PC: right click with mouse)

Look in the wallet in the inventory. Read the telegram that Lord McFarley sent A.P. Cameron.

Return to the ground floor.

THE SITTING ROOM:

Search the sofa where Lady McFarley was sitting. Take the locket from under the cushion.

Open the locket. Take the key and the pills.

Go to the kitchen.

THE KITCHEN:

On the right there is a wall cupboard. Take out the passkey for the chateau.

Opposite the bells there is a drawer. Open it and take out the matches and the candle.

Take the rag that is in the sink.

When the bells are rung switch on the dumbwaiter. There is a cup of tea inside.

Movie N1C03 : The dumbwaiter

Go upstairs to the laundry. (If you are facing the door to Cameron's room it will be on your left.)

THE LAUNDRY:

Take the cup of tea from the dumb waiter.

Take the tea to Lady McFarley in her room.

LADY McFARLEY'S ROOM:

Go up to Lady McFarley.

In the inventory: combine the pills and the cup of tea and give the cup to Lady McFarley.

Movie N1C04 : Lady McFarley's tea

Take the bottle of chloroform from the drawer of the commode.
Take the picture from the makeup table.
Take the key to the chest from the inventory. Open the chest in the bathroom.
Take out the attic key.

Exit the room, take the passkey from the inventory. Open the door to Lord McFarley's room.

LORD McFARLEY'S ROOM:

Look inside the glass fronted bookcase. Take the memorandum from Scotland Yard
Go to the office.
Open the desk drawer. Read the note written in Lord McFarley's agenda (15 December 1934)
Check for fingerprints on the desk: first use the copper oxide powder, and then the blank card.
Exit the room.
Take the stairs to the attic (to the left of the room).
Take the attic key from the inventory and open the attic door.

THE ATTIC:

Movie N1C05 : Cameron is locked in the attic
The door slams shut behind Cameron, locking him in.
Move forward, on the left there is a candelabra.
Use a candle and matches for light.
In a small cabinet: take the plans to the château.
(The plan becomes active in the inventory. Using this plan it is now possible to move to areas already visited.)
In the small chest on the commode: examine the photo album and remove the photo of Lord McFarley.
Take the crowbar out of the wooden box.
Move toward the small window in the tower and then move backwards.
Movie N1C06 : The monster appears outside the attic window
Use the crowbar to break the boards barring the window.
Look outside.
Take the camera from the inventory: take a photo of the monster.
Use the crowbar to force open the second door and exit the attic.
Go into the hall, there is a trapdoor: use it to access the laundry.
Movie N1C08 : Cameron goes down into the laundry
Go to the sitting room.

THE SITTING ROOM:

In the inventory: take the flask of bourbon.
Pour the contents of the flask into the small glass on the table on wheels in front of the fireplace.
Movie N1C10 : A little glass of whisky
Take the crystal that has fallen into the glass.
Go to the reception hall. (Door just across the hall).

THE RECEPTION HALL:

In the inventory: take the knife and force open the glass door of the bookcase. Take the Auld Alliance Treaty.
Open the liqueur cabinet and take the bottle of mead.
Go to the library.

THE LIBRARY:

Examine Moira McFarley's herbarium. Identify the flower drawn on the note that was in Lady McFarley's room.
Exit the chateau: go to the greenhouse.

THE GREENHOUSE:

In the inventory: take the knife and cut the phalaenopsis flower (on the centre table).
Exit the greenhouse: go to the Celtic cross on the grounds.

THE CELTIC CROSS:

Place the flower and the bottle of mead at the foot of the Celtic cross.

Movie N1C11 : The banshee at the Celtic cross

Transition to the second level.

LOCH NESS THE SECOND DAY

TUESDAY, 18 DECEMBER 1934

CAMERON'S ROOM (2.1)

The alarm on the bedside table goes off.

THE UPSTAIRS HALLWAY: (2.1)

Murmurs of a conversation are heard coming from Moira's studio.
Go to the library.

THE LIBRARY:

When the library is entered for the first time a record is playing on the phonograph.

Turn the phonograph off. The murmurs are audible again.

Go up the steps: they lead to a trap door. Lift it open just enough to see into the room. Listen to the conversation between Bruce McGrab and Moira McFarley.

The conversation is seen from above.

The trapdoor closes.

Cameron goes back down the steps and discovers an alcove situated at the far end of the library. A magnifying glass appears: examine the sculpted stone relief in the wall.

Go the entrance hall of the chateau.

THE ENTRANCE HALL OF THE CHATEAU:

Take the letter and the signet ring from Bruce McGrab's briefcase that is lying on a bench.

(Double condition: Having taken the signet ring from the briefcase and having watched the conversation between Moira McFarley and Bruce McGrab, then...)

Bruce McGrab comes down the staircase. He looks worried and upset. When he reaches the bottom of the stairs, sees Cameron and approaches him.

Movie.

Exit the chateau.

THE CHATEAU GROUNDS:

Go to the small pier on the canal.

Pick up the oars and board the rowing boat.

(***Movie N2C03: Cameron rows***)

THE DISTILLERY COURTYARD:

Look through the window of the distillery: old Ipswick is sitting at a table, filing documents concerning anthropometric studies.

Knock on the distillery door.

(**Movie N2C05 : Ipswick refuses**)

(**Movie N2C06 : Ipswick refuses **)

A new movie is triggered each time Cameron knocks

(**Movie N2C07 : Ipswick fires**)

If Cameron knocks too many times then old Ipswick will fire at the door: GAME OVER!!!

Pick up the pair of pliers between the barrels.

Go around the distillery.

Go to the shed with the water mill.

THE WATER WHEEL SHED:

Inside the shed: a water wheel and a rivulet that flows beneath the door leading to the distillery.

Walk across the shed: go to the door leading to the still room.

In the inventory: take the pair of pliers, cut the chain on the double door. Enter the room with the pond.

THE ROOM WITH THE POND:

A rivulet flows across the room into a grate in the floor.

(**Movie N2C08 : Ipswick fires**)

The second warp in the room: a noise attracts old Ipswick's attention. He comes in and shoots Cameron: Game Over.

To enter the small office: walk along by the wall.

Enter the still room.

THE STILL ROOM:

Open the door to the small office where old Ipswick is working.

THE SMALL OFFICE IN THE DISTILLERY:

In the inventory: use the chloroform and the rag.

Put old Ipswick to sleep using the rag.

(**Movie N2C09 : Cameron puts old Ipswick to sleep**)

Ipswick's bag is beside his chair. Take the book of Kelia out of the bag.

Pick up Lord McFarley's cane. The knob of the cane is sculpted just like the stone relief that Cameron saw in the library alcove.

Take the chest key hidden in the knob.

Take the cane.

Return to the water wheel shed.

THE WATER WHEEL SHED:

Use the cane to block the movement of the mill.

(**Movie N2C12 : Stopping the wheel from turning**)

Return to the room with the pond.

THE ROOM WITH THE POND:

The water has stopped, revealing a trap door in the floor. Open it and go down into the distillery cellar.

THE DISTILLERY CELLAR:

Look in the chest beneath the electric chair: take out the amber disks and the mirror disks.

Push the electric chair to one side: a secret door is uncovered.

Use the signet ring to trigger open the door.

(**Movie N2C17: The secret door behind the electric chair opens**)

Enter the catacombs.

THE CATACOMBS:

There is a large circular room with multiple exits. Take the tunnel marked with the McFarley arms. This leads to the chateau cellar.

(The secret passage leads to a large circular room with three exits. The first leads to a cellar room beneath McFarley's office in the chateau. The second leads to the locked wooden door leading to the chapel. The third leads to the tumulus (this door is also locked for the moment).

THE CELLAR:

Exit into the chateau grounds.

THE CHATEAU GROUNDS:

Return to the chateau and go to the library.

THE LIBRARY:

Go to the alcove at the rear to the left: use Lord McFarley's cane to activate the opening of the panel. This gives access to the tower.

(**Movie N2C11: The library wall passage opens **)

THE OFFICE IN THE TOWER

Use the chest key to open the cabinet at the bottom of the bookshelves.

Open Lord McFarley's safe: use the roman numerals of the Auld Alliance (MCCXCV).

Take the armchair plans.

Go up the steps: enter the laboratory.

THE LABORATORY IN THE TOWER:

On the worktable between the electric devices: take the metallic glove and the window handle.

Go back down to the mezzanine where the mechanical armchair is located.

THE MEZZANINE:

Use the metal glove when touching the armchair (to avoid being poisoned by a needle).

(**Movie N2C19: The deadly needle**)

What happens when you don't use the glove...

Open the secret compartment in the seat: follow the instructions carefully on the armchair plans from the safe.

Take the McFarley crystal.

Footsteps are heard coming up the stairs. There is a limited time to escape Sonia Stewart. McGrab has ordered her to kill Cameron.

Use the window handle to open the last window.

This is what happens if time runs out before Cameron can open the window.

(**Movie N2C15: Cameron falls to his death **)

Climb down through the window.

(**Movie : transition to the second period **)

Fergus Mohr awaits Cameron below. He takes Cameron to the studio. Moira McFarley is there. They discuss the book of Kelia, the crystals and the chapel.

LOCH NESS THE THIRD DAY

WEDNESDAY, 19 DECEMBER 1934

After his conversation with Moira McFarley, Cameron decides to return to the laboratory in the tower.

THE OFFICE IN THE TOWER

Right click on the drawer of Lord McFarley's desk: it opens partially.

The drawer is difficult to open.

The drawer contains several documents and a key is partially visible.

Second click on the drawer: it opens fully, the key inside is to McFarley's observatory. There is also a very fine Indian dagger.

Take the observatory key and the dagger.

Go up to the laboratory in the tower.

THE LABORATORY IN THE TOWER:

Use the observatory key to open the door.

THE OBSERVATORY IN THE TOWER:

There is a cabinet built into the wall of the observatory.

Right click on the cabinet door: it opens.

There is a dossier inside that shows the work accomplished by McFarley and McGrab. This document describes an experiment for the creation of a hologram of the monster.

A statue of a raven is also inside the cabinet.

Turn on the telegraph machine and follow the instructions written in the memo in the wallet in the inventory.

The on off switch for the telegraph is on the side of the box.

Set the frequency to the co-ordinates of Scotland Yard. These co-ordinates are found in the memo from Scotland Yard. (The turning dial = 75436, ID 65)

Place the following documents on the transmission plate:

- The fingerprints from Lord McFarley's desk.
- The photo of the monster.
- The message from McFarley.

(**Movie N3C02 : Telegraph, 7 Movies**)

Each document placed on the telegraph triggers a new movie.

Place a clean sheet of paper on the receiver.

(**Movie N3C03 : The telegraph receives a message**)

The telegraph buzzes and a first response is received.

Take Scotland Yard's first response off the reception plate to the left.

Go back to the laboratory in the tower.

THE LABORATORY IN THE TOWER:

Approach the hologram machine.

- Place the amber disks on the hologram machine.
- Next place the mirror disks.
- Then place the raven statue.
- Finally place the McFarley crystal.

(**Movie N3C04 : Hologram of the raven**)

Take back the statue and the crystal: return to the observatory.

The telegraph buzzes.

Go up to the observatory.

THE OBSERVATORY IN THE TOWER

Take Scotland Yard's first response.
Take Scotland Yard's second response.
Take Scotland Yard's third response.
Go back down to the office in the tower.

THE OFFICE IN THE TOWER:

Push aside the portrait of Lord McFarley: a wall safe is revealed.
In the inventory: use the Indian dagger to force open the lock on the small safe.
Take the chapel key and the poem from the small metal box.
Exit the chateau and go to the chapel.

THE CHAPEL:

In the inventory: take the chapel key and open the chapel gate.
(***Movie N3C06: The banshee appears at the chapel***)
Go to the pier.

THE CHAPEL PIER:

In the inventory: take the pliers and open the chest on the pier.
Take the cord and the grappling hook from inside the chest.
Return to the chapel.

THE CHAPEL:

Walk along the side of the chapel and stand under the tower rising above it.
In the inventory: take the cord and the grappling hook.
Toss the hook and cord up onto the chapel roof to climb up.
(***Movie N3C07: Cameron climbs up to the chapel roof***)
The hook catches in the gutter. Cameron tugs the rope to check the tension. He then climbs up and grabs the gutter (two movements).
Cameron's head appears from beneath the gutter (the camera point of view is from up on the roof)
There is a panel on the roof. It contains a series of ogams (Celtic alphabetic symbols).
Push on the symbols in the correct order to spell the name: "Sirdach". Be sure to use the book of Kelia as a reference (if the symbols were numbered from left to right the order would be 4613527).
(***Movie N3C08: The panel pivots ***)
In the inventory: use the cord to climb back down.
(***Movie N3C09 : Cameron climbs down from the chapel roof***)
Go to the far end of the chapel and read the inscription engraved on the wall.
Pivot the statues as indicated by the inscription: a hidden door opens allowing access to the chapel crypt.
(***Movie N3C10: The crypt opens***)
The panel rises, revealing a stairway that leads down to the crypt.
Go down into the crypt.

THE CRYPT:

Take the triskel on the column: a time out is triggered.
(***Movie N3C11 : The crypt closes***)
Place the statue of the raven on the column.
(***Movie N3C12 : The door opens***)
The crypt door opens, giving access to the catacombs.
Return to the cellar through the catacombs.

THE CELLAR:

Come up into the grounds and then go to the entrance hall.

THE CHATEAU:

Cameron arrives in the entrance hall of the chateau. The major-domo seems to have just left the sitting room.

Cameron approaches him.

(***Movie N3C13 : Cameron and Kumar - the major domo-speaks***)

The major-domo exits. Cameron goes to the staircase.

LOCH NESS THE FOURTH DAY

THURSDAY, 20 DECEMBER 1934

Go to the sitting room.

THE ENTRANCE HALL:

While walking to the sitting room a sound is heard: a scream from the monster.
Enter the sitting room.

THE SITTING ROOM:

Go to the window to the right of the fireplace: watch the scene outside.

(***Movie N4C02: The monster appears rapidly***)

Exit to the grounds.

THE CHATEAU GROUNDS:

Cross the stone bridge leading into the (so far) unexplored part of the grounds.

There is a ruin of a Celtic well. The well is engraved with Celtic symbols: animals like the raven of the statue. Using the magnifying glass Cameron can examine the inscriptions on the well.

Pick up a bit of broken stone.

(***Movie N4C03: The stone crumbles in Cameron's hand***)

Go to the chateau cellar.

THE CELLAR:

Take the diving helmet and boots out of the chest.

Take the diving suit from the closet.

Exit the cellar and find the wheelbarrow.

OUTSIDE THE GREENHOUSE:

A small cart with a water hose is inside the greenhouse.

Click on this cart.

(***Movie N4C04: Cameron pulls the cart***)

Cameron takes the cart to the chateau cellar.

Go back to the cellar.

THE CELLAR:

In the inventory: take the diving gear: the suit, helmet and boots. Put them in the cart.
Exit the cellar and return to the greenhouse.

THE GREENHOUSE:

Ask Fergus Mohr for his help.
(***Movie N4C05 : Cameron - the deep-sea diver***)

Beneath the surface of the Loch Ness.
Pick up the broken bottle.
Dive to the bottom and find the double doors covered with seaweed.
Scrape the doors with the bottle.
A time out is triggered: old Ipswick knocks Fergus Mohr unconscious. Old Ipswick's mission is to kidnap Moira and take her to McGrab.
Resurface quickly.

THE CHATEAU GROUNDS:

Fergus Mohr is lying unconscious on the ground next to the oxygen pump.
We hear a woman's screams coming from the chateau.
Return to the chateau: go up to the office in the tower.

THE OFFICE IN THE TOWER:

There are signs of a fight: broken objects.
(***Movie N4C07: Lady McFarley and Cameron in the office ***)
Lady McFarley enters the office: she stands in the doorway leaning against the wall (as pale as ever).
Go to Lady McFarley's room.

LADY MCFARLEY'S ROOM:

Go to the makeup table: take the revolver out of the drawer.
Go to the distillery: access is only possible from the water wheel shed.

THE WATER WHEEL SHED

Pick up the sack of sawdust.
Go to the still room.

THE STILL ROOM:

Exit by the main door of the distillery (as Sonia has locked the other door).
(***Movie N4C09: Sonia knocks Cameron out***)
Footsteps, Cameron hardly has time to turn around: a close up of Sonia right behind him (his point of view). She holds a revolver in her hand, raised and ready to strike him down. A thud and a fall are heard.
Blackout.

THE DISTILLERY CELLAR:

Cameron regains consciousness. He is locked in the cellar.
Missing from the inventory: the two crystals, the signet ring, and the triskel.
The secret passage door no longer opens.
Take the leather strap hanging on the wall.
Use the leather strap and the generator to tear the bars from the small window.
Go to the control panel: push the lever to switch on the generator.
(***Movie N4C10 : The bars on the window***)

The generator is activated, the wheel begins to turn and the strap is pulled taut. The bars are torn from the window.

Go through the window out into the distillery courtyard.

THE DISTILLERY COURTYARD:

Recuperate A.P. Cameron's bag, left on the ground by Sonia Stewart.

Sonia Stewart exits the distillery carrying a bag on her shoulder.

She sees Cameron and pulls out the revolver again: this time she means to fire it: time out.

Aim at the cord that holds the sack hanging over Sonia's head.

The sack falls on Sonia and knocks her unconscious.

(***Movie N4C11 : Sonia, 3 Movies***)

Go to Sonia, click on her bag: the bag is seen full screen, a notebook is in the bag.

Click on the notebook: it is placed in the inventory. The notebook contains an essay written by McGrab entitled: The Restoration of the Order of Uachtarcaht. Information about McGrab's projects is contained in it: clues that make it possible to decipher the enigma of the tumulus.

(***Movie N4C12 : The Banshee and Cameron***)

LOCH NESS

THE FIFTH DAY

FRIDAY, 21 DECEMBER 1934

A. P. CAMERON'S ROOM:

Exit to the grounds: go down into the cellar.

THE CELLAR:

Take the tunnel marked with the raven, enter the room with a menhir and two circular stone tablets in it.

THE ROOM OF THE MENHIR:

The two circular stone tablets can be pivoted.

Pivot the tablets. Place correspondingly in the ray of light: the symbol of Alban Arthuan (N) and the signs of Capricorn and of Sagittarius (Arrow).

The Menhir will pivot, giving access to a pre-Celtic tumulus where Bruce McGrab has set up his headquarters.

THE HALLWAYS OF THE TUMULUS:

Look through the portholes into each of the rooms.

Be careful not to surprise any members of the Order of Uachtarach!

If a time out is triggered, escape towards the right, or else:

(***Movie N5C02: An enemy conspirator surprises Cameron***)

A conspirator discovers Cameron.

The enemy shouts: "A spy! "

He shoots Cameron: Game Over.

In one of the rooms there is a man sitting in an electric chair.

One of the other rooms is McGrab's laboratory.

Look into the main room:

(***Movie N5C01: McGrab explains all***)

Move away:

(***Movie N5C03: The conspirators exit***)

When the tumulus is empty, enter the main room.

THE MAIN ROOM:

Throw the hydraulic lever on the wall behind the desk. It gives access to the other rooms of the tumulus.
Take the box on the desk. It is a receptacle for the triskel.
Take the platinum key and the metallic pliers.
Exit the room.

THE HALLWAYS OF THE TUMULUS:

Throw the switch facing the main door on the principal pillar that gives access to the torture chamber and the laboratory.
(***Movie N5C04: The cylinders turn***)

THE TORTURE CHAMBER:

To the right of Lord McFarley there is a generator, read the inscription on it.
Carefully cut the generator power. Start with the middle switch, then the right, then the left.
(***Movie N5C05: The bracelets open***)
Be careful, an error will trigger Game Over and the electrocution of Lord McFarley.
(***Movie N5C ??: Lord McFarley is electrocuted***)
Take the bottle of ammoniac from the table.
Wake up Lord McFarley using the bottle of ammoniac.
(***Movie N5C07: Lord McFarley wakes up***)
Time out to free Moira. Moira's scream is heard through the tumulus walls.
Go the room with the pier.

THE ROOM WITH THE PIER:

On the floor: the chamber that gives access to the pier.
Enter the access code found in Bruce McGrab's notes (421).
Go down to the pier.

THE SECRET PIER:

Pick up the starry key: it is in the bucket near the submarine control panel.
Follow the chain that supports the cage where Moira McFarley is being held.
At the foot of the metal pillar: use the key to activate the lever.
Move the lever correctly in order to raise the cage, or else...
(***Movie N5C09: The cage descends***)
Moira drowns.
(***Movie N5C10: The cage comes up***)
Use the metal pliers to cut the chain and free Moira McFarley.
(***Movie N5C11: Moira is free! ***)
Return to the tumulus and take the first stairway. Go up to the room where the triskel is located.

THE ROOM WITH THE TRISKEL:

Use the platinum key to open the panel of the glass tube.
(***Movie N5C12 or N5C01_P05 : The triskel heats up***)
Place the receptacle box next to the panel.
Use the metallic pliers to pick up the triskel.
(If Cameron picks up the triskel with his bare hands, he is burnt: Game over.)
Place the triskel in the box.
Take the box.
Go to the laboratory in the tumulus.

THE LABORATORY IN THE TUMULUS:

In the cupboard: take the bottles of glycerol, nitric acid, and sulphuric acid.

Look in the chemistry book on the metal bookshelves.

Follow the instructions in the book for nitro-glycerine (doses and mixing order).

Into the vessel on the worktable:

-Pour 120ml of nitric acid.

-Add 80ml of sulphuric acid.

-Then 5 ml of glycerine.

-Pour this mixture into the jar of distilled water.

-The nitro-glycerine will settle at the bottom of the distilled water.

-Place the dropper in the vessel.

-Place the sawdust into the empty bottle to the right of the table.

-Using the dropper, place the nitro-glycerine in the bottle.

-Pick up the bottle of nitro-glycerine stabilised as dynamite.

Go back down to the secret pier.

THE PIER:

Board the submarine, place the bottle of nitro-glycerine on the submarine.

Exit the tumulus. Return to the chateau. Go up to the observatory in the tower.

THE OBSERVATORY IN THE TOWER:

Use the laser to fire at the submarine.

(**Movie N5C10: Firing at the submarine**)

(**Movie N5 C11 : The submarine explodes**)

After destroying the submarine, exit the chateau and find the Banshee on the grounds.

THE GROUNDS AND THE CELTIC CROSS:

Place the box containing the triskel and the three crystals at the foot of the Celtic cross.

(**Movie N5C16: Final**)