

The background of the title area is filled with various sizes of dark red blood splatters and stains, creating a gory and horror-themed atmosphere.

Haunted Minds

VR HALLOWEEN

Game Manual

Main Menu



The game starts with the player standing in front of the hospital building with the option to select a level or start the game. 'Level Select' brings the player to a room where they can choose their level and 'Start Game' opens the front door of the hospital. They can now click on the door to enter the building.

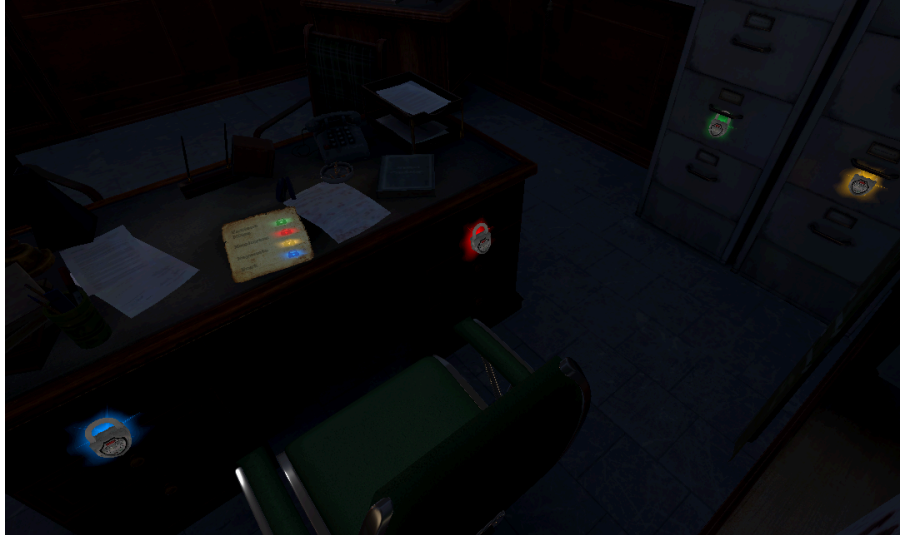
Level 1 - Director's Office



The players read the [Introduction Letter Prop](#) that tells them to meet the Director in his office. The VR player starts in a Hallway with Halloween decorations, doctors, patients and a receptionist. Nobody responds to the players actions so they will have to make their way to the Directors Office by reading the signs next to the doors. [The Office is on the left side of the hall, when you're facing the Receptionist.](#)

When the player enters the Office, they will no longer hear the sound of people talking. They can explore the Office and complete the puzzle, but if they check outside they will discover that there is nobody in the hall. They are all alone. If the player chooses to leave the Office and go back in, the door will slam shut behind them, locking them inside of the office until the puzzle is complete.

When the player enters the Director's Office, they will find that the office is silent and empty. They will have to continue their investigation without the help of the Director.

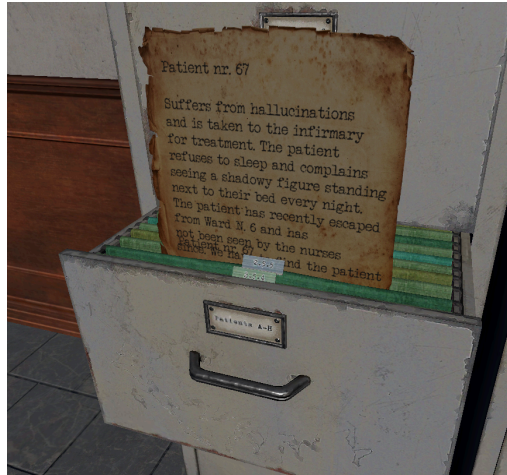


The Introduction Letter mentioned that the Director will tell the player about the missing patient and show them their files. Without the Director, the player will have to find the patient's file. In the Office near the Director's desk are **4 locks, shining with different colors** and a **letter** that tells the player what each of the locks is for. On the letter, the player can see that the **Green Lock** is the one that belongs to the patient files.



The Introduction Letter has some strange symbols on it that will help the player find the Green Lock's code. The player can **interact with the certificates** on the wall behind the director's desk. This will **slide them aside** and reveal a **Symbol** with a **Letter from A to D**

The **symbols** can be found on the prop and will **give the player a number**. The **letters** found in the game will tell the player **in which order** the numbers should go. The final solution to this puzzle is: **8614**



The player puts the code into the Green Lock and opens the drawer to find some information on the missing patient. The only important details are that the [patient's number is 67](#), they were [taken to the Infirmary](#), they managed to [escape Ward N. 6](#) and were not seen since. Clicking on the document opens the door to the hallway and the player is able to continue.



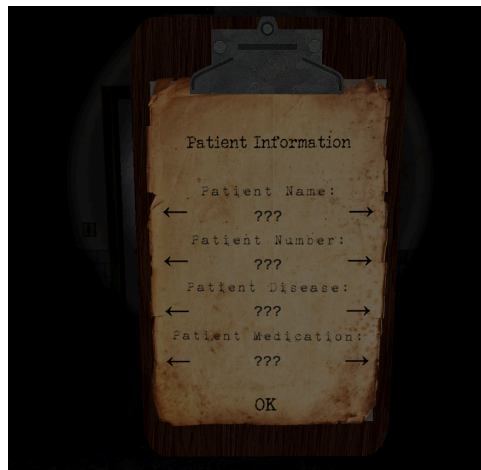
Attached to the Introduction letter is a [piece of paper with serial numbers](#) and the names of rooms. The player can [enter the Receptionists room](#) to take the key they need to get into Ward N. 6 that leads to the Infirmary (next to Director's Office). Left of the keys is a [Security Keys Book](#) that will show the player which code belongs to each key. [Key 2](#) is the one the player needs to enter the Infirmary.

The player will also need to [take the Flashlight](#) from the Receptionist's desk to enter Ward N. 6 or the game will tell the player it is too dark to continue.

Level 2 - Infirmary



The Infirmary is played in the dark. Starting in the hallway, the player opens the door to the Infirmary and enters the room. Here they will find **beds with patients** and **clipboards at the foot end of the bed** with a blue highlight.



Clicking on these clipboards will allow the player to **pick them up and edit** their contents. On each clipboard the player can edit the information of the patient's names, numbers, diseases and medication with the arrow keys. **Pressing 'OK'** will **check if the information on the clipboard is correct** and if it is, the player will hear a sound and the clipboard can no longer be edited.

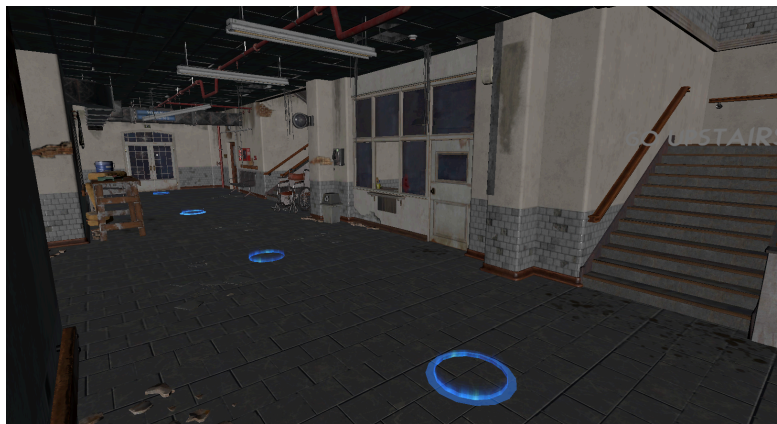
To find the correct information, the players will use the Clipboard Prop with pieces of the patients' personal files. The information is incomplete, so the players will have to [use the descriptions of the patients](#) to find them in VR and [fill in the missing information](#) on the clipboard that belongs to the patient. There is no information about patient 67, but by filling in all the other clipboards they will be able to fill in patient 67's clipboard with the remaining information.

The correct information on the clipboards is: (num - name - disease - med)

1. 18 - Emily Taylor - Maniacally Obsessed - Electrotherapy
2. 33 - David Blackwood - Bloody Hemorrhage - Mysti-Kraut
3. 51 - Ryan Sterling - Fungus Plague - Moondrop Pills
4. 5 - Alexis Shadov - Nightmare Delusion - Syntho Calm
5. 26 - Nathan Roberts - Shadow Fever - Neo Vitalis
6. 67 - Sam Morgan - Vivid Hallucinations - Neuro Trance

When the players [finish all the clipboards](#), the Infirmary door opens and the players will be able to continue their investigation by going into the hallway, towards patient 67's room.

During this level the players will start seeing a dark, ghostly silhouette that stares at them from the shadows. This ghost will watch, but not engage.



When the player re-enters the main hall it is dark and in a worse state than before. Halfway through the hallway, the player will be jump-scared by the ghostly shadow and will be able to continue up the stairs to the right of the Receptionist afterwards. This will take them to the upper hallway, where they can find patient 67's room.

Level 3 - Patient 67's Room



The player must **find and enter patient 67's room** in the hallway. There are name plates next to the doors and the correct door is found **at the end of the hallway to the right**. They will **need a key** to open the door, which can be found with a faint blue glow on the **staircase to the right**. Opening a wrong door will show the player a short creepy animation. Opening the right door will bring the player into the patient's room.



Patient 67 'Sam Morgan' is found laying on the floor and appears to be a woman. At first sight the player is only able to [interact with a note on the bed](#) that explains patient 67 was trying to banish the shadow figure with a spell without success. The patient then tried to create a potion in the operating room, but the electricity shut off before she was able to complete it.

The prop with the Latin text and symbols give the players the hint **'THE DARK REVEALS WHAT CANNOT BE SEEN IN THE LIGHT'** and the players can [turn off the lights](#) in the room by [using the light switch next to the door](#). Turning off the lights will reveal a pentagram with candles, which is the puzzle the players need to solve.



The correct order of this puzzle is:

1. Bottom left
2. Top
3. Bottom right
4. Top left
5. Top right

To complete the ritual, the players need to [extinguish the candle flames](#) in a specific order. The correct order can be found by [looking at the symbols in each point](#) of the pentagram's star and looking at the [order of the symbols](#) in the prop's Latin text. Completing the ritual will result in patient 67's body becoming possessed by the shadowy spirit, who is a Witch.

Level 4 - Machine Room

After the Witch - who is now possessing patient 67's body - leaves the room the player finds themselves back in Ward N. 6 to turn on the electricity of the building. Still in the dark, the player **enters the machine room** while the Witch is creeping around.



The players can **use the prop with the machine's instructions** to operate it. By **turning the switches** the right way and **pressing the big dark blue button** the machine goes through 3 phases. When the players reach the third phase, the lights turn back on and they are able to progress to the next level.

The Witch can be spotted three times in this level. First when the player **opens the door to the machine room**. The Witch will peek around the corner and shriek, which will be the most obvious scare. She can be heard crawling along the wall and will watch the player **from the corner of the ceiling**, to the top right of the door. If the player spots her, she will wait until the player looks away and quickly disappear. After a short while she will be waiting **behind the window** for the player to look outside. If the player happens to look at the window, she will jump up and bang the window loudly.

Level 5 - Operating Room



In the Operating Room, the players find what remains of patient 67's attempt at finishing the potion that is meant to banish the Witch. They will attempt to finish what 67 started by **restoring the power** to the room's machines so they can turn on the stove and finish boiling the potion.



First the player **opens the electricity box**. The Inventory List prop can be used to determine which switch needs to be set to on or off, but the 'blood type' information is missing. The player can find this information by looking for blood bags in the level.

The correct order is:

1. OFF 2. OFF 3. ON 4. OFF

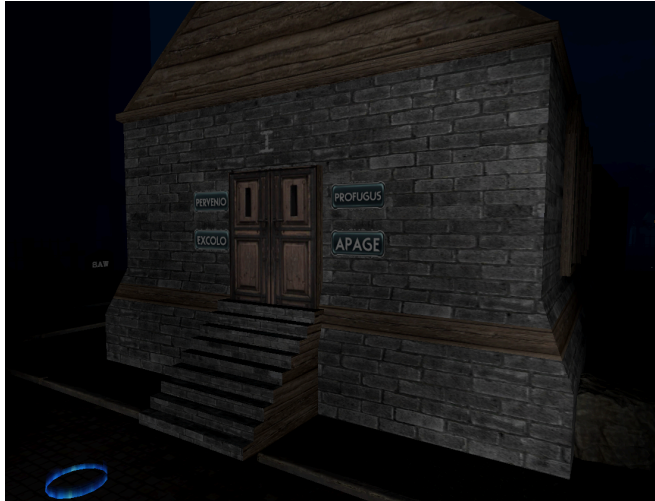
5. ON 6. ON 7. ON 8. OFF

If everything is correct, turn on the main switch.



Unfortunately for the players, the Witch shows up before they are able to brew the potion to put a stop to their plans. She takes the players away to the cemetery for the final showdown.

Level 6 - Cemetery



At the cemetery, the player will find tombstones with words on them and 4 large buildings they can walk around and between. The buildings are numbered from I to IV and have **four words** shown at the door, of which the player should **choose the correct one**.

With the Banishment Spell prop, the players go around the cemetery to **collect the answers** to the questions on the scroll **from the tombstones**. When they fill in the answers on the prop, they will be able to use the numbers that go with each letter of the word to fill in the spell on the second scroll. The four words of the final spell are the words the player should select on the big building.

During this level the Witch will also come after the player and can be heard as she gets closer. **Looking directly at the Witch** will stop her from moving, so it is important for the player to pay attention to the Witch while they are looking at the tombstones.

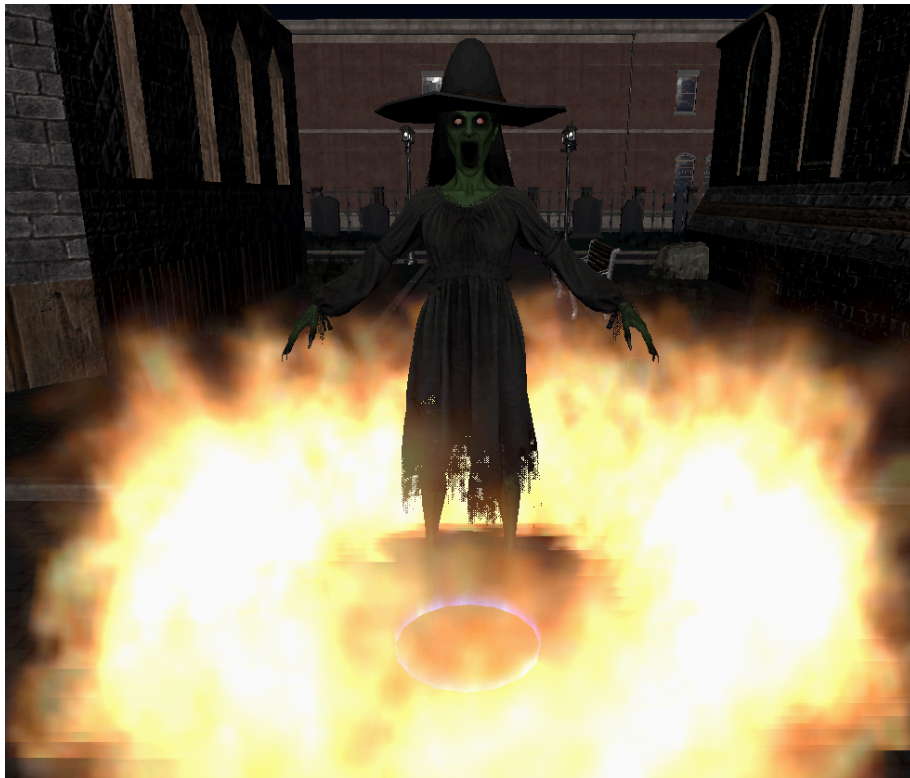
Each time the player chooses a correct word on the building, the game will **move to the next phase** and the Witch will move a little faster than before. If the Witch catches the player, they will see a 'Game Over' screen and will be able to try again from the first phase of the level.

Once the player completes all four phases of the level, the church bells will sound and the players can find the Witch at the center of the level in between the big buildings.

The final spell and order of the words that should be chosen on the buildings:

1. Apage
2. Scelestus
3. Daemon
4. Abscede

“Turn Away Wicked Demon, Begone!”



They can press a button to start the spell and banishment of the Witch. After this the game is done and the players have won!

Thank You For Playing!