

## 'THE LIBRARIAN' WALKTHROUGH

After closing the windows, **light the candle** by the bed.

**Talk to the Library Agent.**

**Read the note.**

**Talk again to the Agent and pick up the Library Key.**

**Go downstairs.**

**Pick up the wine decanter.**

**Open the wardrobe and pick up the Librarian uniform and the Spirit dagger.**

**Dress up.**

**Leave the house.**

Outside the house there are some bushes moving. **Go near the bushes** and a beast appears blocking your path.

When the beast starts drinking water, intoxicate it by **pouring wine from the wine decanter into the puddle.**

**Go to the town's Main Street.**

**Try to unlock the Library door.**

Find the **broken window** at the side of the Library and **jump down.**

**Pick up the tree branch.**

Go to the leftmost bookshelf. There's a book missing. **Put your book in the socket.**

A trap door opens at the rightmost bookshelf revealing a strange machine.

**Look the strange machine.** The handle is broken.

**Use the tree branch as the handle and activate the machine.**

The door to the main level opens. **Go upstairs.**

There are four statues with symbols and one of them holds a sphere. Leave them alone for now.

Go to the right and you'll find your former colleague dead on the floor.

**Look at him and pick up the red lens from his pocket.**

**Go upstairs.**

Go to the left of the room and you'll find a lectern with a round socket but you still don't have anything that fits. Maybe the sphere of the statue would work?

Walk to the right again.

You find a dead student. **Look at him and rise each one of his fingers** to reveal some symbols.

**Press the statue buttons using that combination of symbols:**



The Lady statue crumbles dropping the sphere.  
A corroded soul leaves the remains of the statue and confronts you.  
**Kill her with the spirit dagger.**  
**Pick up the sphere and go upstairs.**

**Use the sphere with the round socket.**  
The lectern opens revealing a book. **Read the book.**  
The book closes suddenly liberating some poisonous dust.  
You wake up. The Library has changed. **Go upstairs.**

You find a column with several symbols.

There's a bright candle on each floor of the Library. **Use the Librarian's red lens on each candle** revealing four symbols. Those are the symbols you have to use on the column by order from lower to higher floor:



**Climb the ladder.**

**Climb the right ladder.**

You arrive to the Library top floor. **Walk to the left** and you find a closed glass door.  
**Go to the right** and you find what was disturbing the Library: a giant crow.  
Below the crow there's a key you'll need to exit the Library but the crow won't allow you to pick it up.  
Her screams breaks the glass door. **Walk to the left and enter the corridor.**

At the next room you find the reason of the crow's anxiety: her baby got trapped.

Carefully, **pick up the baby crow** and bring her to her mother. She grabs her and leaves the Library.

Well done! As always, you found the way to bring back peace to the Library.  
Now you can go back home and have a deserved rest.

**The End.**