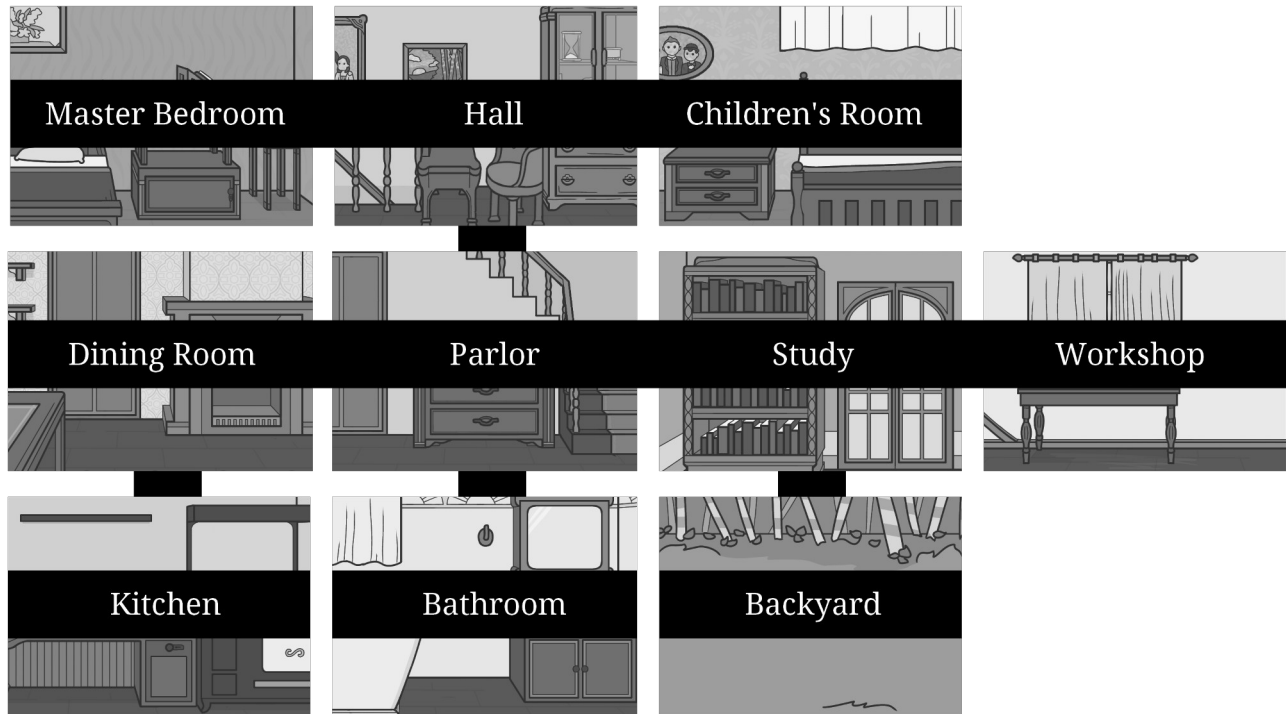


MASTER SUITE PRESENTS  
THE LIFE AND TIMES OF DANIEL VASTBERADEN  
TEXT GUIDE

General content warnings: blood, body horror, death, familial strain, insects

General controls: Click on items in your inventory to select them, then on the correct thing in the room to use them. Click on doors or the back arrow to progress between rooms. Click on the person you are speaking to to start or progress dialogue.  
Items are indicated by [brackets]. Other notes & optional tasks are in (parentheticals). 'Focus' means to click on an object to progress to another screen.

# MAP



## CHAPTER I: THE LOOM AND THE CHILD AFRAID

Content warnings: drug use (medicinal)

- (Try the master bedroom door--"Locked, but I can feel the key is still in it")
- (Focus on the portrait, then click on any of the people)
- Get the [boning knife] from the kitchen
- Get the [paper] from the study
  - (Try the workshop door--"Locked")
- Use the [paper], then the [boning knife], on the master bedroom door
- Click on the paper to slide it out, then get the [key ring]
- Use the [key ring] on the workshop door
- After the memory scene, focus on the loom handle, then click on it again
- Rotate the hexagon tiles to connect the image--a dragonfly
- Click on your head to put it back on
  - (Click on the arrows on the left-hand side to use your head as an item)
- Focus on the well in the backyard, then on the crank to draw the bucket up
- Place your head in the bucket, then click the crank
  - Note the writing inside the well--QZV 1837
- Click the top of the screen to exit the well, then pick up your head
- Use the code on the lockbox in the dining room
- Get the [opiate] from the lockbox
- Click on the bottom drawer in the parlor to get the [bandages]
- Click on the top drawer in the children's bedroom to get the [scarf]
- Focus on the mirror in the bathroom
- Use the [opiate] on yourself
- Use the [bandages] on yourself, then use the [scarf] on yourself
- Click the cicada twice to finish the chapter

## CHAPTER II: FAMILY AND LACK THEREOF

Content warnings: drug and alcohol use (medicinal), child death

- Focus on the writing table. Note the code in the upper right--2412
- Speak to Clara. Get the [honeypot]
- Click on the bottom drawer in the children's bedroom to get the [cup and ball]
- Click on the top drawer in the parlor to get the [matches]
- Use the code on the lockbox in the dining room. Get the [opiate]
- Focus on the countertop in the kitchen. Get the [empty pot]
- Place the [empty pot] in the bathroom sink
  - (Try the faucet--"Nonfunctional.")
- Open the sink cabinet
- Place your head in the sink piping, then click on the sink. Get the [pot with water], then pick up your head
- Enter the study. After the memory scene, focus on the left bookcase
- Rearrange the books to fit the pattern (concentric diamonds)
- Focus on the book on the table. Note the formula--1 part distilled wine, 2 parts opiate, 3 parts honey, 3 parts powdered foxglove
- Enter the backyard. Give Thomas the [cup and ball]. Get the [foxglove] from under him
- Get the [cask key] from the workshop
- Use the [cask key] on the locked cask in the kitchen. Get the [wine]
- Focus on the countertop
- Place the [honeypot] and the [opiate] on the left side of the counter
- Use the [foxglove] on the mortar and pestle
- Place the [wine] in the glass container on the right
- Place the [pot with water] on the left hob
- Turn both gas handles. Use the [matches] on both hobs.
- Click on the ingredients to place 1 part into the pot, following the formula
  - (Note the counts in the upper left. If you make a mistake, back out, then refocus on the countertop)
- When complete, click on the teacup to pour it, then click on it again to get the [medicine].
- Give the medicine to Violet in the children's bedroom
- Click on her box, then click the cicada twice to finish the chapter.

## CHAPTER IIV: HERMAN BELETTE

Content warnings: invasion of privacy, infidelity, possible assault

- Speak to Herman in the hall
- Focus on the desk. Drag the compass pieces to assemble them
- Click once after the dialogue to return to the hall
- Click on the drawer on the cabinet to get a [wooden figure]
- Click on the top drawer in the parlor to get a [wooden figure]
- Get a [wooden figure] on top of the oven in the kitchen
- Get a [wooden figure] on the bathtub in the bathroom
- Enter the backyard. After the memory scene, get a [wooden figure] on one of the graves
- Enter the children's bedroom. Give the [wooden figures] to Thomas
- Get the [molding clay]
  - (Read the diary in the master bedroom)
- Focus on the lockbox in the master bedroom
- Use the molding clay on the keyhole. Click on it again to get the [key mold]
- Place your head on the seat in the workshop, then focus on the machine
- Use the [key mold] on the bottom compartment
- Use the levers on the side to match the top key to the mold
- When complete, click on the top key to get the [lockbox key]
- Back out, then pick up your head
- Use the [lockbox key] on the lockbox in the master bedroom
- Get the [photograph]
- Give the [photograph] to Herman
- After the scene, pick up your head, then focus on the desk
- Click through twice to finish the chapter

## CHAPTER IV: OBLIGATIONS

Content warnings: gun violence, childhood trauma

- Get the [knife] from the kitchen
- Get the [broom] from the hall
- Click on the bottom drawer in the children's bedroom to pull it out
- Focus on the bottom drawer
- Use the [knife] on the drawer's bottom. Get the [toolbox key]
- Use the [toolbox key] on the toolbox in the workshop. Get the [trowel]
  - (Speak to Thomas in the study)
- Give the [trowel] to Thomas. After the scene, get the [pen]
- Get the [towel] from the bathroom
- Use the [towel] on the fireplace to smother it
- Place the [broom] on the stand, then place your head on it
- Click on the fireplace to go to the rooftop. Note the map. Back out
- Use the pen on the diary in the master bedroom to mark the map. Get the [map]
- Give the [map] to Thomas in the backyard
- Back out, then reenter the backyard
- Get the [key ring] from Thomas
- Click on the right pillow in the master bedroom. Focus on the box
- Use the [key ring] on the box. Get the [revolver]
- Use the [revolver] on Herman
- After the scene, focus on the backyard door
- Use the [towel] on the blood spatter
- Click the cicada twice to finish the chapter

## CHAPTER V: FLEEING THE NEST

Content warnings: human bones

- (Speak to Thomas in the children's bedroom)
- (Read the diary)
- (Speak to Clara in the parlor)
- Click on the box in the master bedroom. Get the [ribbon] and the [needle]
- Give the [ribbon] to Clara
- After the scene, get the [fork] from the kitchen
- Get the [locked case] and the [rope] from the backyard
- Enter the workshop. Focus on the machine
- Get the [empty battery]. Back out, then focus on the table
- Place the [fork], then click on the hammer. Get the [exposed fork]
- Place the [locked case], then click on the hammer. Get the [smashed ring]
- Use the [empty battery] on the bathroom sink. Get the [filled battery]
- Place the [filled battery] in the machine. Click on the crank five times to charge it. Get the [charged battery]
- Focus on the right bookcase
- Click on the books to pull them off the shelf
- Place the [exposed fork], [smashed ring], [needle], and [charged battery]
- Click on the lever
- After the scene, place your head on the study table, then use the rope
- Focus on the hole to the basement
- Get the [lockbox key] on the bottom shelf
- Use the [lockbox key] on the lockbox in the master bedroom. Get the [skull]
- Give the [skull] to Thomas
- After the scene, focus on the ribbon
- Click three times to finish the chapter

## CHAPTER VI: THE FIFTH FUNERAL

Content warnings: corpse handling

- Enter the master bedroom. Focus on Clara
- Click twice to progress. Get [your darling]
  - (Read the diary)
- Click on the top drawer in the parlor to get the [sewing scissor]
- Focus on the portrait
  - (Click any of the people)
- Use the [sewing scissor] on the portrait. Get the [pinion]
- Enter the dining room. After the memory scene, focus on the shelves
- Use the [sewing scissor] on the doll. Get the [windup key]
- Take the tarp off the seat in the kitchen
- Place your head in the seat, then use the [sewing scissor]. Get the [blood]. Pick up your head, then back out
- Focus on the cabinet in the hall
- Use the [windup key] on the music box. After the scene, get the [playing needle]
- Speak to Penelope in the backyard. Get the [chain necklace]
- Place [your darling] on the machine in the workshop
- Place the [pinion] on the bottom section of the machine, then place the [chain necklace] there
- Use the [blood] on the funnel of the machine
- Focus on the top wires
- Follow the wires, then click on the knobs in numerical order by the wire they are connected to
- Click on the large knob to pull it
- After the scene, click on the machine door
- Focus on Clara
- Click three times to finish the chapter



## CHAPTER VII: EMBERS

Content warnings: defiling a grave, setting a person on fire

- (Speak to Bernadette)
- (Focus on the shelves. Read the news clippings)
- Enter the kitchen. After the memory scene, click the oven to get the [matches]
- Get the [axe head] and [shovel head] from the workshop
- Focus on the cubby in the hall
- Get the [short rod], which combines with the [axe head] to create the [axe]
- Peel the wallpaper in the cubby. Note the slot
- Click on the broom in the children's bedroom. Get the [long rod], which combines with the [shovel head] to create the [shovel]
  - (Read the diary)
- Use the [shovel] on the rightmost grave in the backyard. Get the [slide rule]
- Use the slide rule in the slot on the cubby
  - (Click on the cubby--"I cannot see inside of there in one piece.")
- Use your head on the cubby
- Click on the loose page to pick it up and read it. Back out
- Use the [axe] on the tree in the backyard four times. Get the [firewood]
- Use the [firewood] in the fireplace in the dining room, then use the [matches]
- After the scene, rotate the square tiles to connect the image--a cicada
- Click twice to finish the chapter

## CHAPTER IIX: MACHINATION FINALE

Content warnings: suicide, bright colors

- (Read the diary)
- Take the tarp off the machine in the workshop
- Place your head on the machine, then click the knob
- Speak to Quincy
  - (Speak to Gabriel and/or Jasper)
- Go left. Speak to Clara. Get the [turquoise cog]
- Go left. Speak to Herman. Get the [green cog]
- Go left. Speak to Penelope. Get the [chartreuse cog]
- Go left. Speak to Thomas. Get the [red cog]
- Go left. Speak to Bernadette. Get the [yellow cog]
- Go left. Focus on the gearbox
- Place the gears so that the bottom right gear connects to the top left cog:
- Place the green or the yellow cog directly above the bottom right cog
- Place the turquoise cog directly to the left of the bottom right cog
- Place the chartreuse or the red cog to the upper-left of the turquoise cog
- Place the green or the yellow cog directly to the left of the previous cog
- Place the chartreuse or the red cog to the bottom-right of the upper left cog
- Click through to finish the chapter

## EPILOGUE

No additional content warnings

- Enter the workshop
- Open the machine door. Get the [phonograph cylinder]
- Focus on Daniel's head. Click twice to get the [dragonfly]
- Enter the hall. After the scene, click up to enter the attic
- Use the [phonograph cylinder] on the phonograph
- After the scene, click on the page
- Click again to finish the chapter