Basalt Bracken

The Night That Keeps Repeating

FREE PRINTABLE BONUS



The book has everything you need to play. These pages are extras: a new short case set in Ellerthorn House, two extra Echo Loop boards for the nights when the clock will not let you go, and clean copies of the pages you write on, so you can play again, or play side by side with a friend.

Contents and printing tips: page 2.

Inside this bonus

A new case: The Missing Winding Key

Two extra boards: for the Echo Loop

Printable copies: 17 pages from the book

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How to Print

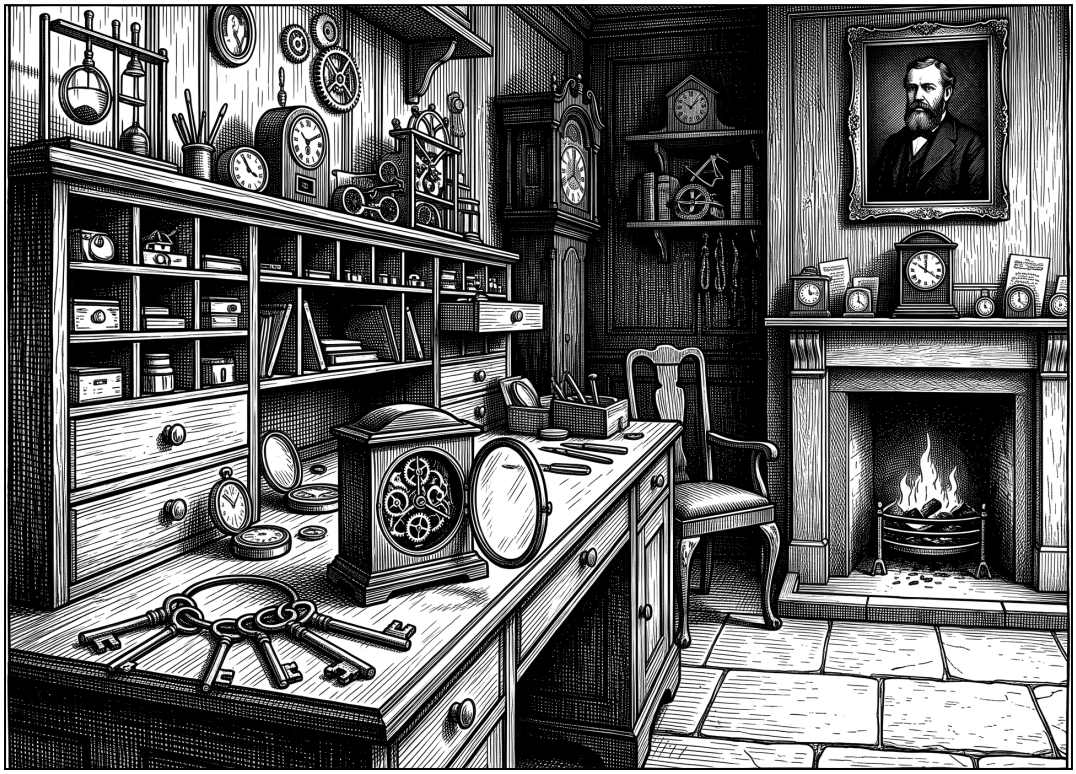
Print at **100% scale** (actual size; turn off "fit to page" and "shrink to fit"). This file is made for **A4** paper; a US Letter version comes in the same download. Black and white is fine: nothing here needs color. Print single-sided, so that no page ends up on the back of another.

Each copy says which page of the book it replaces. The § numbers and page numbers on the copies refer to the book, exactly as there.

Safe to read at any time. The new case gives nothing away about the book, so you can play it before, between, or after the seven nights. The printable copies are the same pages as in the book, only clean.

The Missing Winding Key

A short case from Odette's notebook



A year before the night that keeps repeating, on the evening of her birthday, Odette Ellerthorn climbed the tower stairs at five minutes to seven to wind the great clock, as she does every evening. The hook beside the clock case was empty. The winding key was gone.

Between six o'clock and a quarter to seven, four of her servants had each gone alone into one room of the house, one at a time, a quarter of an hour apart. Whoever went into the Clock Room took the key. On the empty hook hung a folded slip of paper, written in the household code.

Odette has never asked a plain question in her life. She wrote her four interviews into her notebook as puzzles, and the answer to each puzzle is the number of a note in her Index. Help her find out who took the key, and when, and then read the slip of paper.

The case at a glance

Your questions	Who took the key? When? Where is it now?
You will use	Four puzzles, Odette's Index, one grid, one coded slip
Time needed	About an hour. A pencil is enough.

How the Case Works

1. Solve the puzzle in each of the four interviews (pages 5 to 8). Every answer is a number.
2. Find that number in Odette's Index (pages 9 and 10) and copy the clue of that note into the case grid (page 11). Every note in the Index looks genuine: Odette wrote down everything she was told, true or not. Only a right answer leads you to a true note.
3. Two clues are already known (below). With all six, fill in the grid: who went where, and when. If the grid will not come out to a single answer, or if the slip of paper will not read as plain English, one of your answers is wrong: check it.
4. The servant who went into the Clock Room took the key. Use the time of that visit to read the slip of paper (page 13).

Hints are on page 14 and the full solution on page 15. You need a pencil and nothing else: not the book, and none of its Memories.

The Household

Mrs. Hester Pyle, the cook. Thirty years in the kitchen. She counts the silver every evening and trusts nobody who whistles.

Nell Darrow, the housemaid. Quick, tidy, and always humming. She knows every creaking board in the house.

Amos Fennick, the gardener. He talks to the orange trees more than to people, and he smells of earth and pipe smoke.

Jory Blythe, the footman. The youngest in the house, new to his livery, and very eager to please.

Each of the four went into exactly one of these rooms: **the Clock Room, the Library, the Orangery, the Wine Cellar**. Nobody shared a room, and nobody went at the same time as anyone else. The four times were **18:00, 18:15, 18:30 and 18:45**.

What Odette Already Knows

Clue 1. Amos did not go at 18:45.

Clue 2. Someone went to the Orangery earlier than anyone went to the Wine Cellar.

Interview 1: Mrs. Pyle, the cook

Mrs. Pyle will not say where she went. “Ask downstairs,” she says, and folds her arms. So Odette asks downstairs, and four people give her four opinions about which note in her notebook belongs to the cook.

Odette’s Notebook: The Quarrel Downstairs

The numbers in Odette’s notebook: **73, 74, 89, 109**.

Exactly **one** of these four people is lying. Everyone else is telling the truth.

The stable boy: “The number is not 74.”

The coachman: “The laundress is telling the truth.”

The laundress: “The number is even.”

The kitchen maid: “The number is not 73.”

Which number is the right one?

Find your answer among the numbered notes in Odette’s Index, pages 9 and 10. Stuck? Hints on page 14.

Your notes on Mrs. Pyle

Your answer: _____

The note says: _____

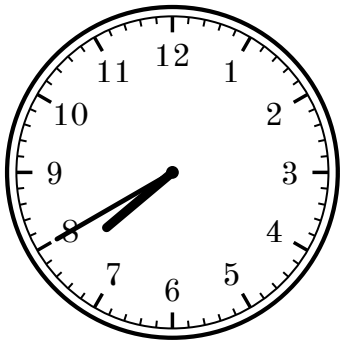
Room and time (from the grid): _____

Interview 2: Nell, the housemaid

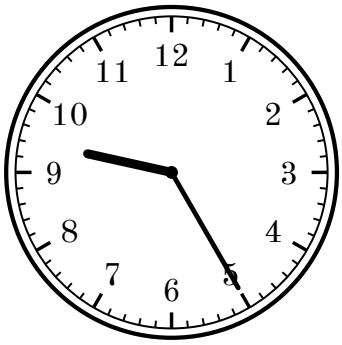
Nell has nothing to hide, she says, and she proves how honest she is by drawing two clocks in Odette's notebook: when she began polishing the silver yesterday evening, and when she finished.

Odette's Notebook: The Silver Clocks

The two clocks were set on the same evening, the first before the second, less than three hours apart.



Before



After

How many minutes passed from the first clock to the second?

Find your answer among the numbered notes in Odette's Index, pages 9 and 10. Stuck? Hints on page 14.

Your notes on Nell

Your answer: _____

The note says: _____

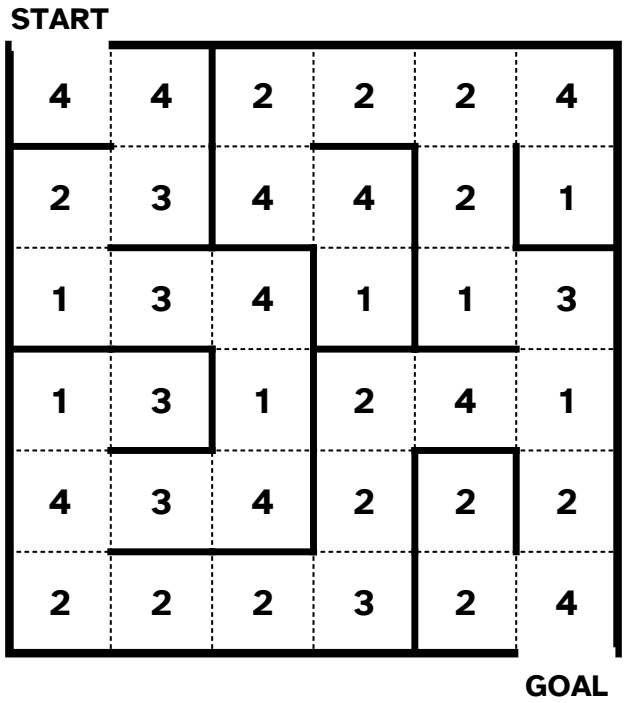
Room and time (from the grid): _____

Interview 3: Amos, the gardener

Amos takes the pencil and draws the paths of the kitchen garden, the way he walks them every evening with his lantern. “Only one way gets you to the glasshouse without treading on my beds,” he says.

Odette’s Notebook: The Garden Paths

Find the only route from START to GOAL. Move from tile to tile, up, down, left, or right, never through a thick wall, and never onto the same tile twice.



Add up the numbers on **every** tile along your route, including START and GOAL.

Find your answer among the numbered notes in Odette’s Index, pages 9 and 10. Stuck? Hints on page 14.

Your notes on Amos

Your answer: _____

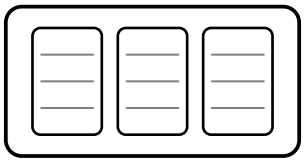
The note says: _____

Room and time (from the grid): _____

Interview 4: Jory, the footman

Jory blushes and hands Odette the little tin box where he keeps his wages. “I wrote down where I was,” he says, “and locked it in. The code is in your notebook, ma’am. You set it yourself.”

Odette’s Notebook: The Footman’s Tin



The tin takes a three-digit code. Odette’s notes:

1. In 1 2 3, no digit is in its correct place.
2. In 1 4 8, exactly one digit is correct and in its correct place.
3. In 6 1 0, no digit is in its correct place.
4. In 3 2 6, no digit is in its correct place.
5. None of the digits 4, 0 or 2 appears anywhere in the code.
6. The three digits add up to 16.

The code is your answer.

Find your answer among the numbered notes in Odette’s Index, pages 9 and 10. Stuck? Hints on page 14.

Your notes on Jory

Your answer: _____

The note says: _____

Room and time (from the grid): _____

Odette's Index

Read only the note with your answer

Odette wrote down everything she was told, true or not, and numbered every note. Each note looks as genuine as the next. Read only the note with the number of your answer, and copy its clue.

45 **From the interview with Nell.** Nell heard Jory whistling at the end of the long passage, where only the Library and the cellar doors are. **Clue: Jory went to the Library or to the Wine Cellar.**

49 **From the interview with Amos.** From the garden, Amos saw Nell cross the hall a quarter of an hour after he had gone in himself. **Clue: Nell went exactly a quarter of an hour after Amos.**

53 **From the interview with Amos.** From the garden, Amos saw Nell cross the hall to the stairs and come back again, a good while before he went in himself. **Clue: Nell went earlier than Amos.**

57 **From the interview with Amos.** From the garden, Amos saw Mrs. Pyle cross the hall, and then Nell, a quarter of an hour after her. **Clue: Nell went exactly a quarter of an hour after Mrs. Pyle.**

73 **From the interview with Mrs. Pyle.** Mrs. Pyle at last admits that she heard the cellar door bang shut, and only later the Library door click. **Clue: Someone went to the Wine Cellar earlier than anyone went to the Library.**

74 **From the interview with Mrs. Pyle.** Mrs. Pyle at last admits that she heard the cellar door bang shut, and only later the tower stairs creak. **Clue: Someone went to the Wine Cellar earlier than anyone went to the Clock Room.**

88 **From the interview with Jory.** Inside the tin is a scrap of paper in Jory's careful hand. He writes that Mrs. Pyle went a quarter of an hour after him. **Clue: Mrs. Pyle went exactly a quarter of an hour after Jory.**

89 **From the interview with Mrs. Pyle.** Mrs. Pyle at last admits that the cellar stayed locked at half past six: the only key was in her apron. **Clue: Nobody went to the Wine Cellar at 18:30.**

Odette's Index (continued)

Read only the note with your answer

105 **From the interview with Nell.** Nell saw Mrs. Pyle's floury footprints going up the main stairs, where only the Library and the tower are. **Clue: Mrs. Pyle went to the Clock Room or to the Library.**

109 **From the interview with Mrs. Pyle.** Mrs. Pyle at last admits that she saw Amos's muddy boots on the tower stairs, or else on the cellar steps. **Clue: Amos went to the Clock Room or to the Wine Cellar.**

165 **From the interview with Nell.** Nell was polishing the handle of the tower door at a quarter to seven, and nobody went past her. **Clue: Nobody went to the Clock Room at 18:45.**

169 **From the interview with Jory.** Inside the tin is a scrap of paper in Jory's careful hand. He writes that Mrs. Pyle never went near the Library. **Clue: Mrs. Pyle did not go to the Library.**

187 **From the interview with Jory.** Inside the tin is a scrap of paper in Jory's careful hand. He writes that he went to the Library, or else the Orangery. **Clue: Jory went to the Library or to the Orangery.**

538 **From the interview with Jory.** Inside the tin is a scrap of paper in Jory's careful hand. He writes that Nell went a quarter of an hour before him. **Clue: Jory went exactly a quarter of an hour after Nell.**

615 **From the interview with Nell.** Nell heard the tower stairs creak first, and the Library door open only afterwards. She is sure of it. **Clue: Someone went to the Clock Room earlier than anyone went to the Library.**

Case notes

The Case Grid

	Clock Room	Library	Orangery	Wine Cellar
Mrs. Pyle				
Nell				
Amos				
Jory				

	18:00	18:15	18:30	18:45
18:00				
18:15				
18:30				
18:45				

How to mark

 Impossible

 Certain

In every block:
one circle in each row,
one in each column.

Your answer

Servant	Room	Time
Mrs. Pyle		
Nell		
Amos		
Jory		

The six clues

Clue 1. Amos did not go at 18:45.

Clue 2. Someone went to the Orangery earlier than anyone went to the Wine Cellar.

Clue 3 (interview 1): _____

_____

Clue 4 (interview 2): _____

_____

Clue 5 (interview 3): _____

_____

Clue 6 (interview 4): _____

_____

The Case Grid (Spare Copy)

	Clock Room	Library	Orangery	Wine Cellar	18:00	18:15	18:30	18:45
Mrs. Pyle								
Nell								
Amos								
Jory								
18:00								
18:15								
18:30								
18:45								

How to mark

☒ Impossible

◯ Certain

In every block:
one circle in each row,
one in each column.

Your answer

Servant	Room	Time
Mrs. Pyle		
Nell		
Amos		
Jory		

The six clues

Clue 1. Amos did not go at 18:45.

Clue 2. Someone went to the Orangery earlier than anyone went to the Wine Cellar.

Clue 3 (interview 1): _____

Clue 4 (interview 2): _____

Clue 5 (interview 3): _____

Clue 6 (interview 4): _____

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The Slip of Paper on the Hook

Folded once, in a hurried hand

NSXNIJ YMJ HQTHP HFXJ

Odette's household code moves every letter forward along the alphabet. How far? By the number of quarter hours from six o'clock to the moment the note was written, **plus two**. A note written at 18:00 moves every letter 2 places; a note written at 18:15 moves every letter 3 places. To read it, move every letter back.

The alphabet, to count along

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	**O**	**P**	**Q**	**R**	**S**	**T**	**U**	**V**	**W**	**X**	**Y**	**Z**
14	15	16	17	18	19	20	21	22	23	24	25	26

The message

☐☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐

Your Case Card

Who took the key? _____

When? _____

Where is the key now? _____

When all three lines are filled in, turn to the solution on page 15.

Hints

Read the gentle hint first

Interview 1: The Quarrel Downstairs

Gentle. Try each of the four numbers in turn. For each one, decide who would then be lying. Only one number leaves exactly one liar.

Stronger. The stable boy is the liar. Everyone else is telling the truth.

Interview 2: The Silver Clocks

Gentle. Read the hour hand first, then the minute hand. Both clocks show the evening. Count the full hours from the first clock, then the minutes left over.

Stronger. The first clock shows 19:40 and the second shows 21:25.

Interview 3: The Garden Paths

Gentle. Work backwards from GOAL as well as forwards from START. Dead ends are easier to see from both sides. Lightly shade the route as you go.

Stronger. The route has 21 tiles. From START it goes right, then down, then left.

Interview 4: The Footman's Tin

Gentle. Start with the clue that rules digits out completely, then use the clue with exactly one digit in its correct place.

Stronger. The first digit is 5. Now only one code fits every note.

The case grid

Gentle. Start with the two clues that say "exactly a quarter of an hour after". Together they put three servants in a row.

Stronger. Mrs. Pyle went at 18:15. The rooms must follow each other in this order: the Orangery, then the Wine Cellar, then the Clock Room.

The slip of paper

Gentle. The thief wrote the slip in the Clock Room. Count the quarter hours from 18:00 to that visit, and add two.

Stronger. Move every letter 5 places back. N becomes I.

The Missing Winding Key, Solved

Interview 1: note 74. If the stable boy is the only liar, the number is 74: it is even, it is not 73, and the coachman truly backs the laundress. Every other number gives zero or two liars.

Interview 2: note 105. From 19:40 to 21:25 is 1 hour and 45 minutes, which is 105 minutes.

Interview 3: note 57. The only route has 21 tiles, and their numbers add up to 57.

Interview 4: note 538. Only the code 538 fits all five of Odette's notes.

The other notes in the Index. Odette wrote down every story she was told. With any of those clues in place of a true one, the grid gives more than one answer, or the slip of paper does not read as plain English.

The grid

Clues 5 and 6 put Mrs. Pyle, Nell and Jory a quarter of an hour apart, in that order. So Amos went first or last, and clue 1 says he did not go at 18:45: Amos 18:00, Mrs. Pyle 18:15, Nell 18:30, Jory 18:45. Clues 2 and 3 say the Orangery came before the Wine Cellar, and the Wine Cellar before the Clock Room, so the Clock Room was visited at 18:30 or later and Mrs. Pyle (clue 4) went to the Library. In time order, the other three rooms fall to Amos, Nell and Jory.

Amos: Orangery, 18:00; Mrs. Pyle: Library, 18:15; Nell: Wine Cellar, 18:30; Jory: Clock Room, 18:45.

The slip of paper. Jory went into the Clock Room at 18:45: three quarter hours after six, plus two, makes 5. NSXNIJ YMJ HQTHP HFXJ moved back 5 places reads **INSIDE THE CLOCK CASE**.

What happened

It was Jory, at a quarter to seven. Since he came to Ellerthorn House, he had watched Odette wind the great clock every evening, and that evening he only wanted to turn the key once, the way she does.

Then he heard her step on the tower stairs. Servants are never allowed to touch the clock, so he slipped the key through the little door into the clock case, wrote the slip in the household code so that only Odette could read it, and ran down the back stairs.

Odette opened the case, took out the key, and wound the clock herself. Then she sent for Jory and let him give the key its last turn. The clock struck seven just as the first carriage came up the drive.

Case notes

Ellerthorn House

The house plan

Library open fire	**Study** open fire, stone floor	**Music Room** none of the three

THE GREAT HALL AND STAIRS

Orangery warm stove, stone floor	**Wine Cellar** stone floor (down the cellar stairs)	**Clock Room** not a game room (top of the tower)

What each game room is like

Room	Open fire	Warm stove	Stone floor
Library	**yes**	no	no
Study	**yes**	no	**yes**
Music Room	no	no	no
Orangery	no	**yes**	**yes**
Wine Cellar	no	no	**yes**

You will need this table at the end of the night, when you work out where the poisoned bottle stood.

Memory Journal

What you remember survives midnight

Write each Memory as soon as you find it, with the number of the loop. From the next loop on, the board's locks tell you where it leads. Tick "Used?" once a Memory has opened a lock: some never will.

	Memory	Loop	Used?		Memory	Loop	Used?
1.		☐	☐	22.		☐	☐
2.		☐	☐	23.		☐	☐
3.		☐	☐	24.		☐	☐
4.		☐	☐	25.		☐	☐
5.		☐	☐	26.		☐	☐
6.		☐	☐	27.		☐	☐
7.		☐	☐	28.		☐	☐
8.		☐	☐	29.		☐	☐
9.		☐	☐	30.		☐	☐
10.		☐	☐	31.		☐	☐
11.		☐	☐	32.		☐	☐
12.		☐	☐	33.		☐	☐
13.		☐	☐	34.		☐	☐
14.		☐	☐	35.		☐	☐
15.		☐	☐	36.		☐	☐
16.		☐	☐	37.		☐	☐
17.		☐	☐	38.		☐	☐
18.		☐	☐	39.		☐	☐
19.		☐	☐	40.		☐	☐
20.		☐	☐	41.		☐	☐
21.		☐	☐	42.		☐	☐

Memory Journal (continued)

The five dial letters

Library	Study	Music Room	Orangery	Wine Cellar

What the bottle told you

Midnight 1 _____

Midnight 2 _____

Midnight 3 _____

Midnight 4 _____

Midnight 5 _____

Midnight 6 _____

Loops played (tick one box per loop, Echo Loops and repeats included)

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15

The last night

write here if you were told to

_____

Journal notes

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

The Logic Grid

Who vanished where, and when?

Mark an X where something is impossible and a circle where it is certain.

	Library	Study	Music Room	Orangery	Wine Cellar	19:00	20:00	21:00	22:00	23:00
Linus										
Dr. Marrable										
Verity										
Sefton										
Imogen										
19:00										
20:00										
21:00										
22:00										
23:00										

How to mark

☒ Impossible

◯ Certain

Each guest has exactly one room and one hour; each room and each hour belongs to exactly one guest.

The Logic Grid (continued)

Your answer, and the bottle

Your answer

Guest	Vanished into	At
Linus Ellerthorn		
Dr. Hollis Marrable		
Verity Quenneby		
Sefton Quisk		
Imogen Vantrell		

Where did the bottle stand?

Cross out a room when a midnight rules it out. Use the table on page 12.

Midnight	Library	Study	Music Room	Orangery	Wine Cellar
1					
2					
3					
4					
5					
6					

Grid notes

Clue Register

Copy each clue as you find it

G01

G02

G03

G04

G05

G06

G07

G08

G09

G10

G11

G12

G13

G14

Loop 1: The Board



Choose one room for each hour. Turn to its §, then tick the box.

Room	19:00	20:00	21:00	22:00	23:00
Library	§ 111 ☐	§ 63 ☐	§ 97 ☐	§ 3 ☐	§ 76 ☐
Study	§ 120 ☐	§ 112 ☐	§ 99 ☐	§ 100 ☐	§ 73 ☐
Music Room	§ 39 ☐	§ 18 ☐	§ 42 ☐	§ 116 ☐	§ 77 ☐
Orangery	§ 79 ☐	§ 75 ☐	§ 95 ☐	§ 50 ☐	§ 115 ☐
Wine Cellar	§ 101 ☐	§ 118 ☐	§ 11 ☐	§ 105 ☐	§ 127 ☐
Clock Room	§ 6 ☐	§ 90 ☐	§ 74 ☐	§ 57 ☐	§ 49 ☐

After 23:00, read the midnight: § 67

Loop 2: The Board



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § III 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 29

Loop 3: The Board



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § III 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 108

Loop 4: The Board



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § III 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 107

Loop 5: The Board



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § 111 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 24

Loop 6: The Board



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § III 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 85

Echo Loop: The Board



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	§ III ☐ 🔒 ASHES » § 125	§ 63 ☐	§ 97 ☐	§ 3 ☐ 🔒 LEDGER » § 65	§ 76 ☐ 🔒 GLASS » § 23
Study	§ 120 ☐ 🔒 LEDGER » § 15	§ 112 ☐ 🔒 CORK » § 35	§ 99 ☐	§ 100 ☐ 🔒 SAFE » § 113	§ 73 ☐
Music Room	§ 39 ☐	§ 18 ☐	§ 42 ☐ 🔒 TUNE » § 69	§ 116 ☐ 🔒 SONATA » § 34	§ 77 ☐ 🔒 INKWELL » § 36
Orangery	§ 79 ☐ 🔒 THORN » § 83	§ 75 ☐	§ 95 ☐	§ 50 ☐ 🔒 PENDULUM » § 59	§ 115 ☐ 🔒 SEEDBOX » § 2
Wine Cellar	§ 101 ☐	§ 118 ☐ 🔒 WILL » § 17	§ 11 ☐ 🔒 PENDULUM » § 1	§ 105 ☐	§ 127 ☐
Clock Room	§ 6 ☐ 🔒 HAMMER » § 94	§ 90 ☐	§ 74 ☐	§ 57 ☐	§ 49 ☐ 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 85

Tick one box for each Echo Loop you play: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Extra Echo Loop Board 1



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § III 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 85

Tick one box for each Echo Loop you play: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Extra Echo Loop Board 2



Choose one room for each hour. Turn to its §, then tick the box. A lock shows a Memory: if you hold it, use the second § instead.

Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § III 🔒 ASHES » § 125	☐ § 63	☐ § 97	☐ § 3 🔒 LEDGER » § 65	☐ § 76 🔒 GLASS » § 23
Study	☐ § 120 🔒 LEDGER » § 15	☐ § 112 🔒 CORK » § 35	☐ § 99	☐ § 100 🔒 SAFE » § 113	☐ § 73
Music Room	☐ § 39	☐ § 18	☐ § 42 🔒 TUNE » § 69	☐ § 116 🔒 SONATA » § 34	☐ § 77 🔒 INKWELL » § 36
Orangery	☐ § 79 🔒 THORN » § 83	☐ § 75	☐ § 95	☐ § 50 🔒 PENDULUM » § 59	☐ § 115 🔒 SEEDBOX » § 2
Wine Cellar	☐ § 101	☐ § 118 🔒 WILL » § 17	☐ § 11 🔒 PENDULUM » § 1	☐ § 105	☐ § 127
Clock Room	☐ § 6 🔒 HAMMER » § 94	☐ § 90	☐ § 74	☐ § 57	☐ § 49 🔒 HAMMER CORK » § 41

After 23:00, read the midnight: § 85

Tick one box for each Echo Loop you play: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

The Watch Table

Hide once: one room, one hour

Choose a single box. Hide in that room's nook for that hour (at 23:00, only for its first minutes) and turn to its §. You may only hide once in the last night. Tick the box you chose. The paragraphs of the last night are in their own section, from page 179.

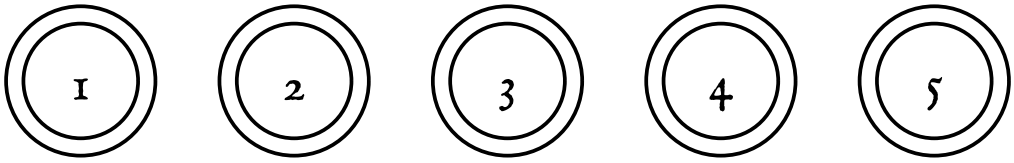
Room	19:00	20:00	21:00	22:00	23:00
Library	☐ § 9	☐ § 110	☐ § 45	☐ § 102	☐ § 96
Study	☐ § 64	☐ § 104	☐ § 72	☐ § 10	☐ § 40
Music Room	☐ § 27	☐ § 86	☐ § 82	☐ § 114	☐ § 33
Orangery	☐ § 28	☐ § 87	☐ § 51	☐ § 54	☐ § 55
Wine Cellar	☐ § 81	☐ § 30	☐ § 91	☐ § 103	☐ § 19

The Clock Room has no nook. Whatever you find, afterwards go up to the Clock Room: §66 (page 188).

The Five Dials

Below the face of the great clock

Set one letter on each dial, the first letter of your word on Dial 1. Find each letter's number in its dial's column, add the five numbers, and turn to that §.



Letter	Dial 1	Dial 2	Dial 3	Dial 4	Dial 5
A	16	28	7	19	29
C	29	17	24	23	8
E	30	28	14	7	0
H	18	30	30	30	9
L	25	1	5	19	26
N	9	4	11	15	12
O	25	7	14	14	29
R	26	5	17	15	9
S	5	10	15	5	25
T	29	12	13	1	3

Your word: ☐ ☐ ☐ ☐ ☐ **Total: §** ☐