



## Walkthrough

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This walkthrough is split into two sections; route unlocks and ending unlocks. The route unlocks are listed without spoilers, while the ending unlocks contain unavoidable spoilers in the choice information -- as such, I recommend using the route unlock guide until you see the end of Shell's route, then following the ending unlock guide to find any missing endings.

Endings are tracked in the 'ending list' under 'extras'. There are four variants to ending 1, each with its own CG, and each variant is listed separately.

*Note: if Inverness Nights was downloaded prior to 03/07/17, the unlock icons for endings 3-4 and endings 5-6 were swapped. The error has now been corrected, but if you are using an earlier copy, you'll need to follow the criteria for 6 to unlock 5, and vice-versa -- ditto for 3 and 4.*

# Route Unlocks

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## Bad Route

*Any combination of choices following these initial two will lead to the bad route.*

1. Carry him
2. Do you have any further specifications

## Alasdair Route

*Any combination of Shell choices can be used, as long as these choices are selected in conversations with Alas.*

1. Give him the cane
2. Go down to see him
3. Tell him the truth
4. Abandon, for Alasdair

## Shell Route

*The bad route and the Alas route must be seen before the Shell route will unlock.*

1. The part of the hero to be performed by a shadow
2. Give him the cane *or* carry him
3. What's your name?
4. Go down to see him *or* yell from upstairs
5. Thief
6. Make him leave
7. I like him well enough

# Ending Unlocks

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## Ending 6: Puppet

1. Carry him
2. Do you have any further specifications
3. Noblewoman *or* lady of the night

## Ending 5: Shell

1. Give him the cane
2. Do you have any further specifications
3. Go down to see him
4. Noblewoman *or* lady of the night
5. Make him leave

## Ending 4: Remains

1. Give him the cane
2. What's your name *or* do you have any further specifications
3. Go down to see him
4. Thief *or* noblewoman *or* lady of the night
5. Tell him the truth
6. Abandon, for Alasdair
7. It's Alasdair
8. It's best if I stay here with him
9. Will you be fine alone
10. They'll be met

### Ending 3: Baggage

1. Give him the cane
2. What's your name *or* do you have any further specifications
3. Go down to see him
4. Thief *or* noblewoman *or* lady of the night
5. Tell him the truth
6. Abandon, for Alasdair
7. It's Alan
8. Alas' landlady wants him out
9. Would you like to accompany me
10. They'll be met *or* I can't house him

### Ending 2: Driftwood

1. The part of the hero to be performed by a shadow
2. Give him the cane *or* carry him
3. What's your name?
4. Go down to see him *or* yell from upstairs
5. Thief
6. Make him leave
7. I like him well enough
8. Uprighting the dress form
9. There's nothing else I need to know *(select other options as you like)*
10. Are you functional in that body
11. Yes -- I'd like some alone time

## Ending 1: Story

### A-1: unlocks burning gallows CG

1. The part of the hero to be performed by a shadow
2. Give him the cane
3. What's your name?
4. Go down to see him
5. Thief
6. Make him leave
7. Helping her
8. There's nothing else I need to know *(select other options as you like)*
9. Are you comfortable in that body
10. No -- stay a little longer
11. Would you save him now
12. We share the blame *or it was my fault you tripped (continue apology as you like)*

### A-2: unlocks Tris and Alas confrontation CG

1. The part of the hero to be performed by a shadow
2. Give him the cane
3. What's your name?
4. Go down to see him
5. Thief
6. Make him leave
7. Helping her
8. There's nothing else I need to know *(select other options as you like)*
9. Are you comfortable in that body
10. No -- stay a little longer

11. Did our magic create our messes
12. We share the blame *or it was my fault you tripped* (*continue apology as you like*)

**B-1: unlocks Astor healing CG**

1. The part of the hero to be performed by a shadow
2. Give him the cane
3. What's your name?
4. Yell from upstairs
5. Thief
6. Make him leave
7. Helping her
8. There's nothing else I need to know (*select other options as you like*)
9. Are you comfortable in that body
10. No -- stay a little longer
11. Would you save him now *or did our magic create our messes*
12. We share the blame (*continue apology as you like*)

**B-2: unlocks Astor burial CG**

1. The part of the hero to be performed by a shadow
2. Give him the cane *or carry him*
3. What's your name?
4. Yell from upstairs
5. Thief
6. Make him leave
7. Helping her
8. There's nothing else I need to know (*select other options as you like*)
9. Are you comfortable in that body

10. No -- stay a little longer

11. Would you save him now *or* did our magic create our messes

12. Do you know how often you've burdened me (*continue apology as you like*)



