**Poppet Walkthrough**

Poppet will probably be pretty intuitive even for people new to interactive fiction, but there might be a few stumbling points. Most of the verbs you need throughout the game will automatically appear in the tab to the right. There are a few exceptions. For example, at a few points in the game, you might need to ask a character questions ("ASK [X] ABOUT [Y]"), give an object to a character ("GIVE [X] TO [Y]"), or use different objects together (There are several different ways that you could do this depending on context, but "USE [X] WITH [Y]" is generally a safe default in any situation.

Night House is not a totally linear game, so it's possible to perform some of these actions out of order. I organized this walkthrough more as a list of questions you might encounter as you play through the game rather than a straight walkthrough, so hopefully that's more helpful. But if you encounter any other questions or problems, please feel free to contact me by email ( thenewmeat@hotmail.com ), on Twitter (@bitterkarella) or just on the IF Comp forums (I'm *Bitterkarella* there!)

Thanks for playing!
Bitter Karella

**How do I get out of the closet?**

If you try to go south, you’ll bump into the door and doorknob. Turn the doorknob to open the door and get out of the closet.

**How do I get downstairs?**

You won’t be able to go downstairs until you find a way to bridge that gap in the first step. Go into the nursery and look at the dollhouse; it will reveal that there is an entire intact dollhouse façade lying on the ground. Take the façade and use it to bridge the gap.

**How do I get into the door under the stairs?**

There is a brass key in the filing cabinet in the office. Use it to unlock the tiny door under the stairs.

**How do I get into the office?**

The key is under the tongue of the taxidermy animal in the den.

**How do I deal with the taxidermy animal in the den?**

If you look at the divan in the parlour, you’ll find a crumpled piece of paper with a clue about what to do with the taxidermy animal. Open the shoe cabinet in the foyer to get the buttonhook. Use the buttonhook on the sewing box in the sewing room. Get the threaded needle. Use the threaded needle on the taxidermy animal. It will allow you to retrieve the copper key from under its tongue. Use the copper key to unlock the office.

**How do I get into the kitchen?**

The tome in the den will contain a clue about getting into the kitchen; read the chapter about charms to block the crossing of thresholds. [ To do this, type “ASK TOME ABOUT 3.”] Take the fire poker in the parlour. Shove the poker up the chimney in the dining room and you will dislodge a concealed shoe. Take the shoe and your entry into the kitchen will no longer be blocked.

Put that mysterious Nightmare floppy disk into the computer. There are a couple ways to phrase this, but "PUT NIGHTMARES FLOPPY DISK IN COMPUTER" will work just fine. Once you've done this, you can investigate different topics by typing "ASK COMPUTER ABOUT [X]." Since the disk is titled "Nightmares," ASK COMPUTER ABOUT NIGHTMARES is probably a good starting point.

**How do I get past Winston?**

You’ll need to create a charm of deception as per the instructions in the tome. [To learn more about that, type “ASK TOME ABOUT “] Give pirouette a face and ask her for some of her muslin. Give Jingles his bell and he’ll let you search the china pile to find Juliette’s eye. Wrap Juliette’s eye with Pirouette’s muslin scrap to create a charm of deception.

**How do I get Pirouette’s muslin?**

You’ll have to ask her for a scrap of fabric. First thing, you’ll need to get Pirouette a face so you can talk to her.

**How do I get the hat box?**

Take the perfume in the lavatory. Go into the bedroom’s closet and search the morning coat; you’ll find a book of matches. Put the perfume into the kerosene lamp in the sewing room. Light the lamp with the matches. The fan will blow the hat box off of the shelf.

**How do I talk to Pirouette?**

Get the knitting scissors from the sewing box. Use the scissors on the hat box. You’ll get a cut-out face. Use the brass key to open the door under the stairs; get the gum Arabic. Put the gum onto the face. Give the face to Pirouette.

**How do I find Jingles’ bell?**

The tome in the office will have a clue; read the chapter about finding lost objects [Type “Ask tome about 8”]. Take the bay leaves from the pantry. Use the bay leaves with the pillow in the bedroom. You’ll get a revelation that Jingles’ bell is in the grate in the hallway outside the den. Open the grate and take the bell. Give the bell to Jingles. He’ll now let you take something from the pile of china. You’ll find Juliette’s eye there.

**How do I create an oracle?**

Read the chapter in the tome about oracles. Next collect a whisker from the dead cat in the upstairs hallway, the thyme from the pantry, and ashes from any of the three fireplaces. Place each of those ingredients into the grease trap under the kitchen sink; the result will be a big glob of oracle unguent. Take the unguent. Spread the oracle unguent onto the skeleton in the den and you’ll create an oracle that you can ask questions.

**How do I untie the boy?**

If you choose to release the boy, take the pliers from the toolbox in the basement. Use the pliers on the taxidermy animal in the den to get some claws. Open the envelope in the rolltop desk in the office to find some baby teeth. Take the shoelace from the shoe cabinet in the foyer. Put the teeth on the shoelace, then put the claws on the shoelace. Put the teeth and claw necklace on the boy in the basement. You still won’t be able to untie him for fear of being interrupted, so put the concealed shoe into the hole in the wall.

**What should I do if I don’t want to untie the boy?**

Take the teapot upstairs.