

# Hints to The Copyright of Silence

There are spoilers here. But the more explicit ones appear later.

This is not by any means a walkthrough. There are many strategies and ways to finish the game. And there is much more to discover and do in the game than what you'll learn here.

## Silence

You must pick up the stopwatch to be able to time your silence. But just carrying the stopwatch isn't enough. John must also have spoken while you are carrying the stopwatch before you can time the silence that counts.

## Scoring

The longer you manage to stay continuously silent, the higher you will score. But keep in mind that the longest time won't necessarily bring you to the highest-scoring ending.

Objects that you find in the study and in the piano (and elsewhere) are sometimes useful, sometimes just part of the story, sometimes neither. But all will add to your score. Making proper use of the useful objects will add even more to your score and, of course, help you in the game.

Making John say and do certain things will also add to your score. Some of John's lines are much harder to elicit than other ones and will generally earn you a higher score. Finally, making John angry or making him feel neglected will reduce your score.

## NPC movements

### The Dog

The dog, once awakened, moves in a regular pattern back and forth between the study and the kitchen, where it stays for one extra turn. You can put it back to sleep if you find the right object in the piano.

To find this object you need to know the right piano key. The key is revealed in a postcard that arrives in the entrance hall about mid-game. But there are lots of postcards and you might need to play the game many times before finding this specific one. You also have to be careful so that John doesn't pick it up before you get a chance to find it (this makes John happy though). Anyway, you don't need the object to get to the best ending.

And the dog is far from all bad. It is only a threat when you, John and the dog are in the same room. It is also very useful as it protects you from attacks from the parrot.

### The Parrot

The parrot moves randomly but often stays put in a room for a few turns. Just like the dog it never moves more than one room per turn. When encountered, it always makes a quick escape to one of the adjacent rooms (with one notable exception at 7 p.m.). It does, however, never enter the study (you should be able to find the reason for this if you search the study).

There is a way to control the parrot. You must get John to talk about a certain subject and then demonstrate it for you in a spectacular way. There is also an object in the piano that

comes in handy if the parrot bothers you. Its location can be found on a postcard. But it is perfectly possible to finish the game without the object and without control over the parrot.

## **John Cage**

John leaves the study

- when the doorbell rings (you can now search his desk)
- when there is smoke in the kitchen (you can now search the study)
- when you open the kitchen window wide open (you can now search the study – open the window again and again if you need more time to search).

If you don't want John to leave the study, you can turn off the stove before smoke appears. If you want him to leave the study later, you can turn off the stove and then put it back on again a little later.

## **Dealing with the dog (explicit spoilers)**

Enter the lounge, return to the study and ask John about the piano. You are now able to examine the piano in the lounge (when John isn't there). Examine octave 7, pitch B and you'll find a dog whistle. Playing a lullaby on it makes the dog go back to sleep beneath the piano. It won't break the silence as it is a dog whistle and John thus can't hear it.

You can use the whistle as often as you like as long as John isn't in the same room as you (you don't want to reveal that you're messing with his stuff).

## **Dealing with the parrot (explicit spoilers)**

Examine the piano, octave 5, pitch C# and you'll find a pistachio nut. This will stop the parrot from biting you, but it will only work once. Depending on your strategy, that is often enough.

For a permanent solution you will have to get John to talk about Zen. But to make that talk fruitful you'll first have to make some preparations.

Leave the study and go look for the parrot. Make sure that the dog is in another room so that you get bitten. Return to the study and ask John "How do you deal with that pest of a parrot?" John will tell you that the ego is the problem and Zen the solution. You can continue to ask for clarification to get more hints, but it isn't necessary and won't affect John's actions, only his lines during the upcoming Zen talk.

Back to the main conversation you must now find a way to change the subject from silence to Zen. There are many ways to do this, but the way you choose will only affect what John has to say about Zen, not his actions. Here is one quick route:

1. "So have I."
2. Say nothing.
3. "Sorry, just recalled something. Nothing really."
4. "What the hell does that mean?"
5. "Is that Zen? Sounds like Zen to me"

If you asked about the parrot before step 5 there should now be a dialogue option that alludes to John's answer(s). If you didn't ask, there is instead a hint about what you have failed to do (click the three dots to see it).

Choose the dialogue option alluding to John's earlier, enigmatic answers. Then choose the first dialogue options until you get the option "Sounds good, but how about a practical demonstration?" Say nothing until John is done. Pick up the cage and seek out the parrot!