



WALKTHROUGH



LUNNIUM

CREATED BY  
BEN JACKSON



# WEBSTERS

## LUNIUM WALKTHROUGH

LUNIUM is a game about finding clues and entering codes.

If you're ever feeling frustrated or not sure what to do next, just turn the 'hints' on using the side menu. There is no shame in using them! Hints won't tell you what order to do things, that's up to you, but they will give guidance in relation to each code or text prompt you find.



With hints mode on, the first thing you'll see under any text prompt or number code is whether you've found all the required items or clues needed to solve it. You'll then have the option to click to view additional hints, with each one revealing a little more.

Many of the images contain text that is important to the puzzles and the story; players are encouraged to zoom in. That said, it's important the game is accessible to those who might struggle to see them. Therefore, all images also have 'alt text', which contains all of the information needed. By all means, feel free to check this text as part of your detective work!

There is even a 'Solutions' mode. Once all hints have been shown and all required clues have been found, you can choose to view the final solution.

So, a walkthrough isn't really required. But perhaps, if you're not sure this game is for you and want to skip through it just to see how it ends, you might find it useful?

For everyone else, please don't read any further, just use the built-in hints!





# WALKTHROUGH: 1 of 3

This game allows you to find clues and solve puzzles in your own order – this is one possible route...

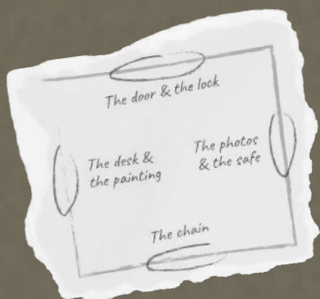
## INTRODUCTION

Wake up and check your pockets to find some coins, a small glass bottle and a note. Look around then examine your clothes to find a silver key hidden in your shoe. Use the inscription 'Lunium' on the chain to free yourself. That's the tutorial done!

## EXPLORING THE ROOM

You can now explore the room. The exit is through the door ahead, but it's locked by a padlock and three chains. Each has a symbol: a Sun, a Star and a Moon. Look out for those symbols.

If you head to the right side of the room, you'll discover it's too dark to see anything. Similarly, if you go back to the wall where you were chained, there seems to be some writing there, but again, it's too dark to read.



To the left is the desk, candle and painting. The scrap of paper on the desk is just a handy reminder of where these areas are in the room (and a hint that the right side of the room is worth exploring).

The two desk drawers both require a key. Each lock has a coloured gemstone, so you'll probably know the right keys when you find them.

The metal box looks like it's some kind of mechanical calendar. You'll need to find the two numbers for the left and right dials in order to get it working.

Now take a look at the painting. It looks like it could be moved, but you'll need to find out the type of lock it uses. In the meantime, you can see that someone has signed the painting with the name: 'Laticia'.

The candle looks like a good source of light, but annoyingly it can't be removed. You can hold something to the flame, but those used matches are no good.

## THE NOTEBOOK

Now your arm is free, recheck your right pocket to find some more items that you couldn't reach before. There's an official police notebook (with a crown on the cover) and a matchbox (which could be useful?).

Try opening the notebook – but of course, it's locked and it looks like it needs a four-letter code word to open it.

Check the matchbox and try to light a match. Now examine the scrap of paper you find in there. This looks like a cypher and also has the image of a crown in the background. It's incomplete, but maybe it's all you need to solve the notebook code?



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Look at the four numbers in the top corner of the notebook cover. Use the cypher you found inside the matchbox to decode the numbers. That gets you the last two letters: ‘\_ \_ MA’. Now you just have to work out the first two. Add three to each number to work out the rest of the cypher. You discover that the first letter is ‘S’ and the second is ‘O’. Open the notebook using the code word: ‘SOMA’.

Read through the pages, you’ll find there’s some interesting information in there about some of the key suspects in the case. In one, there’s the mention of a couple of numbers that may be useful: “left 12 and right 49”. Within the pages, you also find a key with a yellow gemstone.

### THE RIGHT DRAWER

Head back to the right-hand drawer. It has a yellow gemstone on it, so the key you found should fit. Use ‘Selene’ on the drawer to open it. Inside you’ll find three case files. However, they’re all locked and all require the first name of each suspect to open them. Well, you already have a painter’s first name, so try ‘Laticia’ on the ‘Painter’s’ file.

It works! This tells you that she may no longer be a lead suspect, instead ‘Madam Bella Nocta’ - ‘The Poisoner’ is more likely. You also find a fragment of her diary. In there, you discover the type of lock she used on the painting frame: ‘Smythe’ (ie. Sir Clarence Smythe - ‘The Inventor’).

### THE PAINTING & THE SUN CHAIN

Go back to the painting and use ‘Smythe’ to unlock and move it. On the back, you find a sketch showing some different paint colours, along with a familiar Sun symbol.

So, this relates to the Sun chain - and maybe those coins you found in your pocket?

The colour order on the sketch is: Green, Blue, Brown, Red and Grey. If you look at the numbers on the coloured coins in that order, that gives: 23714. But Blue is crossed out, so that leaves us with: 2714.

However, the image is reversed (you can see through the paper) so you need to reverse the order. Try 4172 on the Sun chain... Sun chain unlocked, two more to go!



### USING THE CANDLE

Now it’s time to light up those darker areas. You have some damp matches, but they won’t light. So, let’s try lighting them with the candle. You can try typing in ‘match’ but it wants a ‘name or make’ so instead, try the make written on the front of the matchbox: ‘Prestige’. The match lights, and you now have just enough light to explore the darker areas of the room.

Visit the wall with the chain first (where you started). There’s some writing scratched there. It’s a bit strange! It does mention ‘waning gibbous’ and ‘waxing crescent’ - which are both phases of the moon...



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There's not much you can do with that yet. So, light another match and then head over to the right side of the room.

### THE PHOTOS AND THE SAFE

Over here you discover a bunch of photos, one of which is pinned to the wall with the title: Prime Suspect 1: Colin Lincoln 'The Schemer'. There's also the number: 23 on his photo. You now have another suspect's first name!

There's also a safe here, but it needs a six-digit combination. If the photos and safe are linked, then perhaps '23' is the first part of the number? In which case, if you found the second and third 'prime suspects' you'd have your 6 digits.

You already know Madam Bella Nocta is the 2nd prime suspect: '32'. You just need to find out who the 3rd suspect is. Head back to the desk and the right-hand drawer. Open 'The Schemer' case file using the name 'Colin'. It seems that he's a friend of 'Avery Brentford' - who sounds like he might be the Politician. Try 'Avery' on the final case file. Ok, that's all three prime suspects found! Light another match and head back to the safe.

So Colin Lincoln is: 23, Madame Bella Nocta is: 32 and Mr Avery Brentford is: 57. Use: 23 32 57 to open the safe. It works! Inside, you find a key with a purple gemstone.

### THE LEFT DRAWER & THE MOON CHAIN

Now you can finally open that last drawer. Go back to the desk and use the inscription: 'Artemis' on the left-hand drawer. In here you find 'Websters Lunar Almanac' which shows the phases of the moon (and it has a familiar

Moon symbol on it). You'll also find a list of all the names of the main suspects in the case. Look up 'waning gibbous' and 'waxing crescent' on the Almanac. The 'fig' numbers next to each are: 61 and 22. Use 6122 on the Moon chain and... second chain unlocked!

### THE CALENDAR & THE STAR CHAIN

One final chain left - it's the Star chain. Where else have you seen that symbol? Check back to the first note you found, the one that says the killer will strike again 'tomorrow'. There's a Star symbol on it too.

What date is tomorrow? That's what the calendar is for! Go back to the mechanical calendar. Use 'left 12 and right 49' (12 49) to set the dials. This activates the calendar and shows today's date: November 16th. That would make tomorrow Nov 17. Which of course, in London would be written: 17/11 (not 11/17). Try that on the Star chain... Ta-da! 3 chains unlocked and you're free!

Oh, but wait. Of course, you have to make an arrest. From all the evidence you've seen, who is the most likely suspect? I shall leave that final choice up to you...



...but feel free to use the hints if you're not sure who to choose.

**Lunium:** [loo-nee-uhm]

*An overpowering emotional state that can bring on temporary madness, violence and amnesia. Believed to be related to phases of the moon.*

Definitions: Websters Dictionary



*fig. 61.*

*'Artemis' is the Greek goddess of the hunt, the wilderness, wild animals and the Moon. Besides killing game she also protected it.*

Facts and History: Websters Lunar Almanac

