

# NINE NOIR LIVES

## Official walkthrough

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### ACT 1

#### → Voodoo Bar

1. Talk to the Tiki character behind the bar and exhaust all dialogue options.
2. Look at your inventory and drop the Cease and Desist Scroll on her. She will refuse to take it.
3. Instead place the Cease and Desist scroll on the cactus plant called Spikey.
4. A short cutscene will play and we will then move to the office.

#### → Office

5. Here we meet Tabby, Cuddle's assistant. Talk to Tabby and she'll tell you she left you a present in your.
6. Enter Cuddle's office and pick up the present that is on the small table. Cuddles will unwrap the present to reveal a tape recorder called Ramon.
7. A cutscene will play and then the phone will start ringing.
8. Answer the phone and exhaust the dialogue options with the chief
9. Head outside to the world map. Click on the Knitty Kitty Club destination.

#### → Knitty Kitty Club

10. Enter the scene and talk to the grumpy looking police cat named Krakowski.
11. Exhaust all dialogue options with Krakowski.
12. He requires two items from you before he'll allow you into the club. The first is your badge and also a permit. Both can be found back at your office.

#### → Office

13. Talk to Tabby and ask about the permit. She will give you the local Police station's telephone number written down on a sticky note. You can look at the sticky note in your inventory for a closer look at the numbers.
14. Go into Cuddle's office and walk to the couch. Use the couch cushion to move it. Your badge will be underneath. Pick up your badge.
15. Walk over to the desk and use it.

16. On the desk zoom in screen, use the phone and dial the number on the sticky note. The number to call is the following.
    - a. Two Bird symbol
    - b. Snowflake symbol
    - c. Mouse symbol
    - d. Bell symbol
    - e. Shell symbol
  17. Edna, the police secretary will answer. Listen to all the dialogue.
  18. Head back to Tabby and talk to her. She tells you that the permit was faxed and is sitting on her desk.
  19. Pick up the permit from her desk and head back to the Knitty Kitty club
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## **ACT 2**

### **→ Knitty Kitty Club**

20. Talk to Krakowski and ask him to let you into the club. He will check if you have both items and will then allow you to enter the club.
21. Enter the club and watch the cutscene play out where Fuzzball approaches and discusses the murder. Exhaust all dialogue options and then follow Fuzzball to the body.
22. When at the body try to use or look at the body. Fuzzball will stop you citing the fact that crime scene photographs need to be taken before we can disturb the body.
23. Talk to Fuzzball and exhaust all dialogue options. He will tell you to head to the police station to enquire about the crime scene photographers. This will then open the Police Station location on the main map.
24. Before heading to the Police Station, first investigate the stain on the ground near the bar.
25. Notice the massive footprint and the glass on the floor.
26. Pick up the glass.
27. Now exit and head to the police station

### **→ Police Station**

28. When Cuddles arrives at the police station it seems empty.
29. The first area to investigate is the notice board. Look at the notice board near the entrance.
30. Pick up the poster showing Krakowski's and the text '17 days without an accident'.

31. Also pick up 'The Dough Hook' poster to the left of the screen.
32. Walk over to the counter and ring the bell.
33. Edna Honeybottom will storm out of the interrogation room. She tells you she is busy and has no time to chit chat. She will head back into the room and then close the door.
34. Pick up some cake crumbs from the destroyed cake near the interrogation room. We will need this later.
35. Use the glass that you picked up from the Knitty Kitty Club on the interrogation door. Cuddles will listen in on the conversation going on inside. Seems Edna's cake was destroyed and she wants a replacement.
36. Look at the Dough Hook poster that you picked up from the notice board. They are a bakery so maybe they can deliver a replacement cake?
37. Head back to your office

#### → Office

38. Head to your desk and phone the number found on The Dough Hook poster. The number for this is:
  - a. Butterfly symbol
  - b. Shell symbol
  - c. Bunny symbol
  - d. Bunny symbol
  - e. Bathtub symbol
39. Kibbler, the pirate baker, will answer on the other end of the call. Exhaust all dialogue options with Kibbler.
40. Ask him about the cake that Edna ordered. Luckily Edna took cake insurance, so if you can answer some security questions, he'll provide a replacement. If you don't have this dialogue option head back to the police station and use the glass on the door to listen in on the conversation.
41. Kibbler will only send a replacement cake if you can tell him what type of cake was ordered. You don't yet have this answer so head back to the Knitty Kitty Club

#### → Knitty Kitty Club

42. Enter the club and head to the basement. The door to the basement is to the right of the entrance.
43. In this new area we see a dark patch with several hotspots that can be interacted with.
44. On the left hand side (under the stairs) there is a hotspot called 'Sticky Out Point'. Use this to switch on the lights.

45. Talk to Pepe and exhaust all dialogue options.
46. Look at the key on the pedestal, this is something we need!
47. Head over to the printing press and try to use it. Cuddles will notice that it is broken.
48. Look at the panel which is currently screwed shut.
49. Head back to your office to find something to unscrew this with.

#### → Office

50. Go to Cuddle's desk and check the drawer on the bottom right.
51. Move the piece of paper to reveal a coin.
52. Pick up the coin.
53. Head back to the Knitty Kitty Club.

#### → Knitty Kitty Club

54. Head to the alleyway to the left of the club entrance.
55. Use the dumpster to find a component bag and an old shoe.
56. Head to the basement.
57. Look at the printing press. When we press the button nothing happens. When we try and use the printing press itself Cuddles notices a panel.
58. Take a closer look at the panel and use the coin on the screws to unscrew the panel.
59. Use the handle to open the panel.
60. Now use the component bag you found in the dumpster on the opened panel.
61. Move the gears into the right spots and exit the screen.
62. Use the printer button and the printer will spring to life.
63. Pepe will walk over to the printer.
64. Pick up the manual that fell to the floor when the printer was switched on.
65. Head over to the switch (near the stairs) and use it to turn off the light. While it's dark quickly pick up the key before Pepe switches the lights on again.
66. Head upstairs and move to the backstage area.

#### → Back stage

67. The backstage area can be accessed via the stage on the right inside the main area of the Knitty Kitty Club.
68. Use the skeleton key on the door at the back wall to unlock it. Enter the dressing room.
69. Near the front of the screen is a colourful chest covered in dots.
70. Use the chest to open it.

71. Watch the cutscene and Miss Kitty will jump out.
72. Exhaust all dialogue options with Miss Kitty.
73. Pick up the taste card items that appears in the now opened chest where you found Miss Kitty.
74. Head back to the alleyway outside.

#### → Alleyway

75. Look at the manual in your inventory (picked up in the basement after fixing the printer). We have numbers written on the front cover which is a math sum. The value 895 minus the value 254 is 641. Take note of this code, we'll need this soon!
76. Use the computer machine found in the alleyway.
77. Use the on switch to turn it on and enter code 641 to activate it.
78. Exhaust the dialogue with Storn.
79. Use the taste card you picked up from the chest on Storn. This will activate SUPER STORN.
80. Exhaust all dialogue options with SUPER STORN.
81. Use the cake crumbs on him to find out what flavour of the cake Edna ordered. Super Storn tells you that it was Tuna and anchovy flavoured cake.
82. Head back to your office.

#### → Office

83. Phone Kibbler at the Dough Hook again. The phone number can be found on the poster you picked up from the Police Station.
84. Speak to Kibbler and answer his security question on the type of cake. He will activate the cake insurance and send a replacement cake.
85. Head back outside and Tabby will inform you a cake has been delivered. She will also give you a little miniature hook that came with the cake.
86. Pick up the replacement cake. You can find it sitting on the chair to the left of Tabby's desk.
87. Head to the police station

#### → Police Station

88. Use the cake on the interrogation door. Edna will storm out, smell the cake and then become available to talk to.
89. Exhaust all dialogue options with Edna
90. Drop the Krakowski '17 day since last incident poster' on her and she will ask a favour before telling you what the poster is about.

91. She will give you a piece of cake that you need to go give Fuzzball.
92. Head to the Knitty Kitty Club

→ Knitty Kitty Club

93. Enter the club and give Fuzzball the piece of cake. He doesn't seem to want it.
94. Head back to the police station

→ Police Station

95. Talk to Edna and tell her Fuzzball took the cake (although he really didn't 😊). Now talk to her about the poster. Here we learn why Krakowski is called peanut, he seems to have an allergy to peanuts. This could be useful in getting rid of Fuzzball.
96. Head back to the Knitty Kitty Club

→ Knitty Kitty Club

97. Enter the club and talk to the barman called Tinkle. He is standing behind the main bar area.
98. Exhaust all dialogue options with Tinkle.
99. Try to pick up some of the peanuts sitting on the bar. Tinkle will tell you that you cannot get any peanuts.
100. Head to the basement area.
101. Pull the lever against the back wall. This will turn off the main area lights.
102. Immediately head back up and while Tinkle is walking away to switch the lights back on, grab one of the peanuts.
103. Then drop the stolen peanuts on Tinkle. He will crush the peanuts into little bits.
104. Combine the crushed peanuts with the cake piece Edna gave you.
105. Head outside and give crushed peanuts on cake to Krakowski
106. Krakowski will fall asleep.
107. Head back into the club and tell Fuzzball about Krakowski that ate some peanuts and has blissfully fallen asleep.
108. Fuzzball will rush outside and Cuddle's is now free to investigate the Edgar's body.
109. Look at the body.
110. Use Edgar's hands and grab the bag of nip that he was holding.
111. Pick up the seeds on the ground close to his body
112. Check his breast pocket for the a business card of some kind and pick that up.
113. Exit the scene.

114. Tinkle will walk over and perform a 'séance' with his Babushka spirit telling Cuddles to check the vent.
115. Head over to the vent and open it. Retrieve the scrap of paper.
116. Head back to the office

➔ Office

117. Talk to Tabby about all the clues.
118. Tabby tells us that Professor Huggie may be able to help identifying the seeds.
119. We need to phone Professor Huggie. Check the note on her office door for the telephone number.
120. Head back into your office and phone Huggie using the following;
  - a. Mouse symbol
  - b. Shell symbol
  - c. Bell symbol
  - d. Bunny symbol
  - e. Bathtub symbol
121. After the conversation Bartholomeuw will storm into your office.
122. Watch the cutscene play out.

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**ACT 3**

➔ University Reception

123. Use the bell on the desk to summon Edna. She'll pop up from behind the desk.
124. Exhaust all dialogue options with Edna
125. Look at the exhibition sign and the towel hanging against the back wall.
126. Talk to Edna again and ask Edna about the two items that you just looked at.
127. Next, drop the scrap of paper on Edna.
128. She will give you a list of all of films released.
129. Look at the list and move to the G section. Click on the entry 'Gentlecat in the desert, A'. This will give you the release date.

➔ University Library

130. Look and then use the microfilm cabinet against the back wall.
131. On the zoom in screen click on the monkey symbol to open that drawer.
132. Pick up the microfilm that appears
133. Exit the screen and walk over to the microfilm reader machine and use that.

134. Put the microfilm on to the spool peg.
135. The news article seems very dim. Open the panel on the side.
136. Seems the lightbulb is faint. Try and pick up the lightbulb but it's too hot to touch with your bare hands.
137. Head back to the reception area.

➔ University Reception

138. Talk to Edna about the lightbulb. That muffling towel will be super handy to grab the lightbulb with.
139. Edna doesn't want to give it to you the muffling towel until you've proved that students are around, making noise and thus needs to be muffled with the towel.
140. Head back into the library

➔ University Library

141. Looks at the window high above the Microfich Film cabinet. Also look at the window latch. This is maybe something we would want to open but it's too high to reach.
142. Head to the Exhibition

➔ University Exhibition

143. Near the entrance of the Exhibition room we have a statue holding a lightbulb. Pick up the lightbulb on the statue
144. Next move over to the viking display and grab the spear that the viking statue is holding.
145. Head back to the Library

➔ University Library

146. Use the spear on the window latch to open the window. Now some sounds from the outside are flowing into the room.
147. Next walk close to the automatic opening doors and when the doors are open you'll see that the door track appears for you to interact with.
148. Use the brass knuckles in your inventory on the door track. Now the door will stay open. The sounds of the outside are now freely traveling into the reception area.
149. Talk to Edna again about the towel again. This time she will believe that there are students around who need muffling and will hand you the towel.



150. Go back to the Library

→ University Library

151. Use the towel on the hot lightbulb to remove it from the microfiche machine.

152. Use the lightbulb you picked up in the exhibition area on the lightbulb socket.

153. The article will then light up and become readable. Read the article and head back to the office.

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**ACT 4**

→ Office

154. Once you have control of Cuddles head to the Knitty Kitty club.

→ Knitty Kitty Club

155. Enter the club and talk to Tinkle. He'll take you up to Bartholomeuw's office.

156. Exhaust all dialogue options with Bartholomeuw and exit the room.

157. Head to the dressing room behind the stage area

158. In the dressing room there's a hear shaped button near the mirrors. Press this.

159. A bed will appear. Pick up the whip that's found on the bed.

160. Miss Kitty will appear and you'll have a conversation with her.

161. Head to the Meowy's Mporium location on the world map

→ Meowy's Mporium

162. Outside Meowy's shop look at the poster on the wall, this will be important later.

163. Enter Meowy's shop and talk to Meowy.

164. Meowy will give you a mood ring.

165. Exhaust all dialogue options with Meowy.

166. Look at the promotion sign on the right on the screen.

167. Look at the exchange bin on the left of the screen.

168. Talk to Meowy about the promotion sign and the exchange bin.

169. Meowy will give you some promotional material to promote his business.

170. Drop the shoe you picked up in the dumpster (in alleyway) on Meowy to exchange it for the hypnotization kit.
171. Head over and pick up the hypnotization kit from the exchange bin.
172. Talk to Cosmo and exhaust all dialogue options.
173. Drop the seeds on Cosmo. This will open up a new location called La Boule De Poils.
174. Head to La Boule De Poils

#### ➔ La Boule De Poils

175. Try to enter the theatre and the ticket person will stop you.
176. Show him your badge on him to gain entry to the theatre.
177. Look at Alfonso cut-out and notice how upset Cuddles get. This is important later.
178. Also look at Bartholomeuw Montameuw 'Walk of Fame' star on the sidewalk showing his paw print.
179. Enter La Boule De Poils theatre

#### ➔ La Boule De Poils Inside

180. First enter the concession area to the left of the main entrance. It has the words concession written above it.
181. Pick up one of the MLEM promotional plushies.
182. Head back out to the main area and talk to Tybalt. He will move out of the way.
183. Walk over to the mysterious shape hidden by a blanket on the stage.
184. Try and pull of the blanket off of the shape. Tybalt will yell at you to not do that.
185. Try and remove the blanket again. Tybalt will scuffle off to the concession area.
186. Pick up the blanket that you threw to the ground.
187. Talk to the newly revealed Oscar suit and exhaust all dialogue options.
188. Head into Scarlett's Den to the left.
189. Exhaust all dialogue options with Scarlett
190. Head back into the concession area and talk to Tybalt.
191. Exhaust the dialogue options with Tybalt.
192. Drop Meowy's promotional material on Tybalt. He is willing to perform the promotional content if it was in a different format.
193. Head back to your office

#### ➔ Office

194. Drop the promotional material on Tabby. She will rewrite it into a proper script for you.

195. Head back to La Boule De Poils.

#### → La Boule De Poils

196. Drop the newly created script on Tybalt. He likes this much more and is willing to perform it but he is still afraid of the vegunbleiter.

197. Use the hypnotization kit on Tyabl to hypnotize him.

198. Head outside and put on the Oscar suit.

199. Talk to Tybalt again. He's partway cured but not quite. We need to push his senses.

200. Use the Oscar plushie on him to cure him of his fear

201. Drop the script Tabby created for you on Tybalt again.

202. This time he's willing to perform it.

203. Watch the cutscene as he performs the play.

204. Afterwards Tybalt will give you a ugly mug to say thanks for curing you of his fear.

205. Meowy's shop has now been promoted. Head back to Meowy to mention this to him.

#### → Meowy's Mporium

206. Talk to Meowy again and tell him that you promoted his business.

207. This means you won the promotional prize! Get the food package that you can use in a later puzzle.

208. Head out of the shop and head to The Establishment located on the worldmap

#### → The Establishment

209. Use the entrance door to talk to Celestine. Exhaust all the dialogue options.

210. Talk to Duncan and exhaust all dialogue options.

211. Use the door again and talk to Celestine to tell him Duncan will not leave.

212. Head over to the post-box and open it.

213. Pick up the package.

214. Use the package to open it and find the book. Look at the book to see translated values.

215. Use the book on Duncan and choose the following options;

a. Keptoki = What

b. Quala = you

c. Chumga = want

216. Combine the whip you found in the Knitty Kitty Club dressing room and the hook that Tabby gave you. This will give you the WhipHook.

217. Use the WhipHook on the ladder to pull it down.

218. Climb up the ladder

219. Use the blanket on the sign. The sign will burst into flames

220. Head back down and talk to Duncan

221. He will then leave

222. Talk to Celestine at the door and talk to him. He will let you in.

➔ The Establishment - Inside

223. Exhaust all dialogue options with Celestine

224. Head outside again.

➔ The Establishment

225. Climb the ladder and open the window on the roof.

226. Talk to Humbalt and exhaust all conversations.

227. Drop the food package on him that you got from Meowy's Mporium.

228. Humbalt will give you his Establishment membership card in exchange for the food.

229. Use the whip hook on the vent on the roof. We will need this for later.

230. Head back down the ladder and go inside the Establishment.

➔ The Establishment - Inside

231. Drop the membership card on Celestine to gain access to the all areas within the bathhouse.

232. Celestine will give you a gift bag. Use the gift bag in your inventory to open it and retrieve a container of body oil.

233. Head into the changing rooms to the right of the main spa area.

234. Use the locker in the front to pack away all your inventory items.

235. Use the bathrobe that's on the seat to change outfits.

236. Head to the private spa area on the left of the main spa area.

237. Exhaust all dialogue options with Humbolt.

238. Head back to the changing room and use the your clothes on the bench to change back to the Cuddle's default outfit.

239. Use the locker to retrieve your inventory items.

240. Head back outside

241. Head back to your office.

→ Office

242. Head into your office

243. Use your research bookcase.

244. Pick up the book 'Don't think, just drink; getting drunk on a budget'

245. Look at this inventory item to see the Paintstripper recipe

246. Head outside and go to the Police Station

→ Police Station

247. The vending machine seems to be fixed. Use the Sjabloon coin on the coin slot found on the vending machine.

248. Pick up the honey milk that dropped into the tray.

249. Head to La Boule De Poils.

→ La Boule De Poils

250. Look at the Alfonso cardboard cut-out found at the front near the theatre entrance.

251. Look at or interacting with this cut-out and this will make Cuddles furious.

252. Once Cuddles is angry lick the moodring in your inventory. This will turn the moodring an angry red colour.

253. Head back to your office

→ Office

254. We now have all the ingredients to make the paintstripper drink.

255. Start by combining the oil with the mug in your inventory.

256. Combine the honey milk with the mug containing the oil.

257. Combine the red coloured mood ring with the drink.

258. The last item to add to the drink is in your drawer. Look at your desk and drawer.

259. Use the mug on Billy the Brandy Decanter.

260. To finish the painstripper drink head to the alleyway next to the Knitty Kitty Club

→ Alleyway

261. Use the mug drink on the puddle in the middle of the alleyway.

262. This will create the painstripper drink!

263. Head to Meowy's Mporium

#### → Meowy's Mporium

264. Use the painstripper drink on the poster outside to strip away the poster.

265. This will reveal the Ourocatos symbol painted on the wall.

266. Head inside and confront Cosmo about this.

267. Exhaust all dialogue options with Cosmo

268. Cosmo will give you his wig and then exit the scene

269. Give the wig on Meowy to exchange this for the bubble bath in the exchange bin.

270. Walk over to the exchange bin and pick up the bubble bath.

271. Head to La Boule De Poils

#### → La Boule De Poils

272. Head into the theatre and talk to Scarlet. Exhaust all dialogue options with her.

273. Head back to The Establishment

#### → The Establishment

274. Head to the roof and use the window again.

275. Use the bubble bath on the hot tub below. The hot tub will fill with bubbles causing Humbalt to fall asleep.

276. Head into the Establishment main area.

277. Go to the locker rooms and put away your inventory items in the locker.

278. Use the bathrobe to change outfits.

279. Head to the private spa area.

280. Pick up the key that now sits on the edge of the bath

281. Open the vent on the right of the screen.

282. You should have the whip hook shown here that you added in the vent on the roof earlier. If not head back up to the roof and use the whip hook on the vent there to feed it through to this room.

283. Use the key on the whip hook.

284. Head back to the locker room. Use the Cuddles outfit to change back to the standard clothes and then use the locker to pick up your inventory items.

285. Head back up to the roof area and pick up the whip hook.

286. You now have the locker key.

287. Head back to the locker rooms.
288. Use the locker key on padlock at the back found on one of the lockers.
289. Get the photo from the locker.
290. Head back to La Boule De Poils.

➔ La Boule De Poils

291. Head into the theatre to Scarlett's area.
292. Drop the photo on Scarlet.
293. She will give you the keycard to get into Bartholomeu's office to break into **his safe.**
294. **Head back to the Knitty Kitty Club.**

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**ACT 5**

➔ Knitty Kitty Club

295. When you try and enter the Knitty Kitty Club you'll notice that the door is locked.
296. Use the Skeleton key on the door to get into the club.
297. Head to the elevator and use the elevator key card on the elevator to access Bartholomeu's office.
298. Inside his office, notice the bump in the carpet. Use the carpet bump which will reveal a hidden safe.
299. Use the safe and first action needed is to turn it on. Press the big red button to switch it on.
300. We need to provide a keycode and biometrics.
301. Look at the map on the wall of the office, the keycode is the longitude and latitude of Meow Meow Furrington.
302. Add code 3515 into the safe keyboard.
303. We now need to provide biometrics but there are no fingerprints in Bartholomeu's office.
304. Let's head to the police station.

➔ Police Station

305. Pick up the evidence tape from the chair near the notice boards.
306. Head to La Boule De Poils

→ La Boule De Poils

307. Walk to Bartholomeuws star imprint found on the sidewalk outside the theatre.

308. Use the evidence tape on this imprint to lift the prints. This will give you Bartholomeuw's fingerprints.

309. Head back to Bartholomeuws Office.

→ Knitty Kitty Club

310. Use the fingerprints you lifted on the scanner to unlock the safe.

311. Use the handle to open the safe.

312. Look at the statue in the safe.

313. Look at the birth certificate in the safe. This is what Scarlet wanted us to see!  
It seems Scarlett was Edgars mother.

314. Head back to La Boule De Poils to confront Scarlett.

→ La Boule De Poils

315. Talk to Scarlett about what you've found, that she is in fact Edgar's mother.

316. She'll mentioned that she recognized the location in the Mousezilla photo you showed her. This will open up a new area called the memorial gardens.

317. Head to Memorial Gardens location on the worldmap.

→ Memorial Gardens

318. First head to the Mausoleum door on the left of the screen. Look at and notice that it's locked and requires a medallion of sorts.

319. Head back to La Boule De Poils to talk to Tybalt.

→ La Boule De Poils

320. Head to the concessions area and talk to Tybalt.

321. Ask him about the locked gate at the Memorial Gardens and he'll give you the medallion to access the door.

322. Head back to the Memorial Gardens.

→ Memorial Gardens



323. Use the medallion on the indent found on the mausoleum door.
324. You can now access the mausoleum crypt area. There's not a lot to do here right now so head back to the main entrance gate outside.
325. Pick up the gnome near the gate.
326. Walk to the statue in the centre of the main area and step onto the grassy patch.
327. Water will spray on Cuddles and he will then pick the sign. The sign part will break off leaving only a stick.
328. Head to the left of the screen to enter the Vegunbleiter area.
329. In the middle of this area is a scary looking Vegunbleiter statue. Upon closer inspection you see an open mouth hole with a pressure plate inside. .
330. Place the gnome you picked up in the main area onto the pressure plate
331. The mouth area will ignite with flames.
332. We will now create a makeshift torch. In your inventory use the oil on the Oscar plushie. Next use the oiled up Oscar plushie on the stick item you found in the main garden area. Then use this on the fire in the VegunBleiter mouth hole to create a torch.
333. Head back to the crypt area.
334. Use the torch on the dark patch on the right of the scree. Mousezilla is revealed and rushes Cuddles.
335. He opens the crypt and jumps in.
336. Investigate the crypt and pick up the torn clothes label.
337. Use the hole and head outside.
338. Head back to the office.

## → Office

339. Just as you are talking with Tabby, Miss Kitty will arrive.
340. Run through the dialogue with Miss Kitty.

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## ACT 6

### → Bee's Costume Shop

341. Talk to the old lady standing behind the counter. Her name is Bee and she is the owner of Bee's Costume Shop.
342. Exhaust all dialogue options with Bee.
343. Use the clothing label in your inventory on Bee.

344. Talk to her about the label again.
345. She'll ask for your help before she gives you the info you want. She tells you to head to the back area with her to solve a murder. Follow her through the door.
346. Talk to Sammy Maniquino.
347. In the next screen you'll see a mannequin parts lying on the floor. Bee tells you the mannequin named Sammy Maniquino has been 'murdered'. She asks you to heal Sammy before he dies.
348. Go back to the front shop area and pickup up some bandages from the mummy costume on the right of the screen.
349. Head to the back aera again and use the bandages on the Sammy mannequin to heal him.
350. Next Bee will ask you to find the murder weapon. Pick up the cheese grater that's lying very close to Sammy. Bee will then move to the next section.
351. In the next section you meet the SnoutBargle mannequin. Use the cheesegrater itemyou're your inventory on SnoutBargle. He'll still won't tell you what you need to know.
352. Next use the knuckles in your inventory on SnoutBargle.
353. Bee will then move to the next diorama where we meet Cheesegrater Bill.
354. Use the Bill mannequin to push him over onto the train track. Bee wants us to tie up Bill before he escapes.
355. Walk back to Sammy and pick up the bandage you placed on him earlier.
356. Use these bandaged on Cheesegrater Bill to tie him up.
357. Watch the cutscene where Bee grabs the remote control and plays with the train set.
358. Tabby will head back to the front area and check the register. She then finds out the identity of Mousezilla. She'll then head back to the office to tell Cuddles

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## **ACT 6**

### **→ Office**

359. Watch the cutscene play out and once you have control of Cuddles head to the Knitty Kitty Club alleyway.

### **→ Knitty Kitty Club Alleyway**

360. Duncan will be waiting in the alleyway. Talk to him and Duncan will run away.
361. Cuddles will follow him to the Junkyard.

## → Junkyard

362. First walk to the shack door. When Cuddles get's close he'll first walk over to the fluff fields.
363. After this enter the shack to find Duncan there.
364. Talk to Duncan but it seems he is hiding. He totally ignores Cuddles.
365. Go outside the shack again and climb down the ladder.
366. Open the mini fridge and pick up the note stuck on the inside door.
367. On the right there is an ice block with a mannequin head inside. Lick the ice block until the ice has melted.
368. Pick up the mannequin head that's now freed from the ice.
369. Head to the telephone and call Tabby.
370. Phone Tabby again and exhaust all dialogue options with Tabby.
371. Walk over to the pipe near the big vat and look at it.
372. We see there's a rusted padlock of some kind holding a hatch closed.
373. Use the Paintstripper drink in your inventory on the lock to melt it.
374. The pipe hatch will now be open.
375. Use the green sludge and Cuddles will reach in and extract a gross looking worm.
376. Head over to the phone and call Tabby again. Exhaust all dialogue options.
377. Head back upstairs and go into the shack.
378. Open the window from the inside of the shack.
379. Go back outside and stick the mannequin head onto the wooden peg railing peg.
380. Head back inside and tell Duncan there is someone outside that wants to buy milk.
381. He'll jump up, look around and see the mannequin head and think there is someone outside. He'll scuttle outside to talk to the mannequin.
382. Exit the shack and talk to Duncan. There's an option where we can push Duncan into the vat of goop below. Choose that option.
383. Head downstairs and exhaust all dialogue options with Duncan. He seems to have sobered up now.
384. After talking with Duncan head back upstairs
385. A cutscene will play and Cuddles is kidnapped.

## → Office

386. Watch the cutscene play out between Tabby and Duncan.

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## ACT 7

### → Amusement Park

387. Talk to the Henchtigers guarding the entrance.
388. They will not allow Tabby to pass.
389. Check your inventory. You still have the Mousezilla suite! Use the suit on the Port-a-litter closeby to change outfits.
390. Head over to the Henchtigers and talk to them. The incorrectly think you are Duncan and will now allow you to enter the Amusement Park.
391. In the main area head inside the main building with the sign Alfonso's Curious Cases at the entrance.
392. Watch the cutscene play out.
393. Talk to Cuddles that's locked inside a cage.
394. Head back outside and talk to the Tiki person. She's just opened her stall.
395. She'll give you Cuddle's inventory items.
396. Head back inside and give Cuddles the stick and the whiphook inventory items.
397. We can now switch between Cuddles and Tabby. Click on the small character portrait at the bottom right of the screen.
398. Switch to Cuddles and use the whiphook on the cage bar right in front of Cuddles.
399. Use the stick on the whip to tighten the whip and bend the bar. Cuddles can then get out.
400. Switch back to Tabby and head outside.
401. Talk to the Henchtiger and exhaust all dialogue options.
402. Walk over to the Nip boxes near the side of the building.
403. Place Ramon the Recorder inside the boxes.
404. Talk to the Henchtiger again and tell him to go investigate the Ramon sounds playing at the side of the building.
405. Go back inside and use the wall to push it down. Cuddles needs to be free to help Tabby push over the wall.
406. Head back outside and walk to the Circus tent on the right of the screen.
407. Tabby will go inside the tent and the henchtigers will blow some fluff into her face.
408. This will cause her to go into a fluff trance.
409. In the trance all the henchtigers are balloon animals. Use each henchtiger to punch their lights out.
410. When you have smacked all four henchtiger Cuddles will enter.
411. You'll switch back to Cuddles.

412. Use the computer and then head out to the airship.

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## **ACT 8**

### **→ Airship**

413. Enter the airship scene and use the ladder to climb onto the deck of the airship.

414. Watch the cutscene between you and Miss Kitty.

415. Miss Kitty will shoot Cuddles and he'll fall over the side of the airship.

416. Cuddles will then be hanging on the side of the airship. Use the window to the left to jump over and then jump into the empty window.

417. Inside the cargo hold use the lever and watch the cutscene.

418. Push the crate underneath the loading doors in the ceiling.

419. Pull the lever again and when Miss Kitty is walking over the loading doors pull the lever a second time.

420. Miss Kitty will fall into the box below.

421. The end cutscene will play.

422. The end!