

Residents of Evilville walkthrough



Day 1:

-After talking to Eva and Ava, Claire can head into gas station. Inside talk to Paige at the counter, then examine the shelf with the chocolate on it. After eating her face off like a pig talk to Paige again.

BAD END : Outside the gas station head to the bottom right screen, right side of gas station. At the top left of the screen you can find a woman in the process of kidnapping a girl. Talk to her for your first game over.

BAD END: Talk to the woman mumbling to herself (owner of Charleston Mansion) just outside of where you start 3 times. Head to the right screen and grab the handcuffs, bring them back to her for a gameover.

Night 1:

After Claire wakes up head to the north east and grab the Flashlight then to the top left door that leads to the back of the gas station. Examine the broken down car by the gas cap. After the scene head back to the couch and go to sleep.

Day 2:

Talk to Paige to start work for the day. Blue Candy for Karen can be found in the stock room, Pumpkin Juice for Jack is right next to him (literally), and The Creepy Girl who is located outside needs rope from the stock room. After you succeeded (or failed) to get the right items speak to Paige again. After that head to the apartment on the north end of the gas station. Talk to Carol in the kitchen, then head to Paige's bedroom in the north west.

BAD END : Trying to leave the door the back of the gas station before going into the apartment will give you a warning. Trying to exit again will cause a gameover.

Night 2:

- Now at the Charleson mansion, head north and grab the Bolt Cutter. Head further north past the zombie, then to the left by the shining icon near the gate. Be careful of the traps (hidden under white flowers), and examine the right side of the pile of boxes for some Tweezers. Head back to the front and use the Bolt Cutters on the area of the fence with a question mark, then the tweezers on the front door.

- Inside the mansion, enter the door on the left. Examine the med kit 4 times for a Yoga Book (used later on Paige). Examine the south most body for a Dirty Keycard, which can be used on the sink in the bathroom to obtain a Clean Key Card. In the bathroom is the body of Natasha Charleston- owner of the mansion. Claire mentions how she seems to have been recently killed. Use this on the north west door of the hallway to open it. Inside this room examine the shelf next to the TV and press the switch, which opens a gated area that contains an Old Blade. Take this Old Blade back to the bathroom and use it on the tub to get Antlers then exit. Pick up the key the two girls drops after the cut scene. Back in the main area use the Key on the door to the east.

- In the East Hallway, enter the door that's glowing red and talk to the girl in the cage. After that head back in the hall, enter door east of the glowing red door. Do no try and go through center path, instead follow the blood trail and crawl through the broken wall. Go to the wall with the shining object and grab it, head back to red room and give it to the girl in the red room, then head to the final door in the north east.

- Place the Antlers on the deer to the east, enter the door, and talk to the girl in the cell. Before leaving the cell, examine the pile of boxes to the right for a Detective Novel (used later on Carol). Place the second set of Antlers on the deer and enter the fireplace. Examine the shining object on the table.

BAD END : Fall into enough traps to be subdued.

BAD END : Take enough damage to fall unconscious.

Optional CG: In the foyer, to the left of the stairs, is a green switch. Turn it on and head to the west hall and inside the first door. To the left will be a crowbar you can use to open the manhole outside of the mansion.

Optional CG: ***LARA CROFT GNOMES***

Day 3:

After waking up, talk to Paige in the kitchen then head to the bathroom (East door) and examine the bath tub. Head back to Paiges room and talk to Carol. Complete the chores for the day by talking to Karen in the main area who needs wine which is located outside and to the north east, by the homeless person. The Creepy Girl needs duct tape from the storage room and she's located outside but the gas pumps. Also outside is a girl at the south west of the screen that needs you to place a ball by someone. Take the ball and place it by the girl near the bathroom on the outside area to the right of the gas station(scene is different depending on where you place the ball).

After all chores are done you can head to the womens bathroom IN the gas station and examine the toilet to end the day.

OPTIONAL CG: Talk to the cat with the top hat outside, then get him cat food from inside the gas station. After the girl kicks it away, try and get some more. Examine the cat again and it will move south west, at which point you can examine it one more time for a scene.

OPTIONAL CG: Talk to Jill Smellentine, follow girl to bathroom, get lockpick from Jill, confront girl in bathroom. Head back to Paiges bedroom to play VHS.

OPTIONAL CG: Talk to Ada Hong, head to Trash Panda Apartments, go in south east most door, and examine box. Return to Ada and tell her about box, return to room and talk to her again.

OPTIONAL CG: If you found the Yoga Book on Night 2, talk to Paige in her room.

OPTIONAL CG: If you found Detective Novel on Night 2 talk to Carol in her room.

Night 3:

Talk to Parasol Bot in order to head down to the bar. Talk to the girl in red latex at the entrance, then to Eva and Ava to the east. Talk to the girl at the main desk then head into the door on your left. When inside talk to the guard on the left then enter the door on your left. Talk to the guard and head into the cell, examine the cell until Annette comes in. After that head all the way north into the actual bar area. Talk to the girl at the desk, then help the four people in the bar area get their drinks. To make the drinks follow the chart found in the staff area

to the north east. Each drink has 3 parts and a decoration, if you screw up the order you can dispose of the drink and start over with the trash can. Answer Ashley's questions honestly and you'll be able to escape. When outside investigate the fence and talk to Ashley.

Optional CG: Left of the entrance is a guy, talk to him, then the girl standing next to the vending machine. After that head into the room.

BAD END: Give too many people the wrong drink.

BAD END: Piss off Ashley during the interrogation.

BAD END *SPICY ONLY*: Enter the womans bathroom in the bar.

Day 4:

Exit Paiges room and talk to the group. After the conversation head to the storage room and talk with Carol. Grab the package and head to the Residential District (South West outside by the gas pumps). When there talk to the kid sitting down, afterwards if you try the shack (Building all the way east) it will be locked. Talk to the girl in the north west area to get a key then enter the shack. Once inside talk to the shadow figure inside. Head back to where the kid was and talk to Annette. Head back to the apartment and talk to Carol, then Paige. After you're done explore or head to Annettes house (All the way to the east of Residential District).

OPTIONAL CG : Talk to the girl outside the house by where you enter the Residential District. Creppy girls house.

OPTIONAL CG : Explore the basement of the girl that gave you the key to the shack. It's located right behind her at the question mark to the north west of Residential District.

OPTIONAL CG : Talk to Karen at the Charelston Mansion, north east screen of the Residential District.

OPTIONAL CG : Talk to the girl at the right side of the gas station with pink har.

OPTIONAL CG : Head back to the room Ada was in and release her, find the memes by the gas station and bring them back to her.

OPTIONAL CG : Try and enter the room at Trash Panda Apartments to the right. Find all the used panties around town and return.

OPTIONAL CG: To the left of Annettes house is a tunnel, explore it. After finding a shiny item in town return and give it to the girl there.

BAD END 6: Try and enter Creepy Girls house. House left of Annettes.

BAD END 7: Go around the back of the gas station. Confront the couple lingering around and they will capture Claire.

Night 4: Place stuff in green locker by stairs, then talk to Annette. Head up stairs and follow Eva's commands. (Bread and stuff in kitchen/ trash in hallway, downstairs, and bathroom/ Panties in bathroom, Anettes bedroom, and her office downstairs.) Once in the dungeon, press the buttons to put the robots to sleep, and avoid the zombies.

BAD END 7: Get attacked by too many zombies.

DAY 5:

After waking up and talking to Parasol Bot, head to the kitchen and talk to the Paige. After that head to Carol who is in the gas station and complete your chores. Help Karen by getting her toilet paper from the storage room, The Creepy Girl needs deadbolts, and Pumpkin King needs rags. When that's done go back and talk to Carol who will untie you. After exploring you can talk to Paige in the aparemnet to end the day.

OPTIONAL CG: To the right of the gas station there is a sparkle in front of the mens bathroom. Examine it.

OPTIONAL CG: Head back to Ada's room.

OPTIONAL CG: Head back to the room where Jill is being held captive.

OPTIONAL CG: Also at Trash panda Apartments, pick the lock upstairs.

OPTIONAL CG: At Residential West, Chairman Meow can be found south just as you enter. Talk to him.

OPTIONAL CG: To the left of the shack where the chocolate monster is you can talk to the girl with pink hair.

OPTIONAL CG: Talk to The Creepy Girl outside of her house (Left of Annettes), then the girl looking for directions. Finally try and enter her house.

OPTIONAL CG: Head back to the Charleston Mansion. Talk to Karen, then head to the left door on the second floor.

OPTIONAL CG: You can now head to the Junkyard which is to the top right of the Residential District. Talk to the girl with orange hair, and then grab her sock puppets from the trash can at the south east of the screen.

OPTIONAL CG: Head inside the main area of the Junkyard, then try and go into the basement.

OPTIONAL CG: Just north at the right side of the gas station is a general store, enter it.

BAD END : Make Too many mistakes helping the customers, or talk too many of the girls that are in the station.

BAD END: At the back of the gas station there's a lone pair of underwear on the ground. Try and pick it up.

BAD END: Talk to the woman that kidnapped Yuffie, enter her house.

BAD END: Try and break into Annettes house via a small crack on the left side.

Night 5: After you finish talking to Parasol Bot and Paige, grab the Hide A Key to the left of the house and enter. Investigate the book in the office, then use the code on the grandfather clock to the left. Head upstairs then all the way to the right, enter the elevator. Investigate all the rooms with green lights, then use the key on the one room with the question mark. Afterwards Paige should make some sounds so head back and check on her, she gives you a key, head back and use it on the final room.

Now playing as Paige head upstairs, and go through the vents. Navigate your way through the maze, examining each button along the way to unlock the door at the end of the hall. Avoid the marked faces or else Paige will get tied up, and if you like grab the key just before you exit. In the next room make your way to the north west and enter the open door, interrogate Sam then head back through the dungeon gathering the required items and avoiding the tentacles. After youre done with Sam, head back out and through the double doors, then to the end of that hall. Inside the final room you can find the passcode to the door towards the north wall, it's marked with a question mark. Enter the door and end the level.

OPTIONAL CG: You can find a key in the first area in the dungeon area while playing as Paige towards the end of the area(It's sparkling). If you bring the key back to the start you can unlock the door to the left of the room.

OPTIONAL CG: In the second area, the top right room has a key. Use it on the door all the way to the right in the same area you find the door to interrogate Sam.

BAD END: Get attacked by too many vines (as Paige).

BAD END: Touch too many traps (as Paige).

DAY 6: After you wake up and are playing as Claire again, head out to the store and untie the Junky. Afterwards talk to Carol for the item, then Paige again to head to the Junkyard. Once at the Junkyard follow Paiges instructions and get inside, and once inside talk to Bertha. After following Bertha's instructions head out of the underground where Paige will take you home.

Day 7: Head to the back of the gas station and talk to Carol to end the day and start the Finale.

OPTIONAL CG: Head to the bathroom to the right of the gas station. Knock on the womans door 5 times.

OPTIONAL CG: As once you found all the Ada scenes, she should be outside on the right side of the gas station surround by 3 shadows.

OPTIONAL CG: To the north side on the east side of the gas station is a general store, enter it if you entered it the day before.

OPTIOANL CG: As once you found all the Jill scenes, she will be in room 100 for another quest. Collect all the used panties to save her.

OPTIONAL CG: Back at the Residential West, to the south is Chariman Meow. Talk to him.

OPTIONAL CG: Head back to the shack with the Chocolate Monster and talk to her. Afterwards find a chocolate bar just behind her shack, and give it to her.

OPTIONAL CG: If you talked to Karen every day, head back to the Charleston Masion and into the new hole in the foyer.

OPTIONAL CG: At the junkyard investigate the noises to the east of the screen.

BAD END: On the second floor of Trash Panda Aparments is a room you can enter, try and enter it.

BAD END: Bring the deer a packet of blood at Residential West (Packet found in Pool).

BAD END: At Residential East, talk to the locker with white hair.

BAD END: Talk to the two girls in the locker room just before the pool.

Finale:

Start off by talking to Lady D just by the entrance of the Thompson gas Station. She needs some girls for her personal reasons, so after talking to her head to the Residential District by using the question mark to the bottom right of the screen.

Girl 1: Dva can be found by going to the pool area where there's a party. Talk to the girl standing north of her, than talk to DVA who's talking to a bunch of fans. Next you can head to the janitors closet which is to the left of the locker room (area just before the pool).

Girl 2: Also just outside the Chapel is a blonde girl surrounded by some people. Speak to her for a scene.

Girl 3: If you enter the chapel and talk to the priest he will direct you to talk to the girl to the right of the chapel. Talk to her for a scene.

Girl 4: Back in the Residential District, the top right, is an entrance to the park. You can enter it for a scene, or get an alternate scene by examining the car and findng Weed Repellant.

Girl 5: Another girl is surrounded to the north of Residential District. If you interact with her and try to help before rescuing Ada that day you will get a game over.

Girl 6: If you interacted with the Chococolate monster through the game there will be a scene if you try and enter her shack. Talk to the cop to the right of her shack that found a pair of stolen underwear then enter the shack.

Optional CG: Creepy Girl Wedding: Depending on if you interacted with the Creepy girl throughout the game you can find this and be saved or end in a gameover. She'll ask you to go find a dress which is found by talking to the creepy girl right of the house where the pool is.If you didn't interact with The Creepy Girl throughout the game this will end in a quick game over. However if you did interact with her through the entire game you get a little scene. If you help Karen through the game she will save you at the end of the ceremony, or it will end in a gameover.

After rescuing at least one girl you can talk to Lady D.

Finale (Paige):

After gaining control as Paige speak to Lady D and the boob zombie.

Girl 1: Use the fire extinguisher on the fire to the bottom right of the screen. This will take you to the area by the bathrooms where Paige can rescue her teacher from some brats.

Girl 2: If you saved Jill as Claire, it the Trash Panda Apartments is a room with a question mark. Investigate it then talk to the two girls in the north area of the locker room (by the pool area).

Girl 3: Head up the stairs at Trash Panda Apartments and talk to the girl to go on a panty raid.

Girl 4: After you defeated the panty sniffer talk to nurse in the pool area (If you saved Jill as Claire).

Girl 5: To the right of the pool house is a broken down house. Go up to the door, then take the items in the locker room by the pool. Head back to the house.

Girl 6: Behind the sign, to the left of the pool house, is a path that takes you to the chapel. Talk to the woman on the steps.

Optional CG: If you saved Jill as Claire, you can save her as Paige on last time via talking to the nurse in the pool.

After you're done head back to Lady D. Enter the hole, turn on the 3 switches and voila, GAME DONE!