

[Русская версия прохождения](#)

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Walkthrough

1. Game starts in the Azkaban. You get introduced to the Lord Rattlesnake who is visited by the Minister for Magic, who is supposedly an old friend of the Lord. He is accompanied by an auror - Xandria. Minister for Magic, Petrius, then proceeds to ask questions about Lord's past, which Lord doesn't want to answer, using the memory wipe as an excuse..
2. First scene in the Azkaban is interrupted by the need of putting some clothes on the Lord. Clothes hide the informant-snake:
 - a. You have to make sure it gets away unnoticed: initiate dialogue with Xandria and convince her that she is distracted with your naked torso.
3. During the comotion (Xandria screaming, Lord laughing, Petrius - just hating the whole situation), snake will get away. After that, you will be able to interact with your surroundings:
 - a. You should now pick up the clothes, that previously hid the snake.
4. Dialogue will continue, Xandria will move toward the door, Petrius will bring out the pensieve, in order for you to relive your memories:
 - a. Press on the pensieve after the dialogue ends.
5. When Lord is back in his memories, he will now be - Marcus Redblack, who has just disembarked the train and on his way to Hogsmeade.
 - a. You can either look around or go straight to Hogsmeade.

Player get to meet with Sonya - and has to decide how much she will assist him

Prologue

6. Scene change. You will now observe an exposition dialogue between Dumbledore and Snape, you learn that Marcus has arrived to Hogwarts in order to take the position of head nurse after the unfortunate death of madam Pomfrey. At the same time, Dumbledore is planning to leave school for an unknown period of time, due to some magical disease.
7. Next morning, Marcus decides to wander around Hogwarts, despite not being invited to do so by anyone. But before he manages to get in, he is intercepted by Hagrid, who Marcus isn't happy to see. Hagrid won't allow Marcus to wander around by himself, so you need to distract him somehow:
 - a. Give him the panties you have picked up from the broomstick stuck in stones of the railway station.
8. Another exposition dialogue between Dumbledore and Minerva. Dumbledore leaves her the instruction for his absence and the arrival of Marcus and his own replacement - Marcus's father, Tom Riddle. Though the latter one is nowhere to be seen, so the Ministry will have to send the temporary replacement.

9. Marcus will cross the bridge and approach the school gates. But will once again be stopped, now by a senior student, Nola Korri, who believes him to be a transfer student.
 - a. And demands him to prove it, or prove that his is indeed a staff member by showing his authority within the school by interrupting the kissing couple.
10. However since Marcus doesn't work at the school yet, couple doesn't listen to him.
 - a. Marcus also learns that girl has a weird affinity for the owls, ultimately coming up with the solution to his problem by using his owl on the notice board. You can also try using the owl on the couple, however that will lead to failure.
11. However, this is only part of the solution: owl will now sit on the notice board, and couple will continue with their immoral ways.
 - a. You now have to talk with the owl and convince her to help you.
12. Owl will play dead, couple horrified will disperse, Nola will now let Marcus in. But before he gets inside, she will ask him: Who he truly is? All the answers have a grain of truth in them, all but one, that Nola wants to hear, which is ironically the only one that is a complete lie.
13. And yet another scene: Severus is talking with Minerva. Severus is annoyed by the need to deal with temporary replacement, Marcus's arrival more so, since he will be a new head nurse. Minerva proposes a scheme: use Marcus as a temporary replacement for the headmaster, find a new head nurse and get rid of Marcus completely once Tom Riddle arrives. Both agree to the proposed scheme.
14. Marcus, finally, enters the castle. And, (if he wants to), can now check the houses of Hogwarts. At any point you can go back to Hogsmeade and skip the rest of the day.
15. If you want to check houses, you will run into the problem, since Marcus doesn't know the passwords for the doors, to find clues:
 - a. You need to go back to the entrance and check the notice board.
 - a. Go back to the entrance and click on the notice board.
 - b. On the notice board you should find all four clues.
16. After finding all the clues, Marcus can now go and check the Houses of Hogwarts. After a short run at trying to figure out the password, Marcus will run into the students. However, he will both fail to introduce himself and get into the house quarters. Failing with every single house, he will return to Hogsmeade.
17. In parallel to these events, all students Marcus encountered leaving house quarters, will visit Dumbledore and demand certain changes to the existing school rules. Knowing that he won't have to deal with all this crap next year, Dumbledore manages to persuade them to return with these problems at the start of the next student year.
18. Following morning, Marcus will receive a letter, inviting him to Dumbledore.
 - a. You now have to visit Dumbledore in his tower.
19. After you get there, Marcus will have a long dialogue with Dumbledore with exposition about the current school affairs, Marcus's future position as a nurse and some other random bits. Marcus will leave with the plan to get keys and the official papers from Minerva the following day.
20. Next morning, Marcus will go back to Headmaster's office, but on the way there he will be disturbed by a thought of continuing his private medical practice:
 - a. You will now have an option of putting an advert for his private practice, before returning to the Headmaster's office.
21. Finally, when he arrives, Marcus learns that he will now be a temporary headmaster and that he will never be a nurse in this school.

22. In the end of heated exchange, Petrius will invade Marcus's conciseness and tell him to come back to reality:
 - a. You can do so by clicking on pensieve.

Act 1

Chapter 1

1. After another dialogue in the Azkaban, Marcus will be back in the office, where he now wants to abuse his power as the headmaster:
 - a. Click on the table and choose a topic for your executive order.
2. However, he will be interrupted by Minerva, who tell him that as he is only temporary replacement, he doesn't have any power a real headmaster would have. Due to boredom, Marcus decides to check the wardrobe and finds a letter addressed to Dumbledore.
 - a. Choose the right shelf and click on the letter.
3. From the letter, Marcus finds out that Dumbledore left for an unknown period of time to relax from mortal coils he had to endure as the everlasting Headmaster of Hogwarts.
4. An hour passes, and Marcus is now visited by Snape. We learn of the reasons for their conflict. Snape accuses Marcus of getting with his own sister and all the consequences that followed.
5. Marcus denies that this ever happened and tries to look for something to exonerate him.
6. At the same time, Marcus's owl, Googlyeye, flies into the office. With the owl at his disposal, Marcus decides to summon Minerva, as he believes her to be the only person who wouldn't lie to him about the topic.
 - a. Click on the owl, choose Minerva's portrait in the stamp window and send the letter by putting your seal on it.
7. Just a few moments later, owl will come back with an answer that Minerva will come at 22:00. Marcus looking for a clock will now be able to study the clock, and put a marker on it to highlight the hour Minerva will visit him.
 - a. You now have to skip time:
 - i. Press on the portrait on the clock.
 - ii. Or, right-click on the clock, to skip one hour at a time.
8. When you advance enough time, you will hear a knock on the door: Marcus will now let Minerva inside:
 - a. You need to open the door
 - i. Click on the door and choose the option to let the person in.
 - ii. Or, right-click on the door.
9. From talking with Minerva, Marcus finds out that most of Snape told him could be true. In feast of anger he kicks the wardrobe, resulting in a pouch with coins falling out, which he decides to use to drown his sorrows in alcohol.
10. Marcus will now need to draw himself a drinking companion: find the canvas in the wardrobe.
 - a. Click on the wardrobe and drag the canvas to your inventory.
11. Marcus then needs to find a way to order alcohol: look for a catalogue in the table.
 - a. Click on the table and confirm the purchase of "Assortie"

12. In order to remember about the purchase and delivery, Marcus puts a notice on the clock marking the time of arrival of the package. You can now either skip time or look for a place to sleep.
 - a. To skip time:
 - i. Press on the marker on the clock and confirm skip. Then Marcus will just fall asleep and wake up at the table at 10:00, when the package arrives.
 - ii. Click on the door on the right side, where you will find a bedroom, confirm sleep until morning. Then Marcus will wake up at the table at 10:00.
13. Marcus will now be able to pick up the package.
 - a. Click on it to confirm the pick up.
14. When Marcus gets the alcohol and the canvas, he will now look for a place to rest: start the fireplace and sit next to it.
 - a. Click on the fireplace to start it.
 - b. Use on the lit up fireplace, alcohol and canvas, in any order.
15. Marcus will now finish the portrait, teaching him drinking at the same time.
16. Spending the evening in perpetual drinking, Marcus will wake up back in the Azkaban. After having a short convo with Petrius, he will need to back into the pensieve.
 - a. Click on the pensieve.

Chapter 2.

1. You get a vision, where Lord, as the headmaster of Hogwarts demands from Snape to send him all four of the previously met girls to serve in his harem. Scene ends with a duel.
2. Marcus sleeps at the table, and is found by Minerva, who tells him that it is already the 1st of September and proceeds to ask him to follow her.
 - a. You have to choose the East Wing.
3. Marcus will proceed to give a very rude speech about the school and students. During which he also learns that all the four girls, he met previously are prefects in their respective houses.
4. Minerva will drag Marcus back to the office and forbids him from going out ever again, or at least until Marcus apologises. Marcus decides to continue on the path of self-destruction and drinks heavily.
 - a. You need to close the curtain
 - i. Left-click, and choose "close"
 - ii. Or, one right-click on the curtain.
 - b. You now need to open the wardrobe, drag alcohol to your inventory and then use it one bottle at a time on the table.
5. During his lengthy binge, Marcus will be visited by the prefects. Marcus continues his drunken ways and manages to spoil his relationships even further.
6. When alcohol finally runs out, Marcus will cut his leg on the shards of glass. He will need to use alcohol to tend to his wound.
 - a. Open your inventory and drag the appropriate item onto Marcus.
7. Unsurprisingly, instead of using it properly, Marcus just drinks it. At the same time, he is visited by Snape, argument ensues. We find out that all the items Marcus has used

are a part of Dumbledore's personal collection. We also find out, why Marcus hates Snape: Marcus is convinced that Snape has seduced his mother. Snape denies feverently.

8. We get into a duel. Marcus fails miserably, Snape wins. Snape makes another remark about Marcus's behaviour and leaves.
9. A hat fall on our defeated protagonist. As it wakes up, it has a conversation with Marcus. Marcus bitches about his hard life, yada yada yada. Hat motivates our hero, by giving him a new perspective on the past events. Marcus swears to stop drinking and decides to become a better person.
10. Once again, some shit fall on the head of our protagonist and he loses consciousness.
11. We wake up back in the Azkaban, where Lord has another conversation with Petrius, after which he is sent back through the pensieve.
 - a. Click on the pensieve.

Chapter 3.

1. Another vision, Lord tells the prefects to prepare for the extremely long night as a part of his new harem.
2. Marcus comes to his senses, lying on the floor. He hears Minerva entering the room, and her talking with the portrait, and also the portrait trying to convince Minerva to use the aforementioned Marcus while he cannot resist. Minerva almost agrees, but is spooked by Marcus coming back to his senses.
3. We learn that after spending so much time with drunken and perverted Marcus, portrait is now a perfect image of the worst version of Marcus. And that Marcus was knocked out by a statue, that fell out of the wardrobe.
 - a. You need to search the wardrobe and drag the statue to your inventory, and then use it on the table.
4. Marcus decides to keep his promise and become a better person. But the months-long binge definitely took its toll on him. He fails miserably at doing anything, which encourages him to do something about it.
 - a. You need to train all four of your characteristics at least once. You can do so by clicking on the table and doing the respective trainings.
5. When Marcus tries to solve the puzzle of the statue, he starts getting visits from the prefects, This time they bring papers and ask for his cooperation. Still a bit hungover and being a bit of an asshole, Marcus sends them away, saying he is not yet prepared to deal
6. Every completed exercise allows Marcus to proceed a step further with the solution to the puzzle. When all the puzzles are solved, Marcus completes one final check on the statue.
 - a. After four exercises, the fifth circle will lose a lock from it. You need to click it.
7. Final check of the statue reveals something that would only make it into a crazy game like this, an exact copy of our protagonist's mother's vagina. Marcus is now forced to accept the fact that his mother might have been a tad more corrupt than he thought and it is unlikely that she always behaved properly during her life. Once again, he thinks to himself that he needs to change and strive for better.

8. As soon as, Marcus goes to sleep, he is visited by Snape, who wants to share a drink with him. This results in another lengthy dialogue during which both learn something new about their respective pasts.
9. Marcus tell Snape that he wants to look into the Mirror of Erised to learn what it is he truly wants. Severus tells him that access to such a powerful artifact is limited to the proper staff of school. And the easiest way to attain such status is to become a professor, which is also a very hard thing to do, since you need to jump through numerous hoops of plot convenience and receive the support from pretty much everyone at school, which seems like an impossible task, since pretty much everyone at school hates Marcus.
10. Marcus then proceeds to ask Snape, just how long will he remain at school, who, how convenient, tells him that Tom told him that he isn't coming back, and that Marcus will stay as a temp as long as they don't find someone else who they can trust more. (Read - never, since putting time limits on gameplay is stupid.)
11. Marcus with Snape's help decides to come up with a new subject to teach, so he can become the professor in that subject and gain access to the mirror.

Chapter 4.

The following chapter has a fluid structure to it. You need to solve three major problems to advance the story:

1. Get addresses of all four prefects.
2. Receive the support from the houses.
3. Get the support from the Council.

To get the support from the houses, you have to solve prefects' problem they discuss in their meetings and the ones they have described to you in their papers. Getting the support from the council is easier, in a sense that you only have to propose a few projects they find interesting.

Prefects addresses

1. Marcus is baffled by the fact that he has no way to communicate or summon prefects. They won't respond to official letters to their houses, and no one is giving him their personal addresses. The only clue he has - the papers left by the girls in their previous visits.
 - a. Yay, even more exposition stuff you now have to go through, you need to read each paper at least once.
2. Due to bullshit content of the papers, Marcus runs into the problem of understanding them, he tries to ask Snape for help. Who says that he only has a few minutes right now and it would take a lot longer to even scratch the surface of their psychosis.
 - a. In order to get Snape's help, you need to remove the mark "Official" from the letter, you can do so by clicking on it in the right upper corner of the letter.
3. When you get Snape to agree to help. He will give you one item to help you with each of the girls. Marcus now has to use them.
 - a. How to use those items:
 - i. Photo - apply to the table, after closing the curtains.

- ii. Pills - use on the door to the bedroom after 22:00.
 - iii. Nuts - give them to the Phoenix.
 - iv. Powder - use on the lit fireplace.
4. Trying to masturbate to the photo, results in further problems: Marcus is caught by Helena Ravenclaw. Who doesn't stop him and even encourages such behaviour. She also give him a hint about his father's past and tells Marcus that he is running away from his destiny. She also promises to send Daphne in, so our protagonist can hit on actual girls, instead of satisfying his urges with the photo.
 5. When Marcus tries to get some proper sleep, by reading Luna's papers: He encounters her in his dreams. Luna promises to visit him and bring even more papers with her.
 6. Again, trying to get some sleep, by reading Susan's papers results in unexpected visitor. Susan's aunt appears in the fireplace and tells Marcus to heal her niece from some unknown magical ailment. She also tells him that he should pretend that his interests lie in a different direction from most of the other males as it will help with the interactions with Susan.
 7. Tring to play with Phoenix results in his death. However, all is well, as Hermione comes to visit and helps to resurrect him.
 8. Girls will visit you in hours between 15 till 17.
 - a. You need to stretch the dialogue with them as long as possible.
 - b. If you fail to get an address - repeat the procedure with the item, to get another shot at it.

Perfects Meeting

1. After receiving their addresses, Marcus will now have the ability to summon them. However, they won't help him, since they have their own problems, more so, before they render any help they need to approve it during a so-called "Perfects' Meeting", which is currently busy with more important issues.
2. To start solving the problems of the meeting. Marcus has to discuss it at least with one of the girls once.
3. After his offer of help is completely shut down, Marcus decides to discuss the problem at had with his portrait (Because the advice of perverted and perpetually drunk portrait is invaluable in such matters). With him they will come up with three possible solutions to the problem.
 - a. To get to this point, click on the portrait and choose in "big talk", "location of the meetings".
4. Marcus will need to find out the location of the meetings, so he can infiltrate it. He has three possible ways to do so: receive someones support, act from the shadows and earn trust
 - a. To receive someones support, summon Amelia Bones and talk about meetings with her. The following day you need to summon her again and she will tell about the location.

- b. To act from the shadows, send out your portrait from 20:00 till 22:00 to follow the girls. You will then need to confirm the received information with one of the girls.
 - c. To earn trust, you will need to fix your broom, then, you will need to fly it in between 22 and 23 hours toward the house of the girl you want to earn trust with. (For the time being you can only earn trust with Hermione and Daphne.)
- 5. After learning of the location of the meetings, Marcus will come to the conclusion that it would be impossible to infiltrate it. You need a new plan.
 - a. Click on the portrait and in "big talk" submenu choose "Issues of the meetings" (Actually, I don't remember the exact name of the option, but it shouldn't be too hard to figure the correct one out)
- 6. Marcus now has to learn what prefects discuss during their meetings. He has the three same ways to do so as before.
 - a. To receive someones support, you will need to summon Helena Ravenclaw and talk about the meetings with her. Summon her again the following day to get the required information.
 - b. To act from the shadows, you will need to ask Hat to use it's connections with elves to help you, the following day talk to it again to get the information. You will once again need to confirm the received info, with one of the girls, however it cannot be the same girl you confirmed the information the previous time.
 - c. You need a new broom, to follow the path of earning trust. Once again, fly toward the chosen girl's house between 22 and 23 hours. (Again, for the moment, only Daphne and Hermione are available for this path.)
- 7. Marcus finally learns that the issue the prefects are stuck on, are the swimsuits they wear during their meetings. And the root of this problem is the hatred of school-issued swimsuit of all prefects. Once again there are three ways Marcus can advance at this stage.
 - a. To receive someones support. You need to burn the phoenix and with the help of magic get Hermione's swimsuit during the uniform day, while she will resurrecting the phoenix.
 - b. To earn trust, you need to summon the chosen girl on the day prefects wear school-issued swimsuit and ask her about the swimsuit in the clothes submenu. (Only Hermione and Daphne for now.)
- 8. Marcus learns why girls don't like the swimsuits, and that each one has her own tastes in others' swimsuits. Hat will hint at what to do next.
 - a. Talk with the hat and find out about two steps.
- 9. Marcus needs to act on Hat's hint:
 - a. Get Minerva to show you to the bedrooms of three of the girls during the meal break (Daphna, Susan, Luna) after their favourite day and steal their swimsuits from the drying rope.
 - b. Daphne - Tuesday, Luna -Thursday, Susan - Saturday.
 - c. Use the swimsuit on the Hat, any swimsuit will do.
 - d. Then you have to use Hermione's bottom piece on the Hat, by stealing them from her room on Monday

Or

By stealing them during the phoenix resurrection on Sunday.

- e. Ask hat for the bottom pieces for Daphne, Luna and Susan by choosing them in hat's menu and hang them in the respective bedrooms on the drying ropes.
 - f. You need to do it during the same week - Monday till Sunday - or the progress will be reset and you will have to steal them all over again.
10. Marcus will need to go through the briefing once again, and now believes he needw to find out the result of his actions through one of the 3 usual ways.
 - a. Go into Luna's dreams and ask her
 - b. Find Filch and ask him
 - c. Call on chosen waifu and ask her.
 11. After failing, because nothing can be easy in this game, he will need to talk with the hat and decide on his next actions.
 - a. Summon Snape without the seal and drink with him.
 12. When talking with Snape, Marcus comes up with the idea to let girls choose when to start using the closed swimsuit. Snape supports him, but tells to discuss it with girls first.
 13. Marcus decides to talk with the girls:
 - a. Summon each of the girls and talk with them about the idea.
 14. Marcus decides to go to the Council with his idea.
 - a. Write a letter to council through the table menu.

School Problems

1. Marcus decides to discuss it with Sally
 - a. Start a serious talk with Sally on the topic of prefects' papers.
2. Sally will hint the protagonist that he either needs to go through papers himself or ask someone who actually knows the problems already:
 - a. Either talk with the Hat and bring him the panties from the drying ropes
Or
Ask girls to take of their panties right now, if you have talked about that girl with the hat.
B. Or you can read the fucking papers.
3. Marcus by himself cannot understand what motivates girls. He needs to talk with the hat to figure it all out. But Hat will require proper questions to help out protagonist. To get to ask the right questions, Marcus will need to read the papers girls brought and study the rule book.
 - a. To study the rules you need to read through the girls' papers and find page numbers. Each girl will have her own unique three page numbers, that you will be able to look for in the rule book.
 - b. You will also need to study each paper three times, each session will take you 2 hours.
4. After finding the referenced page numbers, Marcus will need to look for a codex in Dumbledore's wardrobe, so he can check the rules.
 - a. You will need to choose the codex from the bookshelf in the wardrobe.
 - b. Once again, you will need to study rules three time for each girl. Each girl has her own unique page numbers:

- i. Hermione - 89, 567, 1234.
 - ii. Daphne - 64, 256, 1024.
 - iii. Susan - 88, 555, 2222.
 - iv. Luna - 27, 243, 2187.
 - c. If it is 10 in the morning, you can choose to go through the rulebook, that will cause you to go through the needed pages, without actually reading them.
- 5. After receiving the information from papers and codex, Marcus can show off his knowledge to the Hat, or you can just bring panties of every girl to get his help.
 - a. In order to advance, you will need to talk with each girl and complete the dialogues about her proposition.
 - b. Or just talk with the hat about the problems.
- 6. Marcus explains why all the propositions of the girls are batshit insane, and proposes to work together to find a solution. However, because this game tries everything to delay any kind of porn, girls tell you that they will keep on looking by themselves.
- 7. Marcus needs to talk with Sally. Who gives him an idea what to do next. Marcus acts on the idea.
 - a. Summon Snape without an urgent seal, drink with him and discuss girls' problems.
- 8. Snape only agrees to help if girls are for it
 - a. Talk with all the girls and finish their paper dialogues and talk with Snape.
- 9. Marcus and Snape decide to create the position of "IMOVIS commisars"
- 10. Marcus can now discuss how to solve their respective problems with all of the girls through the new position.
- 11. Marcus can write to the Council about creating the new position.
- 12. After earning a bit of trust with girls, Marcus will be able to ask them for their panties. But he will need to be sneaky about it.
 - a. You will need to talk about school uniform in clothes submenu with each girl.
 - b. In the process of the dialogue, you will need to ask each girl to give you her panties right now, without any delay.
- 13. Now Marcus can give the received panties to the Hat.
 - a. Drag each pair of panties onto the Hat.
- 14. Hat will tell Marcus about the real motivations behind prefects' actions, which gives Marcus the idea how to get prefects on his side.
- 15. Marcus, in great detail, explains to each girl why her goals are not achievable at this time. However, that doesn't stop them from looking for the ways to realise their wishes, even if that will cost them their position as prefects.
- 16. With this the current version of the game ends.

Ending for now

1. To get the Council's approval you need to come up with 2 successful initiatives and write to them about how you wish to teach.
 - a. You will get the approval of the Council in your inventory.
2. To get the support from the houses, you need to finish the papers route with all of the girls and talk with them about getting the support of their houses again.
 - a. In week's time they will bring the needed signatures.
3. Having both of the previous items, talk with Minerva

- a. You need to give her the approval and the signatures.
4. After getting her support. Marcus needs other deans' approval.
 - a. Summon Snape without a seal and drink with him and discuss your recent successes.