

Ghost Encounters

DEADWOOD

COLLECTOR'S EDITION

Strategy Guide

(version 1.0)

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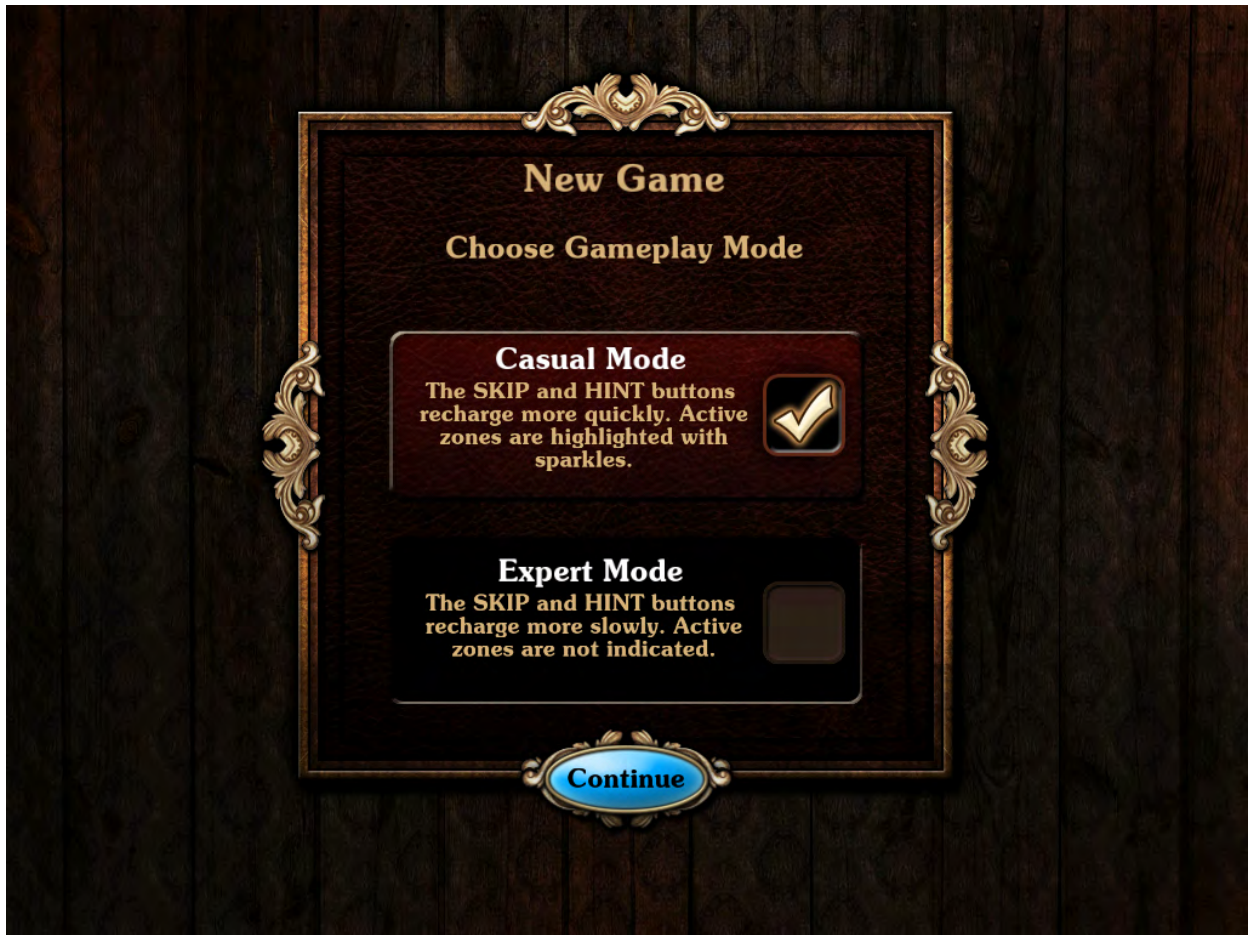
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General Tips



- Some Hidden Object Scenes maybe randomized – your solution may vary.
- Hints are unlimited, but you must wait for the hint meter to refill.
- The 'Skip' button only appears on mini-games.
- Your inventory is on the bottom panel – tap or click on an item to select it for use.
- Read your journal for details on your adventure.



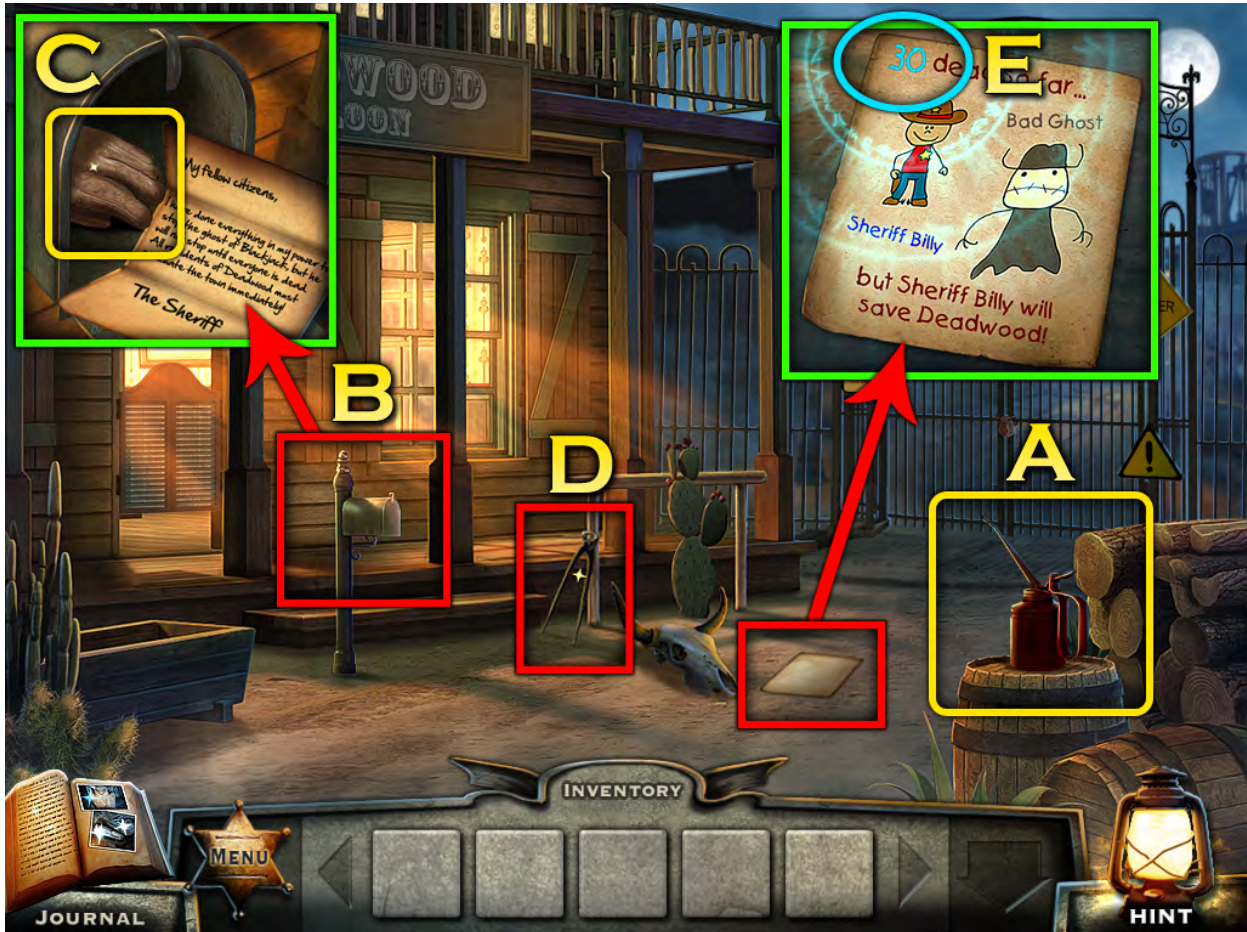
There are 2 gameplay modes to choose from:

- **Casual Mode** - The SKIP and HINT buttons recharge more quickly. Active zones are highlighted with sparkles. Tutorial is available.
- **Expert Mode** - The SKIP and HINT buttons recharge more slowly. Active zones are not indicated. No tutorial is available.

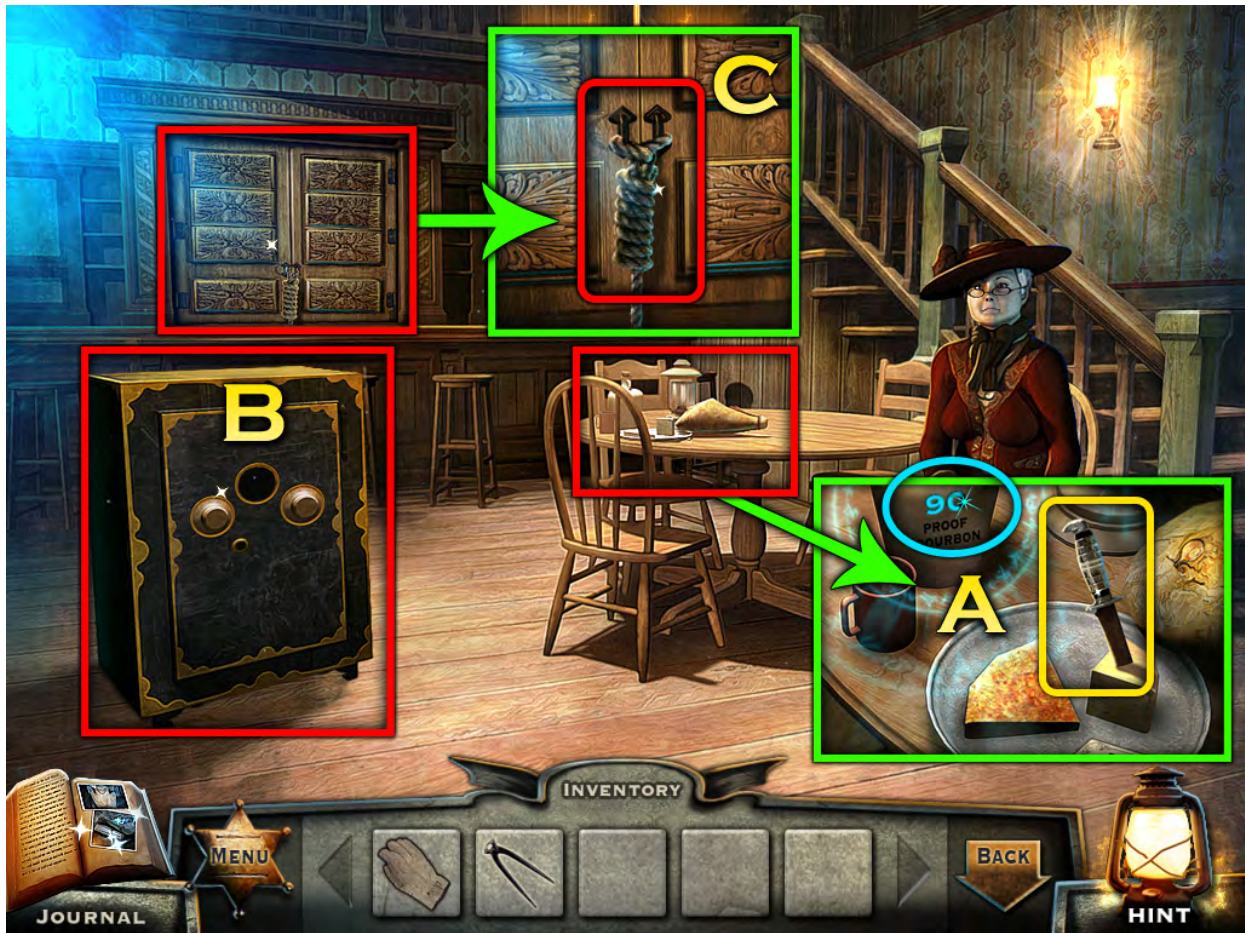


When the game starts in Casual Mode, you will be offered the opportunity to have a tutorial. If you choose “Yes” then tutorials pop-ups will guide you through the initial few scenes of the game. If you choose “No” then no tutorial pop-ups will appear. (Tutorials are not available in Expert Mode)

Chapter 1 - Enter Deadwood



- Take the OIL CAN (A).
- Zoom to the mailbox and use the OIL CAN on the mailbox door (B).
- Take the GLOVE and read the letter from the Sheriff (C).
- Shoo the vulture away and take the NAIL PULLER (D).
- Zoom to Billy's drawing and use your senses (tap when you see the blue sparkle) on the number 30 in the upper left corner of the drawing (E).
- Enter the saloon.



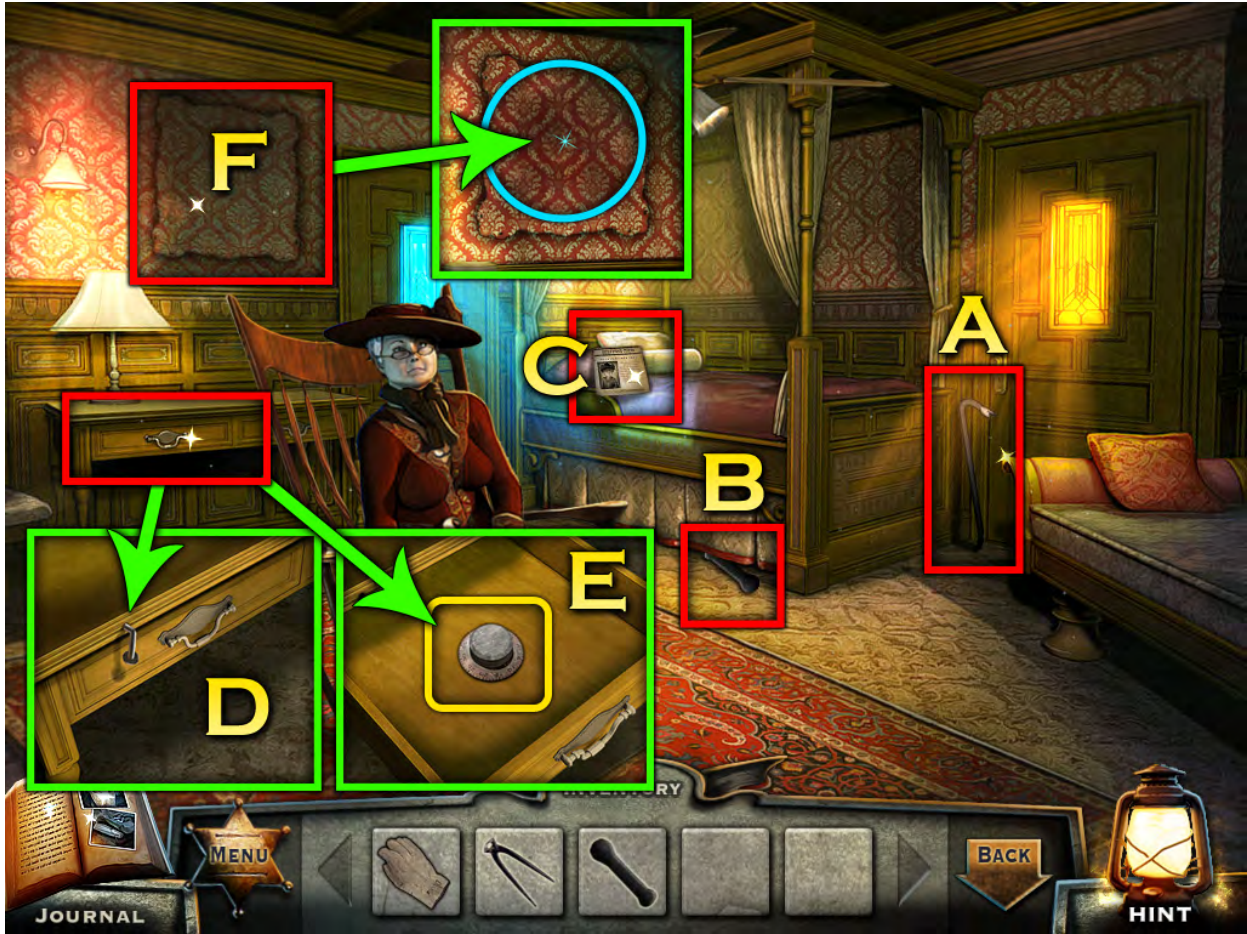
- Wake up Granny.
- Zoom to the table. Use your senses on the number 90 on the jug. Take the KNIFE (A).
- Move the pile of stools to reveal the safe (B).
- Zoom to the cabinet behind the bar. Use the KNIFE to cut the rope (C).
- Select the cabinet to play a Hidden Object Scene.



- Locate all the items on the list.
- You find the CANE.



- Give the CANE to Granny and follow her upstairs (A).



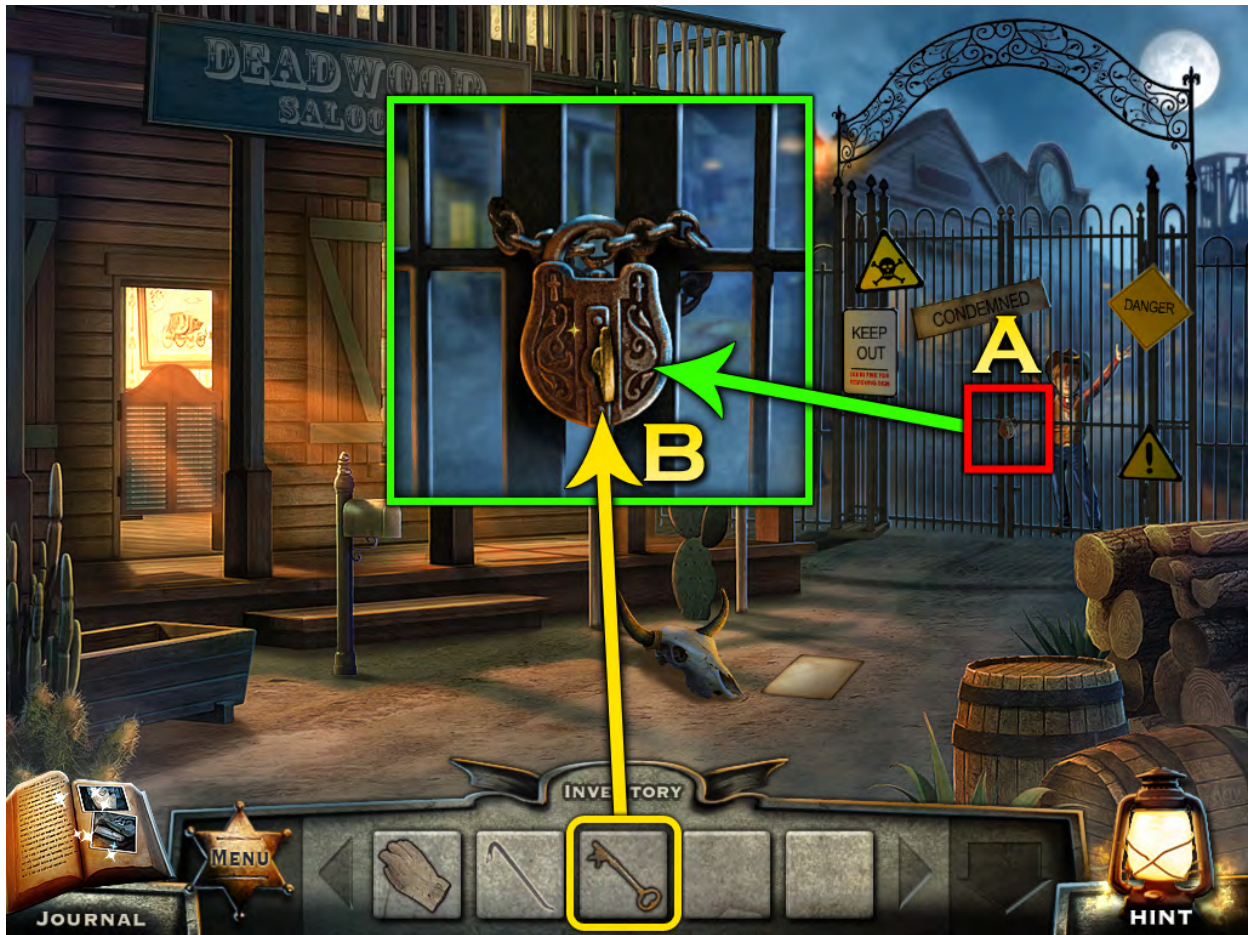
- Take the CROWBAR from in front of the door (A).
- Take the SAFE HANDLE from under the bed (B).
- Read the newspaper article on the bed (C).
- Use the NAIL PULLER to remove the nail from the drawer (D)
- Open the drawer and take the SAFE DIAL (E).
- Examine the wall and note the missing painting (F). Use your senses to get a clue.
- Walk downstairs and look at the safe.



- Place the SAFE DIAL in the empty center slot (A).
- Then place the SAFE HANDLE in the hole below the dials (B).
- Turn the left dial to 30 – the number you sensed on Billy’s drawing.
- Turn the center dial to 70 – the number you sensed on the date on the safe.
- Turn the right dial to 90 – the number you sensed on the whiskey bottle.
- Turn the safe handle to open the safe.
- Take the PORTRAIT (C).
- Return upstairs.

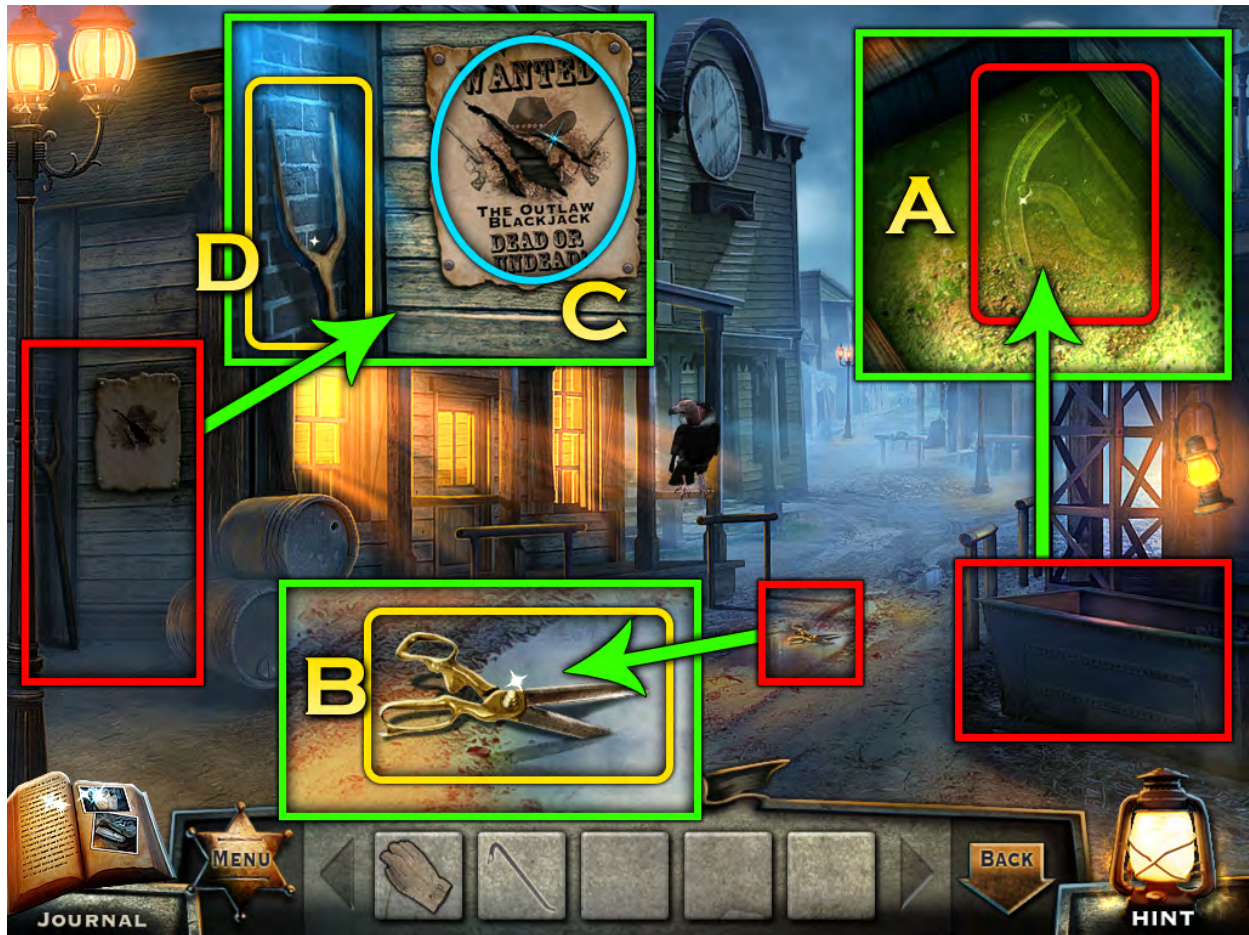


- Zoom to the wall and place the PORTRAIT in the outline (A).
- Take the GATE KEY from Abner who is Granny's dead husband.
- Return downstairs and exit the saloon.

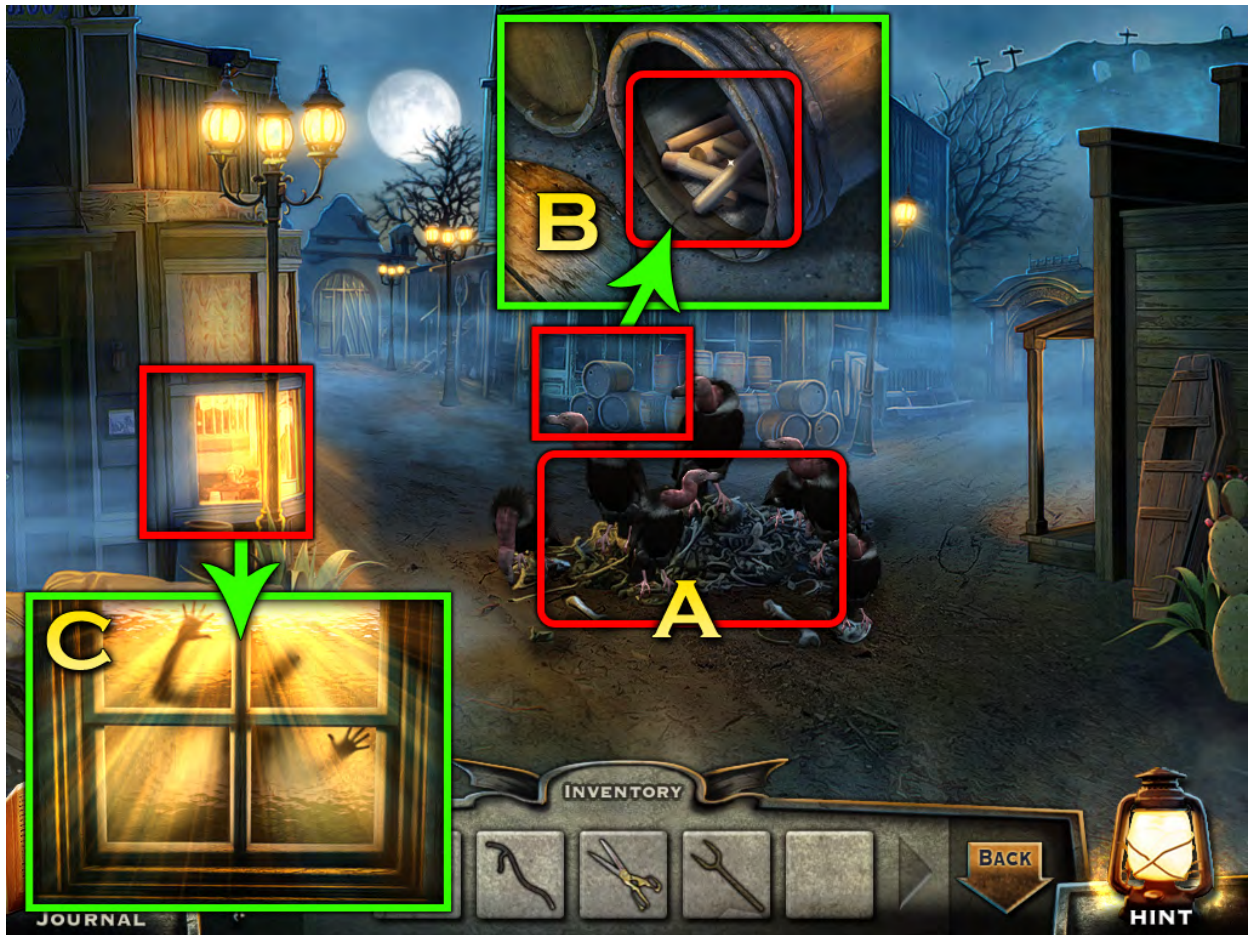


- Zoom in to Billy behind the gate (A).
- Witness Billy getting chased away by Blackjack.
- Zoom to the gate and use the GATE KEY on the lock (B).
- Turn the key to open the gate.
- Walk forward through the open gate.

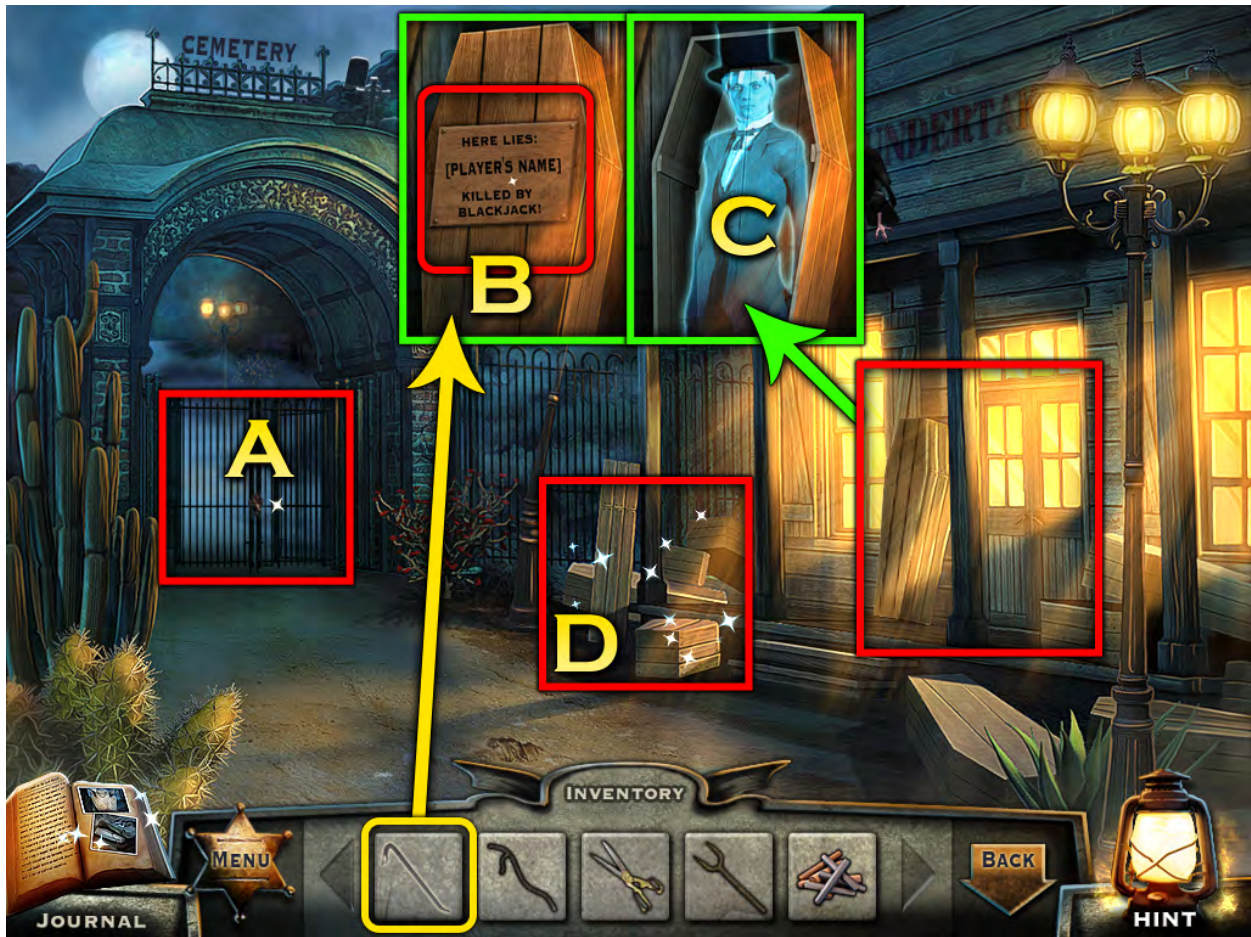
Chapter 2 - The Bell Tower



- Zoom to the trough.
- Use the GLOVE to get the PUMP HANDLE (A).
- Zoom to the puddle and take the SCISSORS (B).
- Examine the poster using your senses (C)
- Then take the PITCHFORK (D).
- Walk forward.



- Shoo the pack of vultures to clear the way (A).
- Zoom to the barrels and use the CROWBAR to open the lid.
- Take the SPOKES (B).
- Zoom to the window and use your senses to get a clue. (C).
- Walk to the right.



- Zoom to the cemetery gate and note that it is locked (A).
- Zoom to to your coffin! Use the CROWBAR to open the lid (B).
- Talk to the Undertaker and discover that he needs death certificate with fingerprints from the previous detective before he will open the door. (C).
- Select the pile of coffins to play a Hidden Object Scene (D).



- Locate all of the tools.
- You find the HAMMER.
- Walk back, then go forward on the left street towards the bell tower.



- Find Billy at the gate, but watch as he is taken away by Blackjack and the gate sealed (A).
- Zoom to the piano and use the SCISSORS to take the PLAYER PIANO ROLL (B).
- Enter the door to the bell tower on the left for a mini-game (C).



- Place the PLAYER PIANO ROLL on the outline to activate a mini-game (A).
- The paper on the upper left indicates which bell goes with which column (B).
- Each bell has a matching note.
- Tap the bells correctly to see the green dots appear on the left.
- If a mistake is made in the sequence, the paper will clear and the mini-game must be restarted.
- Tap the bells in this order: 1-1-1-2-3-3-3-4 (C).
- FYI - The melody is from Beethoven's Fifth.
- The gate will open.
- Walk forward through the gate.

Chapter 3 - The Gallows Pole



- Use your senses on the boarded up mine and learn that explosives are needed to open it (A).
- Zoom to the overturned mine cart and take the WRENCH (B).
- Walk forward across the stream.



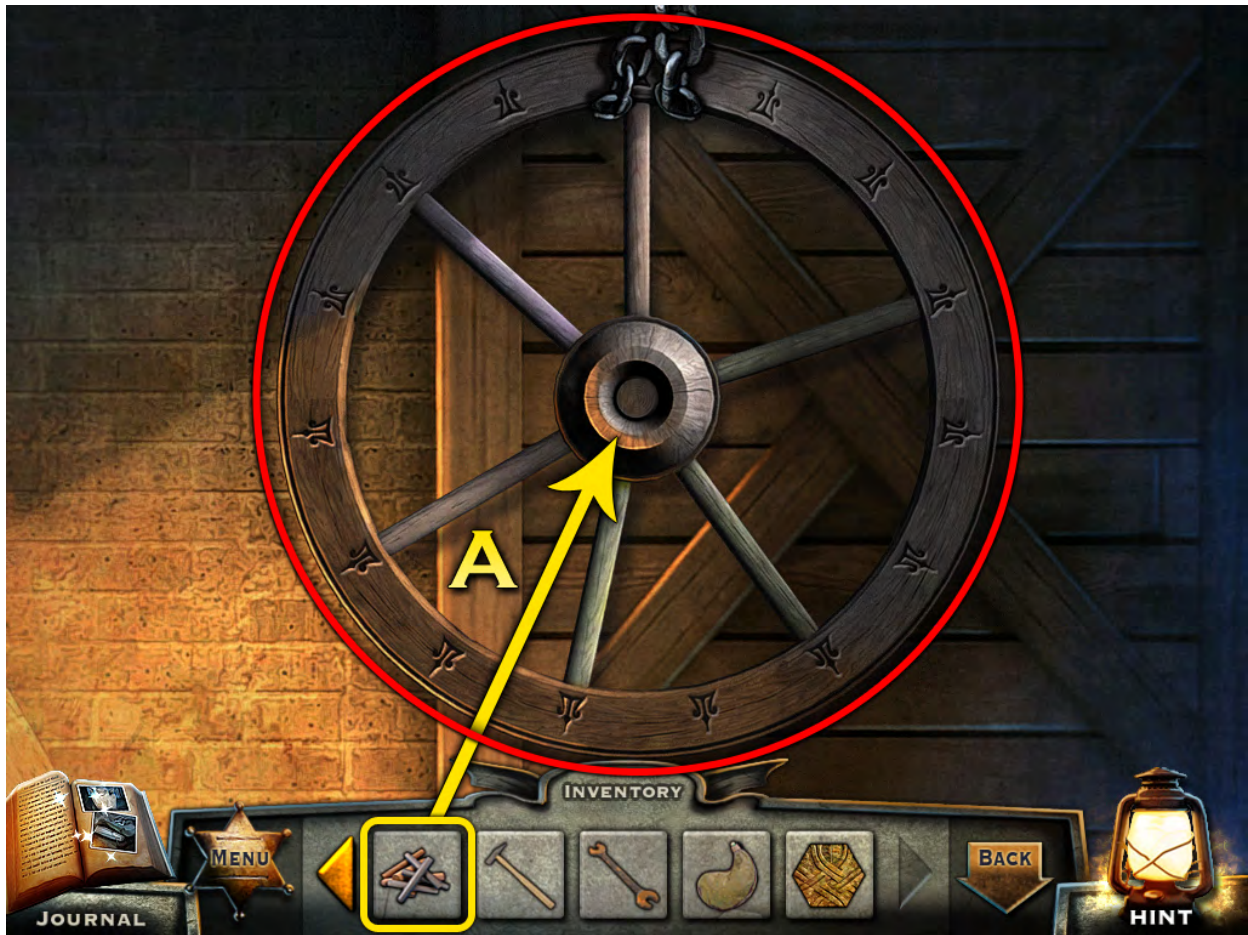
- Note the pump is missing a handle (A).
- Note the entrance to the Blacksmith's (B).
- Use the PITCHFORK to move aside the bale of the hay (C).
- Select the cart to play a Hidden Object Scene (D).



- Locate all the items shown in silhouette.
- You find the EMPTY WINE SKIN.
- Enter the Blacksmith's.



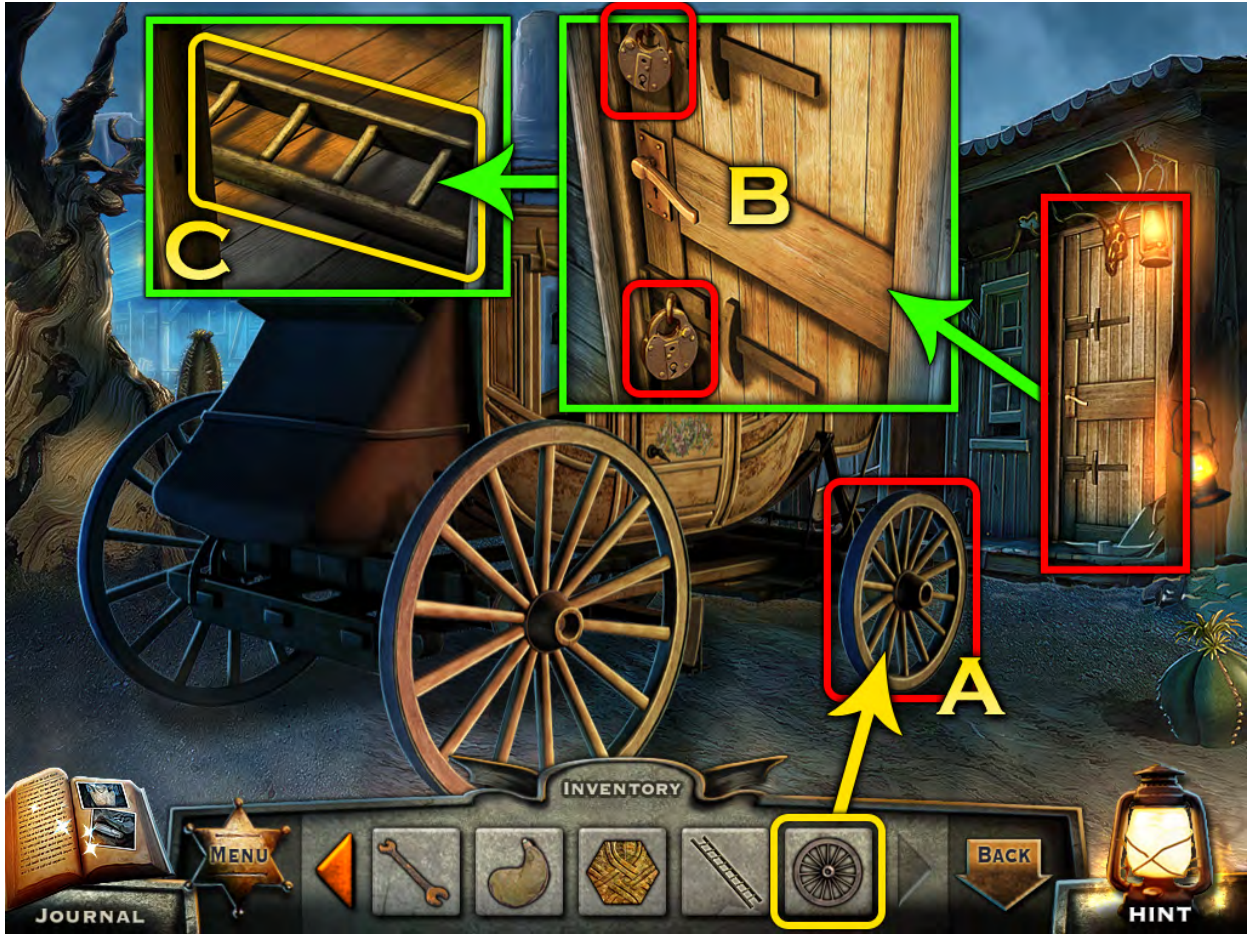
- Talk to the Blacksmith.
- Zoom to the anvil and take the BOLTCUTTERS (A).
- Zoom to the wagonwheel on the wall (B).



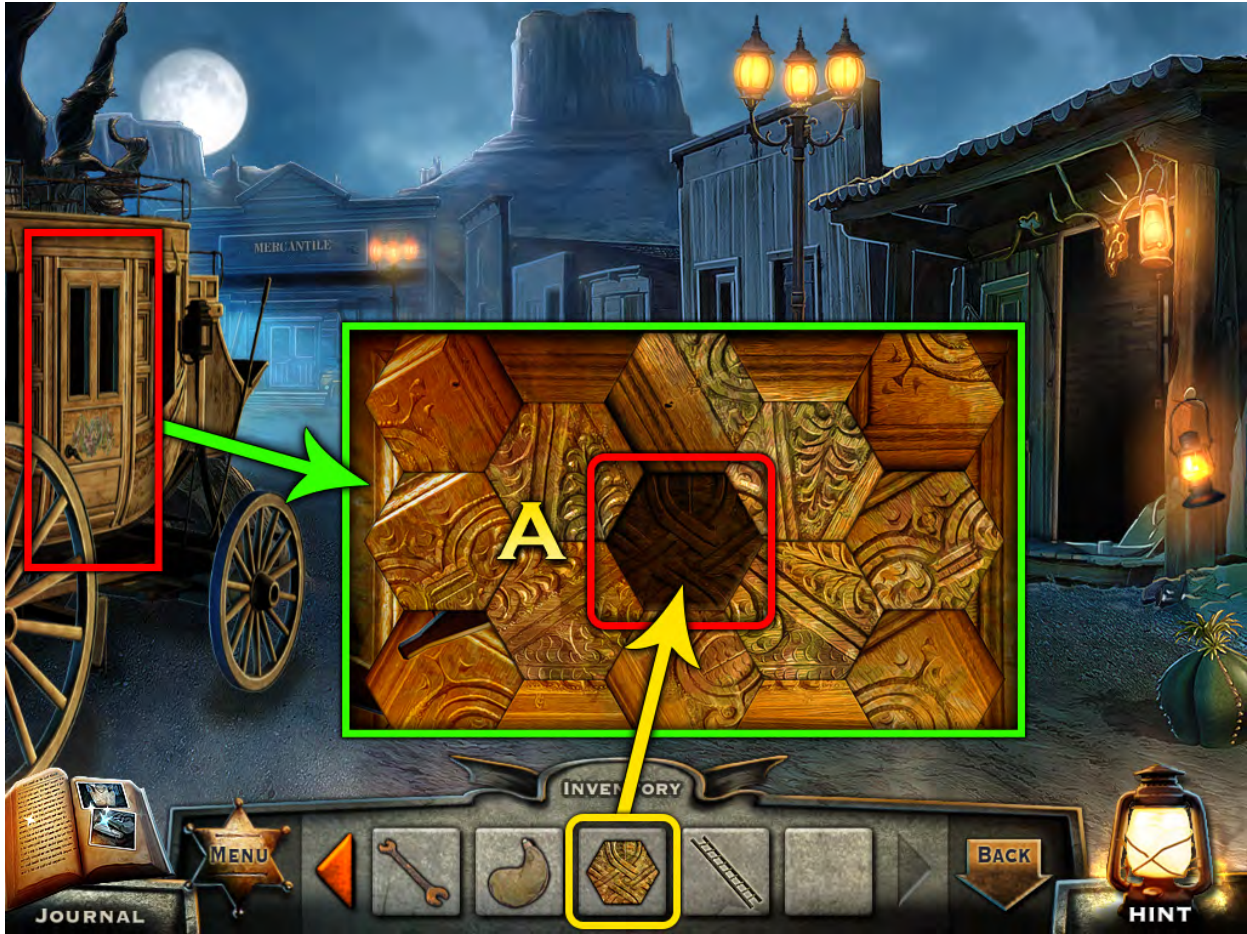
- Place the SPOKES on the wagonwheel to activate the mini-game (A).



- Rotate the rings to properly align the wagonwheel (A).
- There are 4 rings to rotate. Start with the outer ring and work to the middle (B).
- Take the WAGONWHEEL.
- Exit the Blacksmith's and head left.



- Place the WAGONWHEEL on the stagecoach (A).
- Then push the stagecoach aside.
- Zoom to the locked shed door on the right.
- Use the BOLTCUTTERS to cut the 2 locks (B).
- Open the door and take the LADDER (C).



- Zoom to the stagecoach door for a mini-game.
- Place the PUZZLE PIECE on the board to trigger the mini-game.



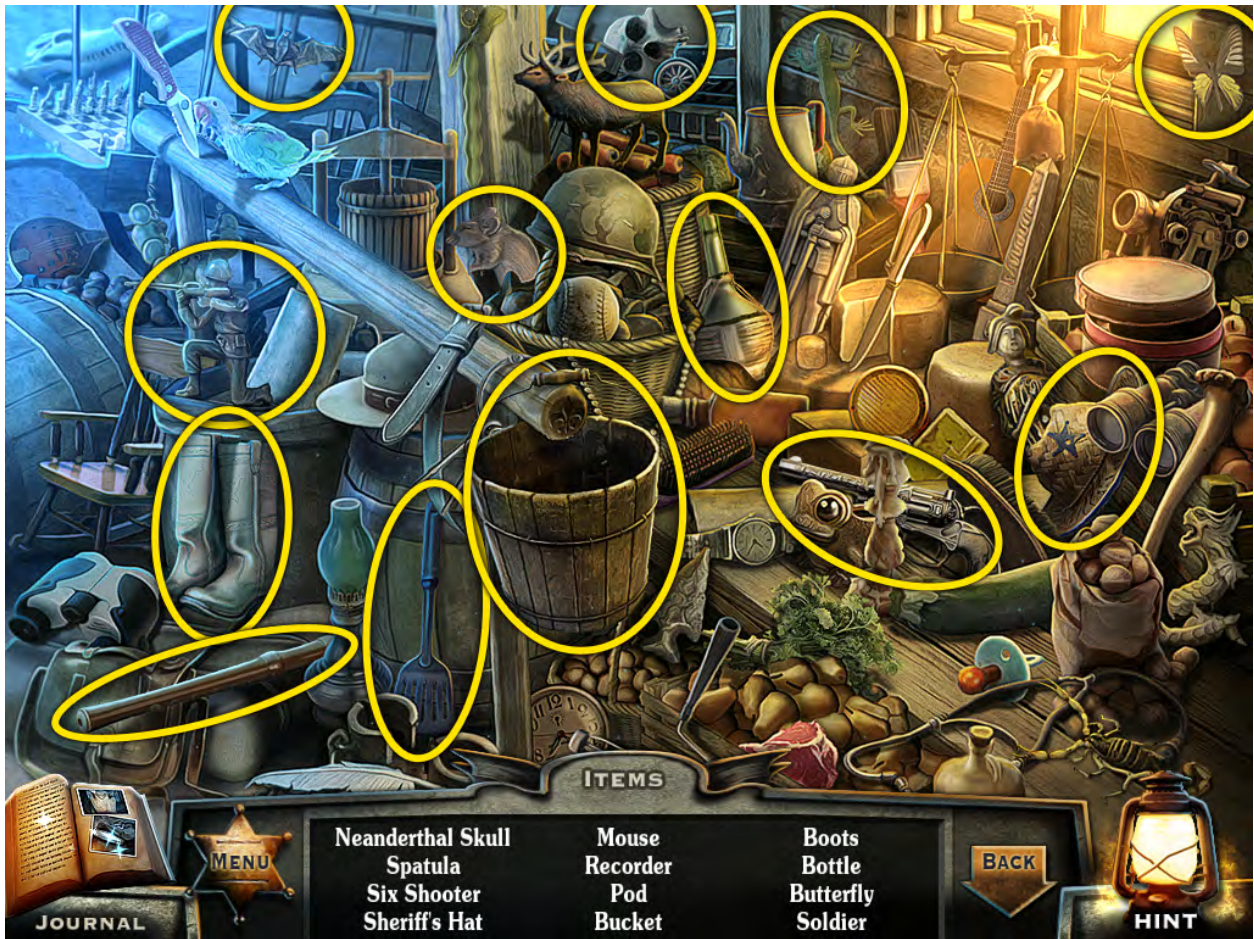
- Rotate the pieces to repair the door carving (A).



- Zoom inside the stagecoach to see the hand of the previous detective (A).
- Exit the stagecoach and walk forward.



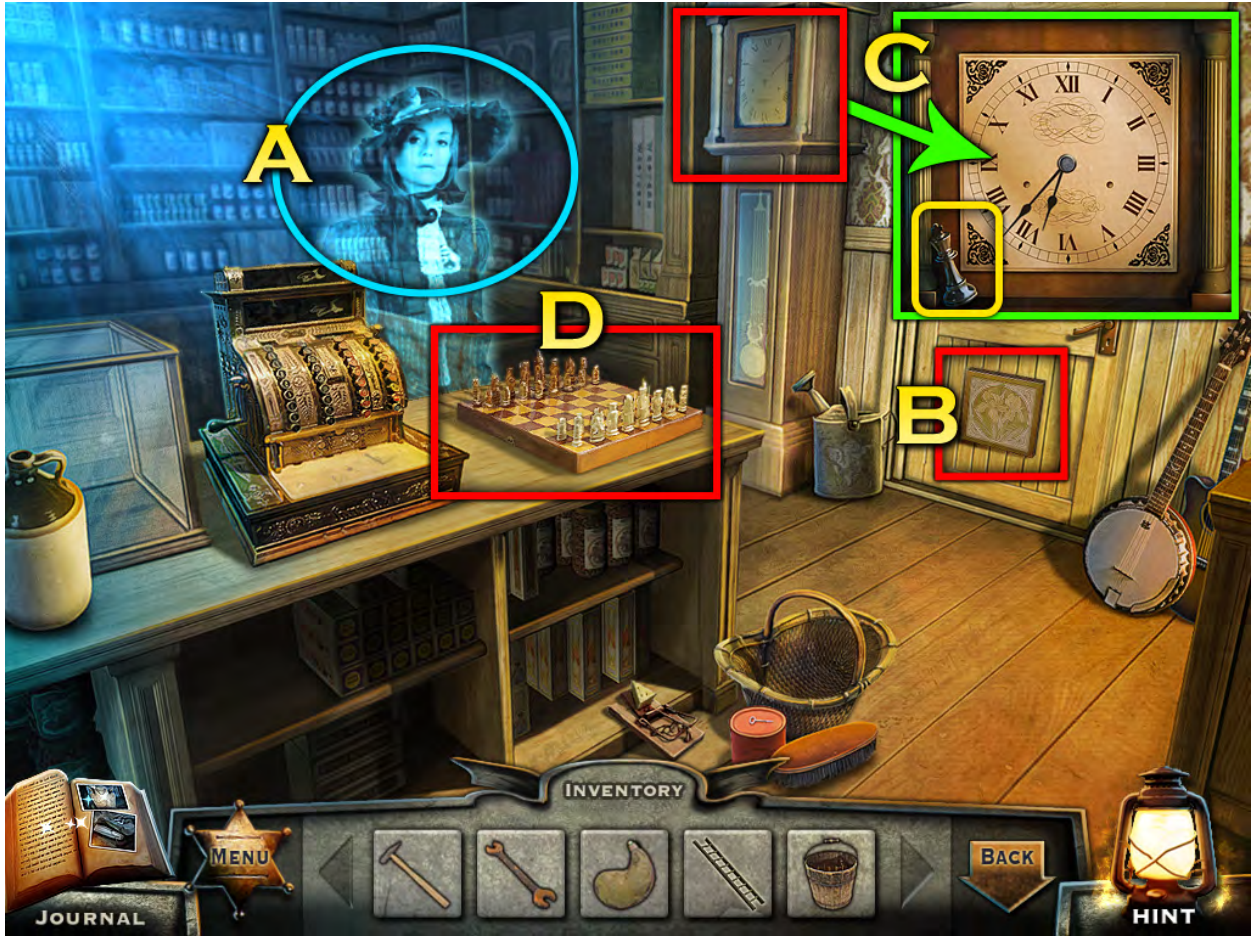
- Push open the door to the Mercantile (A).
- Select the supplies to the left of the door for a Hidden Object Scene (B).



- Locate all the items on the list.
- You find the EMPTY BUCKET.
- Walk forward to the gallows.



- You must free the sheriff!
- Zoom to the wagon door and use the HAMMER to remove the 3 boards (A).
- Open the door.
- Move the items until you find the MISSING CHESS PIECE (B).
- Walk down, then enter the Mercantile.



- Talk to the lady and discover she is missing 2 chess pieces (A).
- Note the puzzle on the door that is missing some pieces (B).
- Zoom to the grandfather clock and take the other MISSING CHESS PIECE (C).
- Zoom to the chessboard (D).



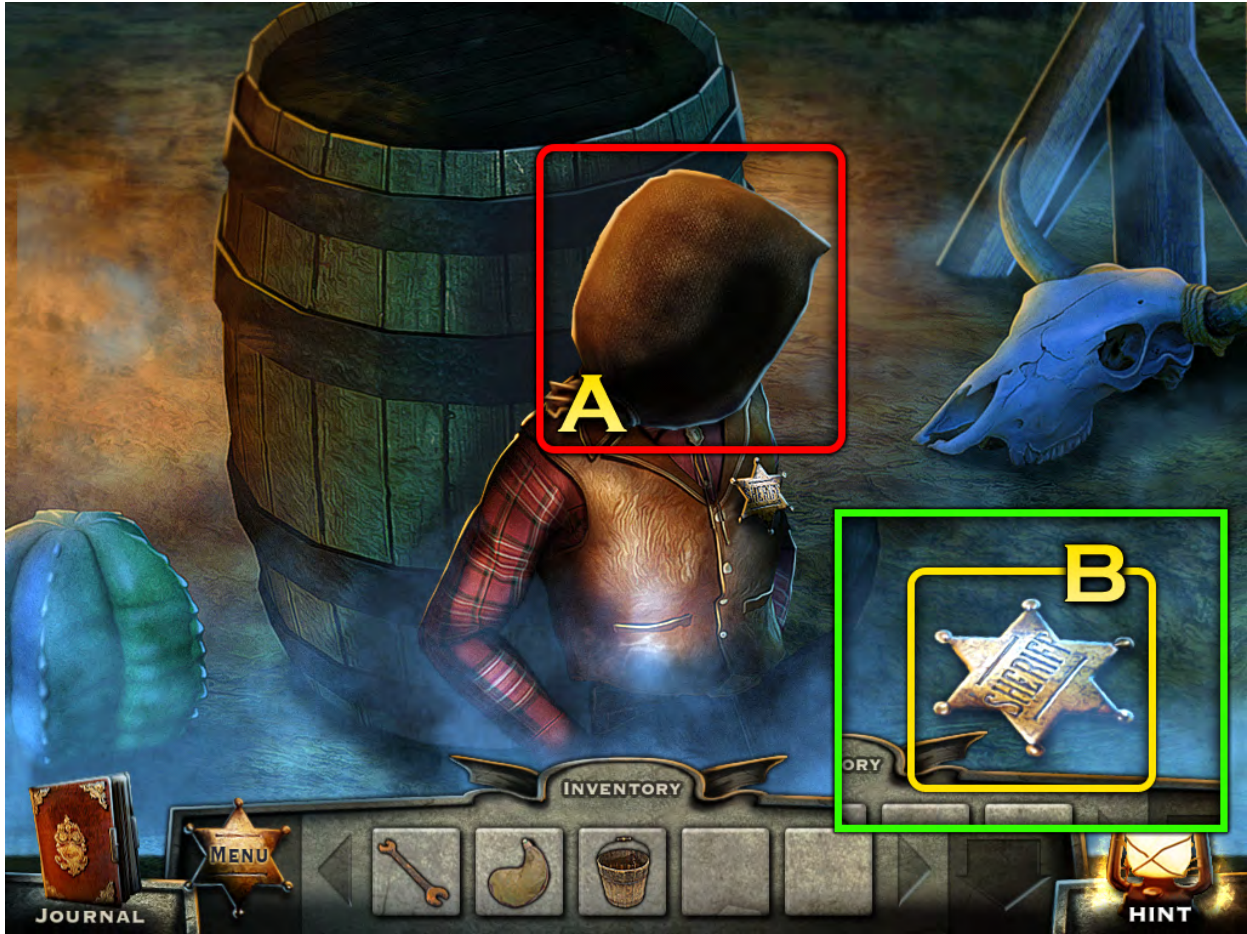
- Place the 2 MISSING CHESS PIECES on the chessboard to begin the mini-game (A).



- Restore the chessboard by placing the pieces in the correct slots as in the image above (A).
- You find the SHEARS.
- Exit the Mercantile and return to the gallows.



- Place the LADDER against the gallows (A).
- Use the SHEARS to cut down the Sheriff (B).



- Remove the bag from the Sheriff's head (A).
- Talk to the Sheriff until he turns into a ghost and disappears.
- Take the SHERIFF'S STAR that he leaves behind (B).

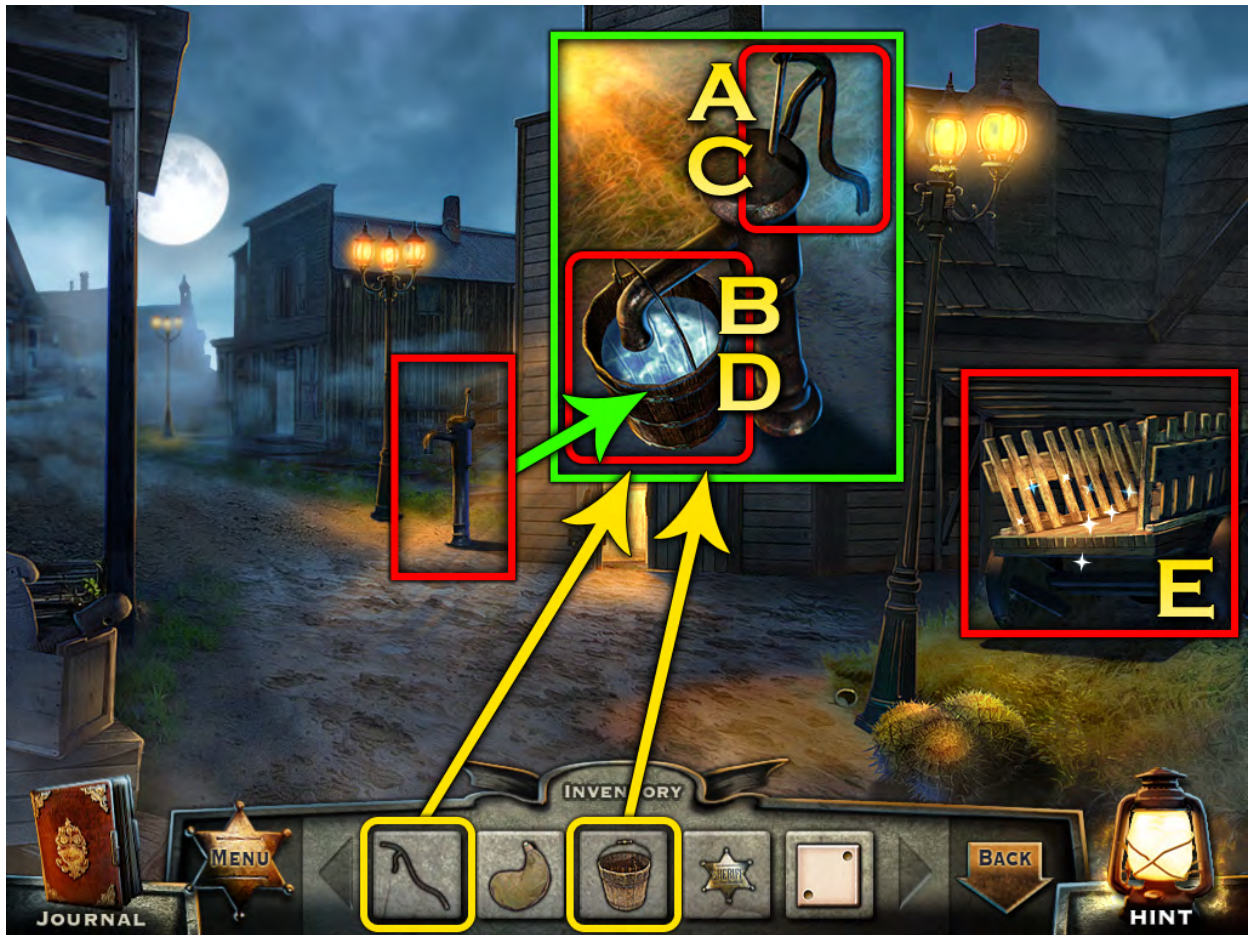
Chapter 4 - The Undertaker's Coffin



- Return to the Mercantile.
- Select the supplies to the left of the door for another Hidden Object Scene (A).



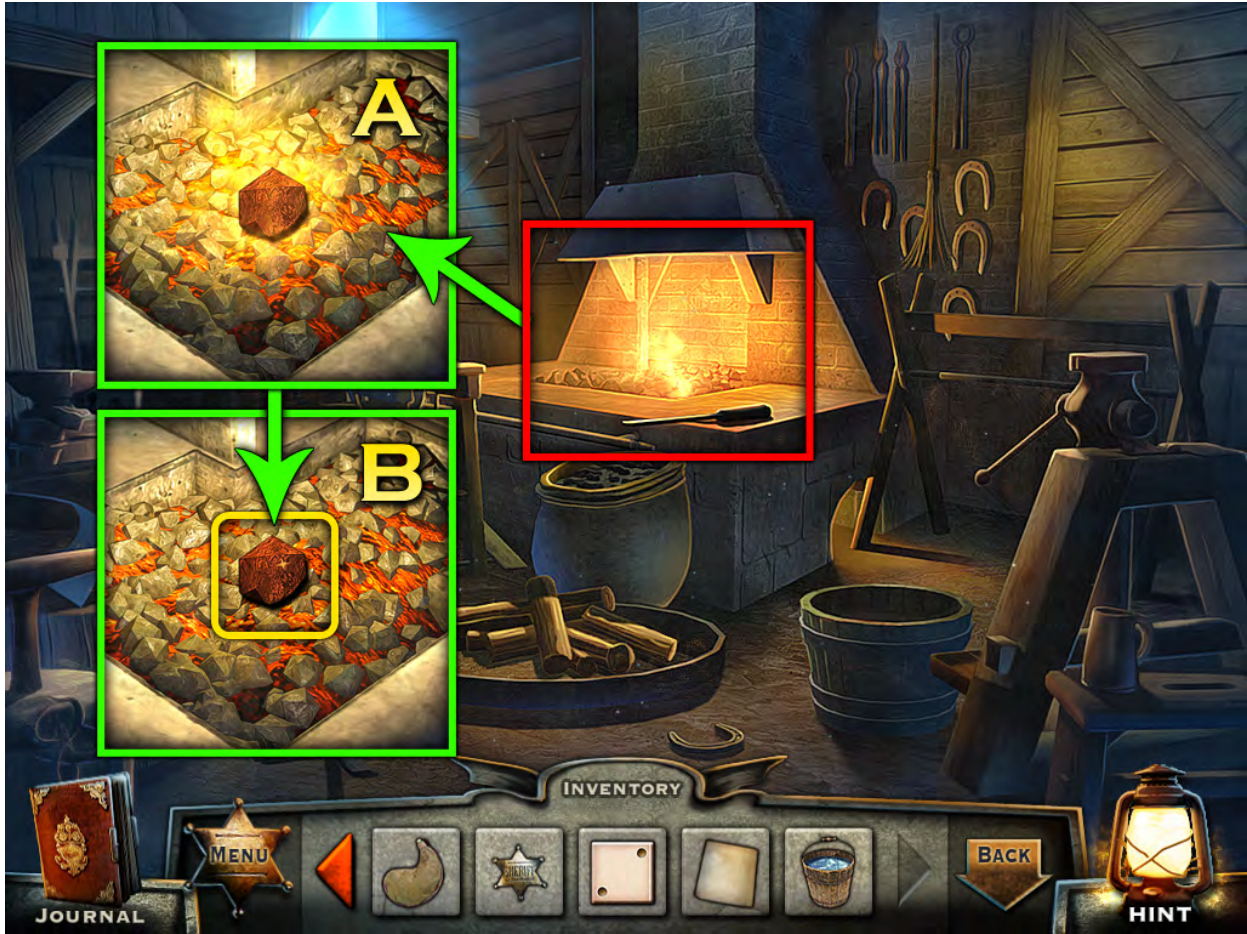
- Locate all of the dice pieces.
- You find a DICE PUZZLE PIECE.
- Walk back twice to the outside of the Blacksmith's.



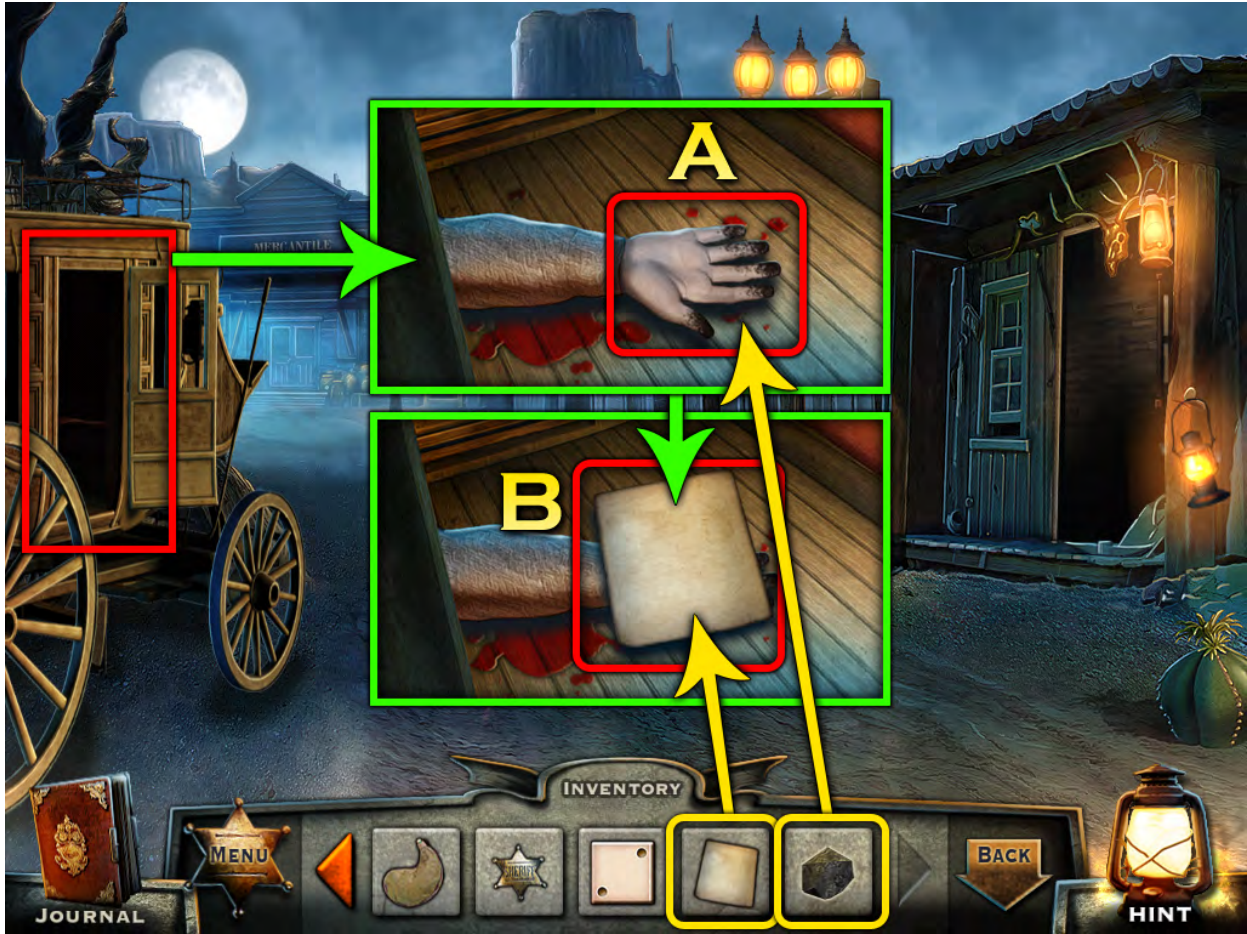
- Zoom to the water pump.
- Place the PUMP HANDLE on the pump (A).
- Place the EMPTY WATER BUCKET on the pump (B).
- Pump the handle to fill the bucket full of water (C).
- When it is full, take the BUCKET OF WATER (D).
- Select the cart for another Hidden Object Scene (E).



- Locate all the items on the list.
- You will earn the UNSIGNED CERTIFICATE.
- Enter the Blacksmith's.



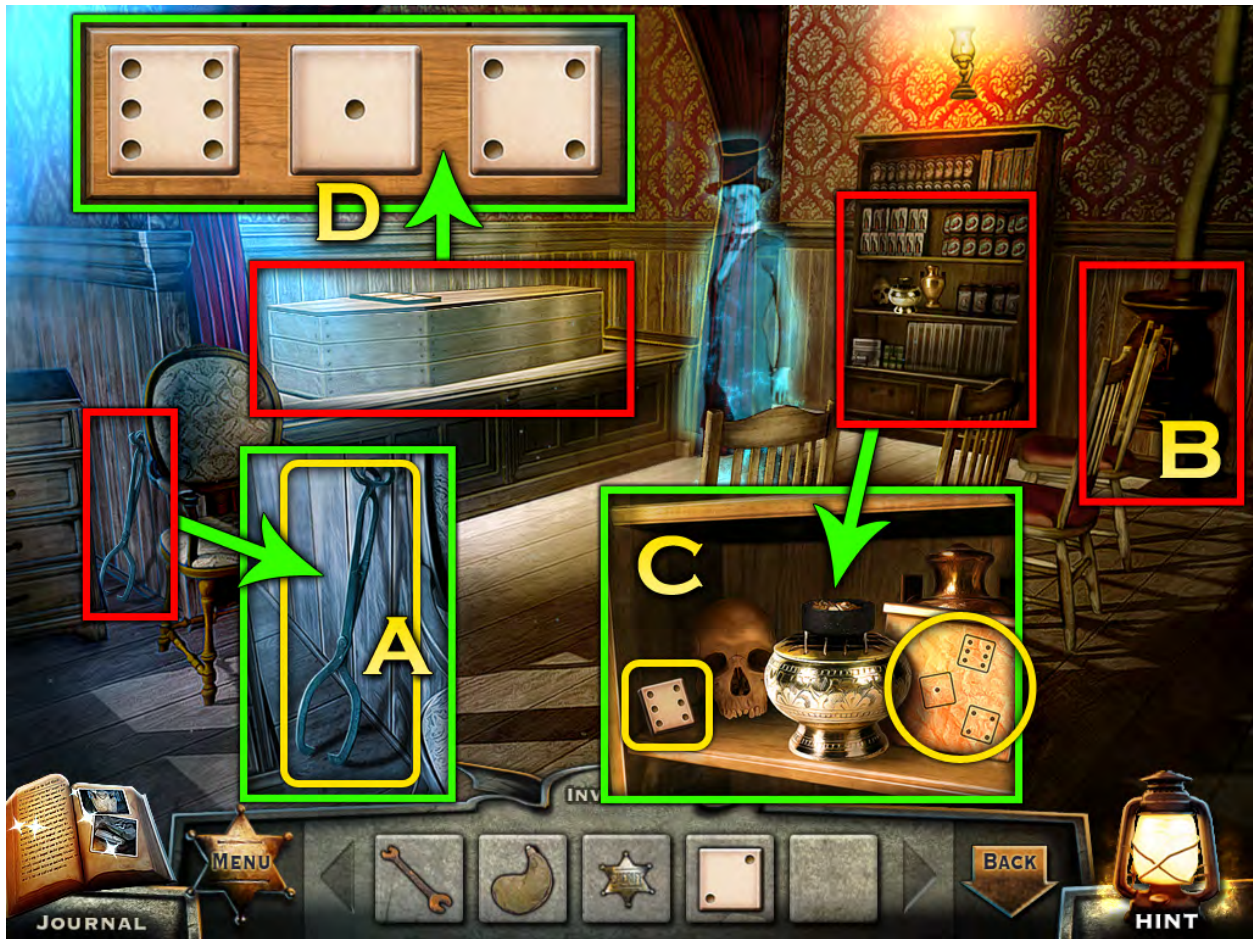
- Zoom to the hearth and pour the BUCKET OF WATER on the hot coals (A).
- Take the CHARCOAL (B).
- Exit the Blacksmith's and walk forward to the stagecoach.



- Zoom to the stagecoach and use the CHARCOAL on the dead detective's hand (A).
- Place the UNSIGNED CERTIFICATE on the dead detective's hand to create the DEATH CERTIFICATE (B).
- Go back to the Undertaker's.



- Zoom to the Undertaker's Ghost and give him the DEATH CERTIFICATE (A).
- The door will open, then enter the building.



- Speak with the Undertaker.
- Zoom to the left corner and take the TONGS (A).
- Note the stove on the right (B)
- Zoom to the bookcase. Take the DICE PUZZLE PIECE and read the scroll which contains the solution for the dice mini-game (C).
- Zoom to the coffin and place the 2 DICE PUZZLE PIECES on the lid to activate a mini-game.
- Change the dice pieces to 6-1-4 (D).
- The coffin lid will open.
- Select the coffin for a Hidden Object Scene.



- Select the pile of coffins for another Hidden Object Scene (A).



- Locate all the items on the list.
- You find the SHERIFF'S KEY.
- Walk back twice to the sheriff's office.



- Zoom to the door and use the SHERIFF'S KEY on the lock (A).
- Turn the key, then turn the knob and go inside.

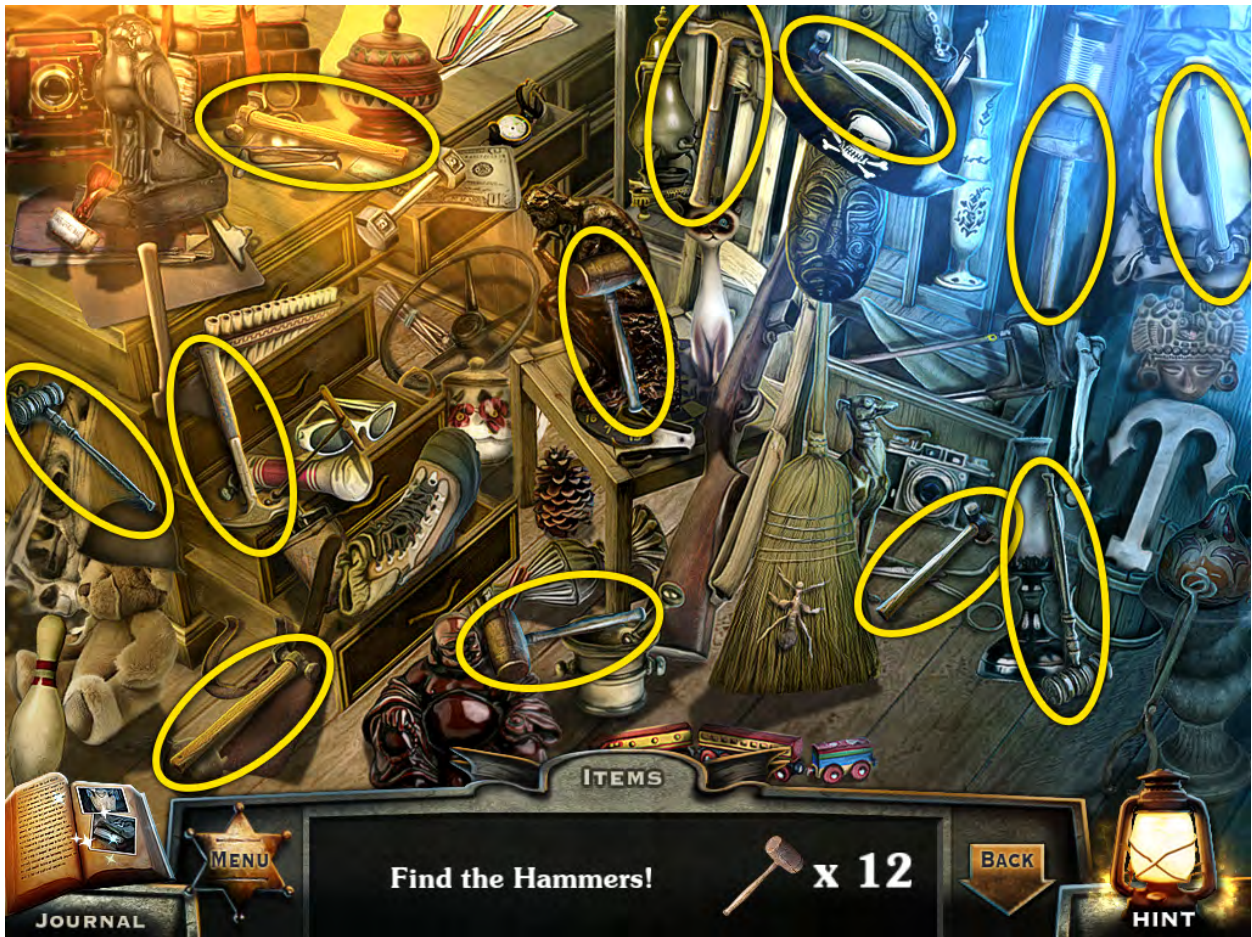
Chapter 5 - The Sheriff's Courage



- Zoom to the desk. Read the letter and take the 2 NUTS (A).
- Zoom to the drawer under the bookcase and place the HANDLE on it (B).
- Place the 2 NUTS on the bolts, then use the WRENCH to secure them.
- Pull open the drawer and take the OVEN MITT (C).



- Note the locked jail cell (A).
- Open the back door (B).
- Zoom to the gun rack on the right for a Hidden Object Scene (C).



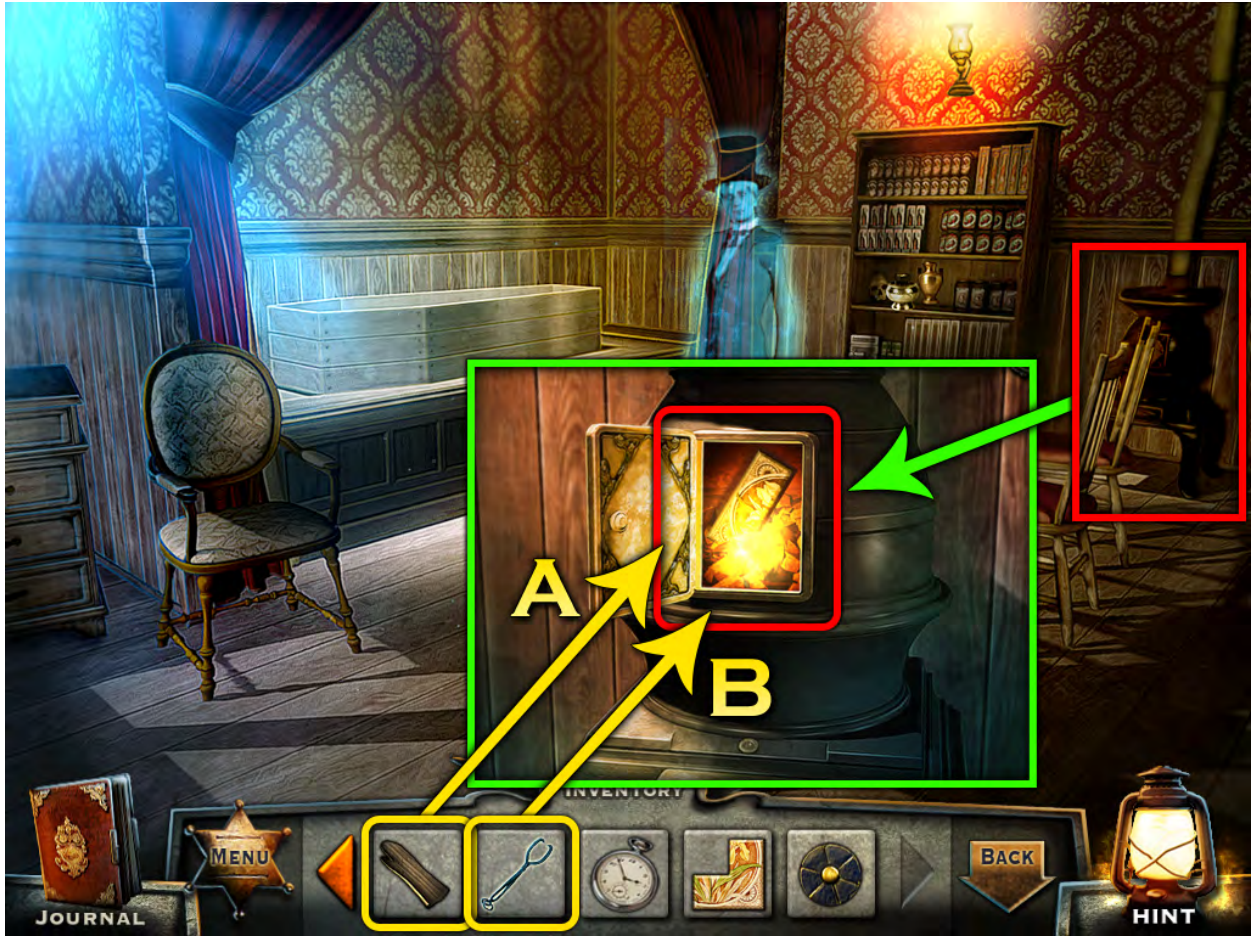
- Locate all the hammers.
- You find the MALLET.
- Walk forward through the back exit of the sheriff's office.



- Take the DISC PUZZLE PIECE (A).
- Note the woodpile blocking the road (B).
- Zoom to the locked door (C).
- Take the pocketwatch hanging on the locked door (D).
- Note the wagon (E).
- Select the trough for a Hidden Object Scene (F).



- Locate all the items on the list.
- You find a PUZZLE PIECE.
- Return to the Undertaker's.



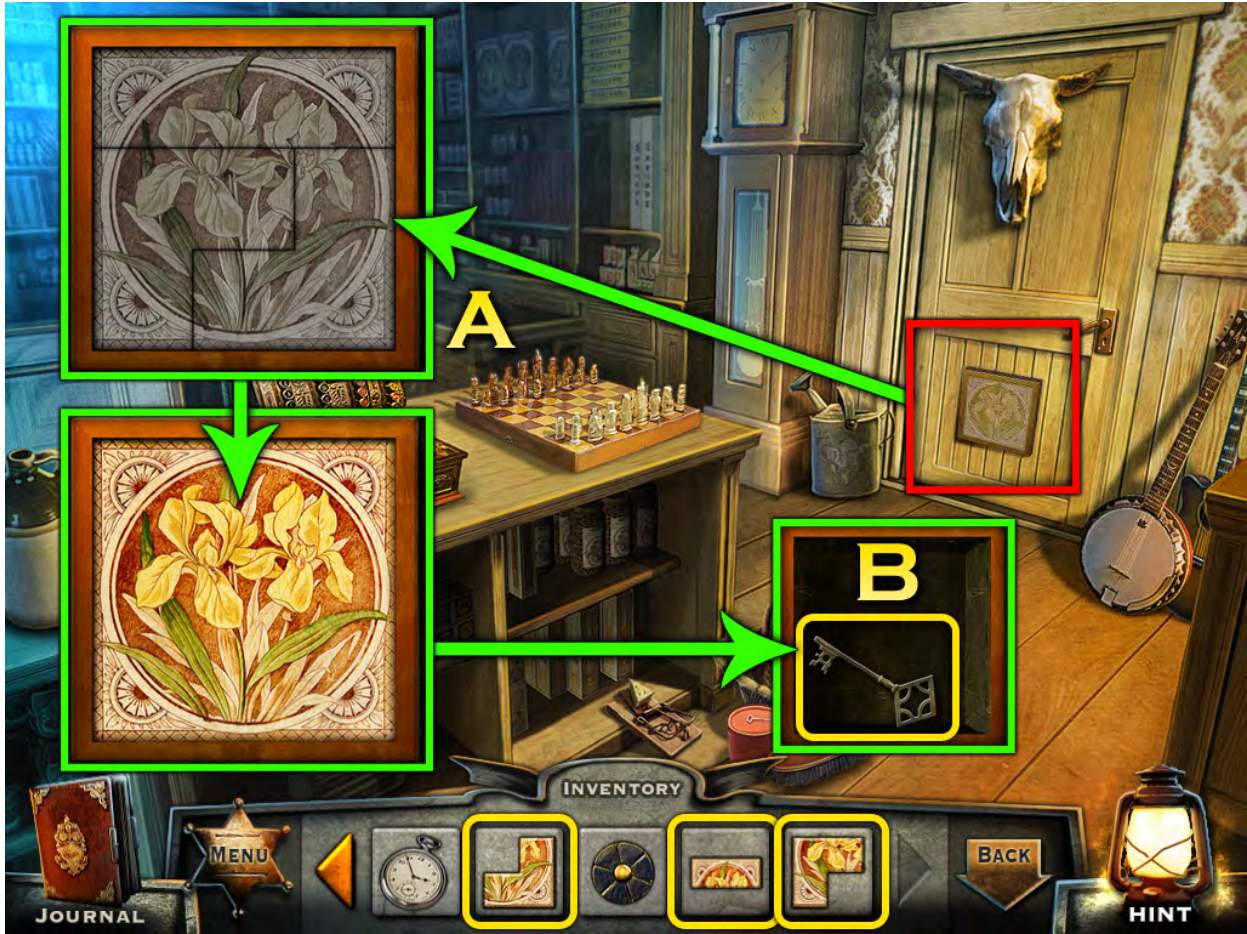
- Zoom to the stove and use the OVEN MITT to open the hot door (A).
- Use the TONGS to take the PUZZLE PIECE in the fire (B).



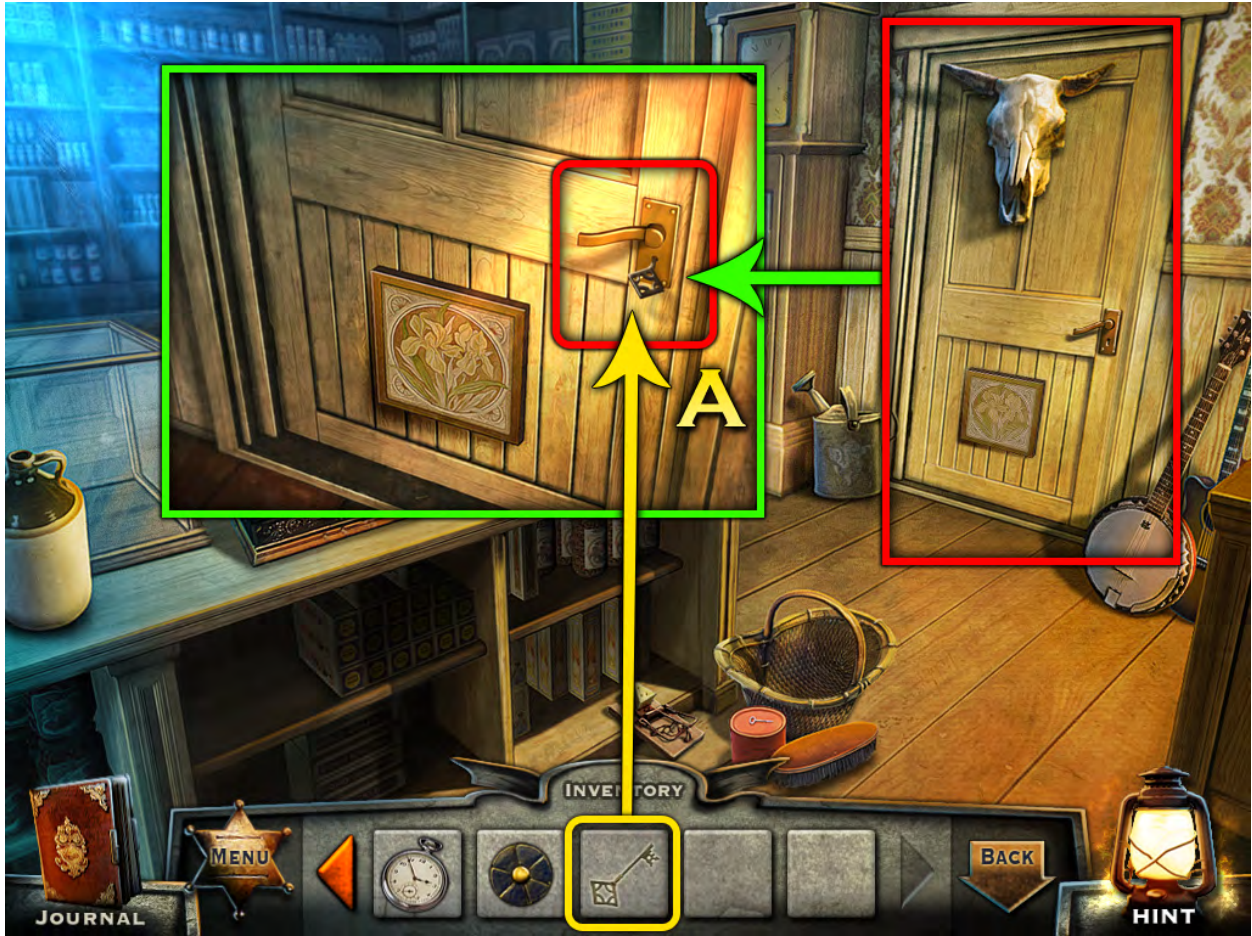
- Select the coffin for a Hidden Object Scene (A).



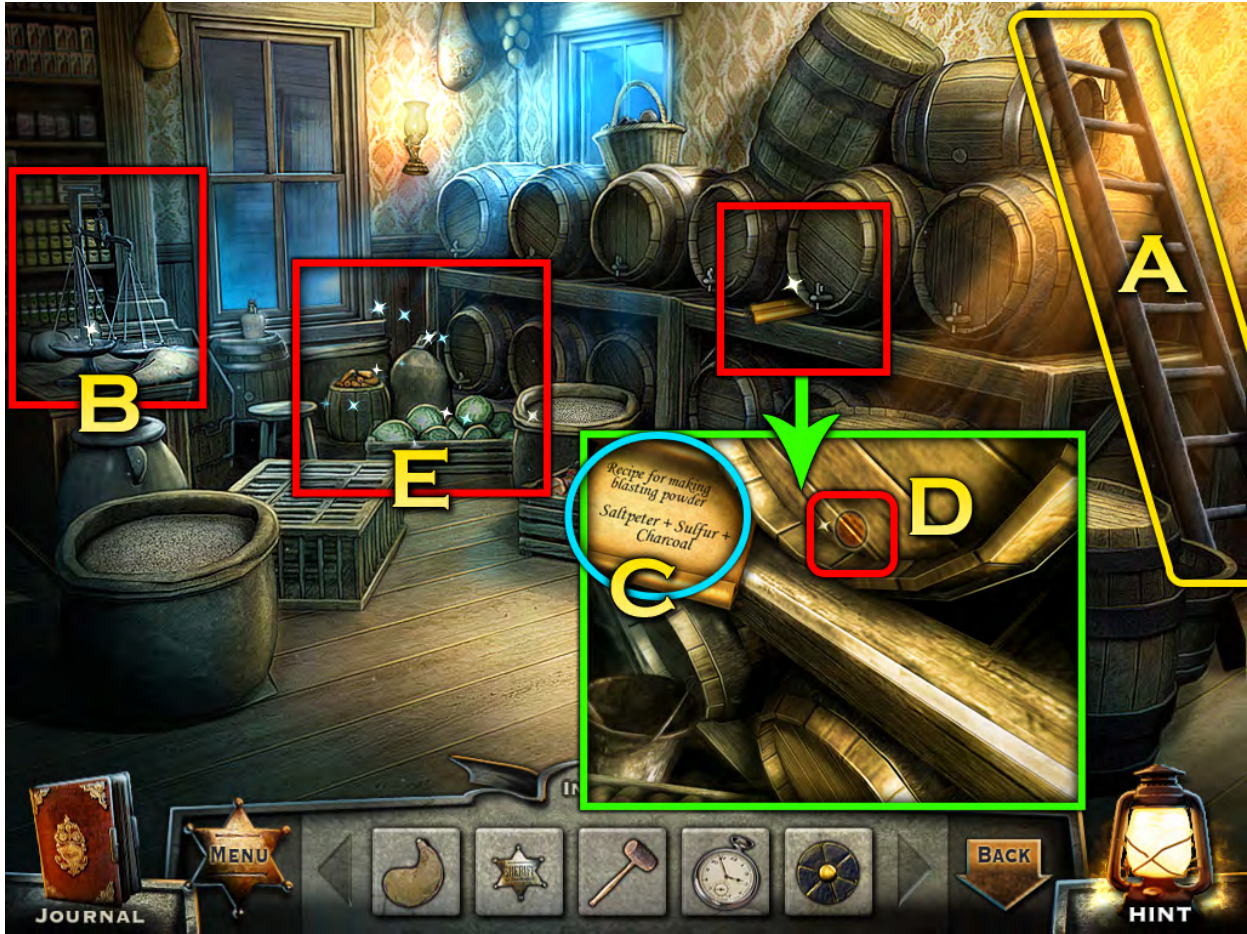
- Locate all the items on the list.
- You find a PUZZLE PIECE.
- Return to the Mercantile.



- Zoom to the bottom of the door.
- Place the 3 PUZZLE PIECES into the correct slots (A).
- A secret panel will open.
- Take the STOREROOM KEY (B).



- Use the STOREROOM KEY to unlock the door (A).
- Go inside the open door.



- Take the LADDER (A).
- Note the scales on the table to the left (B).
- Zoom to the barrels and read the scroll for the gunpowder recipe (C).
- Note the barrel is missing a tap (D).
- Select the area near the window for a Hidden Object Scene (E).



- Locate all the items shown in silhouette.
- You find the SCOOP.



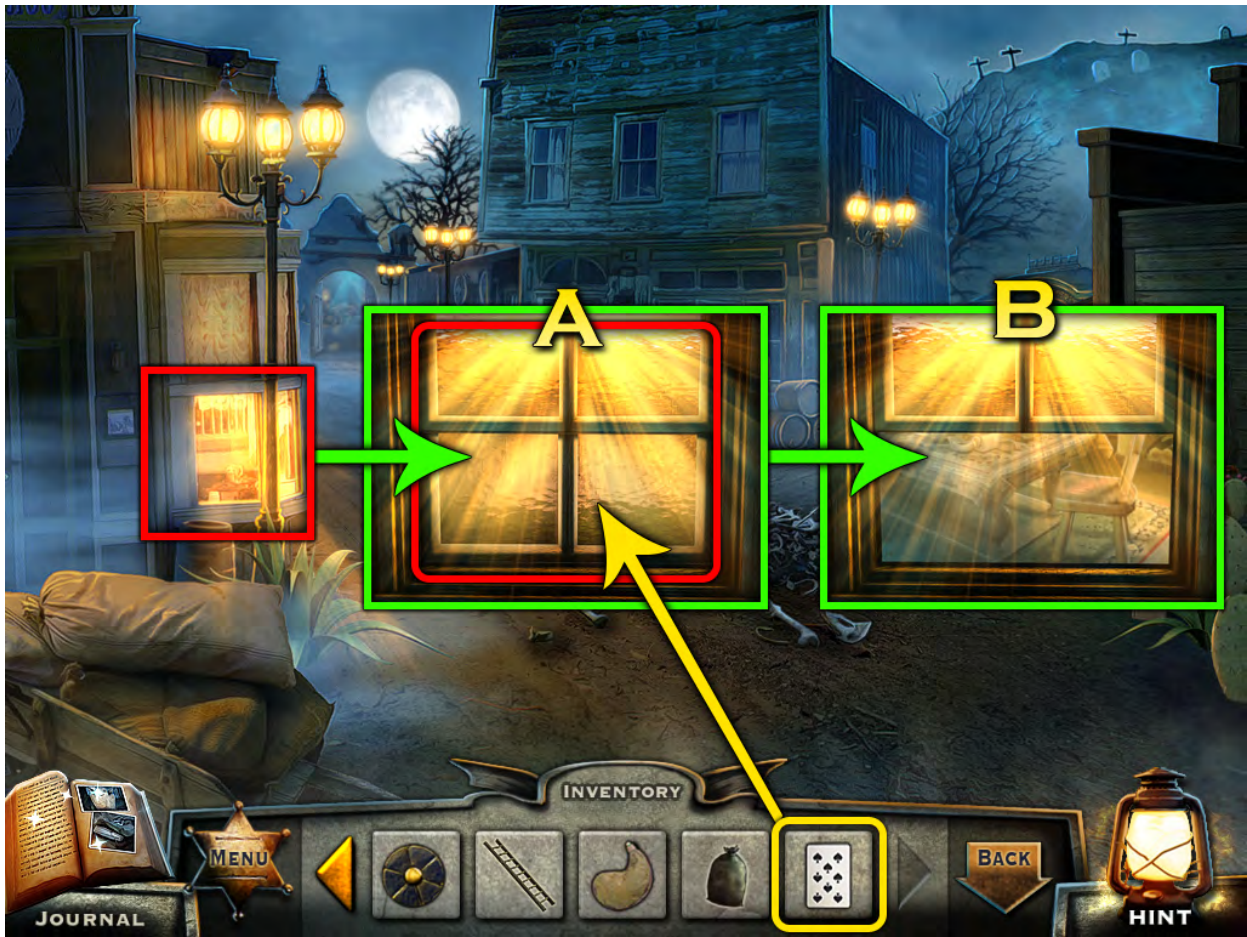
- Zoom to the sack of grain.
- Use the SCOOP 3 times to find the WEIGHT (A).
- Take the TAP (A).
- Zoom to the barrel again and place the TAP on it (C).
- Then use the MALLET to make it secure (D).
- Place the EMPTY WINESKIN on the tap (E).
- Then turn the handle to open the tap and fill the wineskin with WHISKEY (F).
- Zoom to the scales and place the WEIGHT on the empty right side (G).
- Remove the bags one at a time to get the BAG OF SULFUR (H).



- Select the area by the window for another Hidden Object Scene (A).

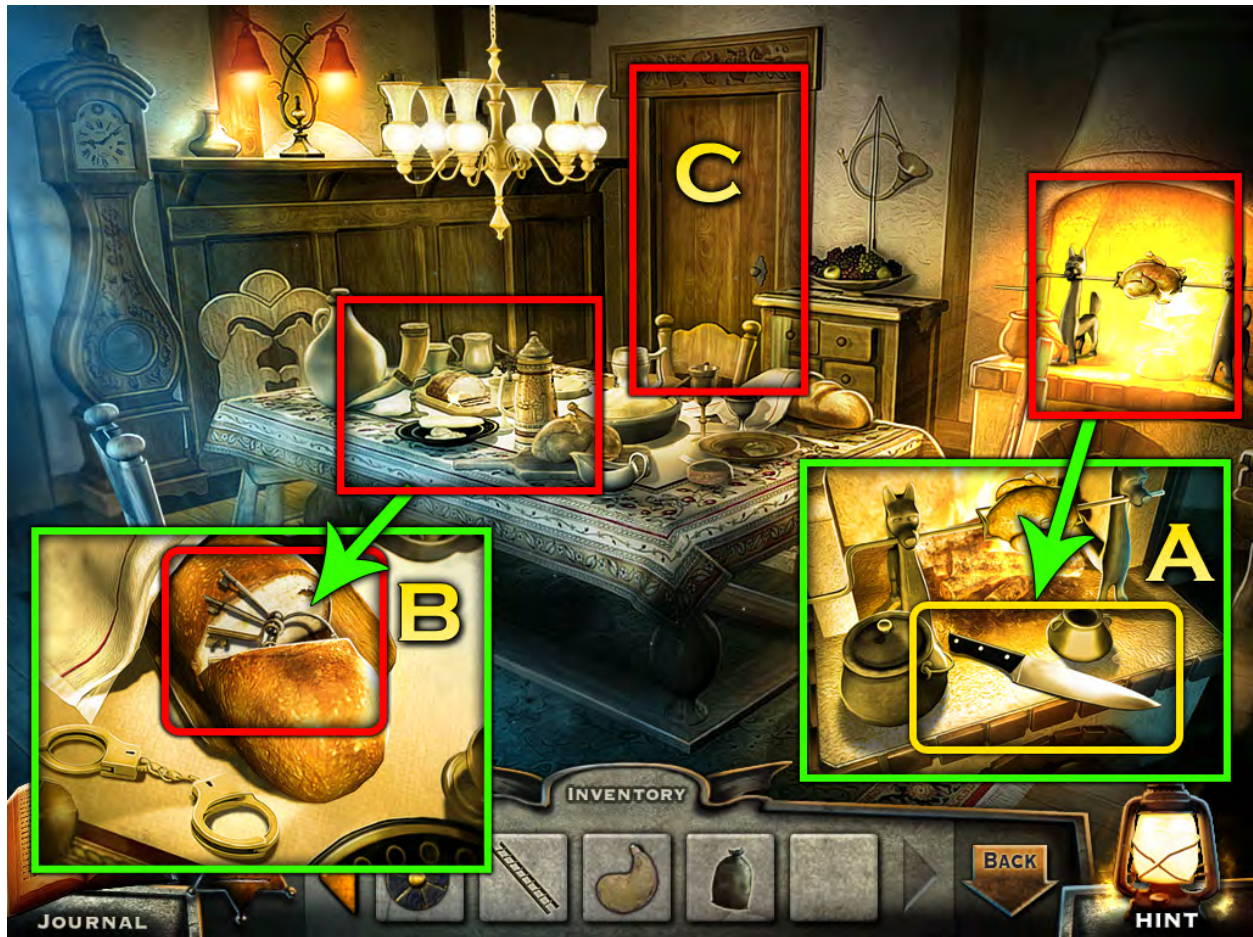


- Locate all the playing cards.
- You find a PLAYING CARD.

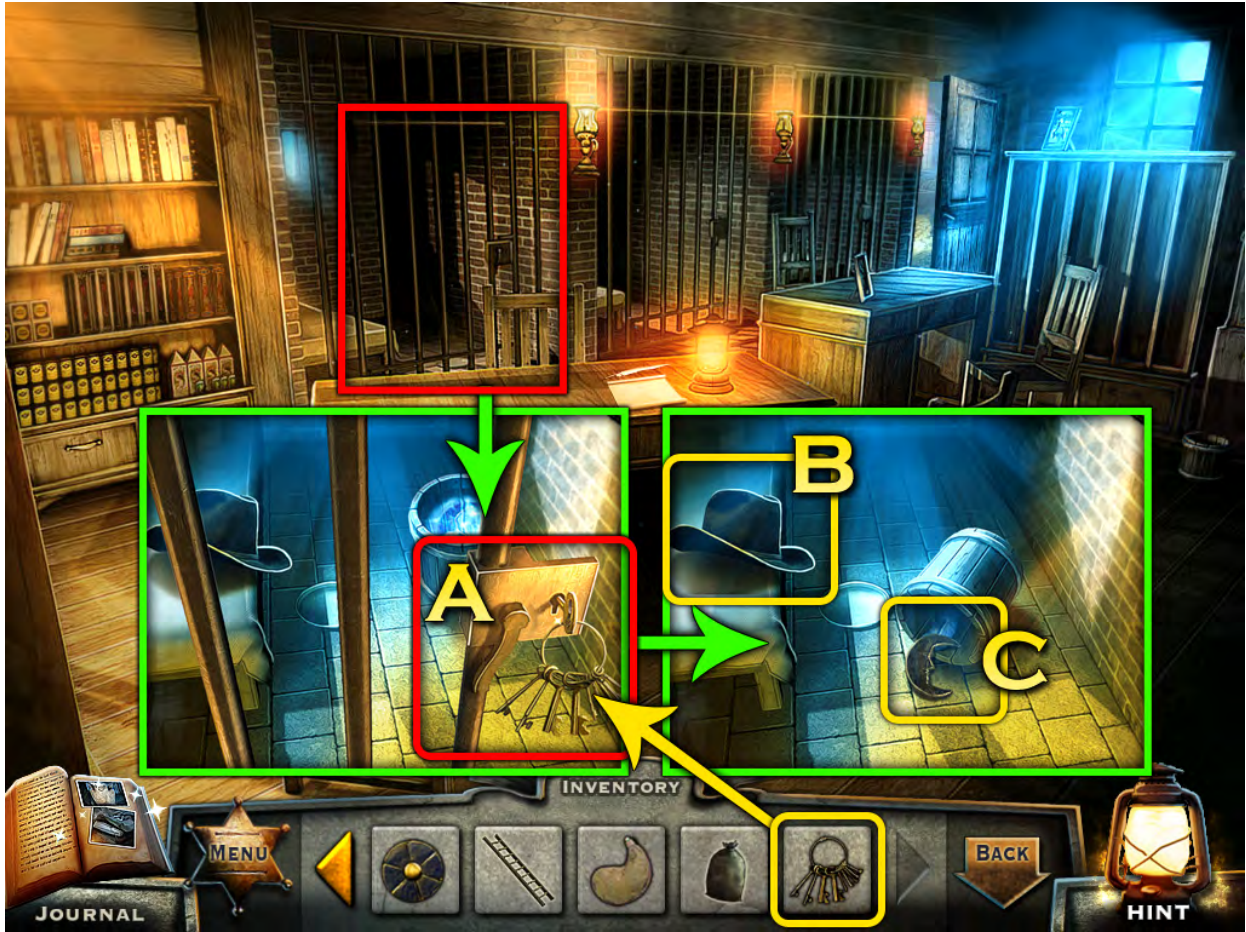


- Exit the Mercantile and back to the center of town.
- Zoom to the window on the left.
- Use the PLAYING CARD to open the window (A).
- Climb in the window to the dining room (B).

Chapter 6 - The Last Train out of Deadwood



- Zoom to the fireplace and take the KNIFE (A).
- Zoom to the table and use your senses on the loaf of bread.
- Use the KNIFE to cut open the bread and take the JAIL CELL KEYS (B).
- Note the door with the missing handle (C).
- Return to the Sheriff's.



- Zoom to the jail cell door and use the JAIL CELL KEYS on the lock (A).
- Turn the key and open the door.
- Take BLACKJACK'S HAT (B).
- Spill out the contents of the bucket and take the MOON (C).



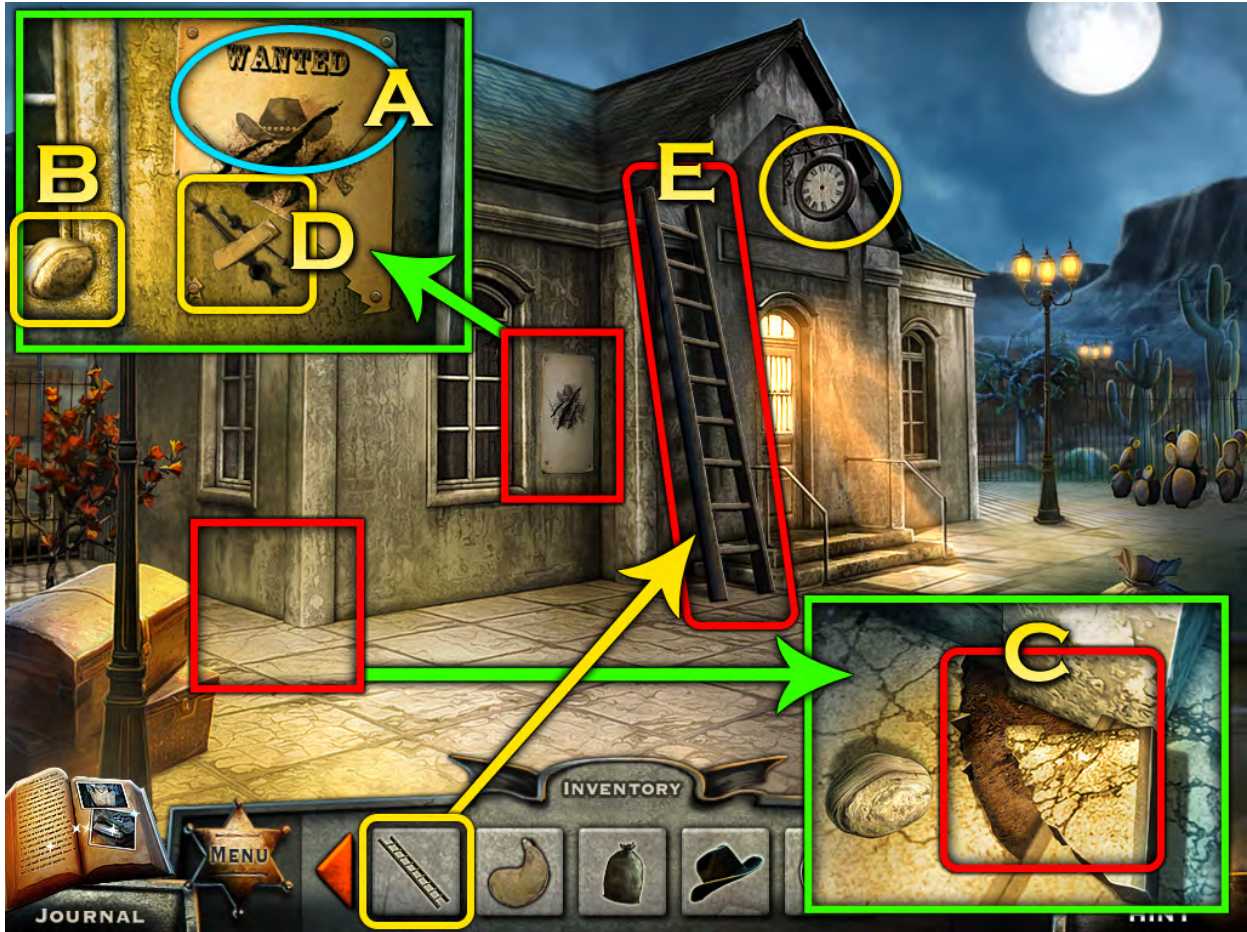
- Zoom to the gun rack on the right for another Hidden Object Scene (A).



- Locate all the items on the list.
- You find the AXE.
- Exit the sheriff's by going forward through the back door.



- Use the AXE to clear the wood pile (A).
- Then walk to the left.



- Zoom to the poster and use your senses to notice that something may be hidden behind the poster (A).
- Take the ROCK on the windowsill next to the poster (B).
- Zoom to the cracked tile on the ground by the left corner of the building.
- Use the ROCK to break off a SHARP TILE PIECE (C).
- Zoom to the poster again and use the SHARP TILE PIECE to tear off a piece of the poster.
- Take the CLOCK HANDS (D).
- Use the LADDER on the clock (E).
- Climb the ladder to examine the clock.



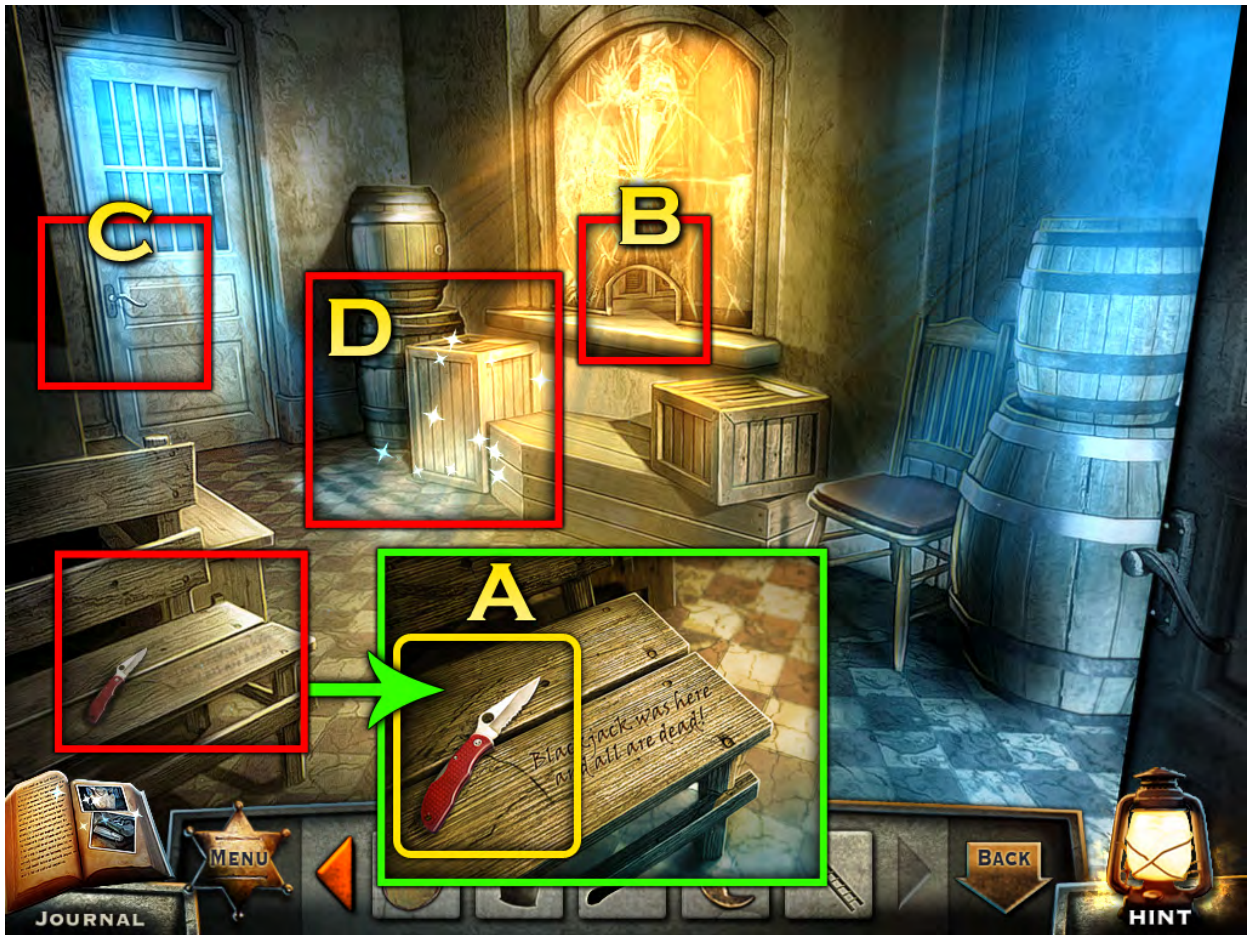
- Place the CLOCK HANDS on the clock (A).
- Place the POCKET WATCH next to the clock to activate a mini-game (B).



- Tap to rotate the rings to repair the clock face (A).
- Tip: Use the pocketwatch on the left as reference on what time the clock should be set to.



- Once the clock is fixed the train station door will open.
- Take the LADDER (A).
- Enter the train station.



- Zoom to the bench and take the POCKETKNIFE (A).
- Note the ticket window (B).
- Note the chained door (C).
- Select the barrels for a Hidden Object Scene (D).



- Locate all the items shown in silhouette.
- You find the DOORKNOB.
- Exit the train station and walk back the Sheriff's. Walk forward and enter the window on the left to return to the dining room.



- Zoom to the door and place the DOORKNOB in the hole (A).
- Turn the knob and enter the bedroom.

Chapter 7 - The Mayor's Promise



- Take the TORN PAPER (A).
- Zoom to the painting over the fireplace. Use your senses to reveal that something is hidden behind the painting.
- Use the POCKETKNIFE to cut away the painting (B).
- Note the safe hidden behind the painting.
- Place the TORN PAPER on the left hook next to the safe (C).
- Zoom to the bed near the pillows. Read the note from the Mayor and take the HEX PUZZLE PIECE (D).
- Note the locked cabinet (E).
- Select the desk behind the bed for a Hidden Object Scene (F).



- Locate all the items on the list.
- You find the C-CLAMP HANDLE.
- Return to the Sheriff's and go out the back door.



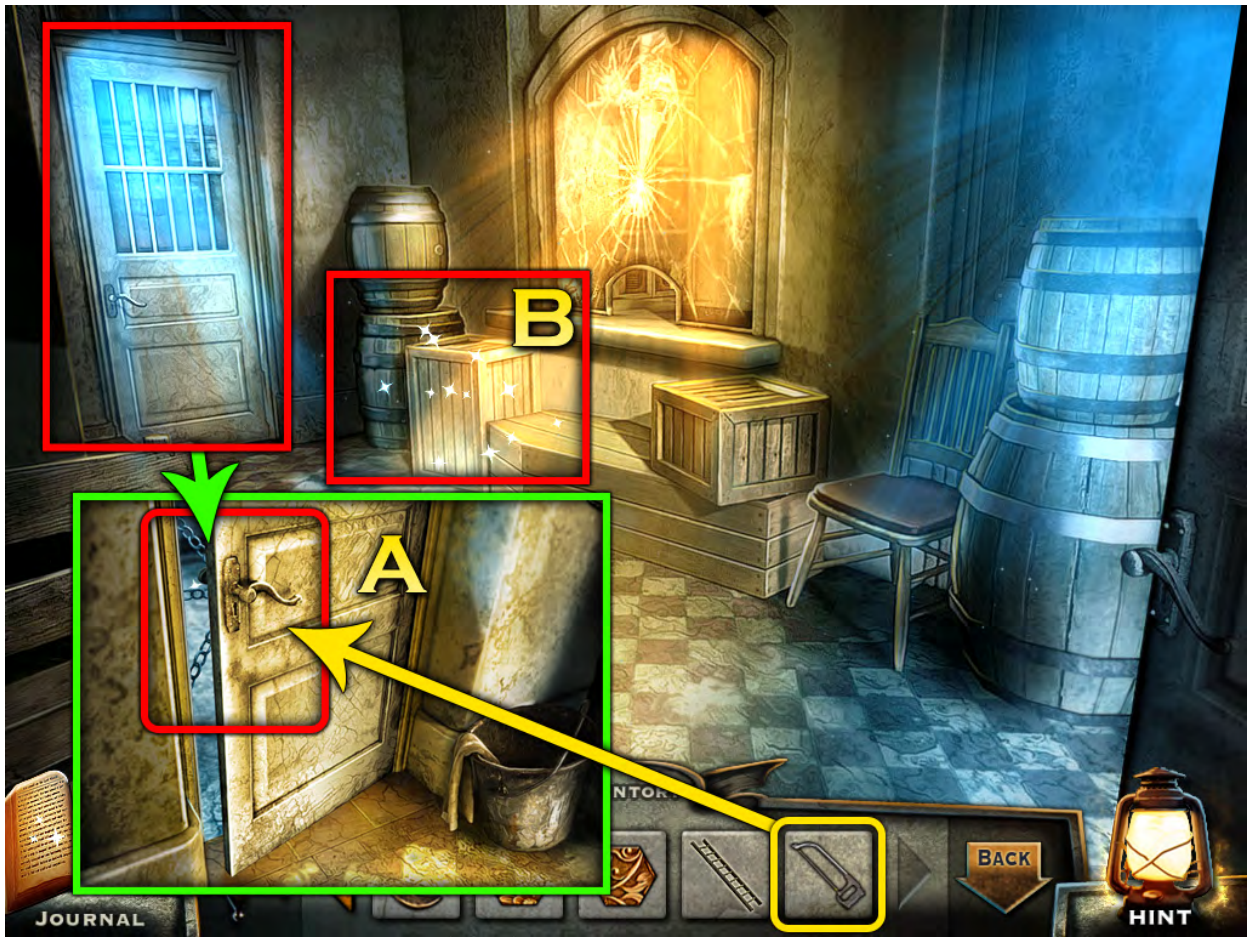
- Zoom to the wagon wheel and use the C-CLAMP HANDLE on the c-clamp (A).
- Push the wagon out of the way.
- Select the trough for another Hidden Object Scene (B).



- Locate all the items on the list.
- You find the SHOVEL.
- Walk right.



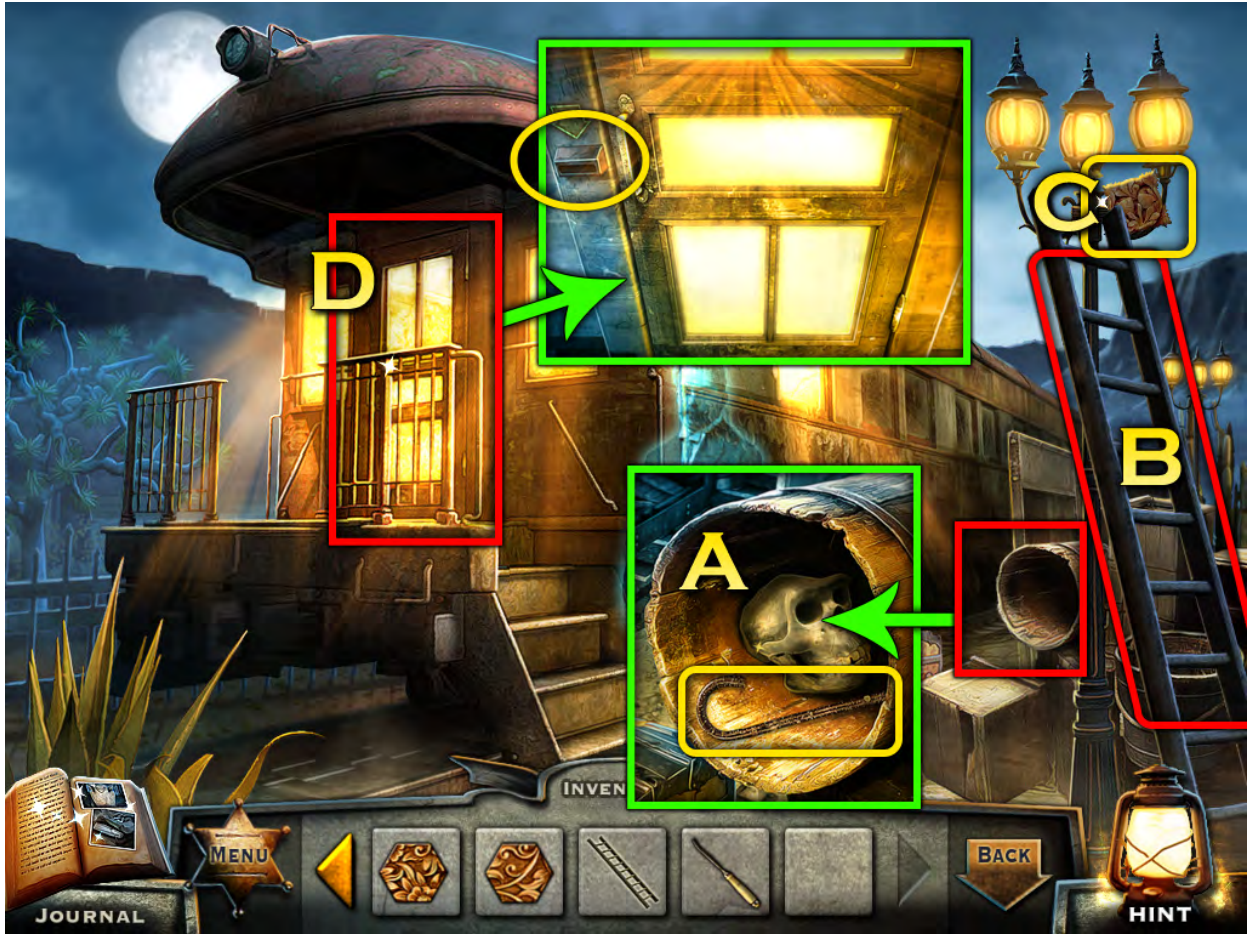
- Zoom to the ground near the coffin and use the SHOVEL to dig up a HEX PUZZLE PIECE (A).
- Place the LADDER against the building so you can reach the roof (B).
- Climb the ladder to the roof and take the SHARP METAL ROD (C).
- Take the LADDER (D).
- Zoom to the cart on the right and use the SHARP METAL ROD to cut open the sack and take the HACKSAW (E).
- Return to and enter the train station.



- Use the HACKSAW to open the chained door (A).
- Select the barrels for a Hidden Object Scene (B).



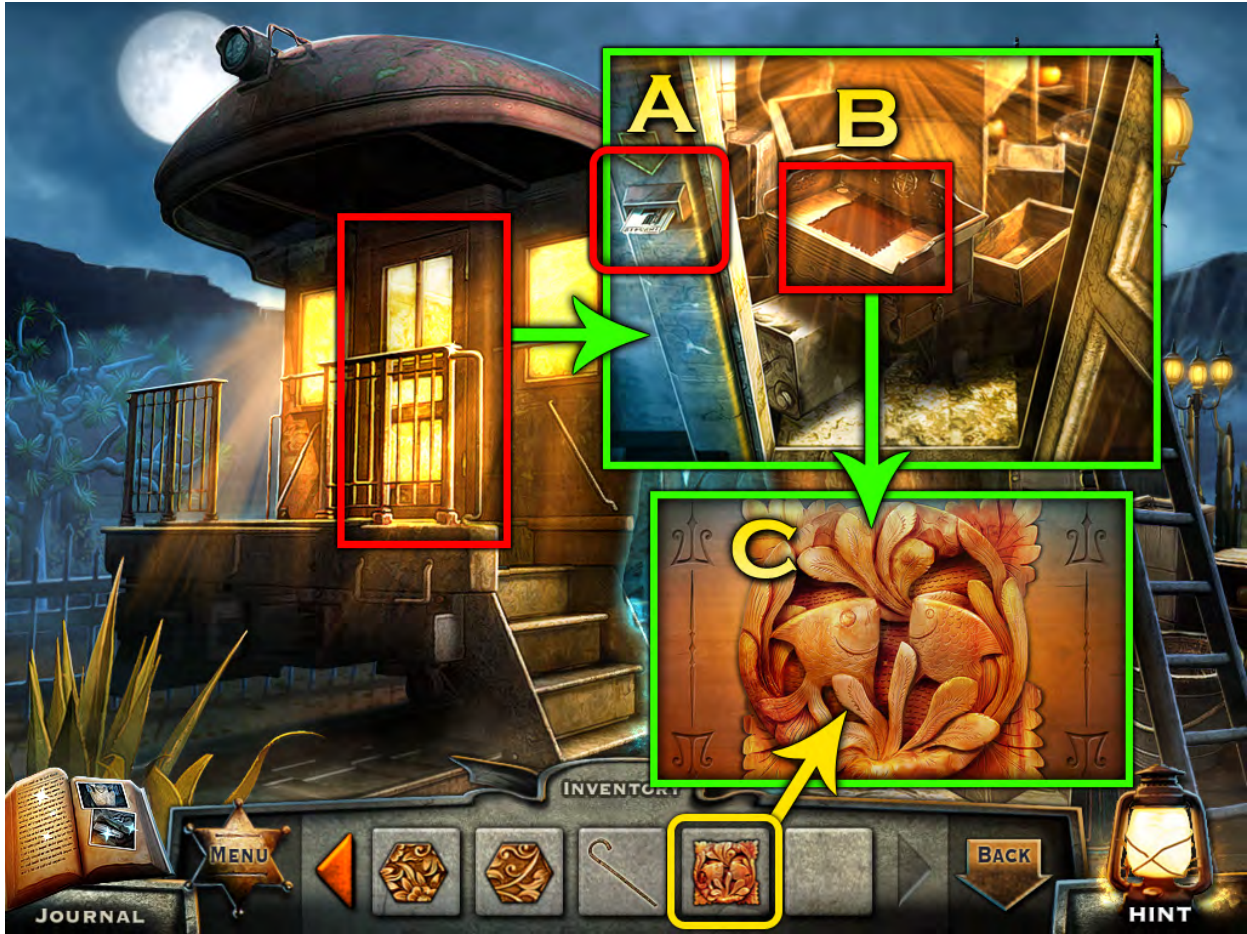
- Locate all the items on the list.
- You find the CHISEL.
- Walk forward to the train.



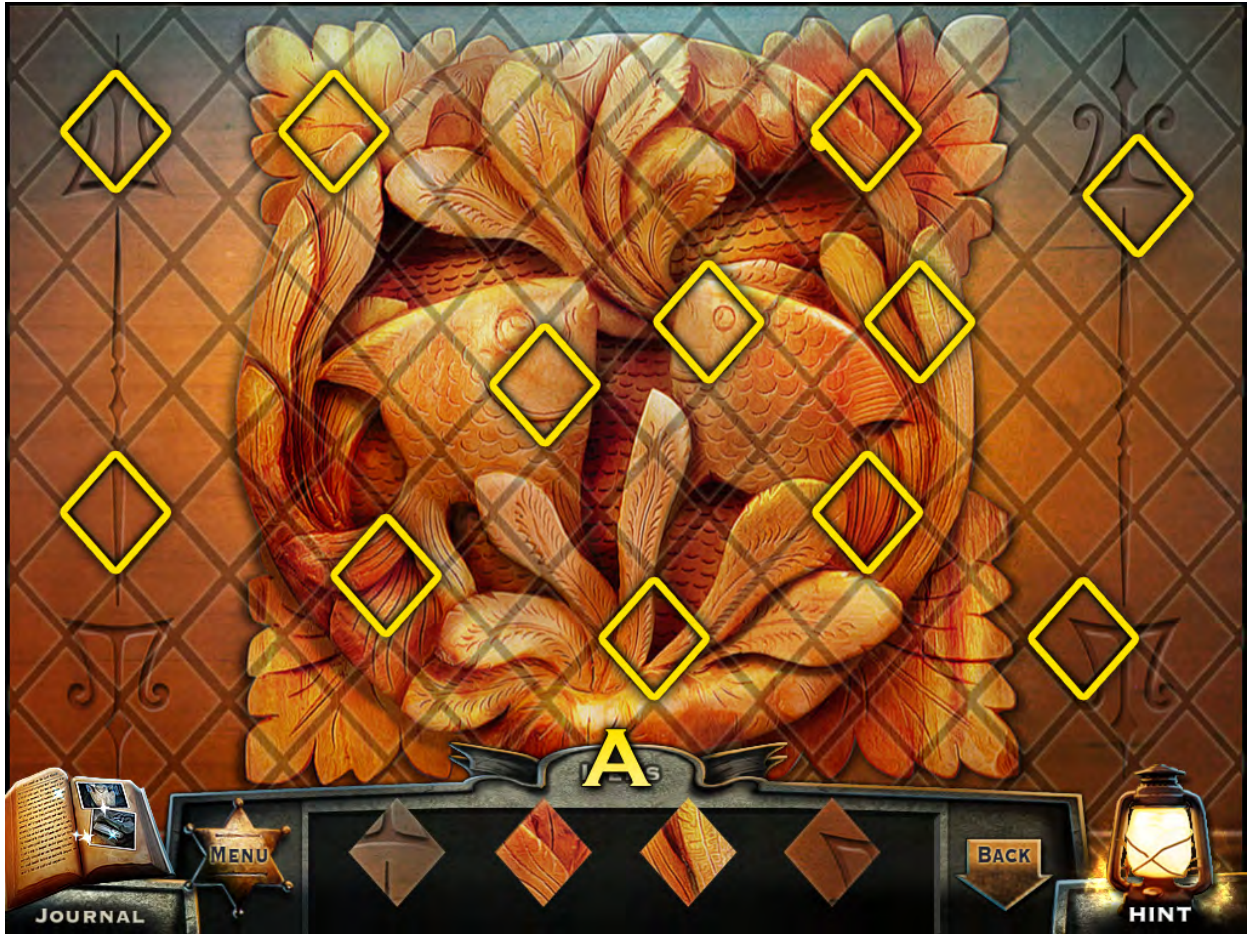
- Talk to the Mayor.
- Zoom to the barrel.
- Use the CHISEL to pry off the lid and then take the CANE (A).
- Place the LADDER on the lamppost (B).
- Take the PUZZLE PIECE (C).
- Note the door to the train requires a ticket (D).
- Walk back into the train station.



- Zoom to the ticket window.
- Use the CANE to get the TICKET (A).
- Walk forward again to the train.



- Zoom to the door and use the TICKET on the slot (A).
- Open the door and zoom to the jewelry box (B).
- Place the PUZZLE PIECE on the top of the jewelry box to activate a mini-game (C).



- Place the diamond shape pieces on their correct spot in the puzzle to solve the mini-game (A).

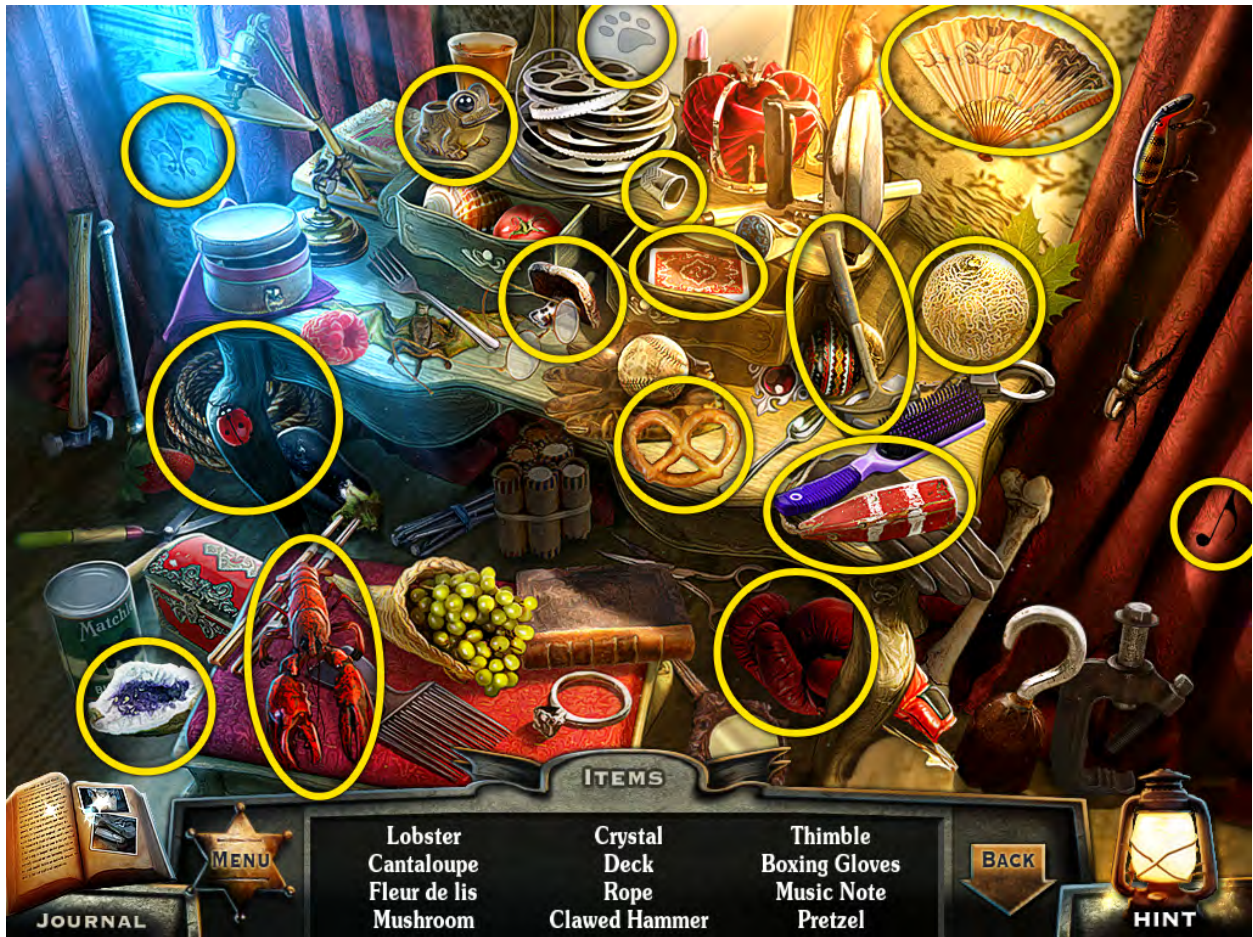


- Take the TORN PAPER (A).
- Return to the bedroom. (Through the window in the center of town)

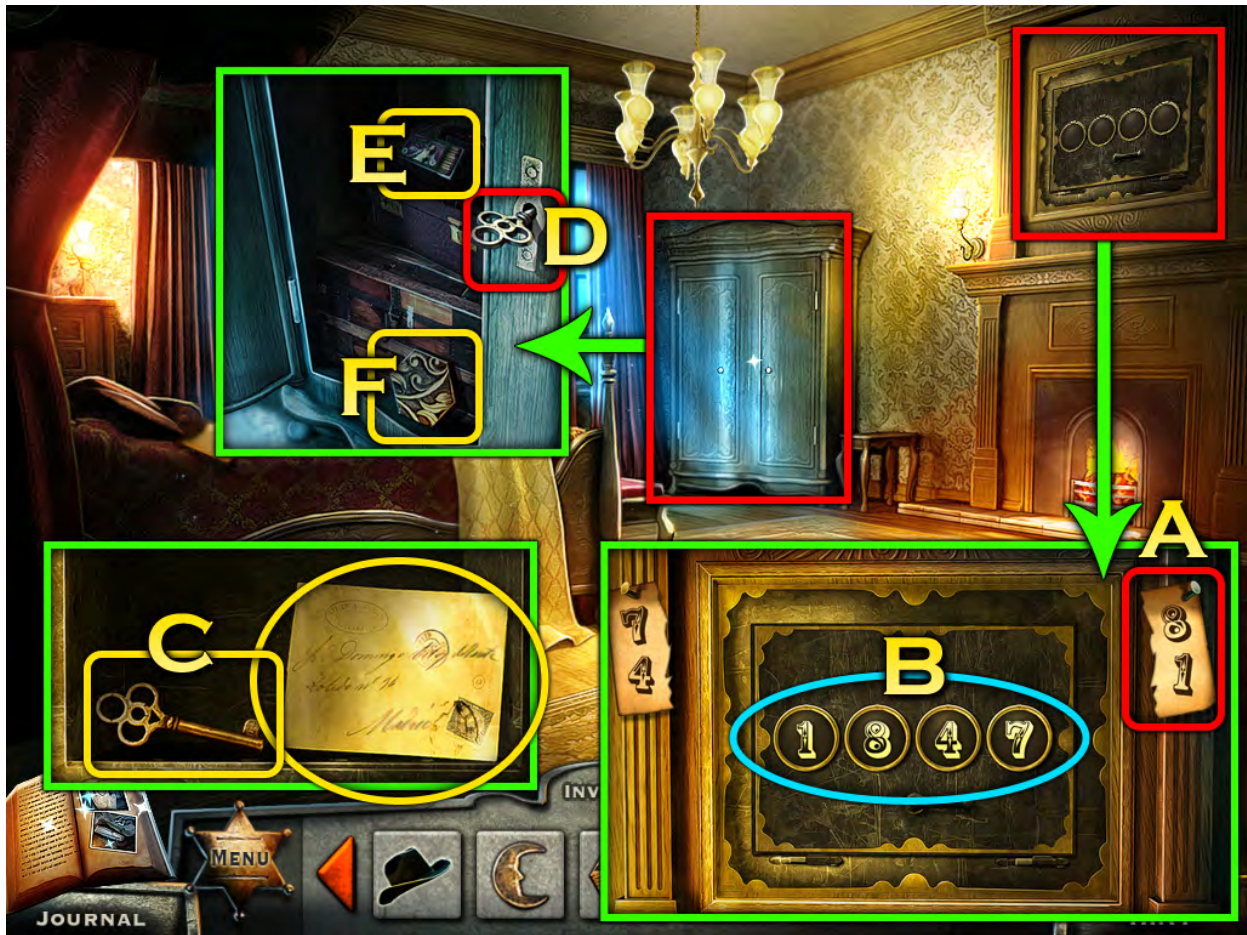
Chapter 8 - Safecracker



- Select the desk behind the bed for another Hidden Object Scene (A).



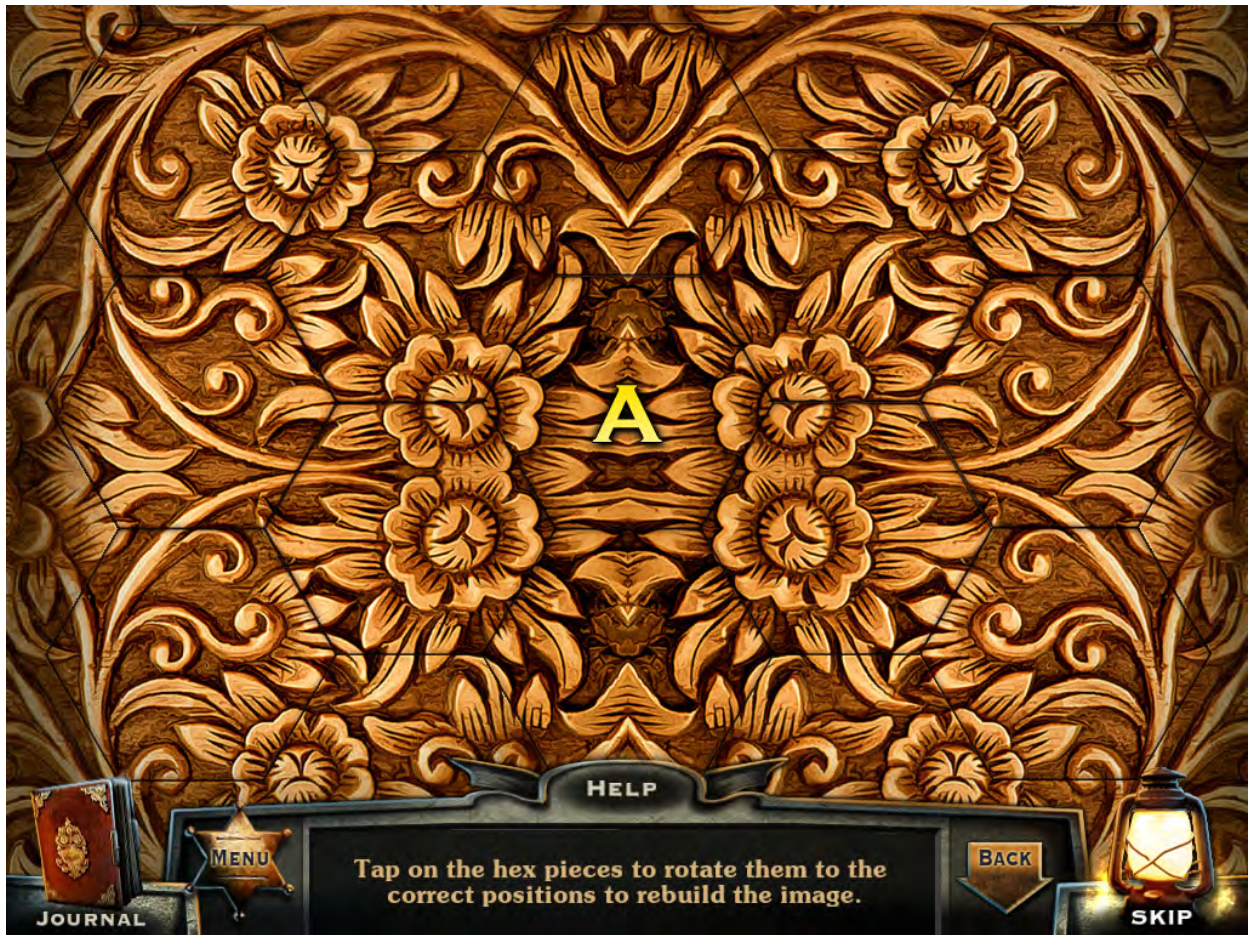
- Locate all the items on the list.
- You find the CLAW HAMMER.



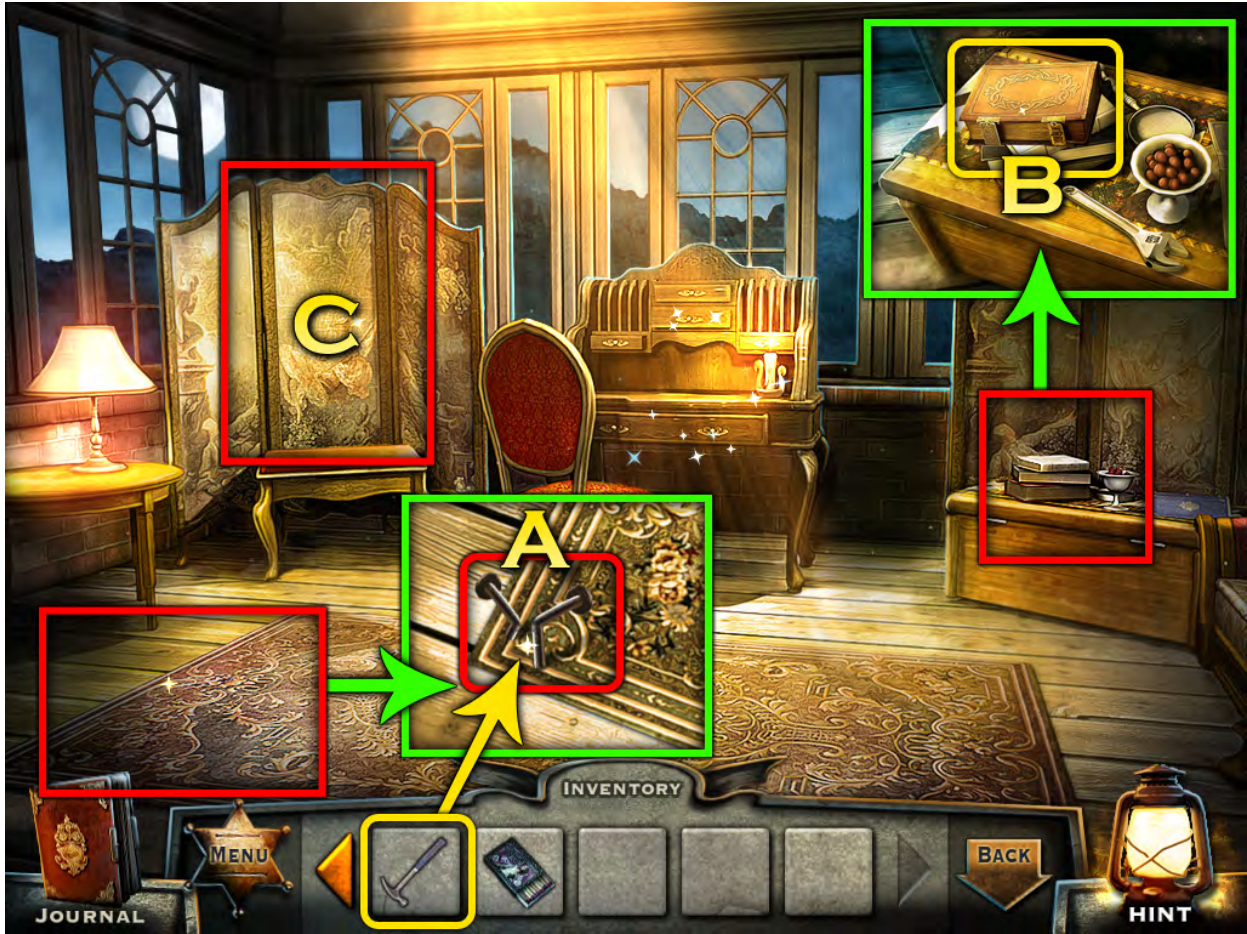
- Zoom to the safe and place the second TORN PAPER on the right hook (A).
- Set the safe dials to: 1-8-4-7 (B).
- Read the letter and take the CABINET KEY (C).
- Zoom to the locked cabinet and use the CABINET KEY on the lock (D).
- Turn the key and open the door.
- Take the MATCHES (E).
- And the HEX PUZZLE PIECE (F).
- Return to the Sheriff's and exit through the back door.



- Walk to the right and zoom to the door for a mini-game.
- Place the 3 HEX PUZZLE PIECES into the holes to activate a mini-game (A).



- Rotate the pieces to restore the carving (A).
- The door will open and then enter the building.



- Zoom to the corner of the rug and use the CLAW HAMMER to remove the nails (A).
- Pull back the rug to discover a trap door that is screwed shut.
- Zoom to the chest and take the LIBRARY BOOK (B).
- Zoom to the divider screen for a mini-game (C).



- Restore the picture by placing the pieces in the correct slots as in the image above (A).
- You find the SUN.



- Select the desk for a Hidden Object Scene.



- Locate all the items shown in silhouette.
- You find the OIL CAN.
- Exit the building and walk back.

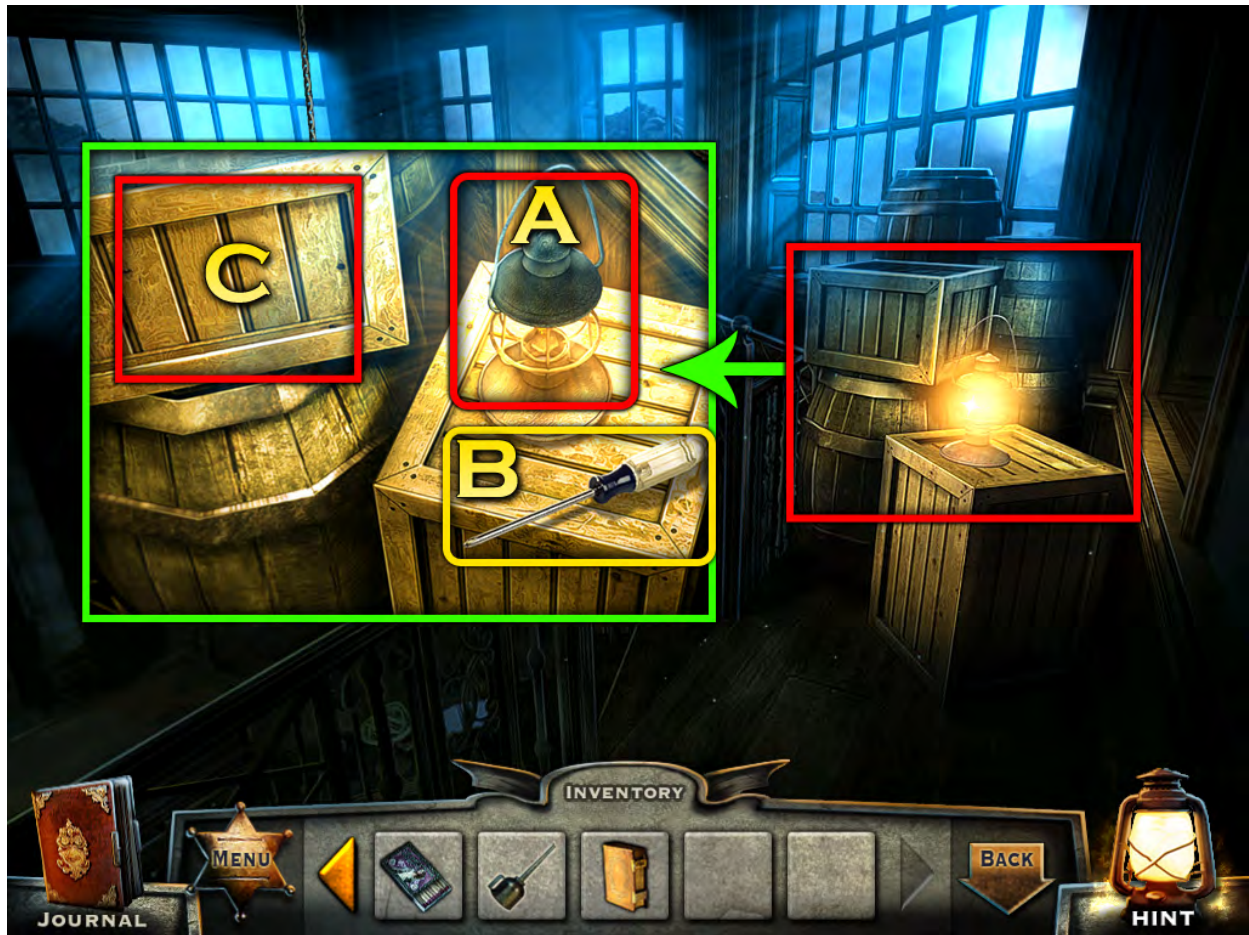


- Zoom to the door.
- Place the SUN and MOON into the matching slots to activate a mini-game (A).

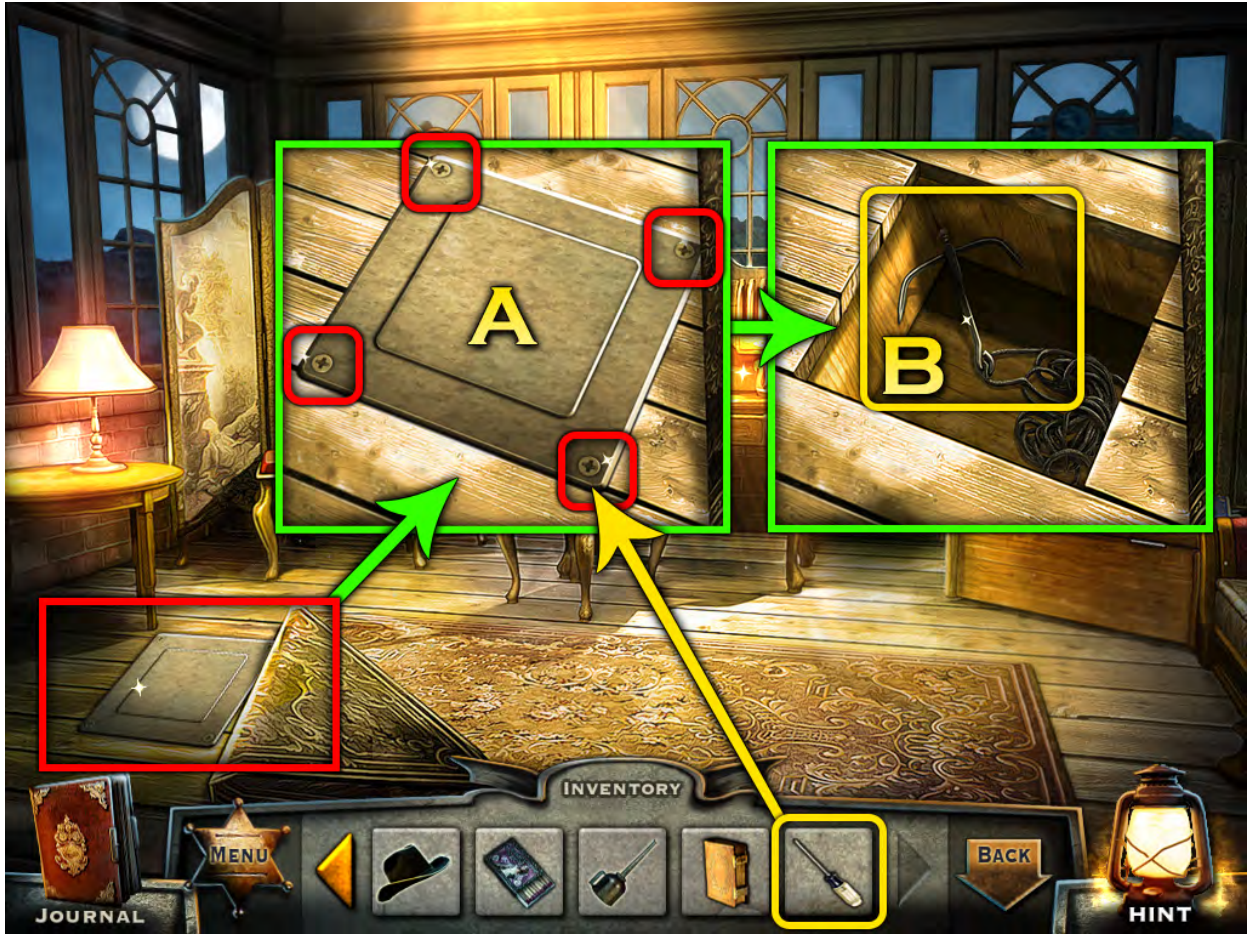


- Place the hex shape pieces on their correct spot in the puzzle to solve the mini-game (A).
- The door will open, then walk forward into the Library.

Chapter 9 - The Library



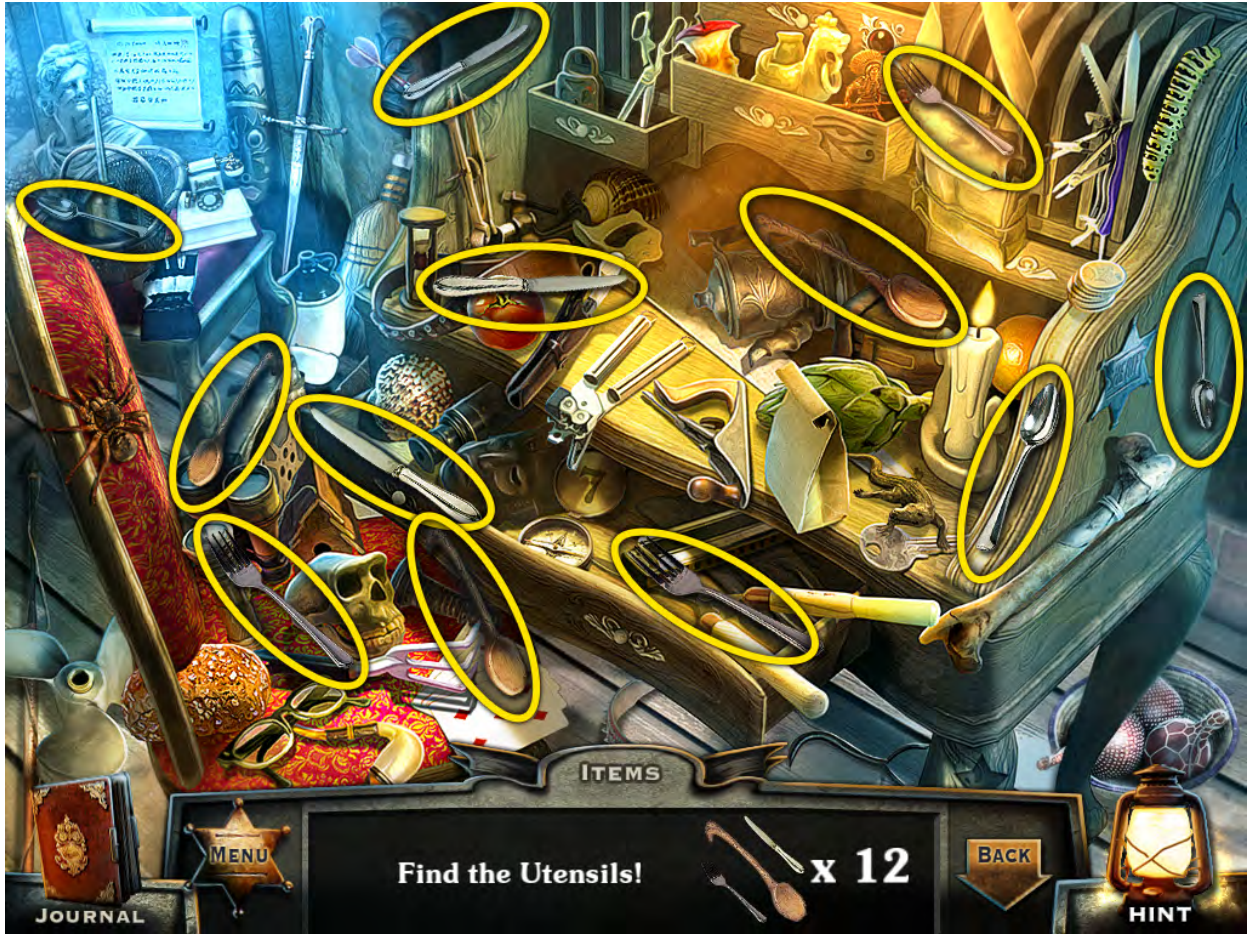
- The room is too dark to progress further.
- Zoom to the lamp on the right.
- Use the MATCHES to light the lamp (A).
- Then take the SCREWDRIVER (B).
- Note the crate (C).
- It is too dark to do anything else.
- Walk back to exit the library, then walk to the right and enter the building.



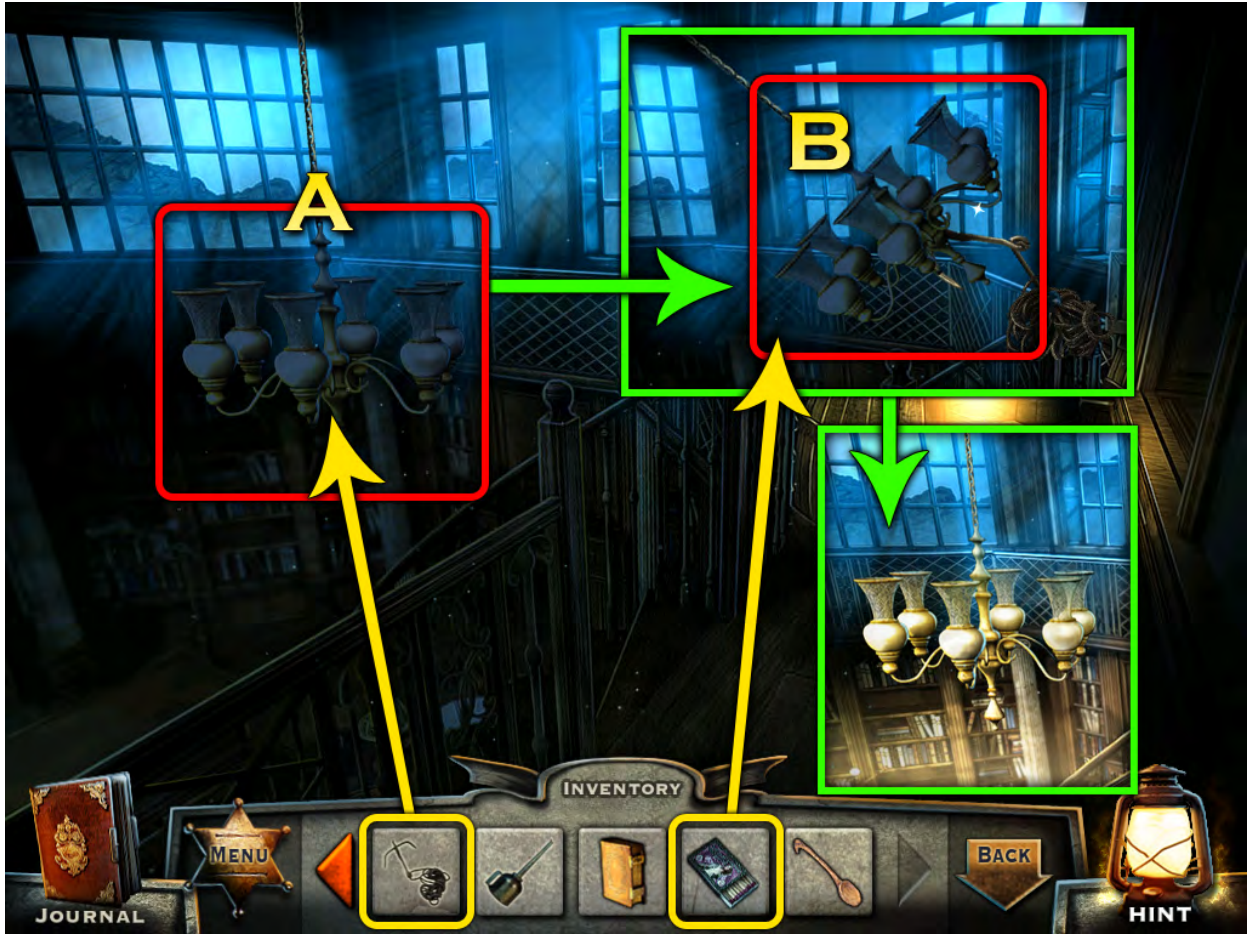
- Zoom to the trapdoor under the rug and use the SCREWDRIVER to remove all 4 screws (A).
- Remove the trapdoor.
- Take the HOOK (B).



- Look at the desk for another Hidden Object Scene (A).



- Locate all the utensils.
- You find the MIXING SPOON.
- Return to the library.



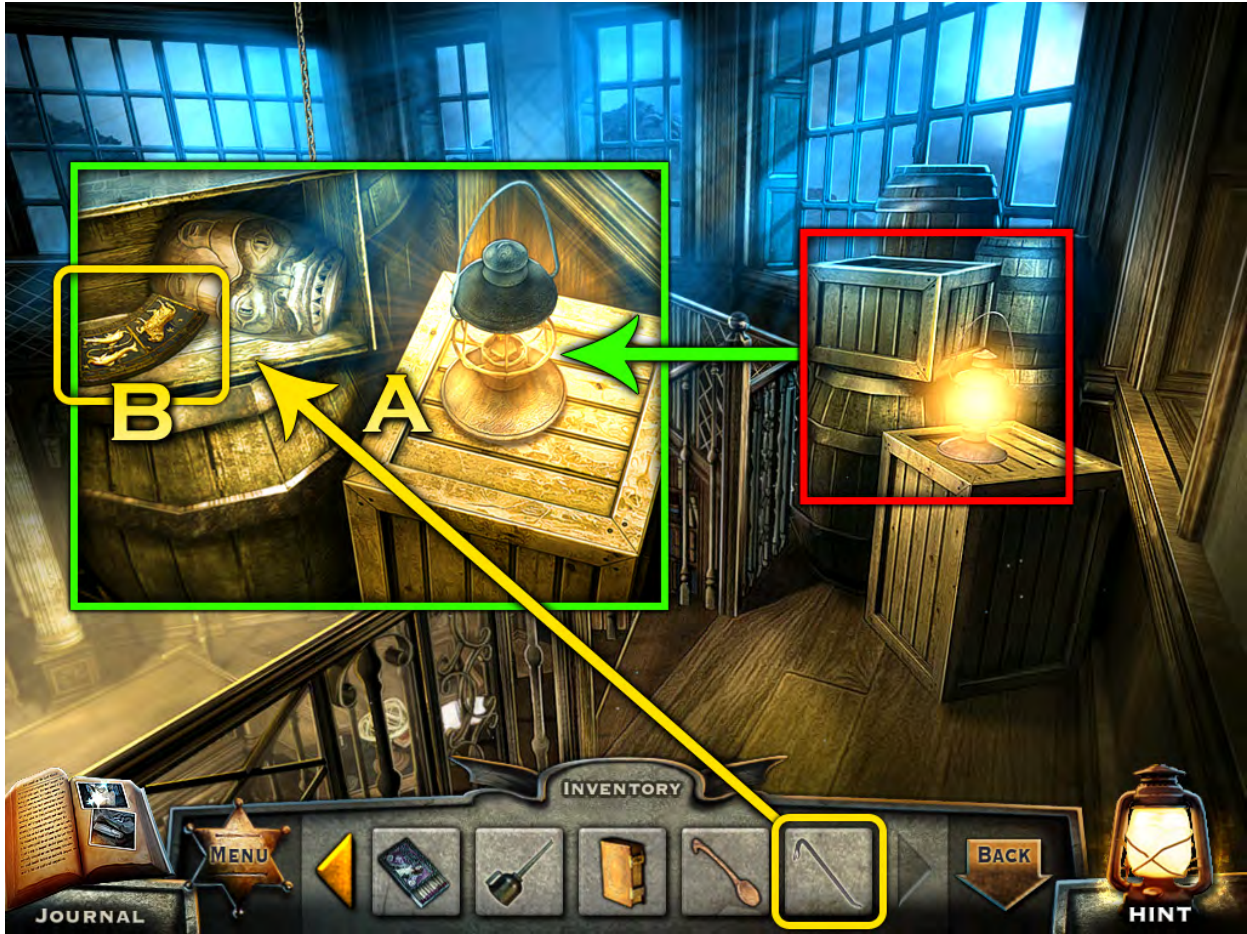
- Use the HOOK to pull the chandelier closer (A).
- Use the MATCHES to light the chandelier (B).
- Once the room is illuminated, walk down the stairs.



- Speak with the Librarian.
- Zoom to the stand to read the note (A).
- Note the bookshelf on the right (B).
- Note the uncomplete puzzle on the desk (C).
- Select the drawers on the left for a Hidden Object Scene (D).



- Locate all the items on the list.
- You find the CROWBAR.



- Return up the stairs.
- Zoom to the crate.
- Use the CROWBAR to open the crate (A).
- Take the PUZZLE DISC (B).
- Walk down the stairs and zoom to the desk.



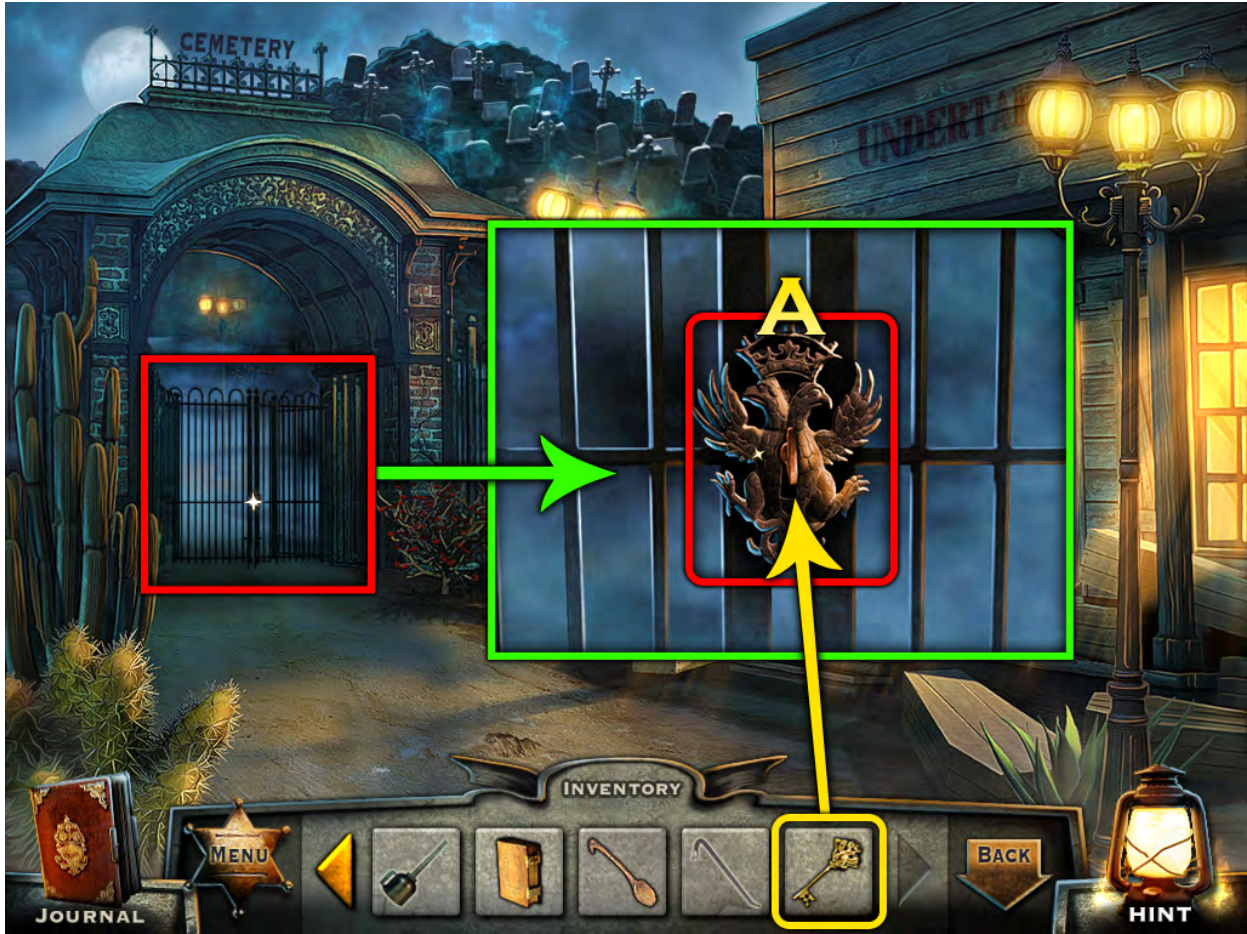
- Take the PUZZLE DISC from the desk (A).
- Then place all 3 PUZZLE DISCS on the missing slots to activate a mini-game (B).



- Restore the picture by placing the pieces in the correct slots as in the image above (A).



- A hidden compartment will open up.
- Take the GRAVEYARD KEY (A).
- Exit the library and walk back to outside of the Undertaker's.

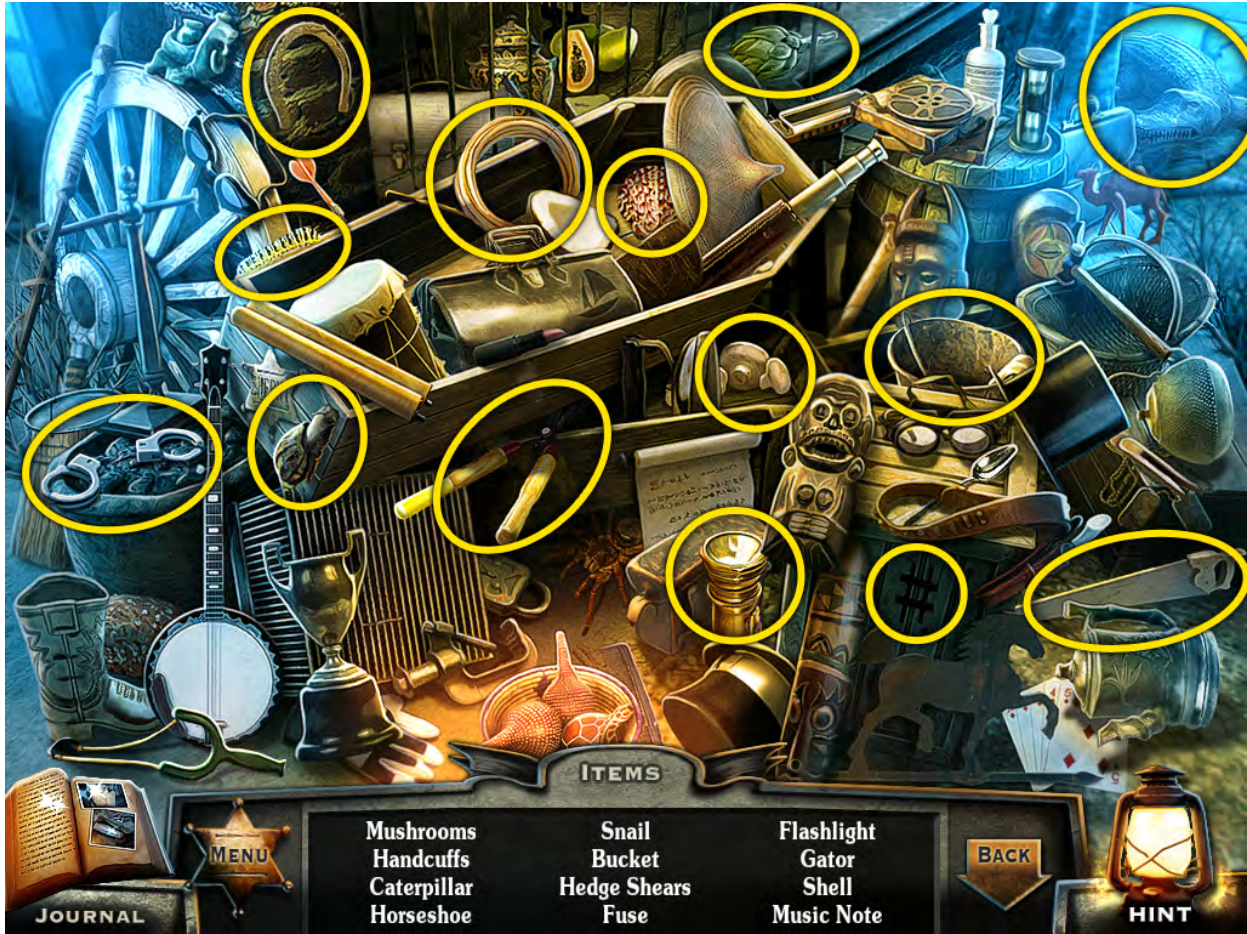


- Zoom to the graveyard gate and use the GRAVEYARD KEY to open the lock (A).
- Walk forward through the open gate.

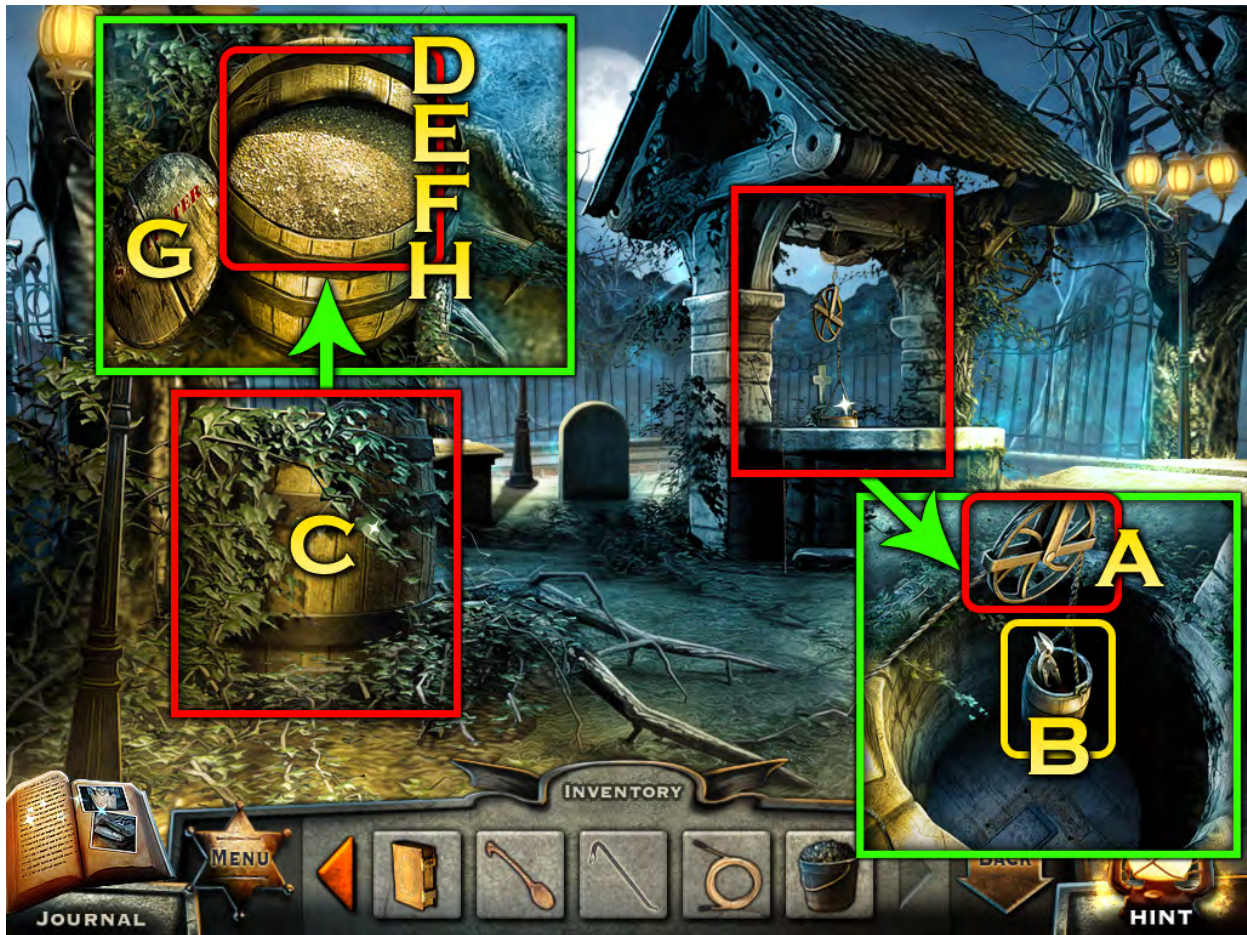
Chapter 10 - The Graveyard



- Zoom to the tomb and take the BUCKET OF CHARCOAL (A).
- Note the crack in the tomb (B).
- Zoom to Billy and Granny's graves.
- Place the SHERIFF'S STAR on Billy's grave (C).
- Use your senses on Granny's grave (D).
- Note the gate with the missing handle (E).
- Select the coffin for a Hidden Object Scene (F).



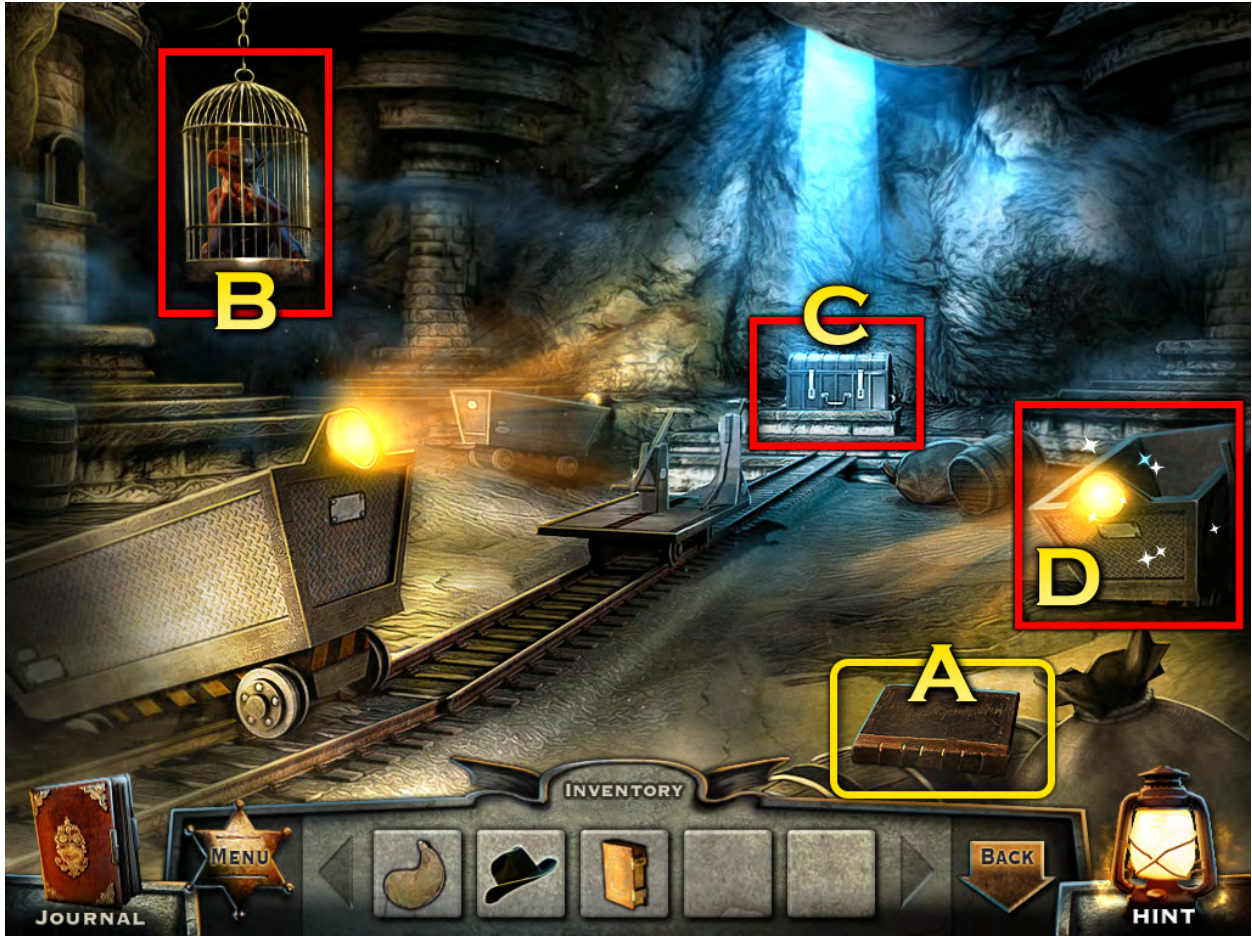
- Locate all the items on the list.
- You find the FUSE.
- Walk to the left.



- Zoom to the well and use the OIL CAN on the pulley (A).
- Pull up the bucket and take the GARDEN SHEARS (B).
- Use the GARDEN SHEARS to cut the vines from the barrel (C).
- Zoom to the barrel and use the CROWBAR to remove the lid (D).
- Pour the BAG OF SULFUR and the BUCKET OF CHARCOAL into the barrel (E).
- Use the MIXING SPOON mix the ingredients (F).
- Put the lid back on the barrel (G).
- Place the FUSE on the lid and take the completed BLASTING POWDER (H).
- Walk back to the center of town, then walk forward to the mine entrance.



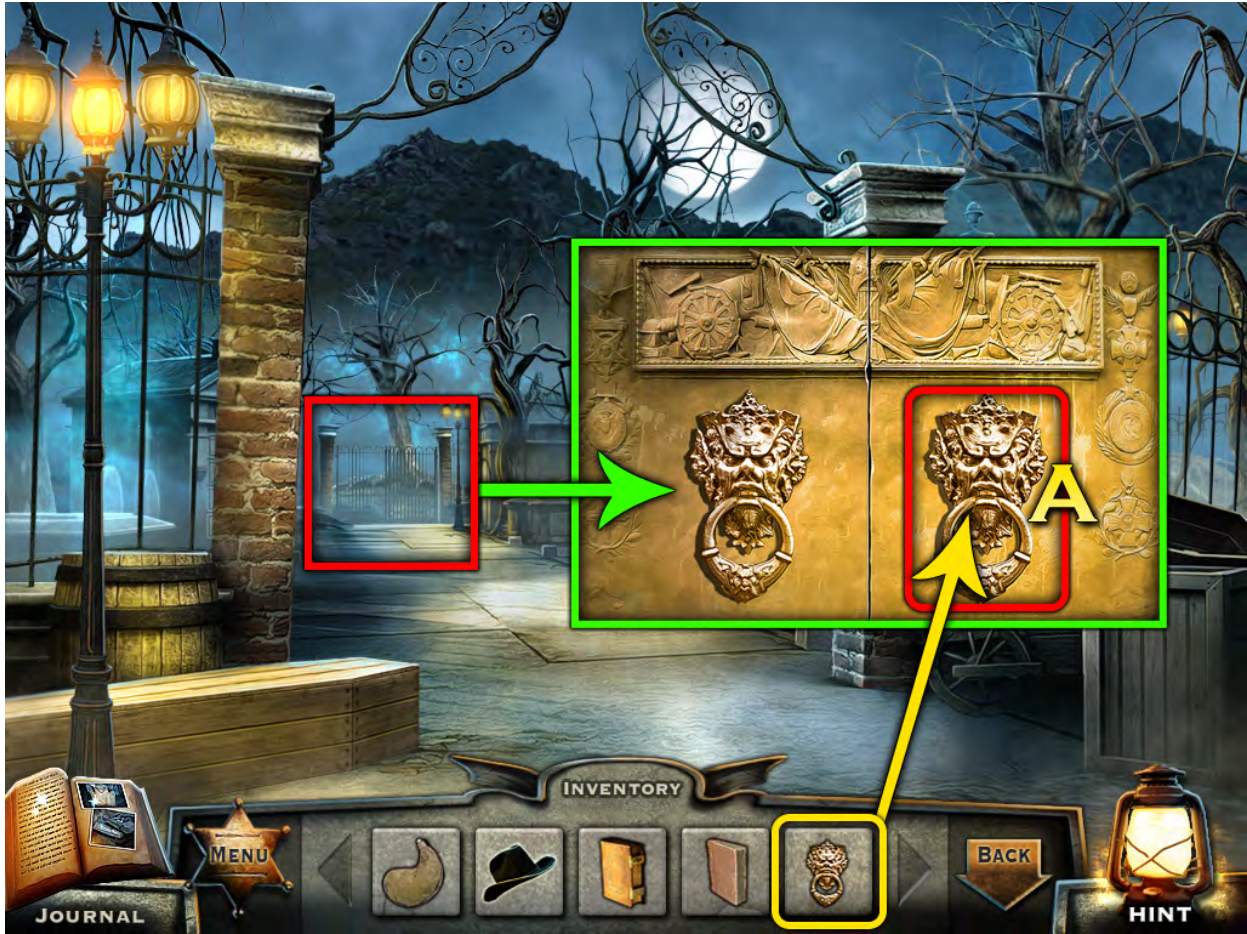
- Place the BLASTING POWDER in front of the mine entrance, then use the MATCHES to light the fuse (A).
- After the explosion, the mine will be open. Enter the mine.



- Take the LIBRARY BOOK (A).
- Zoom to the cage and talk to Billy (B).
- Note the locked chest (C).
- Select the mine cart for a Hidden Object Scene (D).



- Locate all the items shown in silhouette.
- You find the GATE HANDLE.
- Return to the cemetery.



- Zoom to the gate and place the GATE HANDLE to activate a mini-game (A).

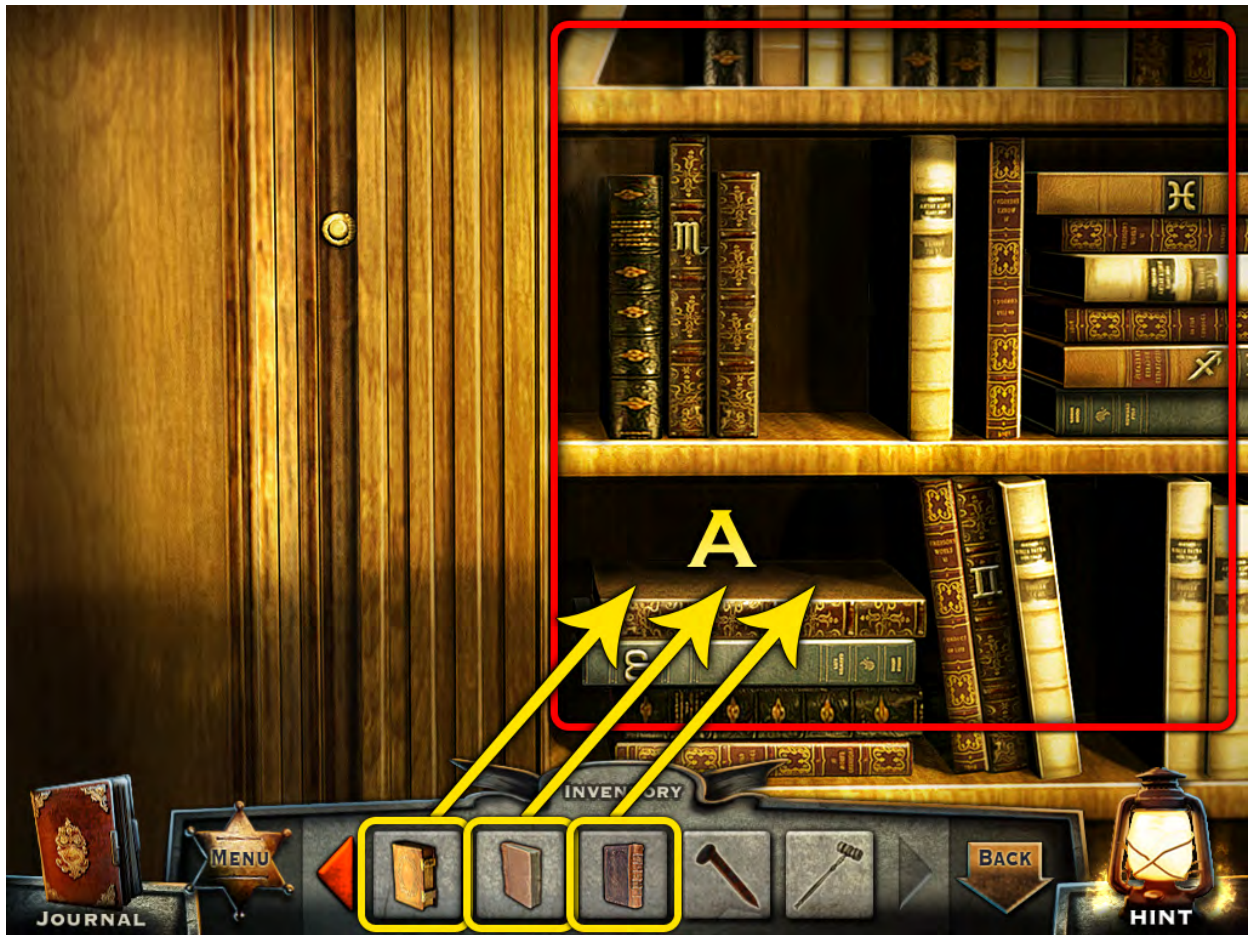


- Place the hex shape pieces on their correct spot in the puzzle to solve the mini-game (A).
- Walk forward through the open gate.

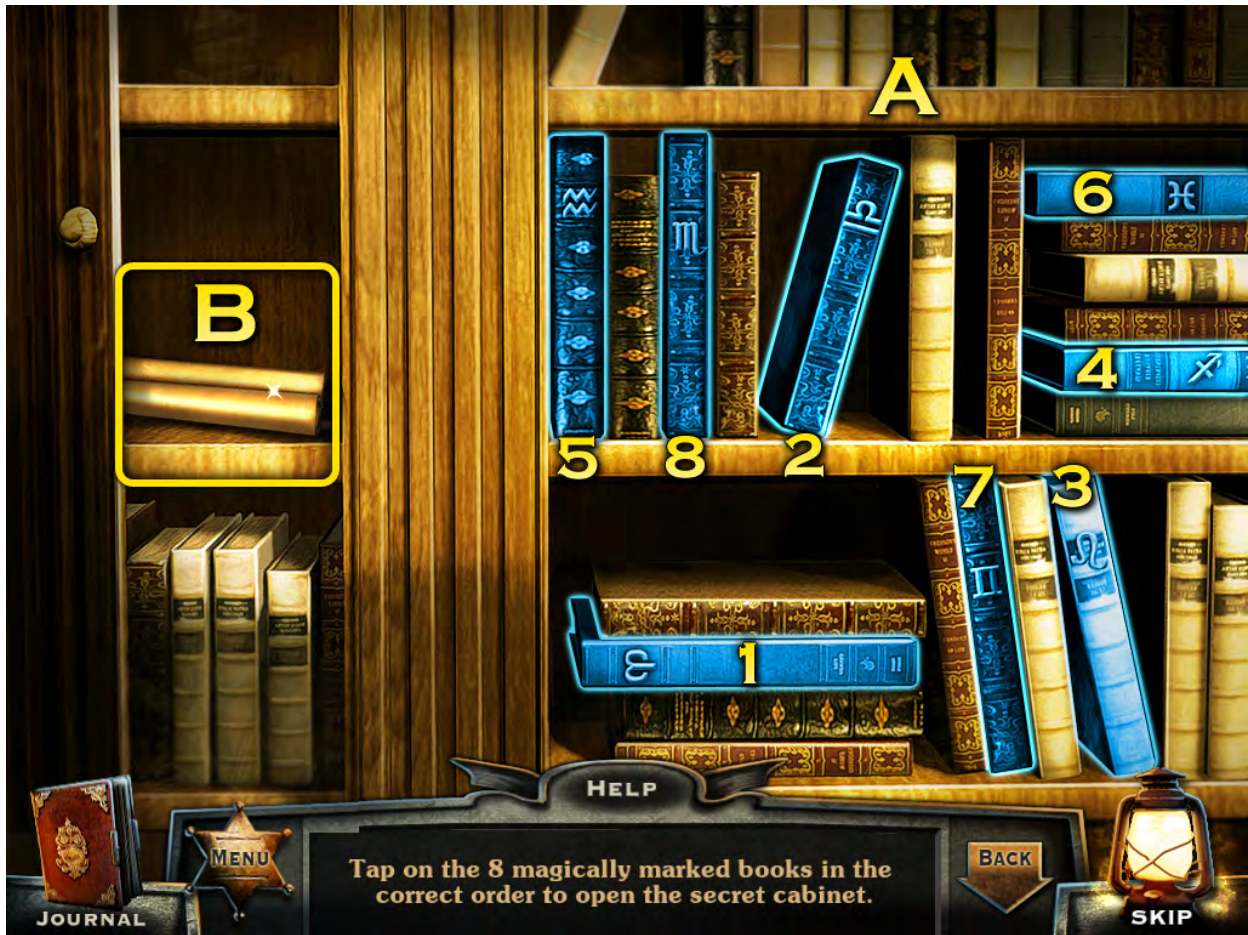
Chapter 11 - Blackjack's Grave



- Move the coffin lid and take the LIBRARY BOOK (A).
- Shoo away the vultures and zoom to Blackjack's grave (B).
- Take the SPIKE (C).
- Go back to the Library.



- Zoom to the bookshelves and place all 3 LIBRARY BOOKS on the shelf to activate a mini-game (A).



- Select the books in the correct order to solve the puzzle. If you make a wrong choice, you will have to start over (A).
- The correct order shown above.
- Take BLACKJACK'S CURSE from the open cabinet (B).



- Select the drawers on the left for another Hidden Object Scene (A).



- Locate all the items on the list.
- You find the SLEDGEHAMMER.
- Walk back to the entrance of the Library.



- Shoo away the vulture and take the BONE (A).
- Walk back to the mine entrance.



- Shoo away the vulture and take the BONE (A).
- Walk forward to the gallows.



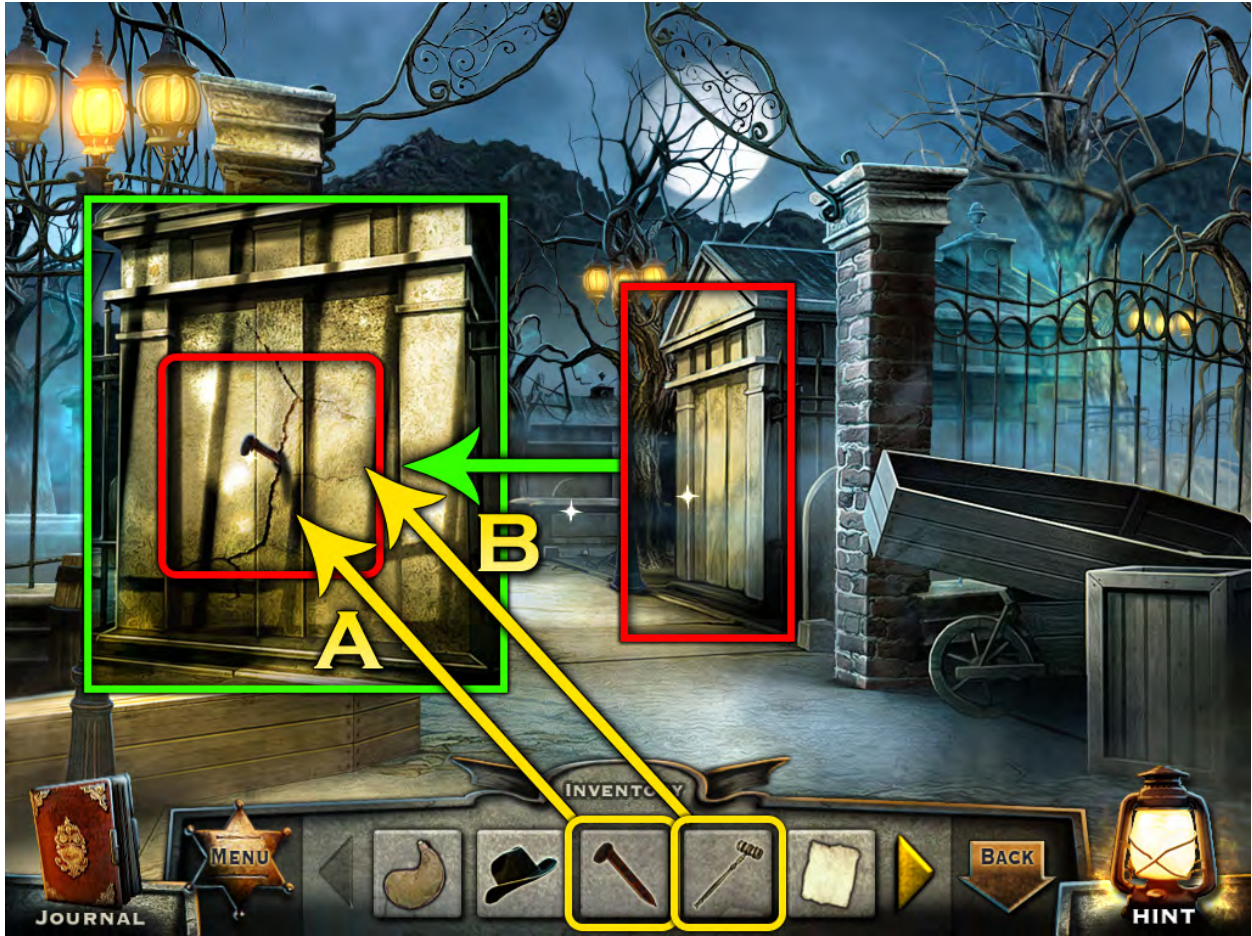
- Shoo away the vulture and take the BONE (A).
- Walk back to the outside the Undertaker's.



- Shoo away the vulture and take the BONE (A).
- Walk forward to the well.

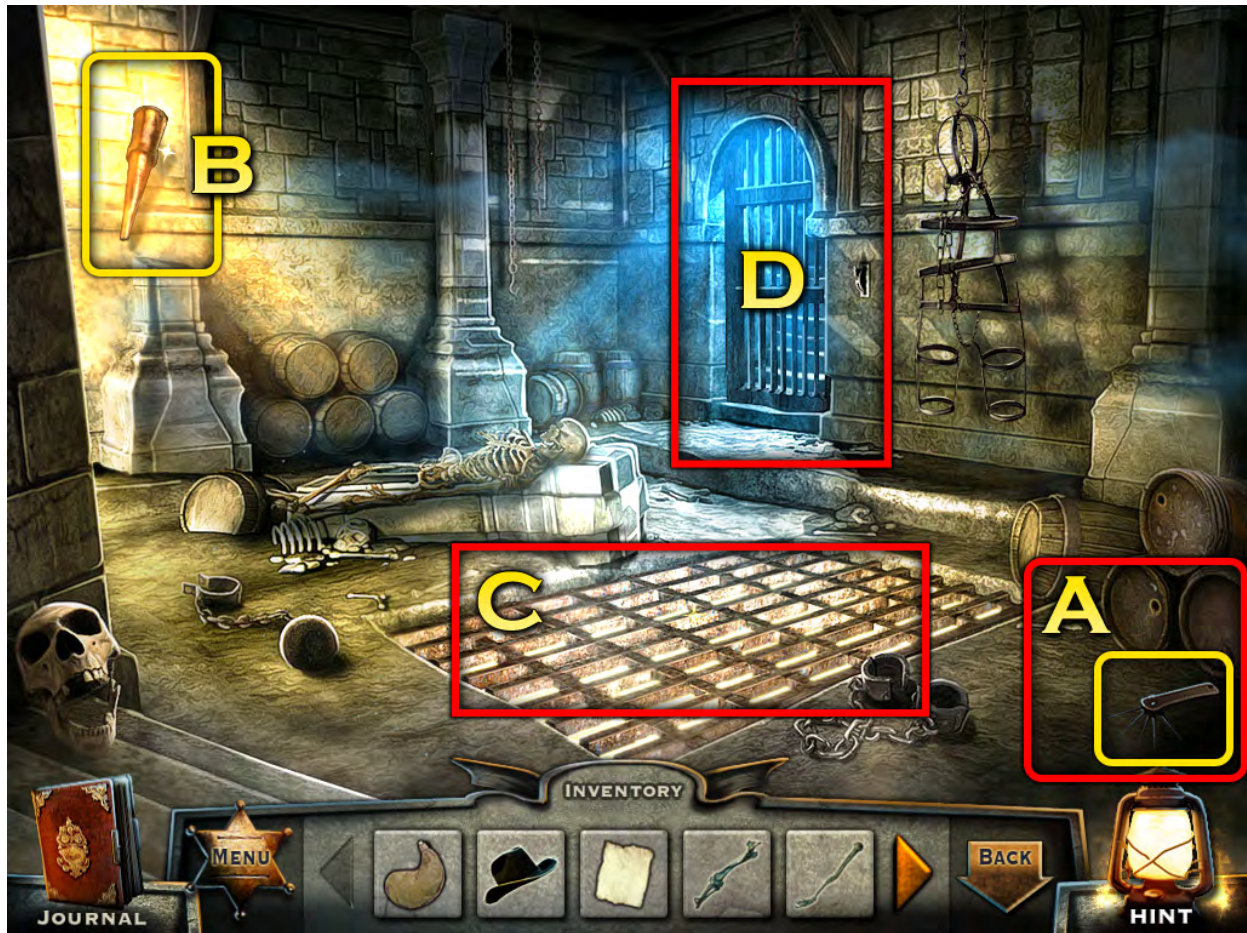


- Shoo away the vulture and take the BONE (A).
- Walk back.



- Zoom to the tomb and place the SPIKE into the crack (A).
- Use the SLEDGEHAMMER to hit the spike (B).
- Enter the tomb.

Chapter 12 - The Tomb



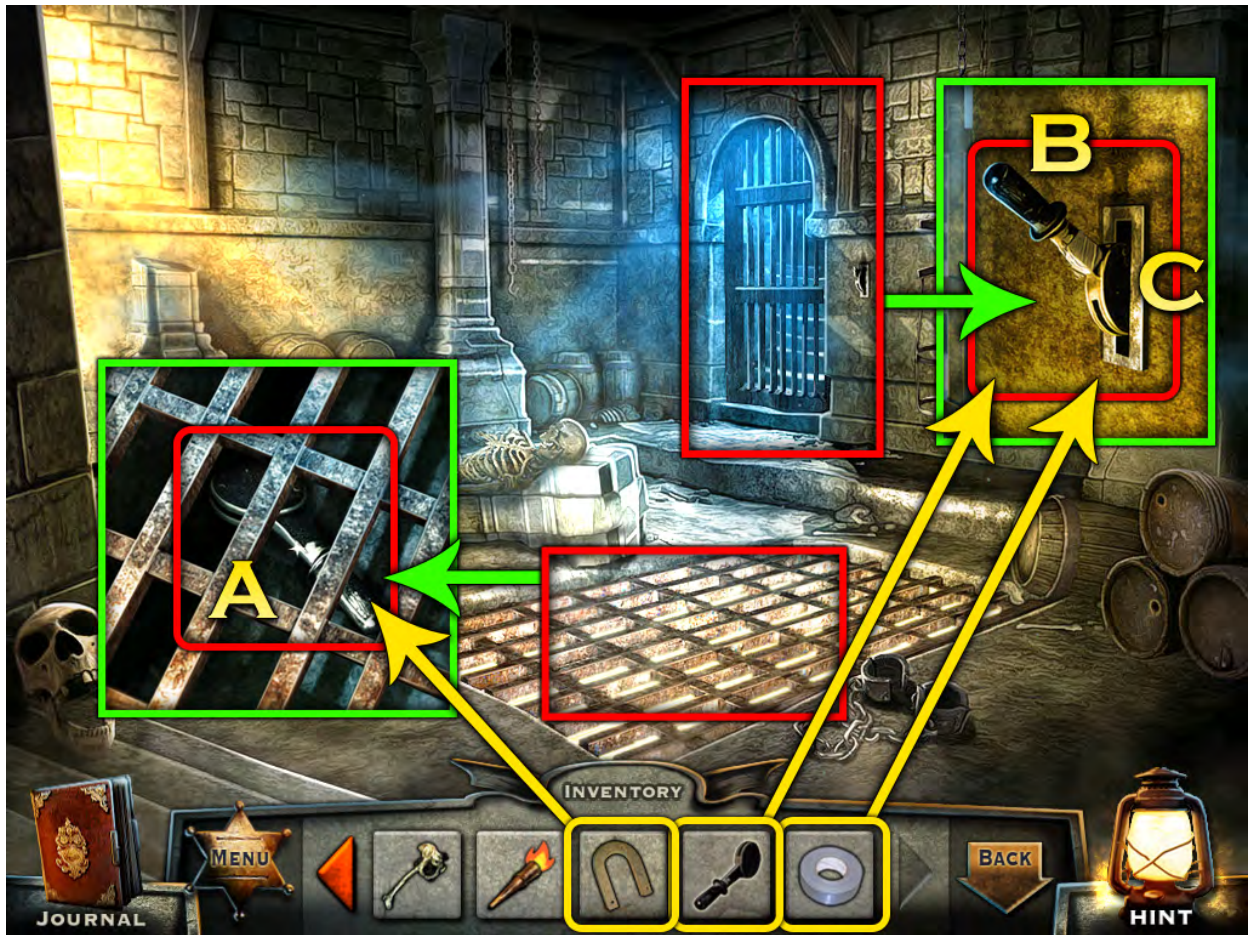
- Move the barrel on the right and take the hidden LOCKPICK (A).
- Take the TORCH from the wall (B).
- Note the grate on the floor (C).
- Note the locked gate with the broken lever (D).
- Return to the mine.



- Zoom to the cage and use the LOCKPICK to free Billy (A).
- Take the MAGNET from Billy.
- Select the mine cart for another Hidden Object Scene (B).

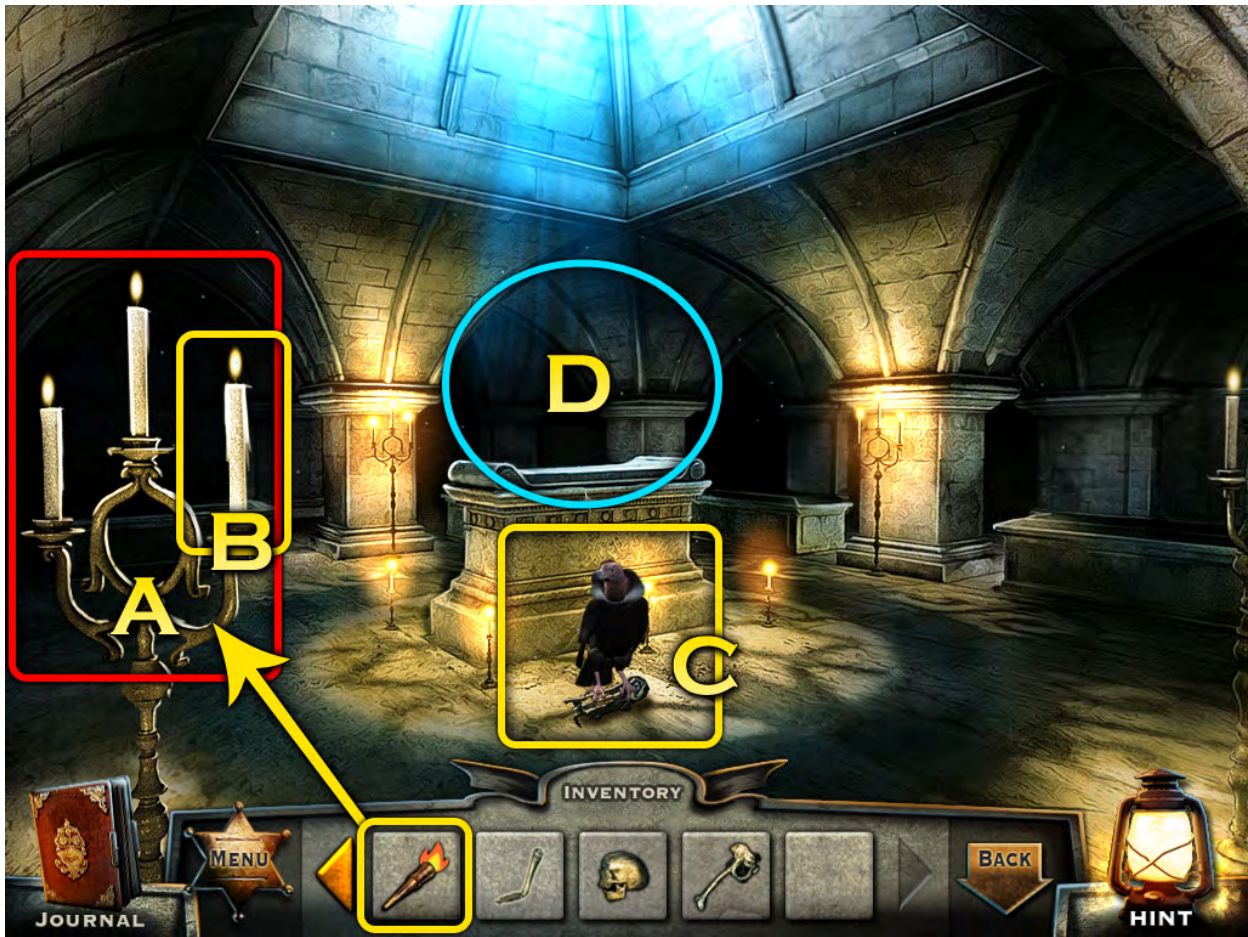


- Locate all the rolls of tape.
- You find the TAPE.
- Return to the underground tomb.



- Zoom to the grate on the floor and use the MAGNET to retrieve the LEVER (A).
- Zoom to the gate and place the LEVER on the broken lever (B).
- Use the TAPE to secure the lever and pull it to open the gate (C).
- Walk forward through the open gate.

Chapter 13 - The Altar



- Use the TORCH to light the candles (A).
- Take a LIT CANDLE (B).
- Shoo away the vulture and take the BONE (C).
- Try to investigate the altar and Blackjack appears (D).
- Return to Blackjack's grave.



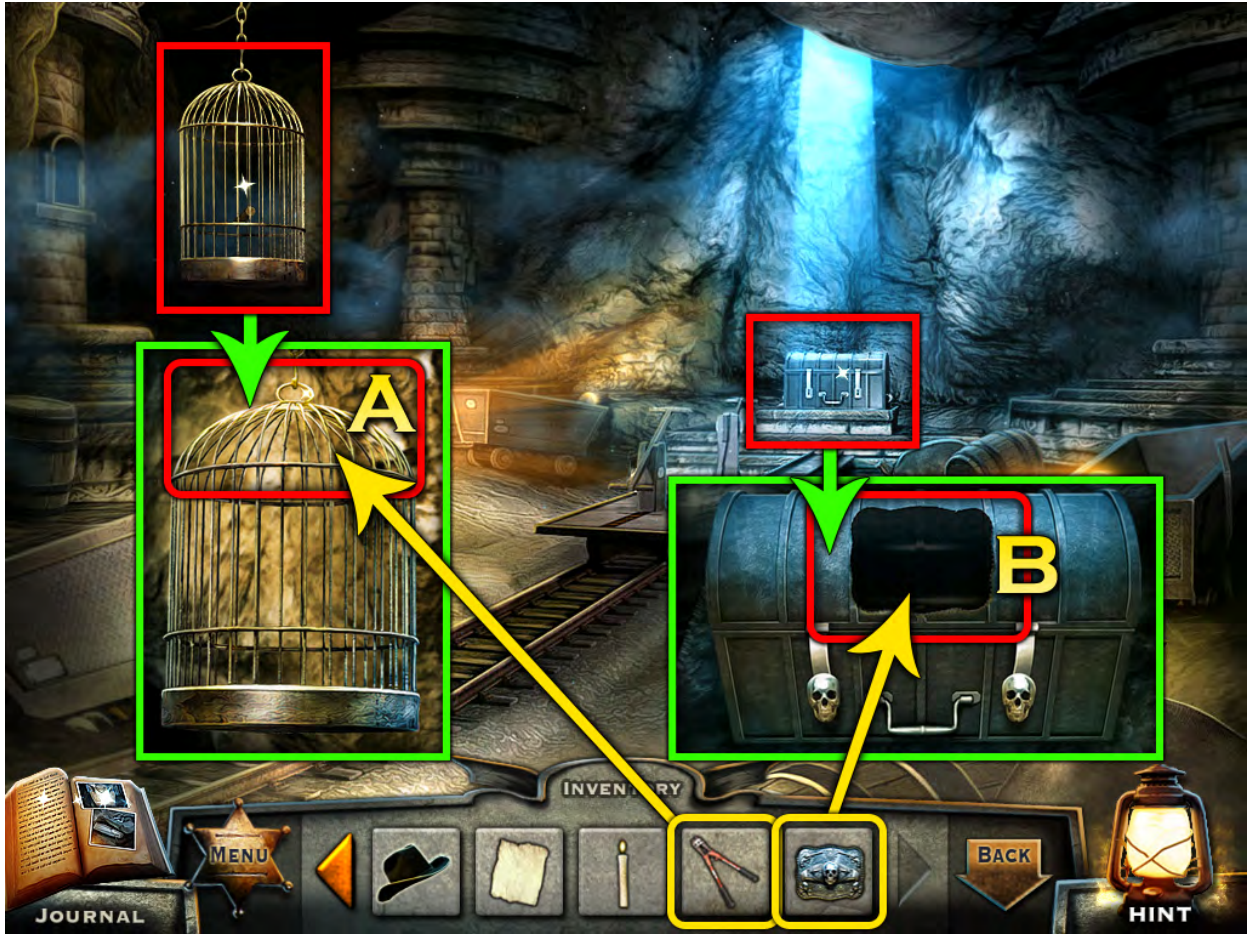
- Zoom to the coffin and place all 6 BONES inside (A).



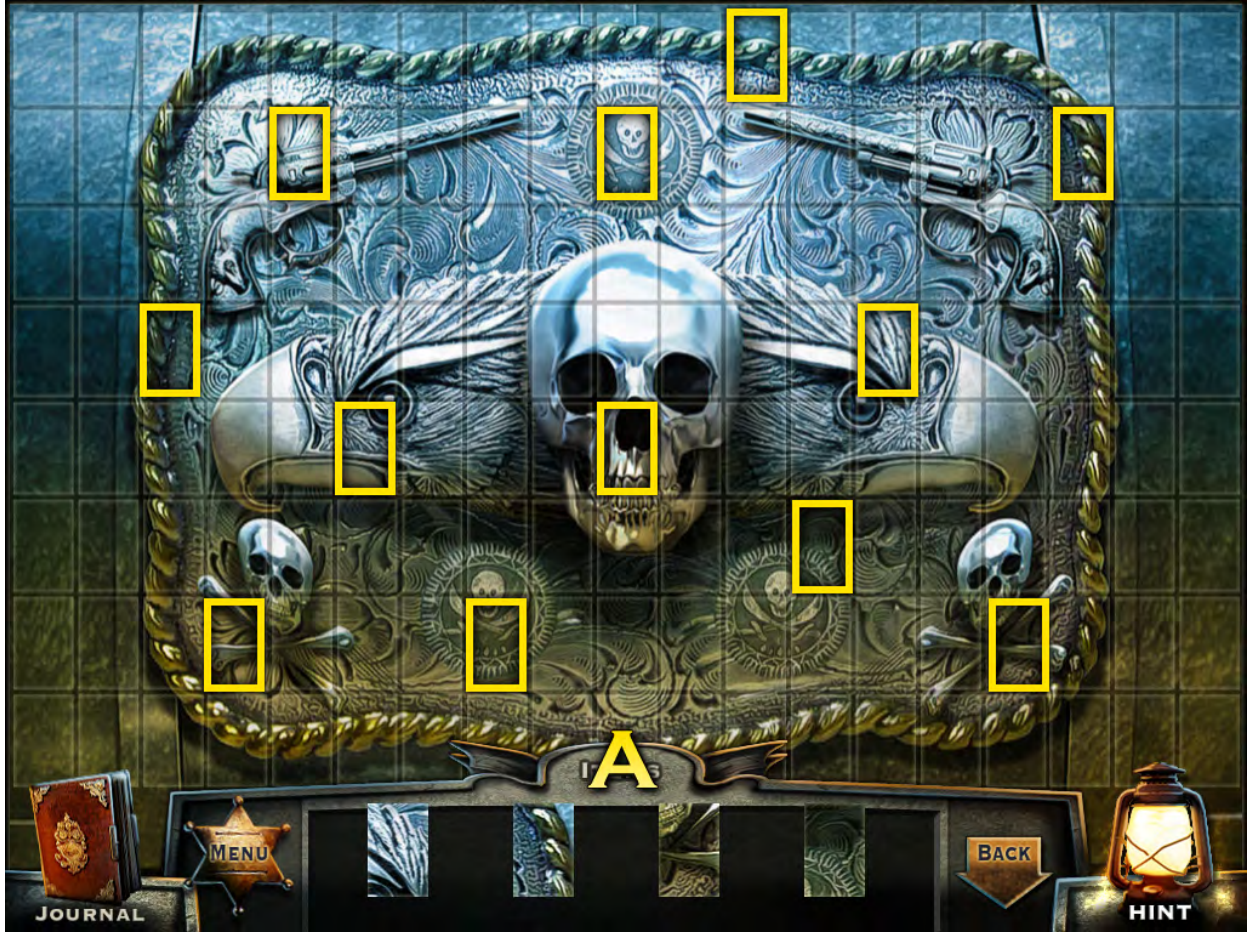
- Take the TREASURE CHEST KEY that appears (A).
- Place the coffin lid on the coffin (B).



- Then take the BOLTCUTTERS (A).
- Note 6 unhammered nails on the coffin.
- Return to the mine and go inside.



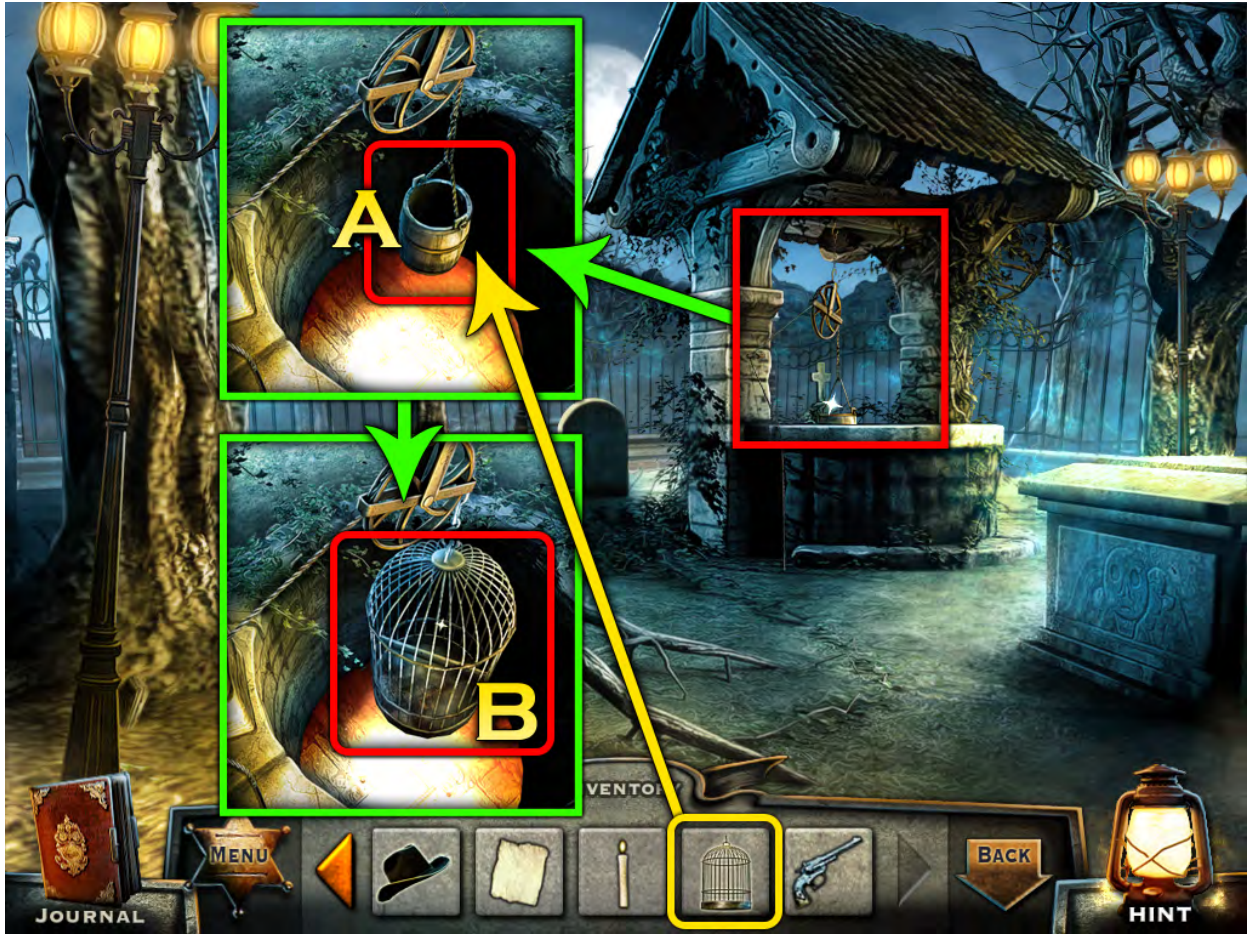
- Zoom to the CAGE and use the BOLTCUTTERS to cut it down (A).
- Zoom to the chest and place the TREASURE CHEST KEY into the top to activate a mini-game (B).



- Place the rectangle shape pieces on their correct spot in the puzzle to solve the mini-game (A).



- Take the SIX-SHOOTER from the open chest (A).
- Return to the well in the cemetery.



- Zoom to the well.
- Note Blackjack can be seen below.
- Replace the bucket with the CAGE (A).
- Lower the cage down to trap Blackjack (B).
- Walk back.



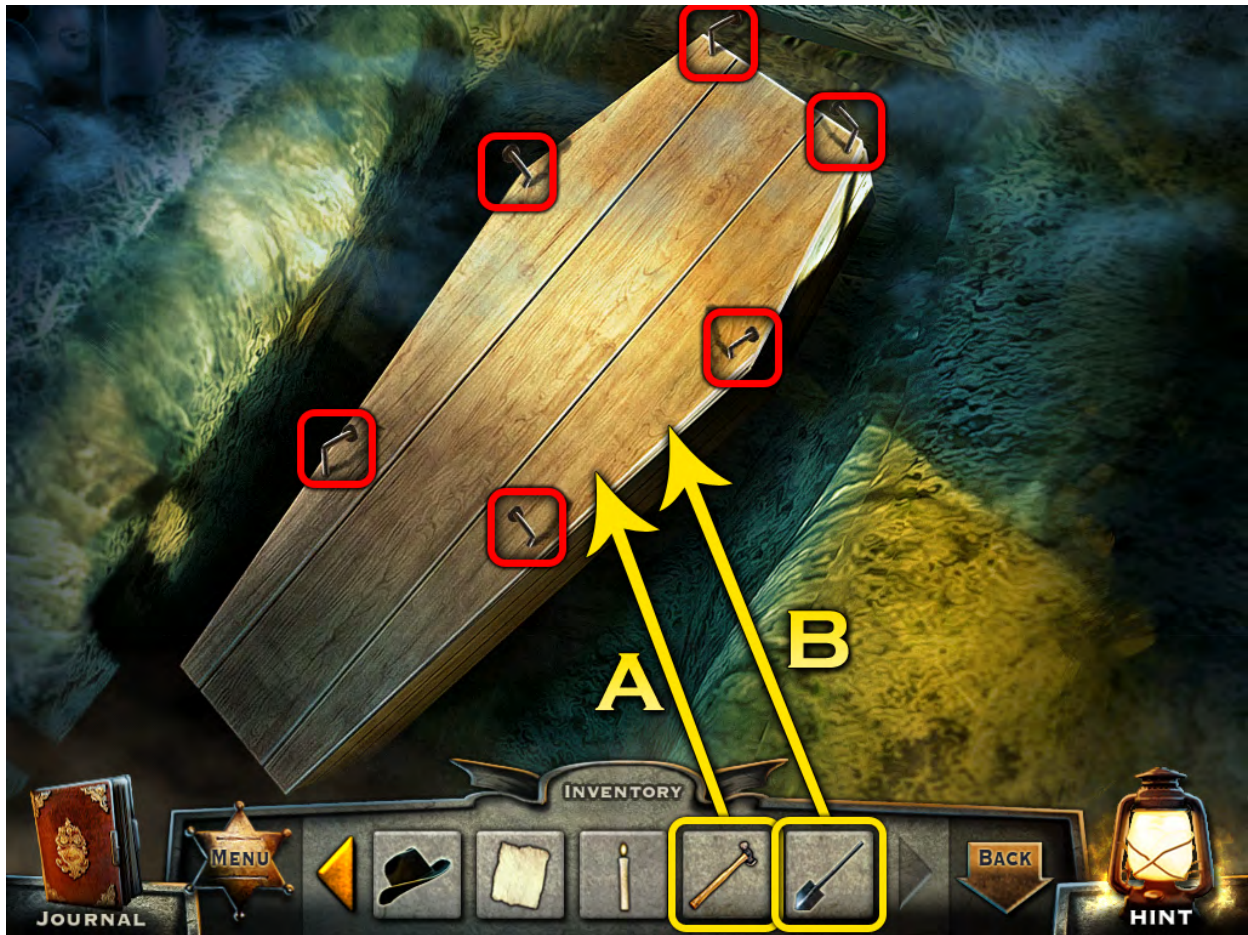
- Select the coffin for another Hidden Object Scene (A).



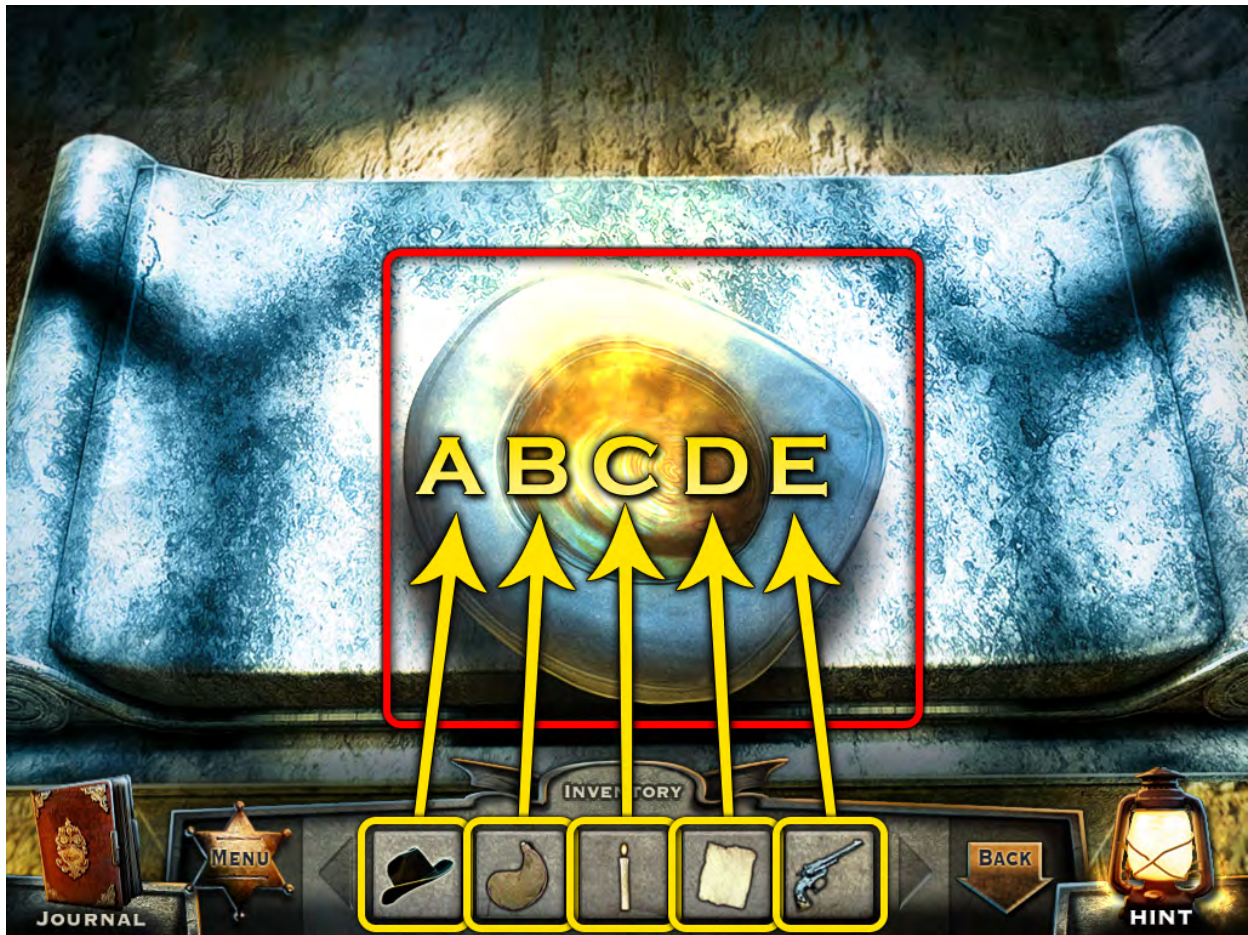
- Locate all the items in the list.
- You find the HAMMER.
- Go down into the tomb to the altar which is now accessible.



- Take the SHOVEL (A).
- Return to Blackjack's grave.



- Zoom to the coffin and use the HAMMER on the 6 nails (A).
- Use the SHOVEL to bury the coffin (B).
- Return to the underground tomb and walk forward to the altar.



- Zoom to the altar. It is time to vanquish Blackjack, but the items must be placed in the correct order.
- Place BLACKJACK'S HAT on the altar (A).
- Then pour the WHISKEY inside the hat (B).
- Use the candle to light the whisky on fire (C).
- Place BLACKJACK'S CURSE into the fire to destroy it (D).
- Finally place the SIX-SHOOTER inside the hat to destroy that as well (E).
- Watch the cut-scene of Blackjack getting vanquished.



- After the cut-scene, zoom to the altar and take the ROSE (A).
- Walk back to Billy and Granny's graves.



- Zoom to the graves and place the ROSE on Granny's grave (A).
- Watch the ending.
- Congratulations! You have completed the Collector's Edition of Ghost Encounters: Deadwood!