Humans think Gravelings are harbingers of death, stealing human souls for their mischievous purposes. Gravelings are so misunderstood. For one, Gravelings have no use for human souls. For two, the job isn’t just about death.

Graveling manipulates the human world without getting caught (most of the time.) He moves objects and sets events in motion without direct control of the other characters. But Humans are complex creatures, and not every change has a strong effect. As you make changes to the world and shift forward and backward in time, you should examine your surroundings and see the descriptions change. Often times the player will not notice a direct impact from his or her actions, but something in the future will be different.

There are three endings which involve mostly the same props. Gravelings has no explicit lose state – Graveling’s ability to move forward and backward in time lets him undo any mistakes he’s made. There are more options for graveling other than those that result in an end state, including reeking havoc which is what Gravelings do best. Keep in mind some changes are very subtle. You will miss things if you don’t re-examine rooms explicitly.

The game really starts when Graveling opens the cellar door.

**Walkthrough – Ending 1**

In this ending, Mary-Ann falls desperately for the boyfriend, then is crushed when he dies and feels the need to leave the place full of bad memories. To achieve this ending, Graveling must help the budding romance, and then kill the boyfriend.

1. Shift forward in time to the bedroom.
2. Take the locket from the toy chest.
3. Remove the pictures from the locket.
4. Move backward to the backyard (at Age 7).
5. Drop the locket in the playhouse.
6. Go forward to the backyard (at Age 16).
8. Move forward to the Auditorium.
9. Move to the Stage.
10. Tie Wes’s shoes together.
11. Touch Wes.
12. Shift forward in time to the Central Graveling Office.

Tip: If you give the locket to the wrong person, you can get it back by going to the bedroom and retrieving it from the toy chest.
Tip: Revisiting the stadium/stage brings Wes back to life.

**Walkthrough – Ending 2**

In this ending, Mary-Ann chooses academics over boys. This is achieved by getting her interested in school, keeping the father alive so she isn’t tempted to rebel and convincing her that her boyfriend cheated on her. (Graveling can’t be all good.)

1. After you visit the Central Graveling Office
2. Shift forward in time to the school hallway.
3. Remove the textbook from the locker.
4. Shift backward in time to the bedroom.
5. Leave the book and pick up the locket.
6. Remove the pictures from the locket.
7. Shift forward in time to the school hallway.
8. Leave the locket in the locker.
9. Shift forward in time to the Central Graveling Office.
10. Ask Tobi about Mary-Ann.

Tip: If you give the locket to the wrong person, you can get it back by going to the bedroom
Tip: If you kill the Dad you can reset his death by going back to the Garage and not killing him.

**Walkthrough – Ending 3**

In this ending Alice is pushed to her breaking point, snaps and pushes Mary Ann out of the house. This is achieved by letting Alice “catch you” several times.

1. Shift forward in time to the garage.
2. Take the Big Mac.
3. Go into the Car.
4. Honk the horn.
5. Shift forward to the kitchen.
6. Leave the Hamburger for Alice.
7. Shift backward in time to the bedroom.
8. Take locket.
9. Take Alice’s picture out of the locket.
10. Jump on bed four times.
11. Shift forward to graduation.
12. Give locket to Alice.
13. Shift forward in time to the Central Graveling Office.

Tip: If you give the locket to the wrong person, you can get it back by going to the bedroom