



LAST WINDOW

The Secret of Cape West

*Design Documentation
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Game Concept

Overview



Last Window: The Secret of Cape West (referred to as *Last Window* from here on) is an adventure game for the Nintendo DS. It is the sequel to the game *Hotel Dusk*, and although being set one year after its predecessor's events, has an independent new story. The gameplay, however, stays faithful to the original, with no major changes.

Highly narrative-driven, *Last Window* is designed to grasp the player's attention with a compelling storyline and a colourful cast of characters, in addition to the story being accessible in novel form progressively. Mini games and exploration in 3D add a more interactive and challenging element to the gameplay.



Story Outline



"Know what, Hyde? I've had enough of your bull. You're fired!"



Last Window follows Kyle Hyde—former N.Y.P.D. police officer working for *Red Crown*, a door-to-door sales company. He had taken the salesman job as a temporary position until more suitable work came along. His boss, Ed, had known Kyle's father, who was murdered twenty-five years ago. Kyle suffered from depression after being forced to shoot his ex-partner, Bradley, which led to him leaving the force. Ed, also formerly working for the police, sympathetically offered Kyle a place at Red Crown.

With limited success at Red Crown, Kyle knew his lethargy was taking its toll. Sometimes even sleeping on the job, he was surprised he still had it. On December 18th, 1980, Ed finally lost it and dismissed him. Returning to Cape West Apartments, Kyle discovered that an eviction notice had been sent to all residents the previous week, giving him a limited amount of time to pack up and leave. Easily the worst day of his life since he shot Bradley, Kyle trudged up the stairs to his room.

There was an envelope wedged in his apartment door. Tearing it open, a letter read: "Item: Locate the Scarlet Star, which disappeared at Hotel Cape West 25 years ago". Order sheets always go directly to Ed, and Red Crown will sometimes take the odd non-sales job on the side. After investigating this Kyle found himself deep in a situation he couldn't have imagined. Discovering that the Scarlet Star is directly related to Nile, a crime syndicate that Bradley was trading police information with, he knew there was no turning back.

Cape West Apartments had more of a history than Kyle expected, with his investigation leading to information about the people he lives with, the criminal group Nile, and his father's death.

Characters



KYLE HYDE

Lives in room 202 of Cape West Apartments. Detective four years ago, left the force after a case involving his ex-partner was closed. Often coming across as aloof, Kyle isn't a people person and was uneasy about a salesman position. Somehow he survived at Red Crown until December 18th. Kyle lost his job, but not his detective instincts as he unravels the mysteries of Hotel Cape West.



ED VINCENT

Runs the sales company Red Crown, and formerly worked in the police. Ed offered Kyle a salesman position as a gesture of goodwill, and though he sometimes seems quite blunt, he has a soft spot for Kyle and looks out for him. Sometimes Ed lets stress get the better of him and has a heart condition. When advised to rest, he's ignored any such warnings and always managed Red Crown as he does not wish to appear weak.



RACHEL

A dame and a friend of Kyle's, Rachel is a secretary at Red Crown, usually working with Ed directly. She knows Kyle's character well, and is often his first port of call for tracking any leads. Having helped Kyle bring the mysterious girl *Mila* from the predecessor *Hotel Dusk* into normal society, they have developed a bond of sorts.



MILA

Along with Ed and Rachel, Mila is another character from *Hotel Dusk* who has made it into the sequel, though she plays a lesser role, unlike her key role in the previous game. Very timid in the first game, after a year of being in normal society and going to school, she is more outgoing and has a strong connection with Kyle after what he's done for her.



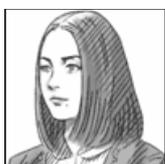
TONY WOLF

Lives in room 201 of Cape West Apartments. Tony is a talented musician, but he lets the talent go to waste with his freeloader lifestyle. Often calling Kyle his best friend followed by a request for money, it's easy to see why he isn't everyone's favourite neighbour. Despite Tony's financial shortcomings and drunken antics, he has a good heart and wants to change his life.



BETTY MEYER

Lives in room 203 of Cape West Apartments. Betty runs an accessory shop, is friendly, and generally quite flirtatious. She may come across as a pushover, sometimes giving in to emotional blackmail and regretting it later. Quite lonely, she doesn't seem bothered about being used by men so long as she gets attention—particularly in the form of gifts.



MARIE RIVET

Lives in room 206 of Cape West Apartments. Pleasant, though shy, Marie spends a lot of time in her room. She's a woman of mystery—both her husband and her brother died in a car crash under the exact same circumstances, and for reasons directly related to this she is in trouble with insurance companies.



MARGARET PATRICE

Cape West Apartments' landlady and a widow. She resides in the building herself and is affectionately called Mags by her tenants. Her husband, George Patrice, was murdered fifteen years ago. She became the new owner of what was Hotel Cape West, and turned it into Cape West Apartments.



SIDNEY REAGAN

Sidney is the owner of Lucky's Café, Cape West Apartments' restaurant. Having run Lucky's for many years, he's very proud of the fine service he provides with his daughter, Claire. Sidney has a kind heart and a longing—though he won't openly admit it—to get back with his wife, who he separated from years ago.



CLAIRE REAGAN

Claire is Sidney's daughter, and assists Sidney in running Lucky's Café. Cute, friendly, and always with a smile on her face, Claire keeps the customers coming. With a secret crush on Kyle, she confides in him and wants his assistance in getting her parents back together, who've been separated for a while.



DYLAN FITCHAR

Lives in room 304 of Cape West Apartments. Dylan is often seen snooping around, and is doing maintenance work for Margaret Patrice around the apartments as a favour. Often known to eavesdrop, Dylan feels the need to be up to date with all current happenings between other tenants.



REX FOSTER

Rex Foster is a mysterious character, doing a lot of background checks on Kyle Hyde and other tenants at Cape West Apartments. This gets Kyle's attention, and with further research it would appear that there's more to Rex than what meets the eye.



CHARLES JEUNET

Lives in room 305 of Cape West Apartments. Charles Jeunet is a French exchange student, with high hopes to become a film director. If he doesn't succeed as a film director in the United States, he will have to move back to France to run his family's business. A friend of his, Billy, used to live in room 205.



FRANK RAVER

Lives in room 302 of Cape West Apartments. Frank can often be heard wandering around at night, sometimes with his tape recorder in hand. He's taken great interest in the apartment, and seems to be searching for something.



WILL WHITE

Lives in room 306 of Cape West Apartments. Little is known about Will White. He's a salesman, like Kyle Hyde. Unlike Kyle though, he's so busy he's rarely at home, often spending time away on business trips. Well-spoken, but doesn't come across as particularly friendly to Kyle.



CHRIS HYDE

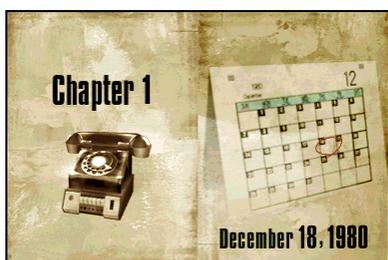
Chris Hyde is Kyle's father, and was killed 25 years ago. He worked as a safecracker, but wasn't happy with what he did for a living, and agreed to do one last job before quitting for good. His job was to extract the Scarlet Star from a safe. It was his last job, but he never returned.



JEANIE HYDE

The mother of Kyle Hyde, Jeanie is often looking out for Kyle, much to his disapproval as he is now aged 34. Kind and compassionate, Jeanie knows all too well how difficult the loss of Chris was, and now, after all these years, is more open to talking about him with Kyle.

Story Progression



CHAPTER 1 – AN UNEASY FEELING

Fired from his salesman job at Red Crown earlier in the day, Kyle Hyde understandably isn't feeling well, with Ed's words ringing in his head. This has invoked a series of other memories, but returning to his apartment in the evening Kyle realises that for the time being he needs to put such thoughts aside.

Upon returning to his apartment in the late evening, Kyle spots a smartly-dressed dame walking past him, wearing sunglasses and a wide-brimmed hat. Opening the door to Cape West Apartments, Kyle sees a familiar character stood in the hallway. It's Tony Wolf who resides in room 201, directly opposite Kyle's room. Typically unreliable and often deceptive when it comes to money matters, it comes as no surprise to Kyle when Tony starts asking for money favours.

With Tony's request rejected, Kyle learns from Tony that an eviction notice was handed out during the previous week—all tenants must vacate their apartment as soon as possible. Kyle finds it hard to believe this; after all, losing your job and your home in a single day is pretty devastating. Betty Meyer, another nearby neighbour, joins in with the conversation and confirms Tony's claim. Transfixed by her allure, Tony asks where she's staying after the move. Unsurprisingly rejected, Tony heads outside.

Mini Game 01: Mailbox—see page 20 for more information

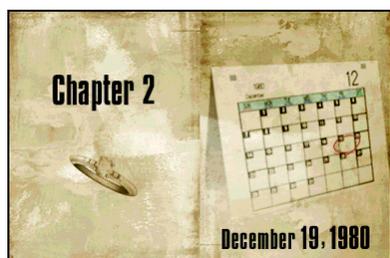
As Kyle makes his way upstairs, he hears his name called out and turns around. It's Margaret Patrice—or Mags as her tenants call her—Cape West Apartments' landlady. After being reminded by the upcoming rent payment by Mags, Kyle asks about what made her decide to sell the apartments. Turns out the place is going to be demolished, though Mags is clearly hiding something, saying the situation is "complicated". Pressing Mags for more information, Kyle learns she's highly reluctant to talk about it, and lets it slide for the time being. Also being asked by Mags to check his overflowing mailbox, Kyle heads over there.

Having opened his mailbox and finding the eviction notice, Kyle heads up to his room. On the way he bumps into Dylan Fitchar, a glum-looking neighbour, suspiciously carrying a hammer. Dylan's excuse is that Mags had asked him to do



maintenance work, which strikes Kyle as odd since the place is being demolished. Finally approaching his room, Kyle finds an envelope lodged in his door.

Inside this letter is what appears to be an order sheet, which reads: "Item: Locate the Scarlet Star, which disappeared at Hotel Cape West 25 years ago." Believing it to be some kind of joke, Kyle dismisses it. Kyle notices his answer machine beeping, and listens to the message. "Kyle Hyde? I have an order for you. The request has been taken directly to your room." Flustered, Kyle calls it a night and drags himself to bed.



CHAPTER 2 – UNWELCOME ATTENTION

Kyle finds out that someone has been looking into his past and recent activities, known as Rex Foster, and feels it is necessary to investigate the cause of this. Kyle also finds an expensive missing ring belonging to Marie Rivet, and discovers a thing or two about the history of Cape West Apartments.

After a near-sleepless night, Kyle is awakened by his alarm clock.

Mini Game 02: Alarm Clock—see page 20 for more information

After realising he doesn't have a job to go to, Kyle switches the alarm off and continues to lie in bed. However, he receives a call. It's his mother, Jeanie Hyde. She tells Kyle that a man named *Rex Foster* has been asking questions about him, including whether he is still searching for his ex-partner Bradley. Telling his mother to avoid talking to any suspicious characters snooping for info, the conversation ends and Kyle is left feeling wide awake. Slumped on his sofa, Kyle starts reminiscing about his childhood.

Kyle was only nine years old when his father was murdered. His dad was found dead in a parking lot, and was a good friend of his boss, Ed. Jeanie was reluctant to talk to Kyle about his father for years, but when Kyle turned sixteen, she told Kyle that Chris, his father, was a safecracker who was ashamed of his profession and wanted to wash his hands of it and be done. He never returned from what was going to be his last job.

Snapping out of his trance, Kyle decides to get something done. Before he can act, the phone rings again. It's Rachel, Red Crown's secretary and a friend of Kyle's. She mentions that Rex Foster had called asking for more information, leaving Kyle feeling rather uneasy. Kyle's buzzer sounds, and Tony's at the door. It seems Marie Rivet of room 206 is accusing Tony of stealing her ring.



Kyle tries to reduce the hostility of the situation, and offers to help search for the ring. In Marie's room he notices a shiny object, but cannot reach it.

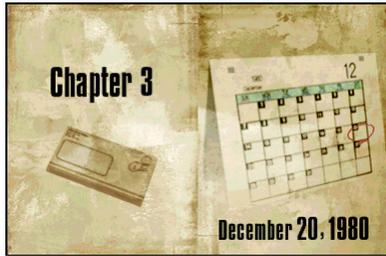
Mini Game 03: Coat Hanger/Tape Measure—see page 20 for more information

After using a tape measure (with a failed attempt with a coat hanger), Kyle is able to get the object and it is indeed Marie's ring. Feeling too awkward to apologise to Tony, she asks Kyle to do on her behalf. Kyle discovers Dylan doing work on the fourth floor, which is usually abandoned. It has a fire door, and when Dylan leaves Kyle feels the need to investigate. Unfortunately, trying to open the fire door set off an alarm, and Kyle must switch it off.

Mini Game 04: Alarm Switch A—see page 20 for more information

After deactivating the alarm, Dylan and Mags arrive and Mags starts to interrogate Kyle, but Dylan saves Kyle by claiming it was just a test he carried out. With the situation averted, Kyle heads to Lucky's Café, Cape West Apartments' restaurant. Its owner, Sidney Reagan, alerts Kyle that someone sat across the café has been asking questions about him. That person is Rex Foster.

Rex keeps the conversation brief, but accuses Kyle of moving into Cape West Apartments for a reason, and insists that his detective instincts will get in the way of his case he's looking into. Kyle talks to Sidney afterwards, and Sidney mentions a murder taking place at Cape West Apartments fifteen years ago. Before Kyle leaves the café, he sees a newspaper article about a woman suspected of jewellery robberies—the woman looks just like the one Kyle passed when returning to Cape West Apartments.



CHAPTER 3 – PHANTOM WOMAN

Kyle finds himself in quite a situation with paying his rent, and finds out that there's a lot more to Marie than meets the eye—and Rex Foster. Clearly, Marie is hiding something, but is Rex's word worth taking over hers?

Kyle's dream is interrupted by a phone call. It's Red Crown. Surprisingly, Ed offers Kyle his place back at Red Crown, but doesn't want him to start work yet until he can prove he's the man for the job. After Kyle mentioned meeting Rex Foster, Rachel said she'd try and dig up some info on him. It's the buzzer—Mags is at the door. Kyle is reminded of his rent, but after Mags leaves, remembers that it's a Saturday and the bank is closed. Kyle's convinced that he must have enough money stashed away somewhere in his room to pay the rent. Kyle locates the whiskey bottle with his savings in.

Mini Game 05: Whiskey Bottle A—see page 21 for more information

Unfortunately, Kyle can't get the notes out of the bottle, just five quarters. Smashing the bottle would work, but Mags would be angry if Kyle damaged the furniture. With \$380 in his wallet, he needs the notes to pay the rent. Remembering that Dylan had a hammer, Kyle pays him a visit. Dylan tells Kyle to wait in his room while he gets the hammer from his car. Something catches Kyle's eye; a framed jigsaw painting by an artist called *Osterzone*. Kyle knows this very well and finds it strange that Dylan would have it since he's pretty sure it was stolen. Noticing it's dusty, Kyle gives it a gentle wipe, but the jigsaw is fragile and falls apart. Uh-oh...

Mini Game 06: Jigsaw—see page 21 for more information

The jigsaw's fixed, and just in the nick of time too as Dylan returns, hammer in hand. Time for Kyle to head back.

Mini Game 07: Whiskey Bottle B—see page 21 for more information

Kyle has retrieved all the money, and pays Mags the rent in full. Over a cup of tea, Mags tells Kyle about her past, and her husband George Patrice, a saxophone player. He was murdered thirteen years ago. Kyle soon bumps into Marie Rivet, who apologises again for the lost ring incident. Rex Foster walks in from Cape West Apartments' main door, and Marie dashes off appearing panicked. After talking to Rex, it becomes obvious to Kyle that Marie's in trouble with him, somehow. Returning to Marie and pressing her for information, Kyle finds out that Rex had planted a bugging device in Marie's room. Marie also mentions getting money to pay her rent soon, as part of an insurance claim from her husband's death. She is the sole beneficiary in his will.

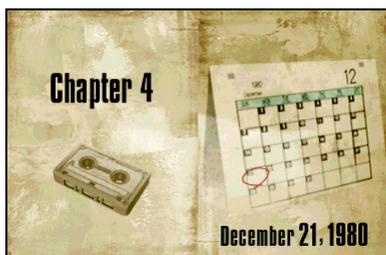
Kyle returns to his room, but soon the buzzer sounds. It's Dylan, who Kyle forgot to return the hammer to. Wanting further dirt on Rex, Kyle asks Dylan if he's noticed anything out of place. Dylan explains how something is wrong with the radio reception.

Mini Game 08: Radio—see page 21 for more information

After investigating, Kyle found his radio was picking up sound from Lucky's Café. Rachel calls and lets Kyle know Rex is an insurance claim investigator. Heading back to Lucky's Café, Kyle finds a bugging device on the Christmas tree, which according to Sidney is next to where Marie always sits. Kyle gets Rex to talk. Apparently Marie is a guilty of fraud, and her husband and brother died in the exact same circumstances.



Rex claims that these deaths were successful attempts of fraud, as Marie was the sole beneficiary in her brother's and husband's wills. Supposedly, she had claimed the money before with her brother, and now the exact same events are happening with her husband, which is why the insurance company called Rex in. Rex also hints to Kyle that his father is directly linked to the Scarlet Star, but leaves before Kyle has a chance to ask further questions.



CHAPTER 4 – THE HIDDEN TRAP

Kyle receives further contact from the man who sent the Scarlet Star order sheet. Remembering his discussion with Rex the previous night, he goes to see Marie for answers. Frank Raver of room 302 loses his tape recorder, which Kyle manages to find. Interestingly, it reveals something very important about fifteen years ago.

Another difficult night, Kyle can hardly sleep after thinking about the connection between his father and the Scarlet Star. In the early morning Kyle bumps into Betty who talks about the recent jewellery thefts, which happened close to her workplace. Talking to Mags after this, Kyle learns that the power to the fourth is being cut off soon, though he's never had a chance to visit it, as it's been abandoned for many years. Mags denies Kyle's request to take one last look. After Mags leaves, Dylan emerges and it seems he's been eavesdropping. He does offer Kyle a look at the fourth floor, though; if Kyle meets him there are four o'clock.

Kyle's pager beeps. It's Rachel. Arriving back at his room, he also finds he has a message. It's from the mysterious man who sent the order sheet, who wants Kyle to show his correspondence by putting a penny in an envelope, and putting it in room 404's mailbox. Kyle calls Rachel, who tells him she's dug up info on Cape West Apartments, formerly Hotel Cape West. Its owner was Michael McGrath, and on its closing day a party was held where his wife was murdered—cyanide poisoning. Peter Rivet discovered the body, which strikes Kyle as strange. It's Marie's surname.

Kyle confronts Marie, wanting answers about the insurance claims. She confesses to being the beneficiary, but insists she had involvement in her brother's and husband's deaths. Kyle is ready to put the envelope in the mailbox with the penny as requested, but lacks a penny. He gets some pennies from his piggy bank, and then posts it.

Mini Game 09: Pinkie Bank—see page 21 for more information

Mini Game 10: Mailbox Tape Peel—see page 21 for more information

It's four o'clock, time for Kyle to meet Dylan. Dylan explains that Kyle has to go in alone, and that he has to disable two alarms to get through the fire door to the fourth floor hall.

Mini Game 11: Alarm Switch B—see page 21 for more information

Exploring the fourth floor, Kyle comes across an old Hotel Cape West invitation notice.

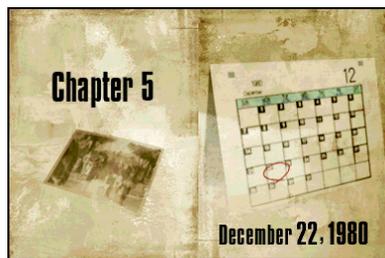
Mini Game 12: Dusty Invitation—see page 21 for more information

Kyle blows the dust off the invitation, and hears footsteps. Dylan's returned, and it's time to leave. Returning to his apartment, Kyle sees that Tony and Frank Raver of room 302 are having an argument. This time, Frank says Tony has taken his tape recorder. After some searching, Kyle finds it in the laundrette.

On his way back, Kyle discovers Tony's door open. Frank's inside, who has ransacked Tony's room for the recorder. Kyle handed the recorder to Frank, who left. Kyle later headed back up to the fourth floor to do some last investigations for the night. Kyle bumps into Tony and discovers that Tony is going to blackmail Frank into paying him. Tony has the tape, but feels guilty about his actions and hands the tape to Kyle. Kyle feels the need to find out what's on it, and returns to his room.

Mini Game 13: Cassette Tape Playback—see page 21 for more information

Playing the tape, Kyle finds that Frank recorded on it that it was Kathy McGrath who was murdered fifteen years ago, and that she was murdered in room 404 where the invitation was found. He also mentions how he's looking for items connected to *Condor*.



CHAPTER 5 – THE REWARD

Kyle has a chance to get his job back. He has to sell a couple of items to the other tenants to prove himself to Ed.

Startled, Kyle is woken up by a phone call. It's Ed, who is prepared to test Kyle's skills and see if he's still up for the job. If Kyle sells two of the Red Crown items he still has to any of his neighbours, he can have his job back. Ed passes the phone to Rachel, who mentions that Mila is staying with her. Mila is a girl who Kyle helped at Hotel Dusk a year back. She suffered from amnesia. Kyle and Rachel made an attempt to get her life on track. Kyle requests that Rachel looks into *Condor* for him.

Kyle searches his box of old items from Red Crown to sell, and is about to take them out with him when his mother, Jeanie calls. She says the police are going to reopen his father's murder case from twenty-five years ago. This is a part of the electoral candidate Hugh Speck's plans to fight crime and bring justice to unsolved mysteries. Both Kyle and Jeanie are keen to find out the truth about Chris's murder, but Kyle says it's unlikely they'll find the truth.

Deciding to start selling, Kyle first stops at Tony's room. Tony's decided he wants to start over in life and please his fans. Unfortunately, his guitar is looking rather unclean. Kyle sells some wax for the dollars and Tony's a satisfied

customer. Kyle visits Charles Jeunet, a French exchange student living in room 305. He's studying to work in the film industry and has a part-time job as an assistant. Problem is, he's broken some pottery which was intended as a prop. Kyle sells him some strong adhesive, also for three dollars. Kyle's now passed Ed's test. Kyle tells Ed this on the phone but requests if he can stay at his apartment for a few days because of the order sheet, and also asks if he can look into Frank Raver's background. Ed accepts and tells Kyle he'll look into it, and hangs up.

Kyle goes to Lucky's Café for a meal, and talks to Sidney, who shows Kyle a photo of the hotel from 1967. Kyle takes the photo and heads to the cinema to watch a western. When approaching Cape West Apartments, he notices a light is on in one of the fourth floor rooms, and goes to investigate. In the main hall Kyle is approached by Will White, from room 306—a salesman who is seldom home due to his long trips away. Will complains about the noises he hears from the floor above



It turns out it's Dylan who is up there, in room 405, as Mags asked him to investigate the complaint made by Mr White. Kyle asks if he could have a quick look around the room, since he has only been in 404. Dylan was okay with this, but as Dylan shuts the door on the way out the doorknob falls off.

Mini Game 14: Light Switch—see page 21 for more information

Kyle can't get out, so flicks the light switch on and off rapidly, which gets Dylan's attention as he's outside. Dylan lets Kyle out. Kyle heads back to his room, where Tony is waiting outside. Tony teases Kyle, asking who the "hot chick" outside his room was. Tony describes her as blonde and says she was smoking, but Kyle can't put his finger on who it is and is about to enter his room, but sees a note lodged in the door. "Missed you. I'll drop in another time. Mila." This confirms who was waiting outside Kyle's room.

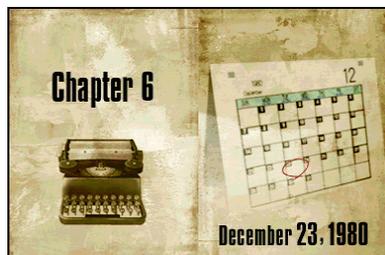
There is a message on Kyle's answer machine. It's a familiar voice, telling Kyle to investigate Kathy McGrath's death, and that he should check under table B at Lucky's Café at 7.00PM. Kyle pager sounds. He calls Red Crown and tells Rachel about Mila. She passes the phone to Ed, who tells Kyle that Hugh Speck is beginning a huge crackdown on the crime syndicate *Nile*. After the call, Kyle finds that Frank is at the door. Frank asks for his tape back, which Kyle forgot about. Kyle had found out previously that Frank had a police background, and tells Frank he'd heard what's on the tape. Frank hands Kyle an old funeral photo, asking him to have a good look at it, and walks off.

Mini Game 15: Funeral Photo—see page 21 for more information

It turns out both Marie and Rex Foster are in this photo. It's 7.00PM, time to head to Lucky's Café. Kyle spots Betty saying goodbye to Rex, and talks to her. She's involved with him, saying he's got a strong personality and buys lots of gifts for her. When Kyle questions this, she becomes agitated and goes back into her room. At Lucky's Café Kyle finds a reward letter stuck under table B. "The reward for finding the item is the truth of 25 years ago." With it is a part of an old article describing Kyle's father's death. Kyle notices that the letter Ts are raised on the letter, and notices this is the same as on the order sheet he received days ago.

Kyle asks Claire who was sat at table B earlier, who says Charles and Dylan were sat together. Kyle first sees Charles who is happy about the adhesive Kyle sold doing the job. When asking Charles, Kyle found out that Dylan was there before him. On the way to Dylan's room, Will comes out of his room and tells Kyle he should stay away from Dylan, as he is deceptive and often tries to research the other tenants. Will takes his leave, and Dylan opens his door. "Hey, Mr Hyde!" Dylan lets Kyle into his room.

Pressing Dylan for information, eventually it becomes clear enough that Dylan didn't place the letter. However, Kyle learns that Dylan found a threatening letter from an anonymous sender for Mags, and mentions lots of other threats Mags has received. Dylan offers a deal; telling Kyle about Mags' past in exchange for knowing what the letter said. Kyle says he'll think about it, and leaves.



CHAPTER 6 – REFLECTION IN THE RING

Kyle discovers a little more about Condor today. Marie tries to sell her ring to Betty for a small sum compared to its value. Kyle investigates if it's fake. He also discovers who the order sheet was written and where it was probably written.

Kyle heads to the vending machine to start his day, and decides to get some Cool Pop, his personal favourite.

Mini Game 16: Vending Machine—see page 21 for more information

The pager sounds... probably Rachel. On the way, Kyle sees Tony outside his room. He informs Kyle that his latest song *Belief* is going to be on the radio later, on a station called Rock 'n' Soul. Kyle makes the call, and Rachel reports that the hotel's official symbol used to be that of a condor. Rachel also requests that Kyle comes to a meal with herself and Mila the following night—Christmas Eve. It's 11.00AM and time to listen to the radio. Kyle seems to like Tony's song.

Lucky's is open. Kyle gets a coffee, and Claire wants to speak with Kyle in the kitchen. She is having difficulty opening a jar of Maple Butter.

Mini Game 17: Maple Butter—see page 22 for more information

Claire has something else to discuss. She wants Kyle to talk to her father, Sidney. It's been seven years since her parents split up, and she'd like to know if there's someone else special in Sidney's life. Kyle says he'll talk to Sidney for her when he can. A beep sounds in his pocket. Rachel again. On his way back, Kyle sees Marie leaving Betty's room. Marie doesn't want to talk when Kyle asks what happened, but talking to Betty, she had sworn to not speak a word about it.



Kyle calls Red Crown and talks to Ed. Apparently, Frank had nothing to do with the case twenty-five years ago. Moving on to discussing the Hotel Cape West incidents, Ed seems to think Kathy died of cyanide poisoning when drunk, and the LAPD initially treated it as a suicide. Forensics found her prints weren't on the cyanide container though, and her ring had been taken. It was since treated as a murder. There was too much ambiguity to come to a conclusion. Ed puts Rachel on the line.

The meal's at 7:00PM. She reminds him to bring a present, and hangs up. Betty's at the door as the buzzer sounds. She says she's ready to talk about Marie, and that Marie wanted to sell the ring that went missing because she was short of cash. Marie apparently didn't want to keep the ring anymore, because of "circumstances". Betty paid \$500 for it. A three-carat diamond ring would be worth a few grand. She suggests that Dylan might know how to check if it's fake. Kyle decides to investigate for her, and takes the ring. Kyle pretends to be interested in Dylan's crystal collection, and Dylan is glad to let Kyle use his magnifying glass.

Mini Game 18: Magnifying Glass—see page 22 for more information

The diamond looks real, but Kyle can't tell for sure. Kyle notices a bird silhouette Dylan has drawn on a notepad—a condor. Underneath the diamond on the ring is also this symbol. Asking Dylan about this, he says he saw the symbol on the fourth floor and wanted to sketch it. Kyle goes up to investigate this, and tries to enter room 406. It's locked, but Dylan followed Kyle and unlocks the door. Kyle thanks Dylan, and Dylan goes back to his room.

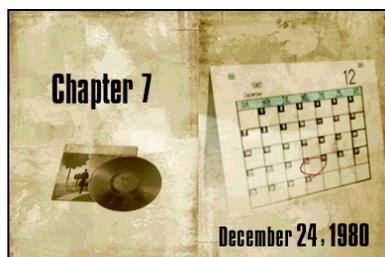
Mini Game 19: Condor Symbol—see page 22 for more information

Kyle finds a condor symbol underneath an old Hotel Cape West picture frame, and also an old photo album from fifteen years ago. Kyle returns to Betty with the ring who lets him into her room, and explains that it would be a good idea to give it back to Marie, telling Betty about Marie's history with her husband. Betty agrees and asks Kyle to take the ring back. Betty's buzzer sounds, and she thanks someone who she says to Kyle is a "friend" for returning something. Kyle couldn't see who it was, but takes his leave.

Charles is in the corridor. He says that he was returning a key to room 205 that Betty asked to borrow. Charles' friend used to live in that room, which is currently not in use. Betty's "boyfriend" asked to use it, who is clearly, in Kyle's mind, Rex Foster. Kyle asks if he can borrow the key, and Charles complies. Kyle finds a typewriter in the room, realising the order and reward sheets were probably made with one. He tries using it...

Mini Game 20: Typewriter—see page 22 for more information

The Ts are raised on this typewriter, proving it was used for the order and reward sheets. Kyle visits Betty again to hear the full truth. She explains that she's been used by Rex for information on the tenants and for access to the room, but helped him because she felt lonely and needed someone. Kyle heads back to his room, ending his day.



CHAPTER 7 – REMEMBRANCE OF A PROMISE

Kyle meets Mila and they go to see the lighthouse on top of Cape West Apartments together. Mags is being sent threatening letters and fears she'll receive letter bombs. For Christmas Eve, Kyle spends his evening enjoying drinks at Lucky's.

Someone's at the door. It's Mila. Kyle's surprised as to his knowledge; he was meeting Rachel and Mila in the evening for dinner. According to Mila the dinner is cancelled. Rachel can't make it as Ed has been taken to the hospital due to heart problems. Mila passes a bottle of wine that Rachel was going to bring along to Kyle, and asks Kyle if she can see the lighthouse on top of the apartments. On the way down, the elevator stops prematurely.

Mini Game 21: Elevator—see page 22 for more information

After banging on the door, Kyle gets Dylan's attention, who opens the door. Mila decides to leave at this point. Tony approaches Kyle, looking worried. He claims he's been given a package to take to Mags, but he doesn't want to do it because of the rent he owes. Kyle takes the package to Mags, who he reluctant to open it. When Kyle opens it for

her and finds a watch, she confesses to believing it may have contained a bomb, following a threatening letter she received with no sender.

It's Kyle's pager—time to give Rachel a call. Rachel tells Kyle that Ed's okay for now. The buzzer sounds and it's a mailman. Kyle receives a package sent by his mother, which contains things that used to be in his father's suitcase that he uses to this day. A set of car keys which perplexes Kyle, and also a baseball that he and his dad used to throw around the park when he was a kid. It's the buzzer again and Tony's at the door. Tony offers Kyle drinks on him at Lucky's, completely covering the tab, which leaves Kyle confused. (Where has Tony got this money from?)

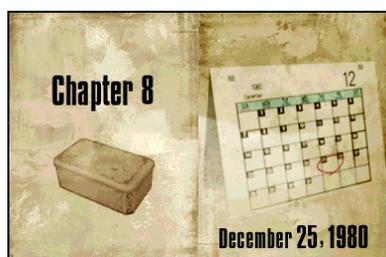


Kyle arrives at Lucky's, where Tony challenges him to a game of billiards. In the end they settle on playing a one-shot game. Best of three, sink as many balls as possible—sinking the cue ball results in a loss. After playing against Tony, Sidney and Claire want to play too.

Mini Game 22: One Shot—see page 22 for more information

Betty makes her arrival, and Tony—wanting to get into her pants—apologises to Kyle and leaves. Kyle and Sidney drink together for the night, and Sidney reminisces about his wife who he's separated from. He gave Kyle a record called "Promise", that he claims is a great song and makes him think of his wife. After Lucky's is closed, Kyle figures he should go and check it out.

Mini Game 23: Promise—see page 22 for more information



CHAPTER 8 – MYSTERIOUS CLIENT

Kyle learns a little more about Sidney's relationship with his ex-wife and his feelings, and Mags' ex-husband George Patrice. With Charles' help, Kyle makes the discovery that Will White has been visiting the fourth floor, and he does far more than just salesman work.

Rudely awakened by Tony, Kyle is told about how Tony's night went with Betty. Tony claims Betty said some confusing things last night that insinuated she's into him. She also left Tony Rex's notebook to give to Kyle. In the notebook it says that "Condor disappeared" and "Jack Green disappeared" in 1967. Rachel calls, reports on Ed's recovery, and says she'll look into Jack Green for Kyle. Kyle returns the "Promise" record to Sidney, who asks Kyle if he wouldn't mind talking to Claire. According to Sidney, she's been asking strange since last night.

Claire's depressed because her father, Sidney, doesn't seem to be interested in getting back with her mother, who is soon moving back to Boston. Kyle also learns that Sidney has been loaning money to run Lucky's from Mags, and Sidney claims it's because he knew her late husband, George Patrice. Sidney's ex-wife stopped trusting him because he defended Mags in court thirteen years ago, when she was suspected of killing her husband, George, which is how they separated. Finally, Sidney confides in Kyle about how he still loves his wife.

Kyle feels it's time to stop and see Mags. Mags describes how George owned several eateries, and she was indeed a suspect in his murder. They were burgled, and she was found unconscious with the murder weapon in her right hand. After looking at some pictures of Mags and George, Kyle makes his way out. It's his pager, and it's time to call Rachel again. Reportedly, Jack Green died in a car crash with major internal bleeding. He was written his final article, *The Truth About Condor*, when he died. Kyle asks Rachel if she can get this article for him. Rachel passes on a message from Ed, telling Kyle to connect the guests of the Scarlet Star parties. Kyle remembers the photo album he found on the fourth floor.

Mini Game 24: Album—see page 22 for more information

Kyle spots Mags in the photo album, and decides it's time to ask her further questions, but spots Charles coming out of the unoccupied room 205 on the way. Startled, Charles faces questioning from Kyle, who learns that Charles was just using the room to type his screenplay. Charles says he got some interesting shots of the fourth floor, and offered to show Kyle, but unfortunately his red lamp he uses to develop them is broken. Kyle heads back to his room and gets the red wrapping his wine from Rachel came in. Time to develop the photos...

Mini Game 25: Photo Develop—see page 22 for more information

Mini Game 26: Photo Compare—see page 22 for more information

It turns out the man in the photograph is Will White. Charles agrees to help Kyle look in Will's room, acting as a guard to alert Kyle. Inside, Kyle finds an old newspaper article with part of it cut out, from 1955. Kyle is certain this is the same as the newspaper cutting that was sent with the second order sheet. Kyle finds a magnetic key for a suitcase in a grey tuxedo pocket. There are instructions to "check the mirror" for a code to the safety deposit box which is also in Will's room.

Mini Game 27: Mirror Steam—see page 23 for more information

After steaming up the mirror with the hot tap, the code becomes clear, and Kyle opens the box.

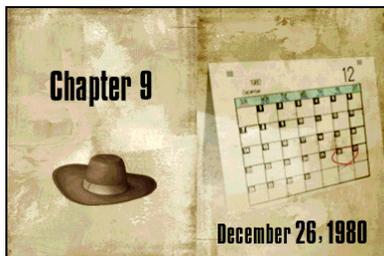
Mini Game 28: Safety Deposit Box—see page 23 for more information

The name on the passport is “Will McGrath”, and also shows his year of birth—28th November, 1942. Kyle is able to enter this date into the camera, which seems to have a lock activated with a date dial...



Mini Game 29: Camera Lock—see page 23 for more information

Inside is a torn half of a postcard, which has “Michael McGrath” written on it. Kyle feels a gun pressed against his back, and finds himself answering Will’s questions. Will is Kathy McGrath’s son. He’s come to Cape West Apartments to take revenge against the culprit’s accomplice. According to Will, the culprit is dead, but the accomplice—Margaret Patrice—is not. After revealing how much he knows, Will feels intimidated by Kyle, and says he can’t continue his plans at Cape West, then leaving the building...



CHAPTER 9 – CONFESSIONS

Marie reveals a lot to Kyle about herself he didn’t know before, and Kyle finds out that it’s Dylan who has been intimidating Marie, who also works for Nile. Teaming up with Frank, Kyle searches Mags room and then explores the fourth floor with Tony.

It’s the morning, and Mags is at the door. She sets a time to meet and talk with Kyle: 4.00PM. Kyle says he has information she might be interested in. Red Crown calls: it’s Ed. He’s made a full recovery and is back in his office. After giving Ed the latest, Kyle talks to Rachel, who claims to have Jack Green’s article: “The Truth Behind Condor”. After the call, Kyle flicks on the news. More reports about the recent jewellery robberies, including an artist’s sketch of the woman—looking just like the woman Kyle saw on day one of arriving back at Cape West. The news report also notes a very expensive diamond ring she wore.

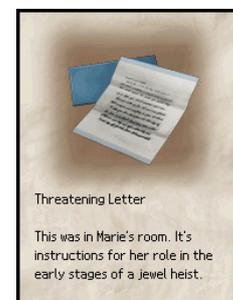
Leaving his room, Kyle sees Tony, who says he just saw that woman coming up the stairs, but lost track of her. It’s time to pay Marie a visit. It seems Marie’s preparing to leave now and that she’s been paid the insurance money in full. Before Marie has a chance to explain herself, Rex barges into her room and wants to know why his investigation has been called off. Marie escapes out of the room, and heads into the elevator and to the roof. Kyle follows, but Marie is not willing to talk, so Kyle goes back to her room and finds the evidence he needs.

Returning to the roof, evidence in hand, Marie is panicked. She steps back towards the roof edge.

Mini Game 30: Suicide Jumper—see page 23 for more information

Kyle saves Marie, who then confesses to him about how her brother and husband were probably involved with Condor and how they want to use her now, hence the robberies. Rex comes forward, admitting he’s been eavesdropping. It so happens that Rex’s investigation into Marie has been for the sake of uncovering more facts about his old partner Jack Green’s disappearance, or as Rex puts it, murder. After learning Nile is pulling more strings yet, Rex offers Marie a way out of the city and far away from Nile, who no doubt will pursue Marie. The pager sounds. It’s Rachel. Kyle heads back to his room.

Kyle calls Red Crown and talks to Ed, who says Condor is making a return, and there’s something the LAPD knows about Nile, that also regards Condor, but doesn’t wish to make public. Kyle asks Ed to get more info on that. Kyle is about to leave when his buzzer sounds. It’s Frank Raver at the door, who has questions about Kyle meeting with Rex on the roof. After a discussion they agree to meet at Lucky’s at 5.00PM. The phone rings. It’s Marie, who is scared as there’s someone outside keeping tabs on her. After leaving his room, it becomes apparent to Kyle that the person in question is Dylan, who scuttles away.



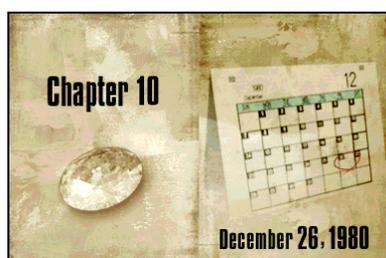
Kyle asks Marie if he can see the threatening letter she received. Knowing it didn’t come from Rex, he decides to pay Dylan a visit. After interrogating Dylan, Kyle finds out that Dylan works for Nile, and that he’s been given orders to watch over the women there—namely, Margaret Patrice and Marie Rivet. Knowing that Nile isn’t going to keep around a useless asset, Dylan makes a break for it.

After telling Marie about this, she tells Kyle how she’s definitely leaving the following day. It’s 4.00PM, and time to see Mags—who currently doesn’t want to be seen. Heading upstairs again, Kyle bumps into Frank, who Kyle explains the situation with Dylan to. Frank wants to find evidence that will clear his good name. When he was a younger detective, he was removed from his case investigating Condor by now-candidate Hugh Speck, who worked

for the LAPD at the time. For clues relating to the Scarlet Star, Frank puts forward the suggestion of searching Mags room, by arranging a meal with Mags in the café and allowing Kyle to search it during this time. During this search, Kyle finds a music box.

Mini Game 31: Music Box—see page 23 for more information

Inside the music box is a key, with an engraved condor symbol. Meeting up with Tony soon after, Kyle tells Tony about an opportunity to make big money by helping him find a jewel: the Scarlet Star. Tony mentions that Dylan has a set of keys, and that it's too dark in there to do anything as Mags turned the power off. Kyle finds the keys and Tony gets a flashlight. They explore room 406 and find a safe, but can't open it. Tony goes to get a crowbar, leaving Kyle waiting. Suddenly, Kyle hears something behind him, and is knocked out by some kind of sleep spray.



CHAPTER 10 – SCARLET STAR

Kyle has been knocked out by sleep spray, and has to investigate who doesn't want him exploring the fourth floor, and continue his search for the Scarlet Star.

Kyle opens his eyes to the blinding flashlight he dropped when he fell. His wrists are tied with rope, but he manages to knock a vase of a table and cut the rope with it. The door also seems to be held in place by something, so Kyle smashes it open with a chair.

Mini Game 32: Chair Barge—see page 23 for more information

Kyle finds Tony outside, unconscious, and with his crowbar. After he regains consciousness, he agrees to go with Kyle and help open the safe.

Mini Game 33: Crowbar—see page 23 for more information

After finding nothing in the safe itself, bizarrely, Kyle and Tony find a book hidden in the safe door... much to Tony's disappointment. Kyle visits Mags to get some answers from her, suspecting her of tying him up. She won't let him in. Frank comes downstairs, letting Kyle know she thinks he works for Nile. Frank invites Kyle to join him in his room to talk about the safecracker's death twenty-five years ago. Kyle discovers that Frank assisted the safecracker—Kyle's dad—in getting him into Hotel Cape West, with an ultimate plan of exposing Condor. Frank's plan didn't work out though when Hugh Speck disclosed the details to Condor.

Kyle informs Frank that he is the safecracker's son. Frank opened up and told the full truth about what happened that night, twenty-five years ago. Kyle knows that his father died in room 406 and learns that Frank inadvertently caused his death, by following the corrupt Hugh Speck's directions. Kyle doesn't blame him. However, he has more questions for Mags, who has learnt from Frank that Kyle isn't a member of Nile. Mags confesses to Kathy McGrath being murdered by George Patrice, as revenge for being double-crossed by Michael McGrath. Kyle also learns that the parties that were held at Hotel Cape West were held for potential buyers to buy stolen jewellery that Condor's ringleader, George Patrice, and Michael McGrath were selling.

Mags decides to help Kyle in his search for the Scarlet Star. She hands Kyle a key and a 1950 hotel photo.

Mini Game 34: Window Photo—see page 23 for more information

In the 1950 photo, the hotel had an extra window. Mags mentioned a hidden chamber George used to operate in, which was closed off, never to be found again. Kyle investigates various condor markings on the fourth floor.

Mini Game 35: Elevator Code—see page 23 for more information

Kyle discovers a code which he enters using the elevator control panel. The elevator stops between the fourth floor and the roof. Using the Condor key from the music box, Kyle opens up a panel on the elevator bench, and crawls through. Inside is the secret room. Kyle finds a picture of a lighthouse. Flicking a switch, it projects a condor shadow onto the opposite wall, with its beak pointing at the Ace of Diamonds. Only one place with a lighthouse, the roof...



Kyle finds the lighthouse is already turned on, also projecting a Condor symbol, with its beak pointing at a brick.

Mini Game 36: White Brick—see page 23 for more information

Inside is the Scarlet Star. Kyle grasps the precious jewel as it gleams in his hands. Mags steps out of the elevator. She says she was testing Kyle, and she knew where the Scarlet Star was all along. She tells Kyle everything, and

how she regretted getting involved with the criminal George, who she had intended to kill. But on that night, Michael McGrath did it for her, and framed her for the murder. Mags cries, guilty from a confession she's kept inside for many years.

Kyle gets some rest, and the following morning calls Rachel to tell her the news and that he'll be stopping at the office soon. He visits Frank and gives him the evidence needed to nail Hugh Speck. Kyle heads to the first floor, ready to head to Red Crown. He comes across Claire, who is overjoyed that her parents are getting back together, and Tony Wolf who now has a job and is performing at concerts all week. Kyle drops a package into a post box. It is revealed later on the television that Hugh Speck lost the election, and that the museum has received an anonymous donation of a precious jewel: the Scarlet Star.

Game Interface and Mechanics

Exploration

The interface of Last Window is simple so anybody will find it easy to pick up and play. When exploring Cape West Apartments, the Nintendo DS's two screens are used to display a different view each:

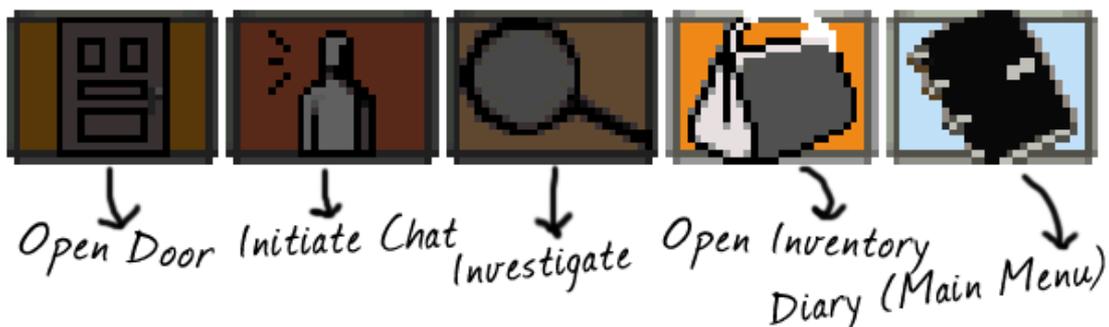


LEFT SCREEN
3D View



TOUCH SCREEN
Map View

In this screenshot, Kyle is facing his apartment's kitchen. The 3D view is non-interactive. However, it does give the player a first-person view through Kyle's eyes, and makes it easier to identify what can be interacted with using the touch screen. The map view is a top-down representation of the environment, and is the means of all interaction when "exploring". The player can control Kyle's movement by pressing the stylus on the part of the screen Kyle should move to, or alternatively using the control pad. The icons must be tapped using the stylus. If the action can be chosen, the icon is lit up. In the screenshot above, the player is not near a door, a person, or objects to "investigate", but the inventory or diary can always be accessed. Explanation of the map view icons:





This icon simply opens doors and takes Kyle to the other side. However, if it is the first time opening a particular door, the player will have to open it in a 3D perspective by either turning the handle with the touch screen, or selecting keys from the inventory. (This is better explained on the next page.)



Simply starts a conversation with somebody nearby, in a single tap. Refer to the "Conversation" section for further information.



When close to any objects in a room that can be interacted with, this starts the investigation mode. Refer to the "Investigation" section for further information.



This opens the inventory, explained below.



Though not shown on the previous screenshot, this icon replaces the inventory icon if Kyle's phone is ringing. Pressing it answers the phone.



Selecting the diary shows the main menu, explained in the "Menu" section.



LEFT SCREEN
Kyle and Dialogue



TOUCH SCREEN
First-Person View

Opening a door is often simply a matter of tapping the icon. However, when a room has not been visited before, the player will usually have to open it by clicking the door handle in a first-person view.

Additionally, if the door is locked, the player has to use a key if one is present.



LEFT SCREEN
Item Description



TOUCH SCREEN
Inventory List

From the inventory list anything the player may collect in the game can be selected. Some may be clues to help unravel mysteries, keys, or various other items. The combine function allows the player to combine items, and only has a few uses in the game. One such use is before mini game 10 (see pages 10 and 21), the player must combine an envelope and a penny to post the penny into the mailbox.

Conversation

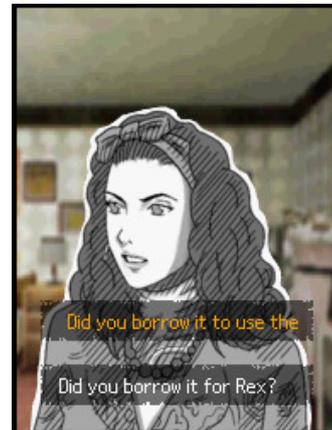
The player is given a choice of questions to ask. Generally, these questions appear as a question mark in a yellow box. However, in critical situations they may appear in a red box. Paying attention to the facts is important in Last Window, since choosing the wrong response might impede your progress, or even with enough errors result in a game over.

Additionally, the player is able to press a character for more details, as shown in the right screenshot. Being too interrogative though may agitate the character and potentially lead to a game over. There's an emphasis on choice of words.



Usually, the player is made aware of any errors with a red shadow that appears over a character. This either results in a game over, with the player having to rethink what to say, or in some cases the player will have to find a different way to overcome any problems.

Sometimes the player's choices will have a lasting effect throughout the story, allowing different dialogue choices with various characters, and affecting the game's ending.



Investigation

Kyle is able to search most areas to find clues or items he can add to his inventory. Using the magnifying glass icon, the player enters investigation mode, and is able to drag a slider which swivels the camera angle, as shown to the right.

Turning the camera is often the key to finding things, as it allows the player to search the deeper crevices of areas. It may also be necessary to take notes using the notepad, accessible at the bottom of the screen using the notepad icon.



Camera Turned Left



Camera Turned Right

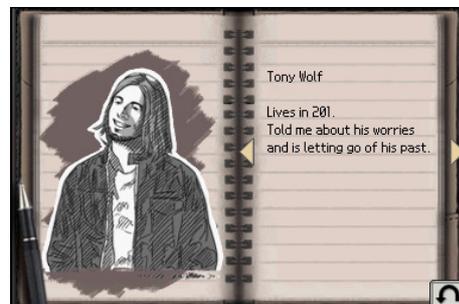
In addition to investigating the area using a 3D camera, the player is also able to probe an area further, for instance searching a wardrobe or a cupboard. Whilst navigating with the camera is 3D in real-time, when exploring inside something, and usually with most mini games, what is seen is pre-rendered 3D.



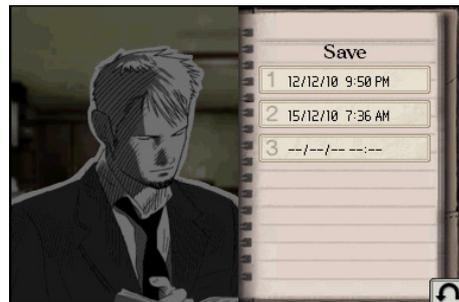
Menu

A variety of features can be accessed through the main menu, including Character Profiles, Save/Load Game, Notes, Map, Summary, and Options. An overview of these features can be seen below.

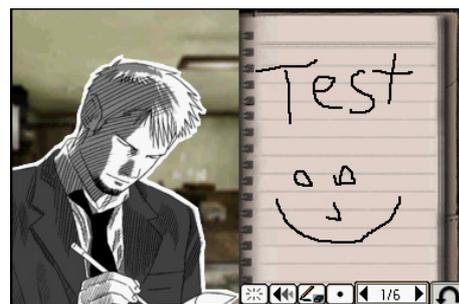
The Character option allows viewing of profiles of characters the player meets in the game. These profiles will change progressively, as Kyle Hyde gets to know the characters better.



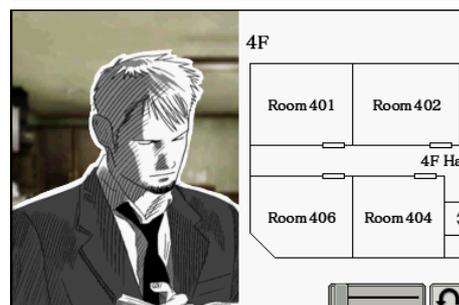
Last Window allows three save game files.



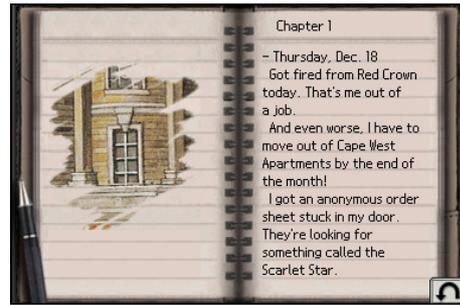
The notebook allows the player to jot down any important information, and is vital for solving some puzzles later on.



The map is very useful for navigating the apartments, particularly at the start of the game, as it shows where all the tenants are situated.



The summary option provides a basic summary of any completed chapter, which is useful for catching up on information if the game has not been played for a while.



The options screen lets the player specify handedness (screen is flipped vertically for left-handed players) and also has settings for rumble-packs and calibrating the microphone.



Mini Games

More information on the following mini games is available by reading the Story Progression section, which shows the points in the story that these games occur...

01
Mailbox



The player must check the notepad to find the lock code... 771. The mailbox opens and Kyle's mail falls out, and onto the floor.

02
Alarm Clock



Kyle's vision is switching from being in focus to out of focus—this is a reaction game. When in focus, press the button.

03
Hanger / Measure



Marie's ring is in an out-of-reach place. The player must use a tape measure (and maybe coat hanger) to pull it out of there.

04
Alarm Switch A



This mini game requires the player to think. The buttons both need to flicked to the off state at the exact same time.

05
Whiskey
Bottle A



Using the stylus in a circular motion, the player has to tip the whiskey bottle upside down so that the coins fall out of it.

07
Whiskey
Bottle B



Using the hammer from Dylan, the player must rapidly smash the whiskey bottle in a single place to smash it apart.

09
Pinky
Bank



Shaking the stylus will knock the Pinky Rabbit bank and will cause the pennies to land on the ruler, so they can be slid out.

11
Alarm
Switch B



In this tricky mini game, the player must hold the bottom of the panel and rotate it upwards, then, also flicking the switch.

13
Cassette
Tape
Playback



The cassette tape has a hidden message, which the player must press both the play and fast-forward buttons to reveal.

15
Funeral
Photo



The player must zoom in and pan across the photo, to identify both Rex Foster and Marie Rivet in this old photograph.

06
Jigsaw



A jigsaw game; the jigsaw pieces must be placed correctly, which also requires the player to rotate the pieces.

08
Radio



Using a circular motion with the stylus, the player must turn the dial to tune into the Rock 'n' Soul radio station.

10
Mailbox
Tape
Peel



The tape must be removed from the mailbox's hole, trying to pull on the exposed top corner as it starts to peel off.

12
Dusty
Invitation



Making use of the Nintendo DS's microphone, the player must blow all of the dust off the hotel party invitation.

14
Light
Switch



This simple mini game merely requires the player to keep tapping the light switch, turning it on and off rapidly.

16
Vending
Machine



The player can pick Kyle's favourite drink, Cool Pop, or any other "soda" to get a winning ring pull for a prize.

17
Maple Butter



Simply trying to open this tightly sealed jar of butter will not suffice. The player must find a rubber band and slide the stylus across.

19
Condor Symbol



The picture frame must be taken off the wall like in real life—giving it a slight lift, then lowering. This reveals the Condor symbol.

21
Elevator



Kyle and Mila are stuck in the elevator. To get out, the player must tap the elevator door repeatedly and get Dylan's attention.

23
Promise



Simply, the player must operate the record player, by lifting the needle and lightly dropping it on the right position, not too far in.

25
Photo Develop



To succeed in this game, the player must submerge the photo just long enough for it to develop, and then pull it out.

18
Magnify Glass



Sliding the stylus across the screen zooms in, but the ring appears out of focus. The player must zoom in the right amount.

20
Typewriter



Kyle is trying to prove this is the same typewriter used for the order sheet. Typing a lower case "t" will show the letter raised.

22
One Shot



Sink more balls than your opponent, but sink the cue ball and you lose, against Tony, Sidney or Claire.

24
Album



In this mini game, the player must search the photo album for anything suspicious, like seeing Margaret Patrice in it, for instance.

26
Photo Compare



Compare the developed photo to what's on the film reel. Eventually it is apparent that the watch is like somebody else's watch.

27
Mirror
Steam



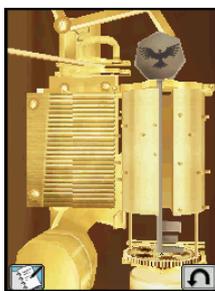
Blowing on the mirror alone won't work for this no matter how hard the player tries. The player must steam it up, turning on the hot tap.

29
Camera
Lock



The player must have found Will White's passport. By entering his date of birth, the camera will recognise this and unlock.

31
Music
Box



The barrel will rotate as the music plays. When the key is exposed, close the DS to stop the music box, and use L/R to get the key

33
Crowbar



On the count of three, with Tony, Kyle must pry open the safe using a crowbar. This is done using a swift and timed stylus movement.

35
Elevator
Code



Using Michael McGrath's postcard and Condor symbols on the fourth floor, the player must enter a combination.

28
Safety
Deposit
Box



The code found by steaming up the mirror can be entered to open this safety deposit box...

30
Suicide
Jumper



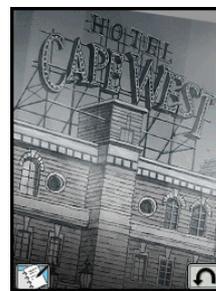
The player must be patient—any sudden movements will cause failure. Wait until the right time, and close the DS and open it.

32
Chair
Barge



Kyle has been locked in. After looking for a way to get out, it seems the chair is the best way. Drag the stylus to slam it.

34
Window
Photo



The player has to compare two hotel photos and circle a difference. In this case, the more modern photo lacks a window.

36
White
Brick



Chisel away at the brick that the Condor symbol's beak is pointed at. Keep at it to reveal the Scarlet Star.

Marketing

Last Window is an adventure game, and has been targeted at the adventure gamer audience. In addition to this audience, it's also been developed with non-gamers in mind, as it's a game with a very deep focus on narrative, and controls that are easy to learn. With the DS' touch screen control, *Last Window* is far from the only adventure game on the DS, and it's a genre proven to be successful with a lot of audiences.



The main competing title of 2010 that *Last Window* has to face is Capcom's *Ace Attorney Investigations: Miles Edgeworth*, which is a spin-off of the highly successful Phoenix Wright franchise, originally known as *Gyakuten Saiban* in Japan. With the prequel to *Last Window*, *Hotel Dusk*, selling very poorly, expectations for *Last Window* aren't too much higher.

Novel Menu

Your Decisions Can Change the Story

The plot of the novel will change depending on your actions. Then, when you've solved all the mysteries, you'll have your very own personalised 'Last Window' novel.

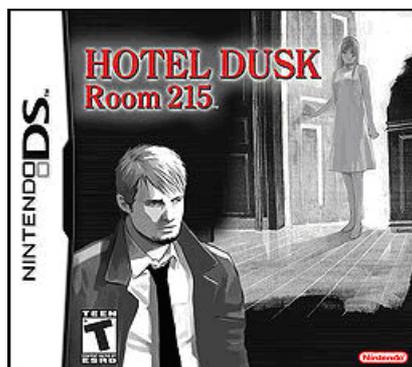
For instance, depending on what you buy from the vending machine...

Based on the way that you've gone about solving the mysteries or dealt with events, the contents of the novel will change. You may even become aware of actions that you missed out on taking during the course of the game.

● Your Actions Become the Novel's Plot

To the left is an advertisement for *Last Window*, promoting a feature of the game that again also has a focus on the non-gamer audience. A novel is written as the game is played, which is written differently depending on the decisions the player makes.

A personalised novel is something that's seldom been attempted in gaming before—*Last Window* brings something new to the adventure gaming table.



Hotel Dusk: Room 215 is the first game in the series. As opposed to Phoenix Wright and other big titles, sales were generally quite poor. Cing earned enough to develop *Last Window*, but without enough sales from it, the company will have no choice but to file for bankruptcy.

Last Window: The Secret of Cape West, in this case, would serve as a final thank you from Cing to their fans, who thoroughly enjoyed their other titles, such as *Another Code* or *Little King's Story*.

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