



GLITCH MANOR

Glitch Manor

Game Guide

Congratulations on beginning Glitch Manor! We've created this guide to help you navigate through the course and successfully defeat Glitch – all while learning to code.

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Getting Started

Click on the first module in the slider to start Glitch Manor.

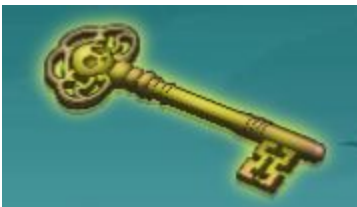


Goal: Solve the mystery of Glitch Manor to beat Glitch and his candy monsters! Follow the clues to complete tutorials and puzzles with the help of Blink the ghost.

Moving around: Click anywhere on the Stage to move toward that location.



Clues: Every time you see a clue on the stage, such as a glowing footprint, click on it to walk over and start a tutorial. After each tutorial, look for the next glowing clue to progress.



Key: After you've found all the clues, the glowing key will show up. Click on the key to solve a puzzle and unlock more of Glitch Manor.

Chapter 1: Secret Entrance



In the first chapter of Glitch Manor, you'll find yourself outside the Manor. In order to enter the Manor, you must click on the glowing items to follow the clues, complete coding tutorials that introduce the concepts you'll apply to move ahead in the game, and solve a final coding puzzle that takes you to the next chapter.

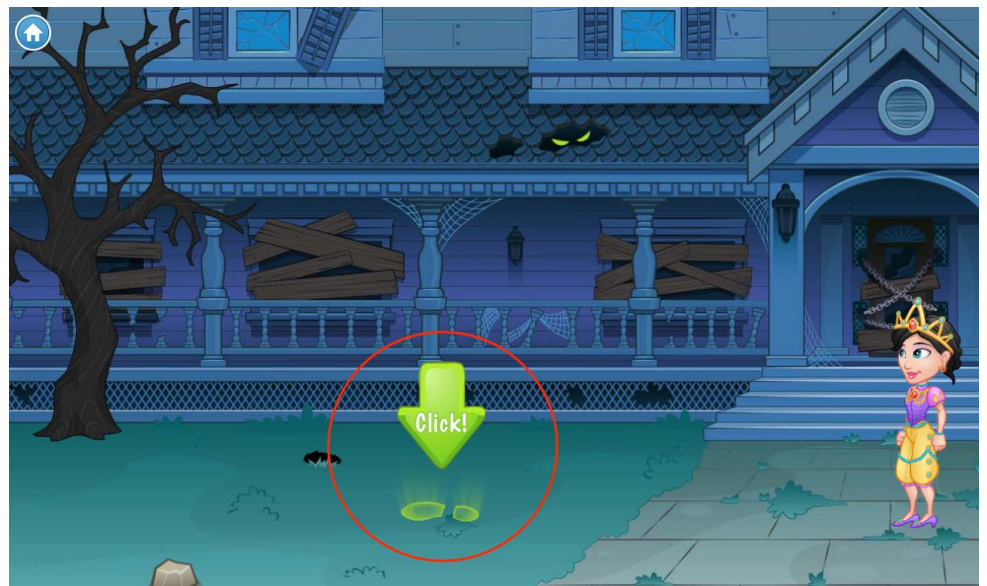
[See the tutorial answer keys for Chapter 1](#)

Design your character

Create your own character! Customize the head, body, arms, legs, and add accessories. When you're happy with your character, click the "Start Game" button to begin.

Follow the clues

After you create your character, follow the clues (by clicking on the glowing green footsteps or glowing golden key) to access the tutorials. Once you complete the tutorials, you will reach the end of the stage.





Get the golden key

Click on the glowing golden key in the tree to access the next tutorial.

Enter the cellar

Click on the entrance to the cellar to enter the Manor and access the next module.



Chapter 2: Lights Out!

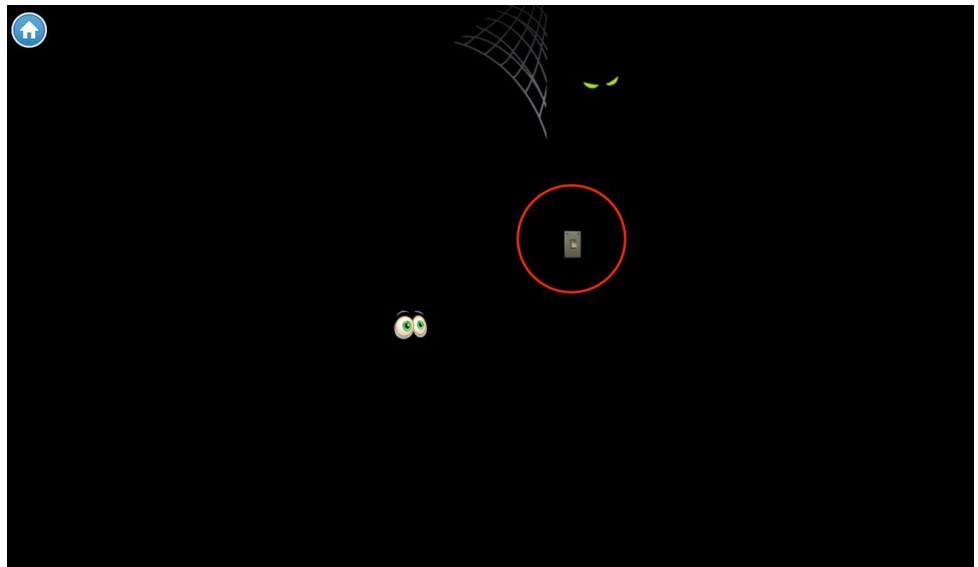


This chapter of Glitch Manor takes place in the cellar of the manor. You must follow the clues to turn on the light switch, program the light bulb to stop flickering, get past the sleeping spider, and go upstairs.

[See the tutorial answer keys for Chapter 2](#)

Enter the manor

Once you've entered the manor, click on the light switch to learn about making Actors visible.



Program the light bulb

Click on the light bulb to walk over to it. This will take you to the tutorial on programming a flickering light bulb.

Head to the spider

Click on the purple spider to enter the “Red Light, Green Light” tutorial.



Go upstairs

Click on the staircase to enter the living room and begin the next module.

Chapter 3: Prying Eyes

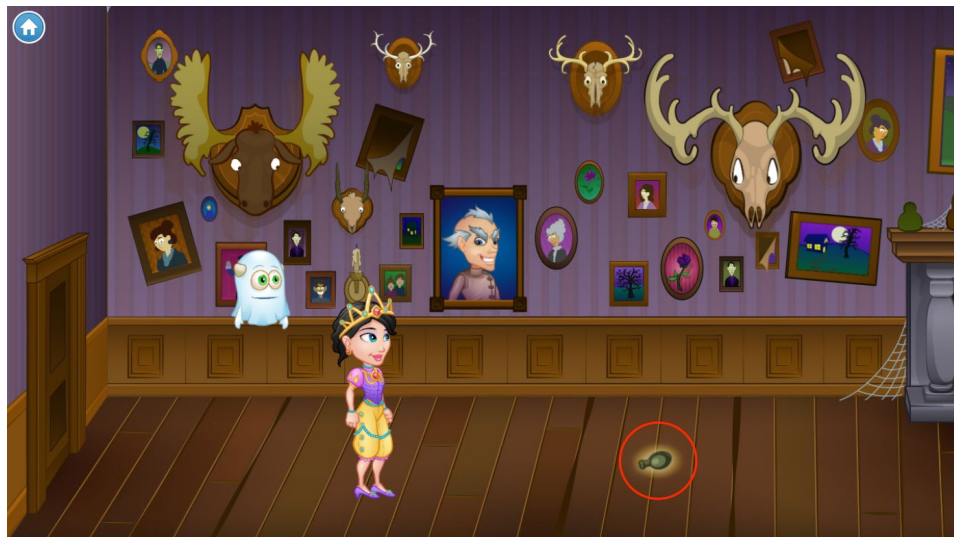


Now that you've entered the manor, you must follow the clues to learn how to get past the zombie, enter the other side of the room, repair a broken painting, and ascend the staircase to the next chapter.

[See the tutorial answer keys for Chapter 3](#)

Levitate the candle

Click on the glowing candlestick in order to enter the levitation tutorial.



Follow the mouse

Click on the vase on the floor to enter the tutorial on programming an object to follow your mouse pointer.

Beat the zombie

Continue to click on the zombie to walk over to him. Follow the tutorial to learn how to scare the zombie away by hitting him with floating objects.



Code each object individually to follow your mouse pointer. Once you complete the puzzle, click on the pot on the floor and the two green vases on the mantel. Per your code, this will cause them to follow your mouse in the direction of the zombie's head.



Get to the other side

Click on the next clue, the glowing portrait, to get to the other side of the room. Here, you will learn about new code blocks and complete a knock knock joke tutorial.

Light up the room

Click on the magic crystal to begin the next tutorial, where you'll learn to program the lights and change the scene.



Fix the painting

Click on the painting at the base of the stairs. You will enter a tutorial that teaches you to reprogram the backgrounds to match the characters.



Once you've fixed the painting, click on the staircase to go upstairs and advance to the next chapter.

Chapter 4: Witch's Brew

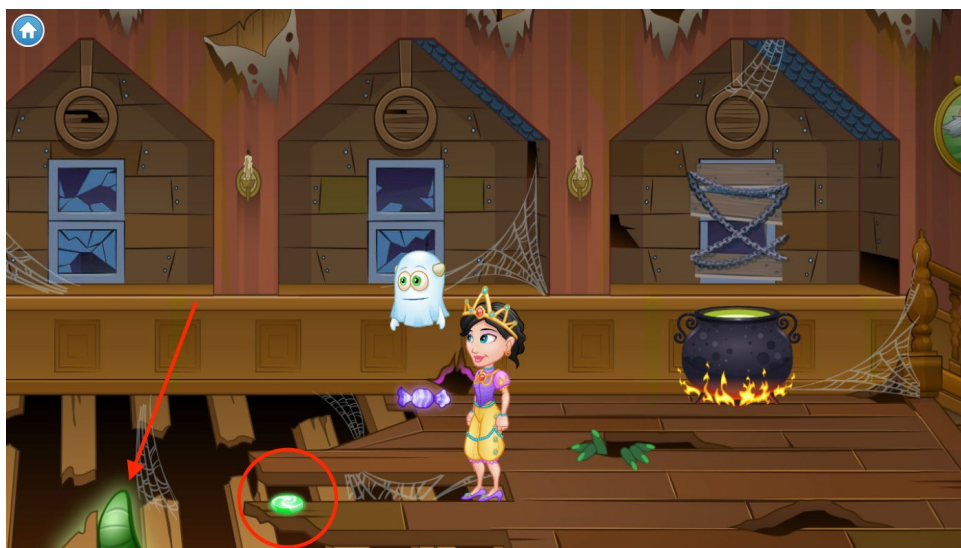


You've entered the second story of the manor, where you will use new code blocks to collect candy. Once you collect your candy, you will program your cauldron to catch the candy to make witch's brew.

[See the tutorial answer keys for Chapter 4](#)

Pick up the candy

Click on the glowing purple candy to remove it from its hiding place, then click again to walk over and pick it up. From here, you'll learn about new code blocks.

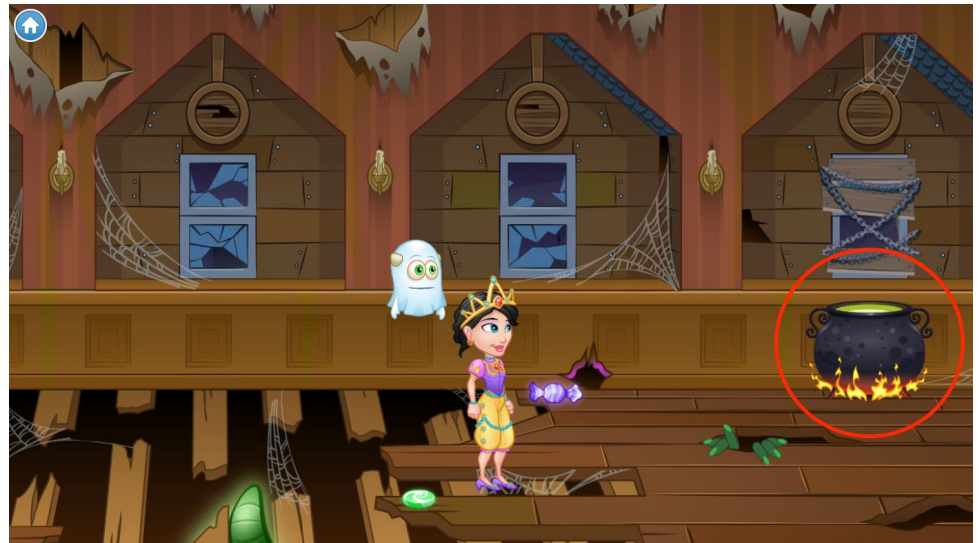


Find the haunted candy

Click on the glowing tentacle in the hole in the middle of the room. The tentacle will throw a glowing green candy out of the hole for you. Click on the glowing green candy to enter the next tutorial, where you will collect candy to put into your witch's brew.

Make witch's brew

Once you collect your candy, click on the cauldron to walk over. Here, you'll program the cauldron to catch all ten pieces of falling candy.



Go onto the roof

After your cauldron explodes, click on the glowing open window to exit onto the roof.

Chapter 5: Creepy Clockwork



Now that you're outside, follow the clues to cross the roof and re-enter the second floor of the manor through a different window. You will learn to animate a dancing werewolf, train a gargoyle to fly, and chase bats away. Once you're back in the manor, you will repair clocks to unlock the next chapter.

[See the tutorial answer keys for Chapter 5](#)

Catch the feather

Click on the glowing blue feather to learn about the new code blocks you'll be using. Complete the dancing werewolf tutorial using these blocks.



Make the gargoyle fly

Click the glowing feather by the skeleton to enter the next tutorial, where you'll train a gargoyle to follow your mouse.

Chase the bats

Click on the purple bat in front of you on the roof. Solve the puzzle by programming a gargoyle to chase bats away.



Enter the window

Click on the glowing open window to re-enter the manor. (You may have to click on the bat or on a spot ahead of you on the stage to bring the window into your line of sight.)

Fix the clock

Now that you're back in the manor, click on the glowing clock on the wall and then on the cog piece that falls out.



Use the new coding concepts you've learned to repair the broken clock. Click on the second cog to enter the next tutorial, where you'll program the minute hand of the clock.



Fix the grandfather clock

Walk toward the grandfather clock and solve the puzzle to fix it. Click on the glowing grandfather clock to begin.

Unlock the door

Now that you've retrieved the key from the clock, you can click on the door to enter the dining hall.



Chapter 6: Mystery Meal



You've made it to the dining hall! Collect the glowing food items to unlock tutorials that teach you to program a slug to wake up, move, and eat the food blockade ahead of you. Once you've made it past the food blockade, you will learn about pen drawing and stamping.

[See the tutorial answer keys for Chapter 6](#)

Wake the slug

Click on the glowing food to learn about new coding concepts and enter the tutorial, where you'll program a slug to wake up.



Make the slug sleepwalk

Now that you can wake the slug up, click on the glowing fish in front of you. You'll enter a tutorial on programming the slug to sleepwalk.

Feed the slug

Click on the pile of food on the floor in front of you. Solve the puzzle by programming the slug to eat the food that's blocking your path.



Find the candle

Now that the blockade is cleared, move forward by clicking on a spot on the carpet ahead of you. Click on the glowing green candle on the wall when it's in sight. From here, you will enter the pen drawing tutorial.

Find the next magic candle

Once you've finished the drawing tutorial, click on the candle on the floor to learn about stamping.





Connect the flames

Click on the large portrait in front of you to solve the Doodle Door puzzle. Use your pen drawing skills to draw a moustache on the portrait, then practice stamping flames on the two candles.

Enter the next room

Once the painting is out of the way, click on the door to enter the next room, the master entrance.



Chapter 7: Secret Sentry

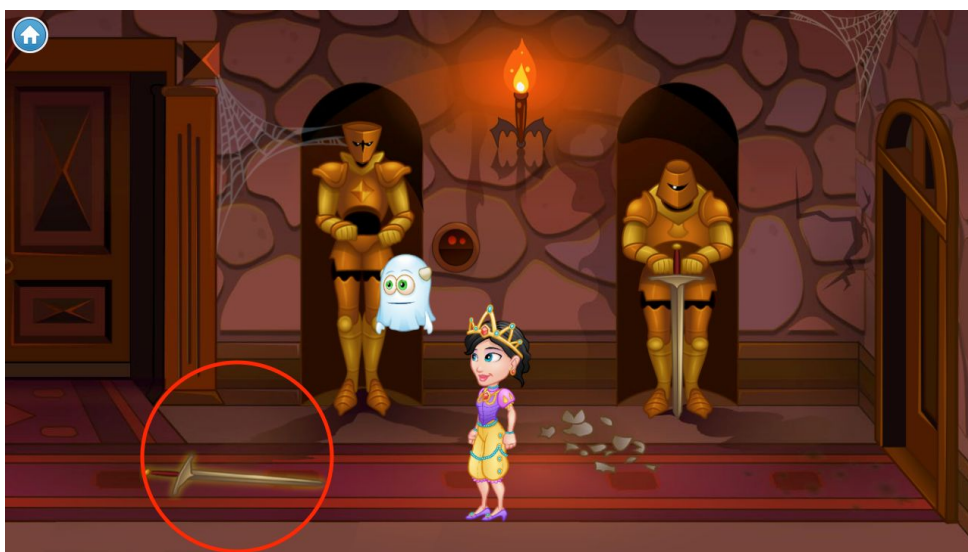
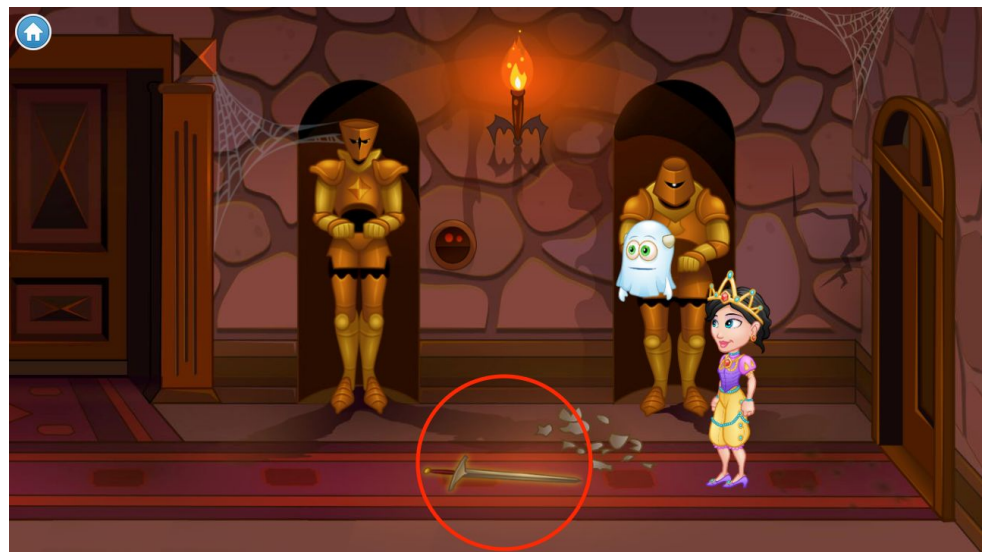


In the master entrance, you will pick up glowing swords and vases that lead you to fall down trap doors. To escape, you'll program footsteps, create a maze, and solve a puzzle using what you've learned. Then, you'll learn about adding special effects to different Actors in your code.

[See the tutorial answer keys for Chapter 7](#)

Escape from the trap door

You've fallen into a trap door after clicking on the glowing sword! Follow the tutorial to learn how to get out.



Create a maze

Click on the next glowing sword. You've fallen down another trap door! Follow the maze tutorial to program another escape.

Collect the vases

To enter the last trap door, click on the glowing vase in front of you. Program your hero to collect all of the vases in the maze.



Change the vase's colors

Move forward by clicking on a spot on the carpet ahead of you. Click on the next glowing vase when it's in sight. You'll enter a tutorial on programming the vase to change colors.

Program a ghost sword

Click on the new glowing sword to enter a tutorial, where you'll learn to make swords fade in and out with the ghost effect.





Set a spooky scene

Once you've mounted the swords on the wall and learned to apply the ghost effect, click on the glowing portrait to solve the spooky starscape puzzle.

Chapter 8: Music Mystery



This chapter takes place in the master bedroom, where you'll follow the clues to learn how to make music and fix a broken piano. Then, use teleportation to control and organize the haunted books before heading up to the roof.

[See the tutorial answer keys for Chapter 8](#)

Make the room play music

Move forward by clicking on a spot on the floor ahead of you. When it's in sight, click on the glowing piano keys under the bed. You will enter a tutorial to learn how to make music.



Create a spooky jingle

Click on the next set of glowing piano keys, which are hidden under the nightstand. Follow the tutorial to program a jingle.

Fix the haunted piano

Move to the left of the room by clicking on a spot on the floor ahead of you. Click on the piano when it's in sight. Solve the puzzle by programming the piano keys to play the right notes.



Learn to teleport

Cross the room again to pick up the glowing book by the bed. Here, you'll learn how to use teleportation in your code.

Control the haunted book

Return to the other side of the room to click on the next glowing book. Follow the tutorial to control the book with your arrow keys.





Shelve the haunted books

Click on the bookcase to enter the puzzle. You'll use teleportation to send the haunted books to their spots on the shelf.

Enter the secret passageway

The bookcase has lifted to reveal a secret entrance! Click on the ladder to go up to the roof.



Chapter 9: Gargoyle Guardian



Now that you're on the roof, you need to figure out how to get past the flies! Program the gargoyle to catch and eat flies, learn to swat them, and supercharge Blink to teleport and swat flies too. Once you get past the flies, talk to the gargoyle and teach it to do tricks.

[See the tutorial answer keys for Chapter 9](#)

Eat a fly

Click on the floating feather to learn how to get past the flies with help from the gargoyle and a few new coding concepts.



Swat the flies

Click on the floating racquet to make it fall down, then click it again to pick it up. You'll enter a tutorial where you'll learn to swat flies.

Supercharge the swatting

Pick up the energy drink can to enter the puzzle, where you'll program Blink to teleport and swat the flies.

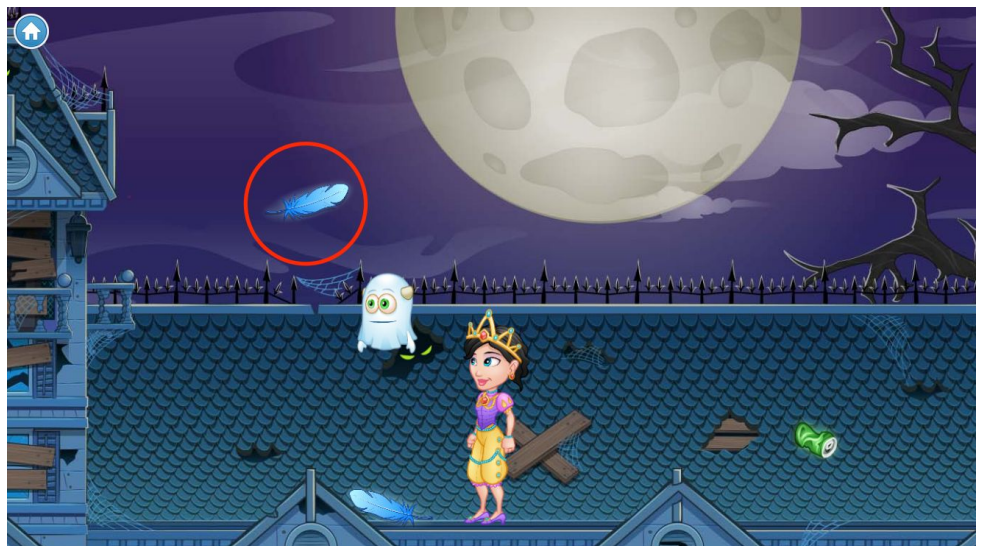


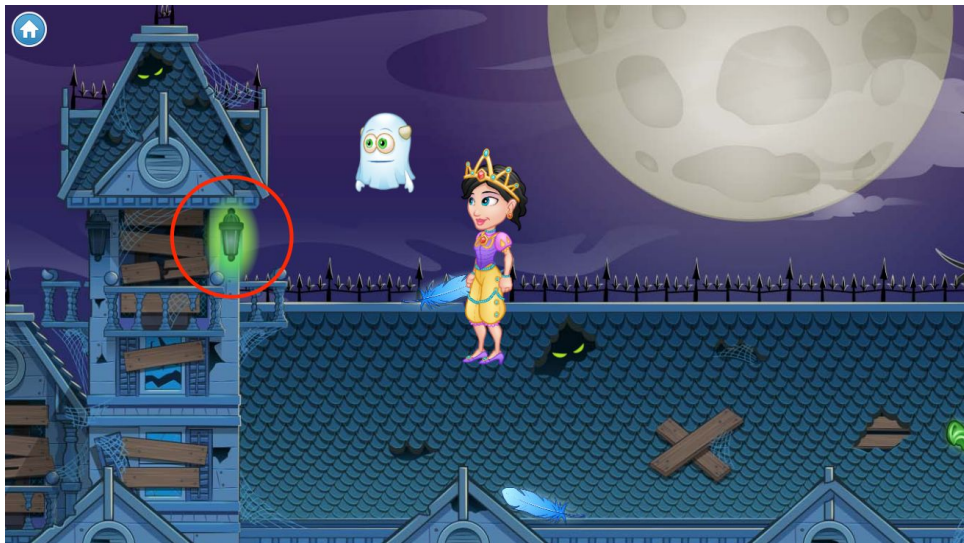
Talk to the gargoyle

Click on the floating feather to learn how to code a conversation. Program Blink to talk to the friendly gargoyle.

Teach the gargoyle tricks

To enter the next tutorial, click on the floating feather in the air above you. You'll teach the gargoyle to flip and breathe fire.



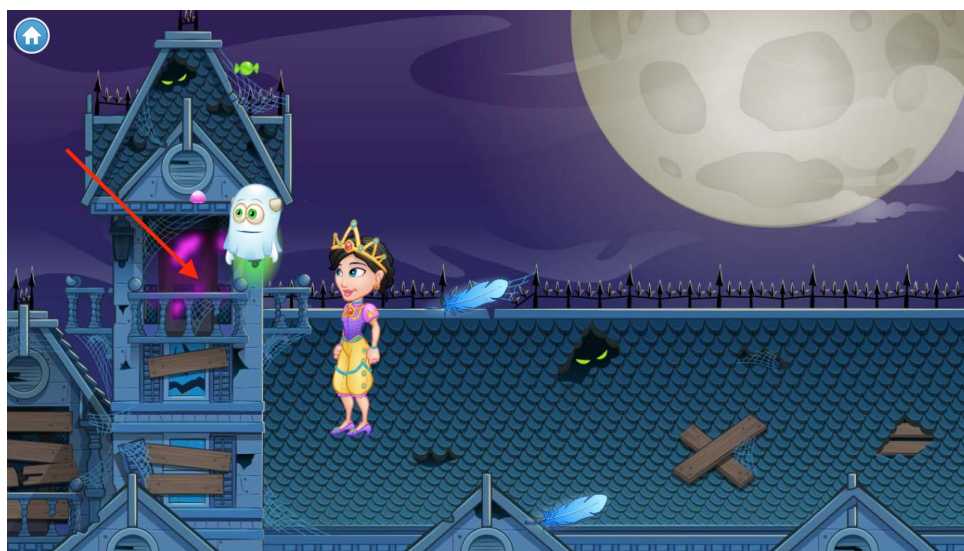


Catch the candy

Click on the glowing green lantern to enter the puzzle. Collect the candies before they hit the ground!

Enter the secret attic

There's been an explosion in the secret attic! Click on the attic entrance to go to the next chapter.



Chapter 10: Monster Mash



Glitch is up to something in his secret attic lab! Interfere with his lab equipment and command his candy troll to fight off the candy monsters and beat Glitch once and for all.

[See the tutorial answer keys for Chapter 10](#)

Foil Glitch's plans

Mess with Glitch's lab equipment to stop his experiment. Click on the glowing purple bulb in the corner to learn about broadcasting and receiving messages.



Reprogram the control panel

Click on the control panel to run the gears and wreck Glitch's lab.

Command the candy troll

When you click on the candy troll, he grows out of control and Glitch escapes! Use messaging to help Blink direct the troll to fight off the monsters.



You've beat Glitch!

Now that you've successfully directed the troll to fight off Glitch's candy monsters, you've beat the game. Congratulations!