

Haunted Hollarween Adventure

Illustrated User Guide



THE SIX CHAPTER SOLO ADVENTURE

Lovins Work • October 2026

Welcome to the Hollar

Carry a lantern into six haunted places, solve their peculiar problems, and help their keepers let the night move on. This companion explains the solo adventure, from your first steps in Lantern Square to the final harvest.

Start with pages 4–8 for the essentials. The chapter pages offer a route through each place; the detailed encounter advice waits near the back. You can leave those pages closed until you need them.

Inside this guide

An opening tale	3
Your first night	4
Controls for every player	5
Your lantern and the world	6
Pause and keep your progress	7
Find the next chapter	8
The Crooked House	9
Molasses Works	10
Blackbriar Castle	11
Grinwick Carnival	12
Old Hollow Cemetery	13
Harvest Hollow	14
Meet the strange neighbors	15
More strange neighbors	16
The candy album	17
Your collection checklist	18
Encounter hints for chapters 1 to 3	19
Encounter hints for chapters 4 to 6	20
Enjoy the celebration	21
The road home	22

A note on the pictures: gameplay images show the current game, including revisits to restored places. The cover and closing painting are story illustrations. The route diagrams explain progression rather than geographic scale.

An opening tale

The first thing you noticed was the silence.

Not a frightening silence. A waiting one. The porch pumpkins still smiled. The wrappers in your pail still rustled. But beyond Lantern Square, every road seemed to be listening for a sound that had gone missing.

You lifted your lantern. Its flame leaned toward the Crooked House.

Somewhere upstairs, a clock tried to strike. It managed one small click, then stopped. Farther away, the candy factory breathed a tired cloud of steam. Moonlight rested on the castle windows as though it had forgotten how to get inside.

You had come for sweets. You had not come to mend a night.



The Crooked House • original game artwork

Then the wind carried a little carnival tune across the trees. One note repeated, over and over. A bell answered from the cemetery. Beyond the orchard, the windmill stood still.

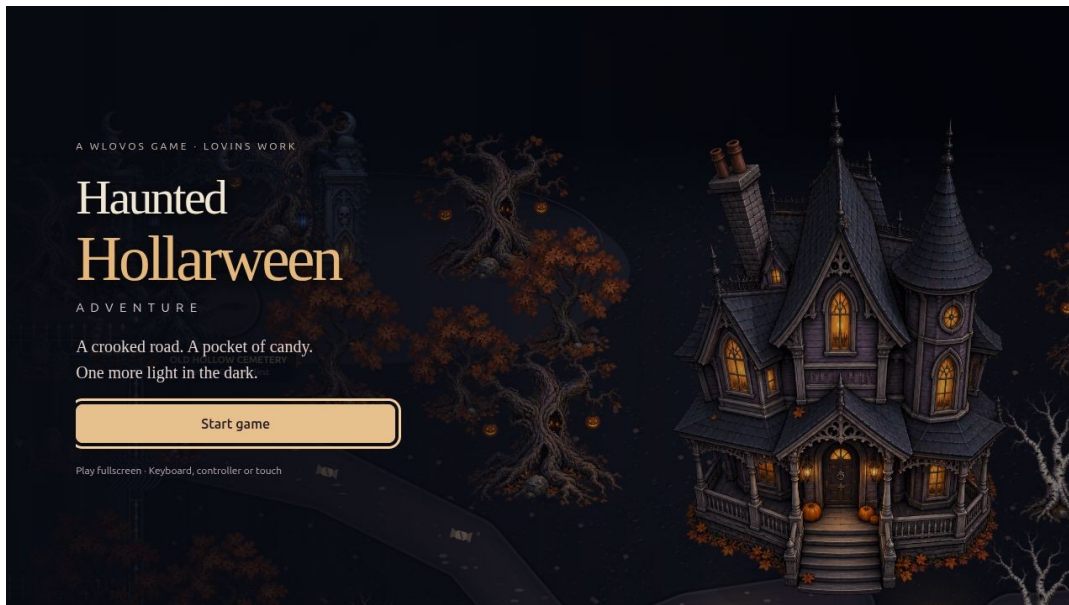
You looked into your pail. There was room for another sweet. There was probably room for a little courage, too.

So you followed the road. At the first dark doorway, you raised the lantern and knocked.

An original companion tale inspired by the places and keepers of Haunted Hollarween Adventure.

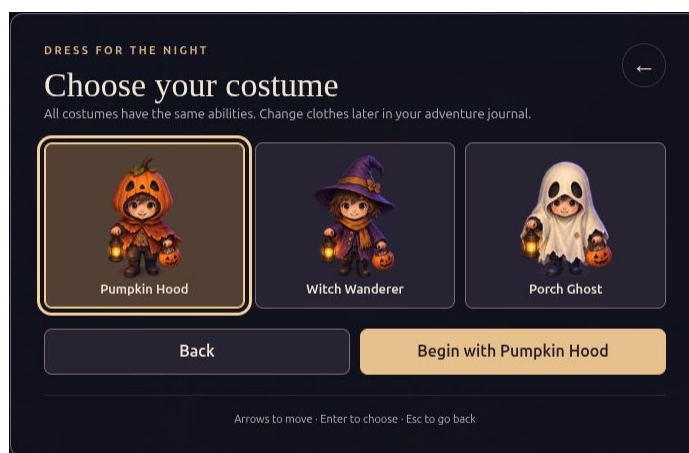
START HERE

Your first night



The launch screen. Choose Start game to begin.

- 1 Start game** The Start game button requests fullscreen. If your browser keeps the game in a window, you can still play; Options offers Enter fullscreen.
- 2 Choose an adventure** Begin a new adventure in one of three Lantern slots, or continue an existing save. Check the slot before starting over.
- 3 Dress for the night** Pumpkin Hood, Witch Wanderer and Porch Ghost have the same abilities. Pick your favorite; the Adventure journal lets you change later.



Costume selection • all three outfits play the same way.

A gentle first goal

From Lantern Square, follow the road to the Crooked House. Explore its foyer and read the nearby notes. Lighting both foyer candles opens the keepsake box containing lantern shears. Use the shears at the silver brambles near town to reach the Moonmallow. The upstairs clock begins the larger House adventure.

Controls for every player

Action	Keyboard	Controller	Touch
Move	WASD or arrows	Left stick or D-pad	Left movement pad
Attack	J or Space	X / left face button	Attack
Use or interact	E	A / bottom face button	Use
Lantern pulse	K	Right trigger	Pulse
Candy album	Tab	View / Select	Album
Map	M	Open from Pause	Map
Pause	Esc	Start / Menu	Pause button

In menus, move with the stick, D-pad or arrow keys. Press A or Enter to choose; B or Esc goes back. The highlighted button is the one you will activate.



Actual game UI in a landscape phone viewport, with touch controls enabled.

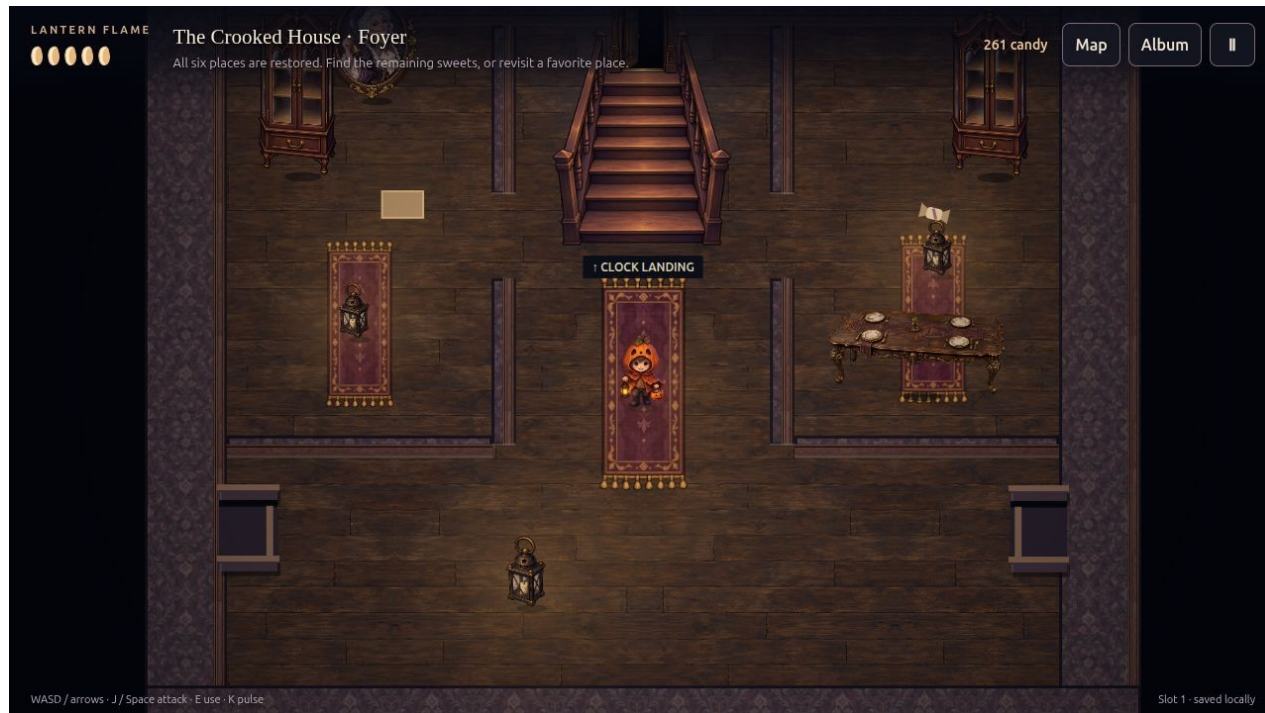
Playing on a phone

Turn the phone sideways for a broad view. Move with your left thumb and use Attack, Use or Pulse with your right. Movement and an action can be held together. If the controls are missing, choose Options → Touch controls → Always visible.

Connecting a controller

Connect the controller, click or tap inside the game, then press a button. If it does not respond, check its charge and connection; a USB connection is a useful check. Button letters above follow the Xbox layout; positions identify the equivalent buttons on other pads.

Your lantern and the world



Five flames at upper left show health; the place and current goal sit beside them.

Read the useful signals

Lantern flames You have five health points. Enemy contact and attacks can cost a flame. Interact with a resting lantern to refill all five and set your recovery point.

Place and next step The text at the top tells you where you are and what to do next. The prompt near the bottom tells you when an object can be used or pulsed.

Candy and album The candy total counts what you have gathered. Named sweets belong to the separate collection album.

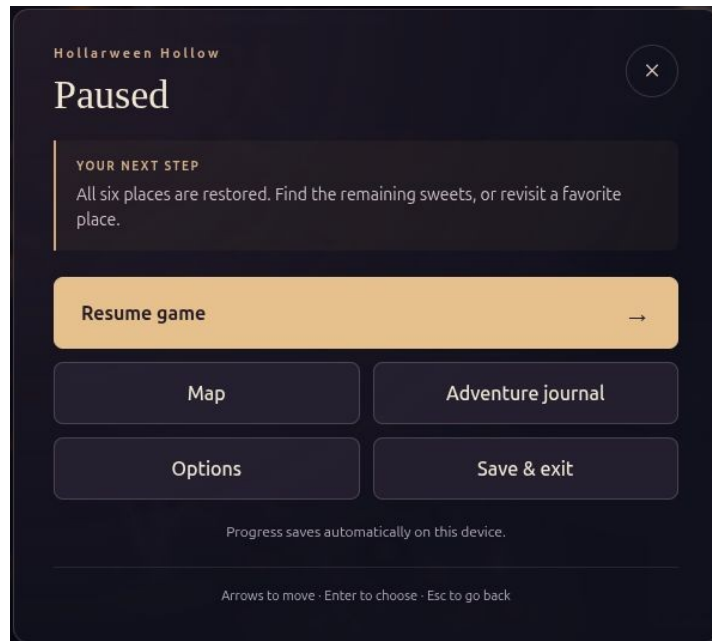


A useful encounter rhythm. The exact pulse target changes from enemy to boss.

Watch the marked lane, circle or arc before an attack. Move clear, then approach during recovery. The lantern pulse is free and briefly interrupts nearby field enemies; let it recharge between uses.

If all five flames go out, the lantern returns you to your checkpoint at full health. You lose no candy. Rest often, and read the room before rushing back in.

Pause and keep your progress



The pause menu keeps the most useful choices together.

Resume game returns to play. Map helps you find a route. Adventure journal holds your next goal, candy album, costumes and field guide. Options contains sound, music, volume, touch controls, Reduce motion and Brighter scenery.

When you are finished playing



If saving fails, stay in the game and download a backup.

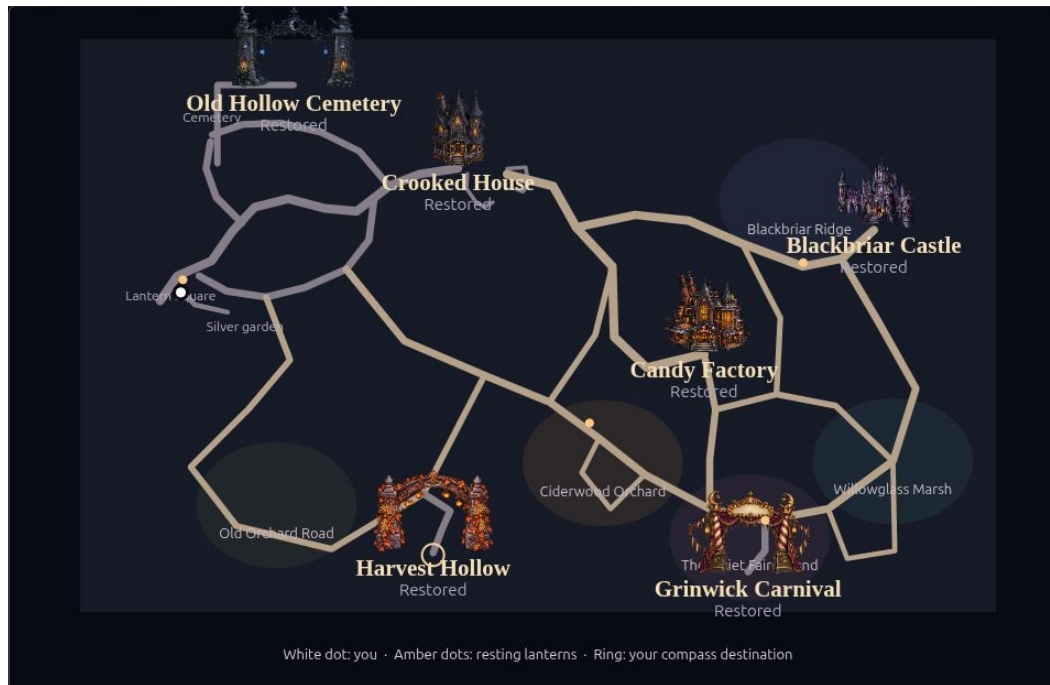
Save & exit saves your adventure and returns to the page that launched the game. If you opened the game directly, it returns to Start game instead. Exit game is also available on the main menu. To stay inside the game but return to its title, choose Options → Save & main menu.

Keep a backup

Progress stays in this browser on this device. For a separate copy, open Options → Save backups → Download save backup. To move or recover an adventure, choose Restore from a file and review the destination Lantern slot before replacing it.

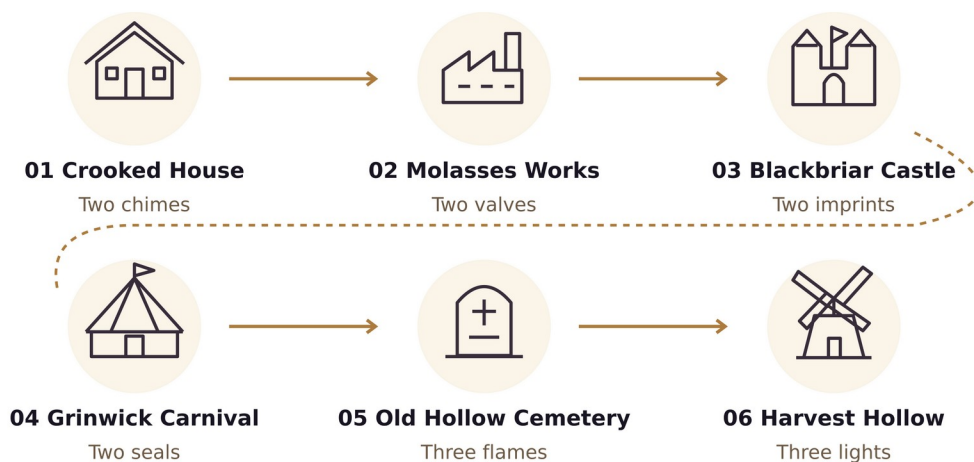
If the game says it could not save, keep it open. Retry saving or download a backup before leaving. Changing browsers, devices or site addresses does not automatically carry a local save across.

Find the next chapter



The outdoor map shows all six destinations. Candy Factory is Molasses Works.

Open Map, choose The Hollow, then select a destination beneath the map to point your compass toward it. Follow the lantern roads. A visible destination may still be locked until the previous chapter is restored.

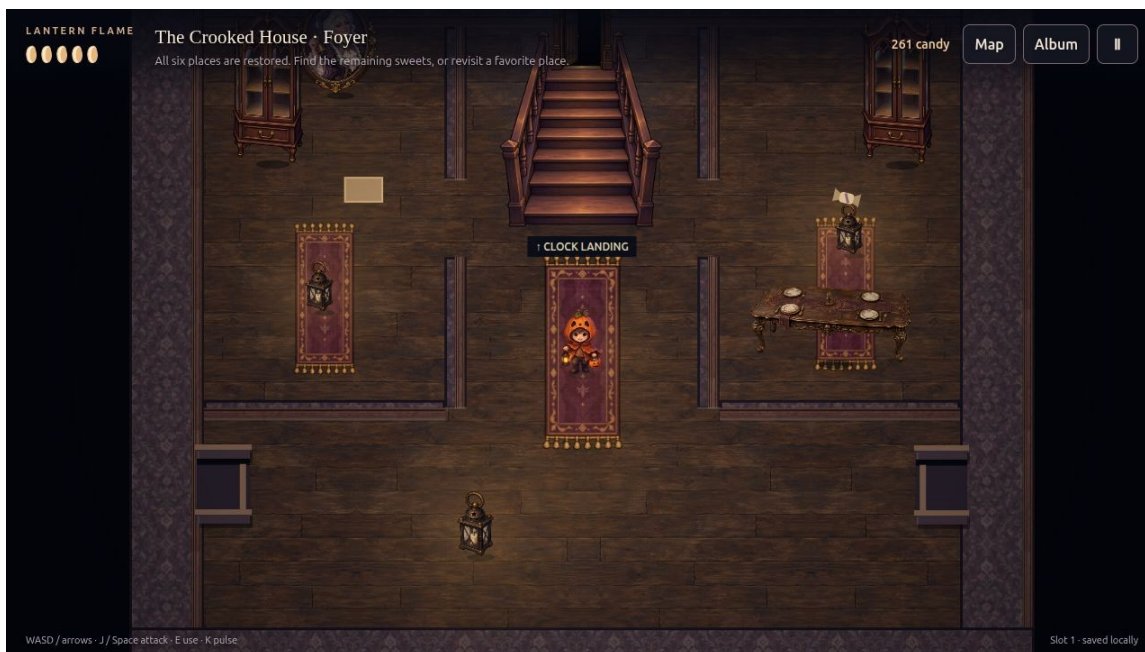


Progression diagram • chapter order, not a walking map.

Each place has its own outdoor entrance. When you are ready to leave a chapter, use its marked route back or choose Return to the Hollow from Pause. Your earned puzzle progress remains. Use the chapter tabs on Map to inspect the rooms within each location.

The Crooked House

A clock waits for two missing notes.



The Foyer stair leads to the Clock Landing.

The stairs rise into a house that keeps two different hours. Lady Hush is listening from the Grand Parlor; first, help the clock remember its voice.

1 Take the main stair Reach the Clock Landing and rest at its lantern. The clock changes the available upper routes.

2 Recover both chimes Welcome opens the landing portrait passage to the gallery chime. Midnight opens the toy-room stair to the attic chime. Keep each chime once found.

3 Return to the clock Fit both chimes to release the Grand Parlor seals, then meet Lady Hush.

Remember

Open the kitchen and attic service latches as you explore. Earned shortcuts stay open when you change the clock.

A secret to look for

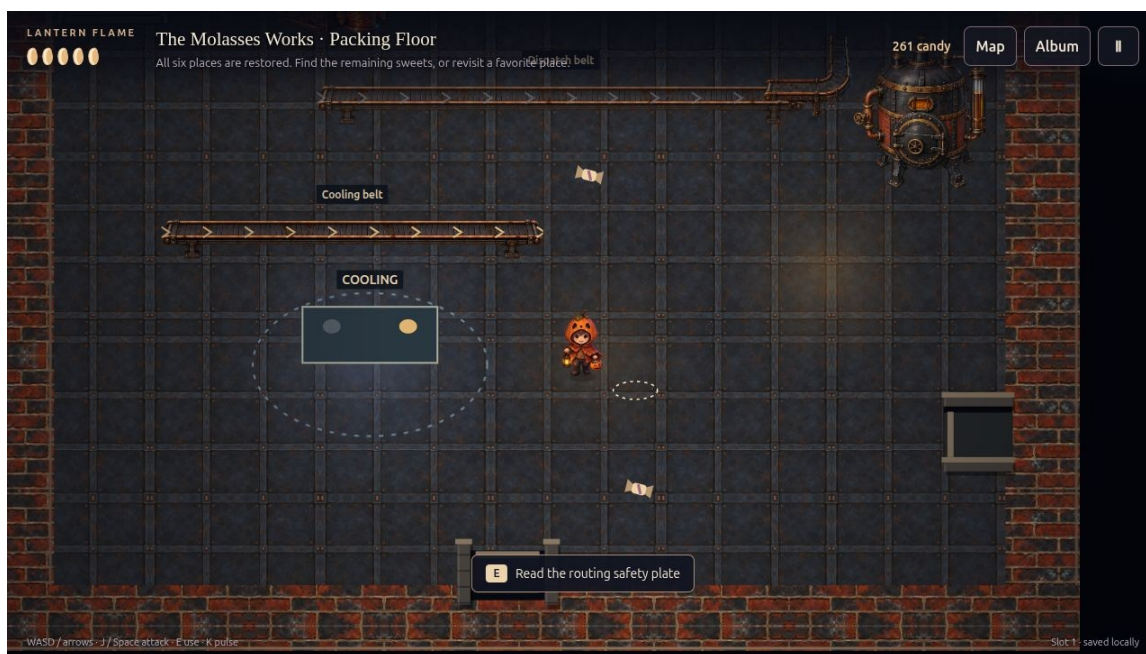
A draft at the gallery portrait responds to a lantern pulse. The Toy Room rhyme and the attic balcony lead to other sweets.

When this place is restored

Return to the Hollow, then follow the amber road southeast to Molasses Works.

Molasses Works

The last shift has run too long.



The Packing Floor routing console selects Dispatch or Cooling.

The factory glows with copper, sugar and tired machinery. Its safe routing console chooses which service route is available. Boilerbelly waits beyond the cooling system.

- 1 Choose Dispatch** Use the Packing Floor routing console to open the Sugar Store route. Reach the Delivery Tunnels and open the intake valve.
- 2 Choose Cooling** Return to the console and take the Cooling Gantry route. Open the return valve and earn the service shortcuts.
- 3 Check the system** Verify both valves in the Valve Gallery, then continue toward the Boiler Hall.

Remember

The conveyor belts carry candy. Walk the aisles and use the marked access stairs; you do not ride the belts.

A secret to look for

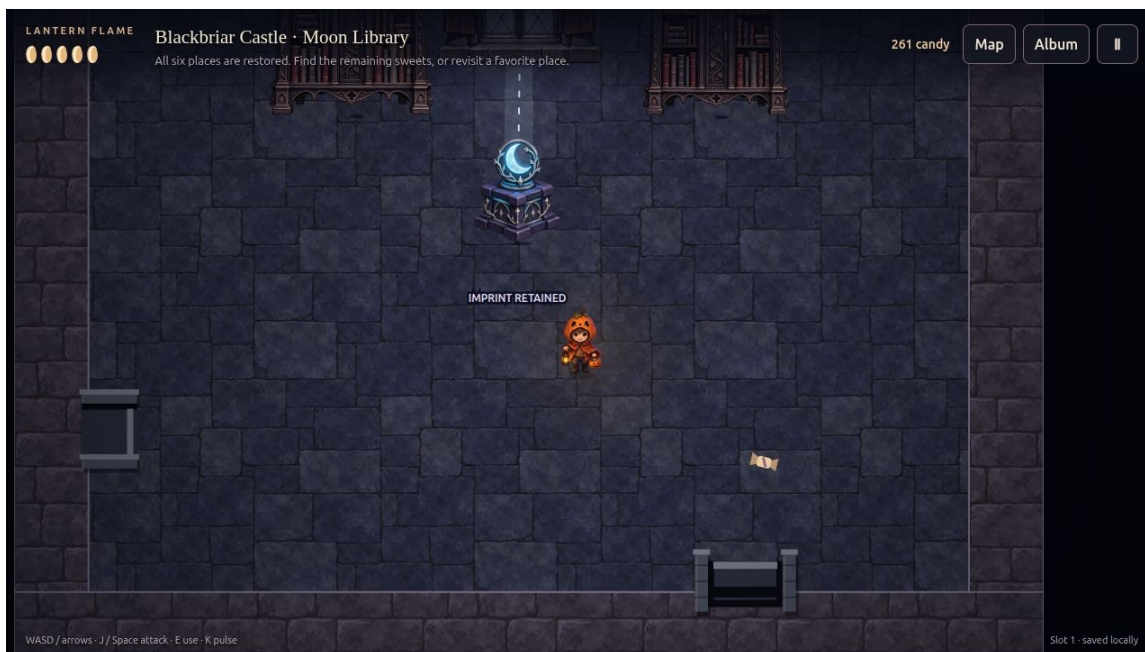
Listen for a loose shipping crate in the Sugar Store. A balcony sweet is reached from the Cooling Gantry, not through its railing.

When this place is restored

Return to the Hollow and follow the northeastern ridge road to Blackbriar Castle.

Blackbriar Castle

Moonlight needs an invitation.



A lit receiver in the Moon Library, shown after earning its imprint.

A silver beam crosses old stone. The Castle asks you to understand two routes and keep the light moving. Count Nocturne is expecting an audience, once both imprints are yours.

1 Follow Silver Set a routing mirror to Silver. Take the Library route, open the western shutter and pulse its lit receiver.

2 Follow Shadow Set the mirror to Shadow. Find the Crypt route, open the eastern shutter and pulse its lit receiver.

3 Bring both imprints Your earned imprints remain when you change routes. With both collected, continue to the Audience Gate.

Remember

Unlatch the return doors and service routes as you find them. Those shortcuts stay available after the mirror changes.

A secret to look for

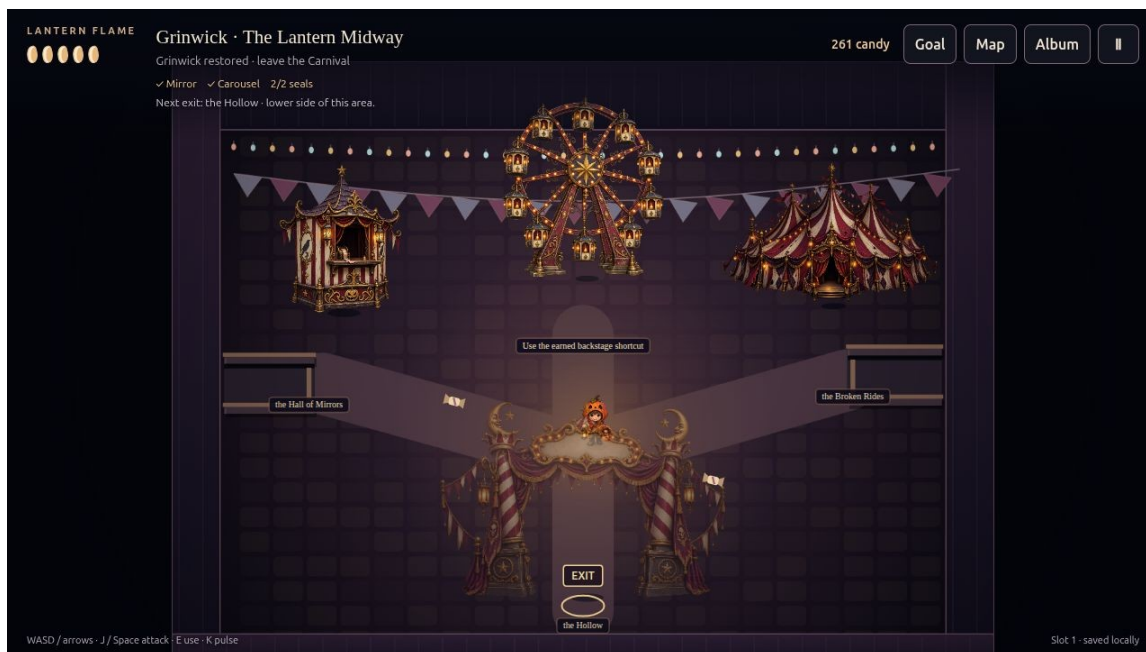
A singing Library bookcase hides a study. Pulse it. The Velvet Drop across the Moon Hall rail is reached from the Battlements balcony stair.

When this place is restored

This is chapter 3 of 6. Return to the Hollow and travel south of the factory to Grinwick Carnival.

Grinwick Carnival

A show that forgot its final bow.



The Lantern Midway, with both seals earned and the exit marked.

The Lantern Midway divides toward mirrors and broken rides. You need two admission seals for the Big Top. Ordinary candy and named sweets are not admission tickets.

1 Earn the Mirror seal Enter the Hall of Mirrors. Turn the three gilded mirrors to the program's symbols, then pulse the star receiver.

2 Earn the Carousel seal Visit the Broken Rides. Pulse the dynamo to wake the carousel, then play the bells in the order shown by the clue.

3 Go backstage Either maintenance passage leads Under the Rides. Climb the backstage stair, unlatch the midway shortcut, rest, and present both seals at the Big Top.

Remember

Use Goal or Adventure journal for the current task and next exit. If you want the exact puzzle sequences, see page 20.

A secret to look for

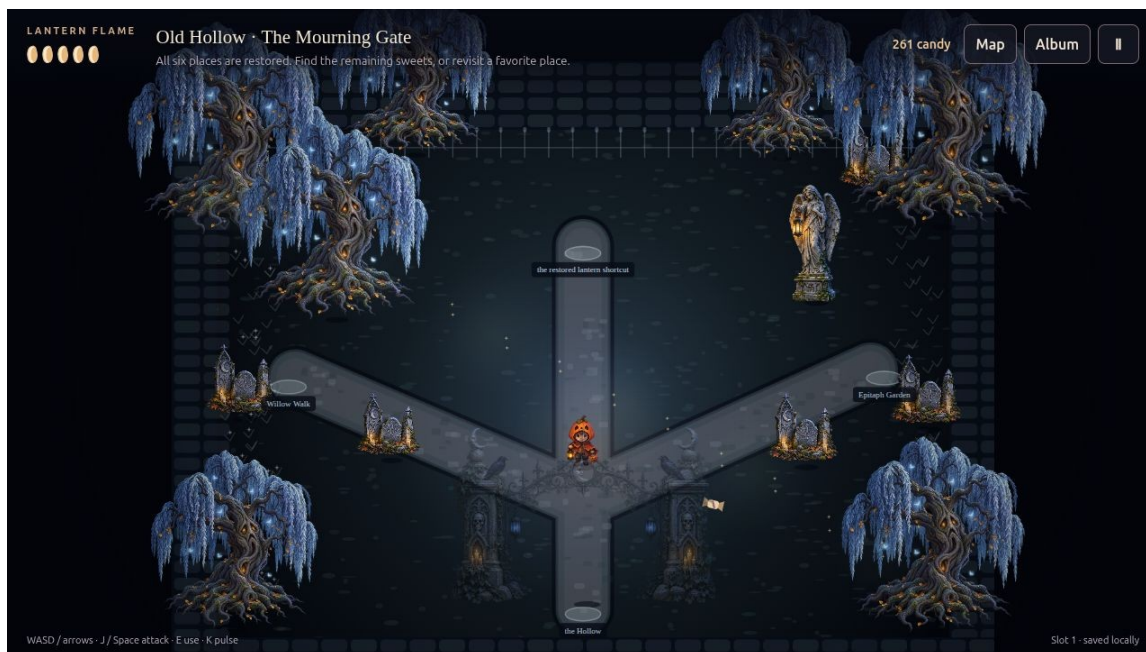
The painted eye in Under the Rides responds to a pulse. Its Midnight Floss is an optional secret.

When this place is restored

After the final bow, choose Return to the Hollow. On foot: leave the ring south, use the backstage shortcut to the midway, then take its clearly marked southern exit. Old Hollow Cemetery is next.

Old Hollow Cemetery

Someone still remembers the bell.



The Mourning Gate branches toward Willow Walk and Epitaph Garden.

Blue light gathers beneath the willows. The paths branch toward three memorial flames. The Hollow Bellkeeper calls from beyond the court, waiting for an answer.

1 Wake Willow Walk Pulse its three memorial lanterns to restore the first flame.

2 Read Epitaph Garden Follow the memorial clue and wake its markers in the right order. The exact sequence is on page 20.

3 Enter the Sunken Crypt Drain the water, then pulse the mourning angel. Bring all three restored flames to the bell crypt beyond the Bellkeeper Court.

Remember

Unlatch the shortcut from the court to the Mourning Gate. Rest at the court lantern before answering the bell.

A secret to look for

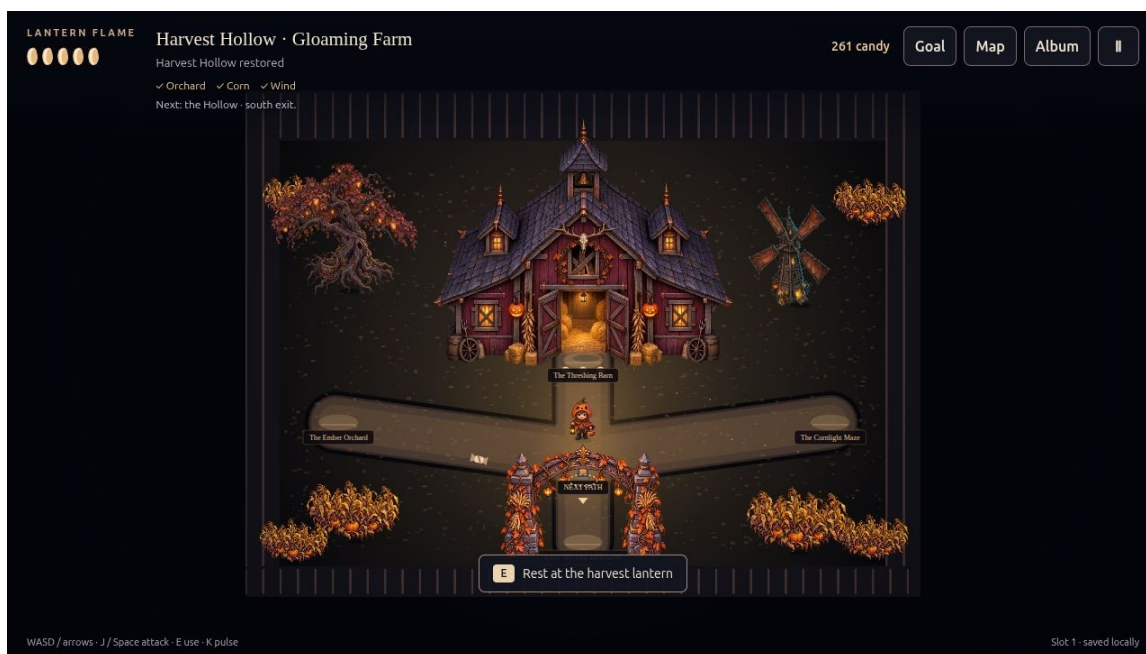
The three local named sweets follow the memorial puzzles. Look for the reward after each flame is restored.

When this place is restored

Return through the Mourning Gate or use Return to the Hollow. Harvest Hollow awaits southwest of Ciderwood Orchard.

Harvest Hollow

The final lantern is waiting.



Gloaming Farm connects the orchard, corn maze and Threshing Barn.

Warm windows shine beyond the farm gate, but the harvest is unfinished. Gather the Orchard, Corn and Wind lights. Their work leads through the barn to the Harvest Warden.

1 Restore the Orchard light Take the western orchard path. Gather three glowing apple baskets, then turn the cider press in the Cider House.

2 Restore the Corn light Take the eastern route into the Cornlight Maze. Find and pulse all three maze lanterns.

3 Restore the Wind light The Orchard and Corn lights open the Threshing Barn. Climb the stair to the Windmill Loft and turn the crank. All three lights open the Harvest Heart.

Remember

Goal lists the remaining lights and the next route. Rest at the barn lantern before entering the last encounter.

A secret to look for

After waking the windmill, pulse the small moon nest in its loft for the Equinox Truffle. It is an optional secret.

When this place is restored

Restoring the Harvest Warden completes the six chapter solo adventure. Enjoy the finale, then return to the Hollow to finish your album or revisit favorite places.

Meet the strange neighbors

Every field enemy gives you a warning before its attack. Learn the shape, step clear, and move in while it recovers. These are the original character designs you will meet on the roads.



Pumpkin-face



Rattlebones



Chaser Clown



Draculine

Original game artwork • Pumpkin-face, Rattlebones, Chaser Clown and Draculine.

Pumpkin face

A straight lunge is its favorite introduction. Sidestep the marked line, let it finish, then strike. Running straight backward can keep you in its path.

Rattlebones

Its shield blocks frontal attacks. Circle behind it or pulse to lower its guard. When the bones fall apart, strike the fallen skull before it reforms. A collapsed skeleton is not always defeated yet.

Chaser Clown

Watch for the long rush. Step sideways before it commits, then use the pause while it catches its breath. Give yourself room beside the trail.

Draculine

It circles before opening its cape and diving along a marked lane. Watch its warning rather than chasing its approach. Counterattack once the dive ends.

A useful habit

Fight one threat at a time when you can. Make room around corners and obstacles before you attack. A free pulse can interrupt nearby enemies and give you space to move.

More strange neighbors



Ghost-o-facie



Frankenface



WhereWolf



Troll-Leo

Original game artwork • Ghost-o-facie, Frankenface, WhereWolf and Troll-Leo.

Ghost o facie

Its blue circular warning surrounds a wail. Leave the circle before it sounds. A nearby lantern pulse can interrupt it; approach for an attack during recovery.

Frankenface

Slow steps conceal a wide stomp. Back away from the marked area, then take advantage of its long recovery. Do not stand beside it trading hits.

WhereWolf

A pale lane announces a fast pounce. Dodge sideways and let it overshoot. It approaches on a slant, so keep watching its final aim.

Troll Leo

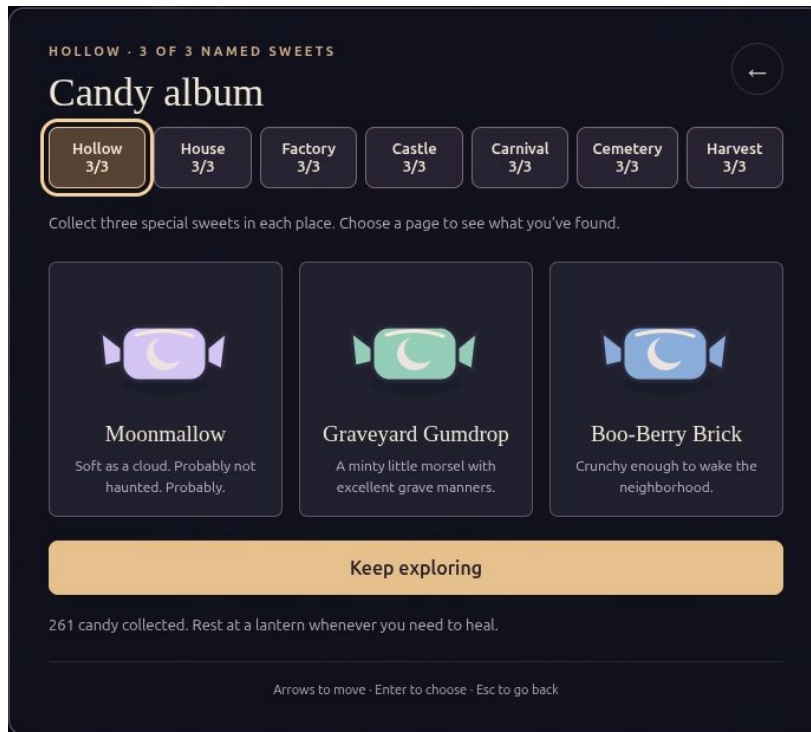
Its heavy sweep covers a broad arc in front. Move behind the marked swing or pulse its guard. Its slow recovery gives you a chance to strike safely.



The pattern matters more than speed. Read, move, respond.

For a reminder during play, open Pause → Adventure journal → Field guide. Resting lanterns heal freely; there is no reason to enter the next chapter with an almost empty flame.

The candy album



The Hollow page, with its three named sweets collected.

There are twenty-one named sweets: three in the outdoor Hollow and three in each of the six chapters. They are keepsakes of your discoveries. Your total candy count is a separate measure; reaching a high total does not fill every album entry.

Read the empty spaces

Open Album with Tab, View / Select, the on-screen Album button, or the Adventure journal. Choose a place along the top. An undiscovered entry gives a clue; a collected entry reveals its name and a little note.

Follow the unusual details

A trembling frame, a singing bookcase, a rattling crate or an out-of-reach balcony may be worth another look. Try a lantern pulse near a promising secret. For a sweet beyond a railing, search for the connected stair or another room rather than trying to cross the railing.

Named sweets are optional for completing the adventure. Return after restoring a chapter if you would rather keep the story moving. The checklist on the next page is for players who enjoy finding every wrapper.

Your collection checklist

Mark each sweet when it appears in your album. Each row is a separate discovery; this list reveals names but leaves the exact locations to your exploring.

Found	Place	Named sweet
☐	The Hollow	Moonmallow
☐		Graveyard Gumdrops
☐		Boo-Berry Brick
☐	The Crooked House	Creaky Caramel
☐		Hushmallow
☐		Midnight Mint
☐	Molasses Works	Taffy Coil
☐		Sugar Spark
☐		Boiler Brittle
☐	Blackbriar Castle	Moonmint
☐		Velvet Drop
☐		Eclipse Truffle
☐	Grinwick Carnival	Mirror Mint
☐		Carousel Caramel
☐		Midnight Floss
☐	Old Hollow Cemetery	Willow Wisp
☐		Epitaph Toffee
☐		Crypt Bonbon
☐	Harvest Hollow	Cider Moon
☐		Cornlight Crunch
☐		Equinox Truffle

Collected ____ / 21 My favorite sweet _____

A clue to return to

Place _____ What I noticed _____

Encounter hints 1 to 3

These pages reveal encounter solutions. In each arena, read the current instruction, avoid the warning, then act during the recovery window. You can retreat, rest and try again; unfinished encounters restart when you return to a saved adventure.

Lady Hush



Sidestep the furniture's marked lane. Move close while the furniture rests and pulse it. Three recovered spells light the three wards and expose Lady Hush.

Approach and attack while she is exposed. Later in the encounter, leave the chandelier's marked circle before it falls.

Boilerbelly



Move sideways out of the striped steam lane. After the steam clears, approach the numbered cyan valve and pulse it. Cool both arena valves to expose the belly core, then step close and attack.

Leave the cross-marked taffy circles before impact. These arena valves reset each exposure cycle; they are separate from the two exploration valves you opened earlier.

Count Nocturne



Sidestep the bat ribbon. During recovery, interact with the named west or east shutter, then pulse the central reflector: Silver matches west; Shadow matches east. Attack the brooch when moonlight exposes it.

When the eclipse is announced, stay inside the labeled moon-circle refuge until it passes. The audience shutters are temporary encounter controls; your earlier moon imprints remain earned.

Encounter hints 4 to 6

The Last Ringmaster



For the Mirror seal, set the mirrors left to right to Moon, Crown, Star, then pulse the star receiver. For the Carousel seal, pulse the dynamo and ring Moon, Star, Lantern. The two seals admit you to the Big Top.

Dodge the ribbon lane, falling star circle and closing curtain ring. After an act, pulse the glowing spotlight on the left, right or south. Approach and attack the exposed ribbon. Use Return to the Hollow after the final bow, or leave the ring through its southern curtain.

The Hollow Bellkeeper



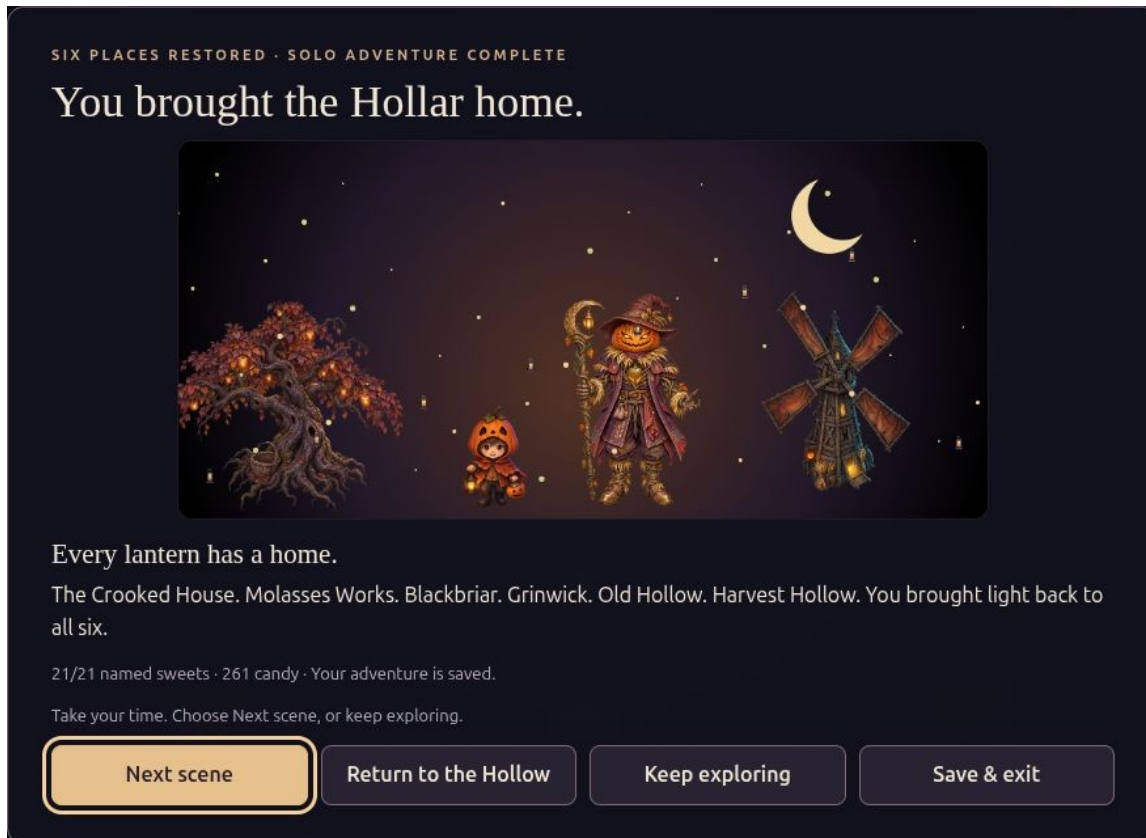
Epitaph Garden follows Dusk, Moon, Dawn. With all three memorial flames restored, answer the bell. Avoid the expanding wave, procession lanes and aimed echo beam. After a toll, approach and pulse the Bellkeeper, then attack his exposed bell.

The Harvest Warden



Restore Orchard, Corn and Wind, then enter the Harvest Heart. Dodge the marked attack. After it passes, pulse the glowing harvest lantern: west, east, then south. Approach and attack the exposed seed-heart. Rest at the barn lantern between attempts if you need to.

Enjoy the celebration



The solo finale begins after Harvest Hollow, the sixth chapter.

A restored chapter deserves a moment. When a celebration appears, release the controls you were using in the fight. Wait for the buttons to become ready, then choose Next scene with a fresh press. Take your time with each illustration and character feature.

Blackbriar Castle celebrates chapter three; it is the middle of the journey. Grinwick Carnival, Old Hollow Cemetery and Harvest Hollow still lie ahead. The final celebration follows the Harvest Warden and brings together the field enemies and all six restored bosses.

Stay a little longer

Choose Keep exploring or Return to the Hollow to look for missing sweets and revisit the scenery. Open the Adventure journal to relive an earned chapter celebration or watch the finale again. Choose Save & exit when you are ready to leave.

If you need a hand

A door will not open Check the current goal and the chapter map. Some doors need a clock or routing mode, a permanent discovery, or the previous chapter restored.

An enemy is still on the ground Rattlebones can reform. Strike its fallen skull. Other defeated field enemies clear away rather than becoming permanent obstacles.

The scene is too dark or busy Options offers Brighter scenery and Reduce motion. Adjust sound, music and volume there as well.

The road home



Original companion illustration • a quiet moment after the adventure.

By the time you reached the stone wall, your pail had become quite heavy.

Behind you, the House clock struck cleanly. The factory gave one satisfied sigh. A pale gleam moved through the castle windows, and, far off, the carnival tune found the note it had been missing.

The bell rang once. This time, it sounded like goodbye.

You sat beside your lantern and chose a crescent-shaped sweet. The windmill was turning. Dry leaves whispered across the road. Nothing hurried you.

Perhaps that was what the Hollar had needed: someone willing to stay long enough to notice what was wrong, and brave enough to bring a little light close to it.

You tucked the last wrapper into your pocket. Then you picked up the lantern and went home.

About this companion

Haunted Hollarween Adventure is a WLOVos game from Lovins Work. This guide covers the six chapter solo adventure. Gameplay screenshots and character plates use the game's artwork; the cover and closing scene are new story illustrations. The opening and closing tales were written for this companion.

Illustrated User Guide • First edition • October 2026