

# Granny 3 object places

## v1.0-v1.0.2

### All Presets

- **Lock pick** on floor outside of the **starting cell**
- **A vase** on **attic** support beams (above stairs)
- **A vase** on **attic** support beams (above broken floor)
- **Slingshot** in **second floor bedroom**'s weapon locker
- **Shotgun** in **Grandpa**'s hand (only if he is home)
- **Stones** randomly respawn on the ground **outside**

### Preset #1

- **Matches** in **first floor drawer (beside staircase)**
- **Firewood** in leftmost **kitchen** cupboard
- **A padlock key** in **second floor bedroom** right drawer
- **Teddy** in **dining room** right cupboard
- **A shed key** in **bird** nest
- **Plank** in **Slendrina's room**
- **Safe key** from **Slendrina**
- **Coconut** in **safe**
- **Bridge crank** on **old bedroom** table
- **Weapon key** in **coconut**
- **Generator cable** beneath cellar **trapdoor**
- **Fuse** in **shed** tool cabinet

### Preset #2

- **Firewood** on shelf in **skeleton's cell**
- **Safe key** in **first floor drawer** (outside kitchen)
- **Plank** behind **shed**
- **Bridge crank** inside **safe**
- **Coconut** above **third floor bedroom** desk
- **A shed key** in **bird** nest
- **Weapon key** in **coconut**
- **Matches** in **kitchen drawer** (second from right)
- **Generator cable** on **old bedroom** shelf
- **Teddy** in **shed** tool cabinet
- **A padlock key** from **Slendrina**
- **Fuse** beneath cellar **trapdoor**

### Preset #3

- **Fuse** in **first floor marble desk** right drawer
- **Firewood** in **car** trunk
- **Generator cable** in **second floor drawer** (beside staircase)
- **Matches** in **third floor bedroom** left drawer
- **Weapon key** in **bird** nest
- **Plank** above **porch roof**
- **Coconut** on **old bedroom** pillow
- **Safe key** in **coconut**
- **Teddy** in **safe**
- **A padlock key** from **Slendrina**
- **A shed key** beneath cellar **trapdoor**
- **Bridge crank** in corner of **shed**

### Preset #4

- **Coconut** in rightmost **kitchen pantry**
- **Weapon key** in **coconut**
- **Teddy** on **car** seat
- **A shed key** on left **bathroom** sink
- **Firewood** on **roof (beside broken windows)**
- **Generator cable** in **bird** nest
- **Bridge crank** in **old bedroom** wardrobe
- **Plank** on floor in **shed**
- **Matches** in **shed** tool cabinet
- **A padlock key** from **Slendrina**
- **Safe key** beneath cellar **trapdoor**
- **Fuse** in **safe**

### Preset #5

- **Plank** in **pedestal room**
- **Teddy** on shelf in **skeleton's cell**
- **Matches** in rightmost **kitchen cupboard**
- **Bridge crank** in **kitchen drawer** (second from left)
- **Fuse** on **old bedroom** shelf
- **Safe key** in **bird** nest
- **Firewood** on sill of window **above porch**
- **A padlock key** from **Slendrina**
- **A shed key** in **safe**
- **Coconut** in **shed** tool cabinet
- **Weapon key** in **coconut**
- **Generator cable** beneath cellar **trapdoor**

## Preset #6

- **Teddy** on **living room** sofa
- **Firewood** in **kitchen** stove
- **Plank** on **porch**
- **Matches** in **second floor bedroom** left drawer
- **Coconut** on **attic** support beam (beside Grandpa's vase)
- **Bridge crank** on **old bedroom** bed
- **A shed key** in **bird** nest
- **A padlock key** in **shed** tool cabinet
- **Weapon key** from **Slendrina**
- **Safe key** in **coconut**
- **Generator cable** in **safe**
- **Fuse** beneath cellar **trapdoor**

## Shotgun Ammo

### • Extreme (and below)

- Inside **car**
- Inside **car**
- On the **dining room** bookcase
- On the **dining room** bookcase

### • Hard (and below)

- On **first floor** marble desk
- On rightmost **kitchen counter** (beside door)
- On rightmost **kitchen counter** (beside door)

### • Normal (and below)

- On **third floor bedroom desk**
- On **third floor bedroom desk**

### • Easy

- In leftmost **kitchen pantry** (beside stove)
- On **second floor drawer** (beside staircase)

## Granny

- **Third floor - Bedroom;** between the bed and desk
- **Second floor - Armchair room;** in front of the fireplace
- **First floor - Outside;** behind the shed
- **Cellar -** Corner across from player's cell

## **Grandpa**

- **Third floor - Spiral staircase room;** by the gate control panel
- **Second floor - Dining room;** in front of the bookshelf
- **First floor - Porch;** back corner (where plank is on preset #6)
- **First floor - Outside;** behind the shed