

On the Subject of The Duck

moo.

The module will start off as a closed curtain. To solve the module, you must click a duck part to tame the duck. There are only five parts of the duck you will be able to click, and only one will work.

○
pretend there's
a duck here

they don't pay me
enough for this >:(

Curtains

Based on the color of the curtain, you can figure out the personality of the duck.

| | |
|--------|-----------|
| Blue | Friendly |
| Yellow | Impatient |
| Green | Shy |
| Orange | Stubborn |
| Red | Murderous |

Approach

Click on the curtain to pull it back. Based on the personality from the last section, approach the duck using the first method in the corresponding row.

| | |
|------------------|---|
| Friendly | Walk to the duck, run to the duck, sneak up on the duck |
| Impatient | Run to the duck, fly to the duck, dive at the duck |
| Shy | Sneak up on the duck, swim to the duck, approach with caution |
| Stubborn | Dive at the duck, swim to the duck, sneak up on the duck |
| Murderous | Approach with caution, sneak up on the duck, dive at the duck |

Duck Part

Based on how you approach the duck, click the corresponding part of the duck.

** Duck parts are from the defuser's perspective, not the duck.*

| | | | |
|-----------------------|-------|----------|-------------|
| Dive | Belly | Sneak Up | Left Foot* |
| Walk | Afro | Swim | Right Foot* |
| Run | Beak | Fly | Eye |
| Approach with Caution | | Tail | |