

Fractured Mind

The game centers around an individual who wakes up in a house and has no memory of his staying in the house. However, players might find that he sometimes utters unrelated words (such as finding her wife and daughter even though he can't remember who he is) which are part of the character development of the individual. In fact, as it is revealed upon the completion of the game, this mere human turns out to be an artificial intelligence in the process of training for self-consciousness and free-will. As it turns out, he is actually non-existent but he is put into existence via his consciousness. The game is actually set into the future, when people have highly advanced AI and an existential crisis which is putting humanity on the brink of extinction.

Optimal way to play the game and complete it

1. The player wakes up in the bedroom. He examines every item around him in the bedroom. They notice an old key on the table. This old key is actually a key to open a hidden door right behind his bed. Players could read this walkthrough and move the bed at the start of the game to reveal the first hidden door and use the old key to open it. There is also a backpack in the drawer that the player can take in order to increase his inventory storage limit.
2. The player goes to the corridor. They examine the bookshelf and all of its books. These books are very important for getting some ideas and clues about the game as a whole: specially the tower of hanoi puzzle that the player would encounter at the puzzle room one (see map for reference). Also behind the bookshelf lies the hidden door two. Just move the bookshelf.
3. The player goes to the baby room. Examines everything, sees some writing in the doll. This is reversed ("Find hidden doors"). So the player gets an idea that there are hidden doors in the game.
4. The player goes to the stairs. They should take the shovel with them (for later use) and also examine the painting.
5. The player goes to the living room, examines everything and takes with him the car key, battery, phone (optional) with them. Other elements such as the TV gives only hints about the story of the game and nothing more than that.
6. The player goes to the kitchen. They examine the fridge and find some medicines and a bottle of water. It is not really necessary for them to use them but they can use them to increase their health nonetheless.
7. The player goes to the yard. They need the shovel in order to dig a pile of trash and reveal a hidden key. This is the key to the garage. They use it to open the garage.
8. The garage has a car and a painting. The player needs the car key to open the car and move it in order to reveal the third hidden door.

9. The third hidden door does not need keys to open it. You just need to rotate(move) both the paintings in the garage and the stairs to unlock the door.
10. You need key two to unlock the hidden door two which is found inside the car in the garage. Take it and go to the corridor to unlock it (if you moved the bookshelf before).
11. Upon opening all the hidden doors, you go to the puzzle rooms (three rooms). However, puzzle room one is locked from both sides by two and three, so puzzle room one will only open after you have opened both the doors from both puzzle room two and three. Use key-two (NWS -> E missing as in NEWS) in puzzle room two and old key (other than E) in puzzle room three. Then go to the puzzle room one.
12. The final puzzle involves a tower of hanoi type locker. You need to add objects into cells in the manner of the puzzle and complete it with 7 moves (only add operations are counted as moves). Read the tower of hanoi book carefully and browse the internet if you can't do it.
13. The final room has nothing special but just story development and another phone. You can use the battery you had earlier from the living room to work the phone. Then when you use the phone you get a message from the people behind the creation of artificial consciousness. Then they give you a choice as to whether stay in the game or to exit the game through the exit room. If you want to stay (maybe), then quit the game using the "quit" command. But if you want to end the game (beginning of the story to be honest), then exit the room and go to the exit room.