

NOTE: Due to various circumstances, I couldn't completely finish the game. I fully assume the lowered grade I'll get due to the low quality of certain sections, but this note is mostly to let you know that the "hard heist" route described in this walkthrough is not implemented and will bring you back to the route selection.

Instructions

When you start the game, you will be given a short introduction to the game world and main character as well as a chance to name your character. The instructions to play the game are given in "the game world", but here is a simplified version:

At any time during play, you can use the "see character" command to see the protagonist's character sheet.

All commands are done using the verb phrase model. Moving around the game world would use a command like "go to the living room". The command system is flexible enough that "go living room" and "go to the apartment's living room" would work. If you are unsure where to go next, the "look around" command can help you get a better understanding of your surroundings.

When a challenge happens, the system will roll a dice pool for both you and the challenge. It will roll a number of dice equal to the attribute related to that challenge and add +2 to each of these dice if you have an object that can help with that challenge. A turn happens in two phases, the first phase is the attack phase and the second is the defense phase. After the two phases are played, a new turn starts.

During both phases, you need to choose one dice to use against the challenge's dice. In the attack phase, you need to beat the challenge dice to hurt the challenge. In the defense phase, you need to equal or beat the challenge's dice to avoid getting hurt.

The challenge ends when you hurt the challenge beyond the target number or you lose all your HP.

Looking up the scenes

All the game is contained in JSON files found under the "content" folder. Each file is an array of scene objects that describe what should happen within the game. If you need to check the results of a scene or debug anything, these should be the place to go.

Chapter 1

The first chapter of the game happens in the protagonist apartment.

Walk through

Use the command: "answer phone".

Options

In room:

- "look around"
- "check computer" for description
- "use computer" to move to the computer scene
 - "look around"
 - "play solitaire" for +1 smart
 - "read email" and "check internet" for descriptions
 - "go back" to go back to the room
- "check phone" for description
- "answer phone" to skip to chapter 2 if the phone is ringing
- "go living room" to move to the living room

In the room, doing any action other than answering the phone or checking objects will make the character miss the phone call. The command "listen voice message" can then be used to do the same action as "answer phone".

In living room:

- "look around"
- "check bookshelf" for description
- "read book" for +1 smart
- "go room" to move to the room
- "go kitchen" to move to the kitchen

In kitchen

- "look around"
- "take knife" to add a knife to your inventory
- "leave" to be told to answer the phone
- "go living room" to move to the living room

Chapter 2

The second chapter of the game happens in Henry's warehouse and includes training your character and choosing a teammate.

Walkthrough

Use the commands: "accept" -> "go train" -> "flex muscles" -> "train lock-pick" -> "watch tv" -> "use workshop" 2 times -> "ask Henry" 2 times -> "get rope" -> "ask anna" -> "ask join"

Options

On the phone with Henry:

- “ask job”, “ask security”, “ask robbers”, “ask jewel” for more information
- “accept” to continue
- “refuse” to lose the game

In the warehouse:

- “look around”
- “go train” to move to the training room
- “go team” to move to meeting the teammates

In the training room:

You can choose two choices out of these. When a third is chosen, the game moves to the next room.

- “look around”
- “flex muscles” +2 brawn
- “read books” +2 smart
- “train lock-pick” +2 skill
- “watch tv” +1 skill, +1 smart
- “practice knife” +1 skill, +1 brawn

In the equipment room:

You can choose four choices out of these. When a fifth is chosen, the game moves to the next room.

- “look around”
- “get knives” +2 knives
- “get rope” +2 rope
- “get lock-pick” +2 lock-pick
- “get explosives” +2 bomb
- “ask henry” +1 knife, +1 lock-pick, +1 bomb
- “use workshop” +1 lock-pick, +1 lock-pick, +1 rope

In the team room:

You can choose any team member you want, all three team member have the same options

- “look around”
- “ask boris” to question Boris
- “ask stan” to question Stan
- “ask anna” to question Anna (Best choice)

All three have these options:

- “look around”
- “ask opinion”, “ask suggestion”, “ask speciality” to get more info
- “ask join” to chose that team member
- “reconsider” to go back to the team room.

Each team member gives another boost:

- Boris: +3 brawn
- Stan: +3 skill
- Anna: +2 skill, +1 rope, +1 bomb

Chapter 3

The third chapter is the actual heist. there are three possible routes with varying level of difficulty. Each team member will suggest one route when questioned back in chapter 2.

Walkthrough

Use the commands: "explore side" -> "look secret" -> win the challenges -> "steal jewel" -> "flee"

Options

In front of the bank:

- "look around"
- "enter front" to get into the bank (Medium route)
- "explore side" to explore the side of the bank

In the bank, going in from the front (Medium route)

- "look around"
- "go back" to go back outside
- "talk cashier" to try to convince the cashier you are a janitor
 - "look around"
 - "ask bank" and "ask security" for information
 - "convince" for difficulty 3 challenge
- "make scene" to enter by force (triggers an alarm)
 - difficulty 6 challenge
- "try infiltrate" to try and use the service door
 - difficulty 5 challenge

Inside the bank during the medium route:

You'll face two challenges, both difficulty 3

Once in the vault, you have a few options. You can steal four times if the alarm was not triggered and 3 times if it was.

- "look around"
- "steal jewel" will steal the jewel
- "take money" will steal some money
- "flee" will trigger a difficulty 5 challenge then end the game.

Outside the bank:

- “look around”
- “take guard” would trigger the hard route, but not implemented yet
- “convince guard” would trigger the hard route, but not implemented yet
- “look secret” moves the character to the easy route

Inside the bank for the easy route

The easy route starts with three challenges, all difficulty 3

Once in the vault, you have a few options. You can steal five teams before getting caught.

- “look around”
- “steal jewel” will steal the jewel
- “take money” will steal some money
- “flee” will end the game.