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# SUPERGOOSE\_64

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## The story:

SuperGoose tells the story of the Gooman. This story has different endings, but here we are just going to tell you one ending. Even though, you can find the logfiles to reach all the possible endings in the folder walkthrough. So be aware, spoiler ahead!!

A failure of an experiment during the cold war to make the perfect soldier made this calamity that is our main character: the Gooman. Somehow, you are inside the body of a Goose and you share your body with two souls. You wake up on a Hibernation Room, surrounded by many more other failed experiments that didn't have the same luck as you did, sadly. You decide to go exploring around.

First of all, you can explore the nearby zones. You will soon discover that scientists have left. So, on your own, you will have to get out the laboratory. You will need to get a crowbar to open the path to the stairs. In the north part of the first floor, you can find it easily, at the large warehouse. Use it to open your path.

Now that you are on the first floor, you will easily reach the hall. But god damn! The door is closed. Where can you find the keys? Think for a second... maybe you left something behind? Get down and search again. Is that a key near the warehouse? Yes, that's it! Let's take it and see if it works... Voila! You can now scape!

But sadly, you have escaped as a Gooman. Probably you aren't going to last long. Maybe you should search some more on the deeps of our game? Maybe on the deepest floors? Look around!

Next, you will find some maps with each floor distribution and a description with the things you can find on each of them. They have all the information of each floor, so they will spoil much of the game, but at least, they won't be as descriptive as the previous explanation. Don't read them if you want to have real fun!

## The controls:

### *ProMode (P)*

ProMode is used when you are going to move repeatedly. It allows you to move immediately without needing to press enter. To activate it, just press P and enter. You will now be in ProMode. Use WASD to move in any direction you want to, as Q or E to move above or below. To deactivate it, just press P again.

### *Movement (M)*

In normal mode, you will be able to move in any direction (if allowed) by pressing "move" or "m" followed by any cardinal direction or up and down, or you can press WASD and Q and E to move in any direction without the need of "m" or "move".S

### *GRASP (G)*

This command is used to grasp objects from the floor and put them in your inventory. It will only work with nearby, visible and moveable objects.

To use it, type "grasp" or "g", followed by an objects name or its identifier.

### *LEAVE (L)*

This command is used to drop objects from the inventory to the floor. Careful, because it works with dark rooms.

To use it, type "drop" or "d", followed by an objects name or its identifier.

### *CHECK (C)*

This command will check the space if no object is added after it or the given object.

To use it, type "check" or "c", followed by an objects name or its identifier. Leave empty to check space.

### *OPEN (O)*

Used to open closed paths, like doors or blowable walls.

To use it, type "open <path> with <key-object>". Careful, sometimes this will mean losing the object!

### *TURN ON - TURN OFF (TON-TOFF)*

Turn on works to light up or down rooms. You will only be able to use it with growable objects or sometimes with buttons.

To use it, type "turnon <growable-object>" or "turnoff...".

### *SAVE (SV)*

This command will save your game and store on the save\_games folder.

To use it, type "save" or "sv", followed by the name you want to give the file. (Default: "autosave.game").

### *LOAD (LD)*

This command will load a game from the save\_games folder.

To use it, type "load" or "ld", and then choose the file you will want to load.

### *HELP (H)*

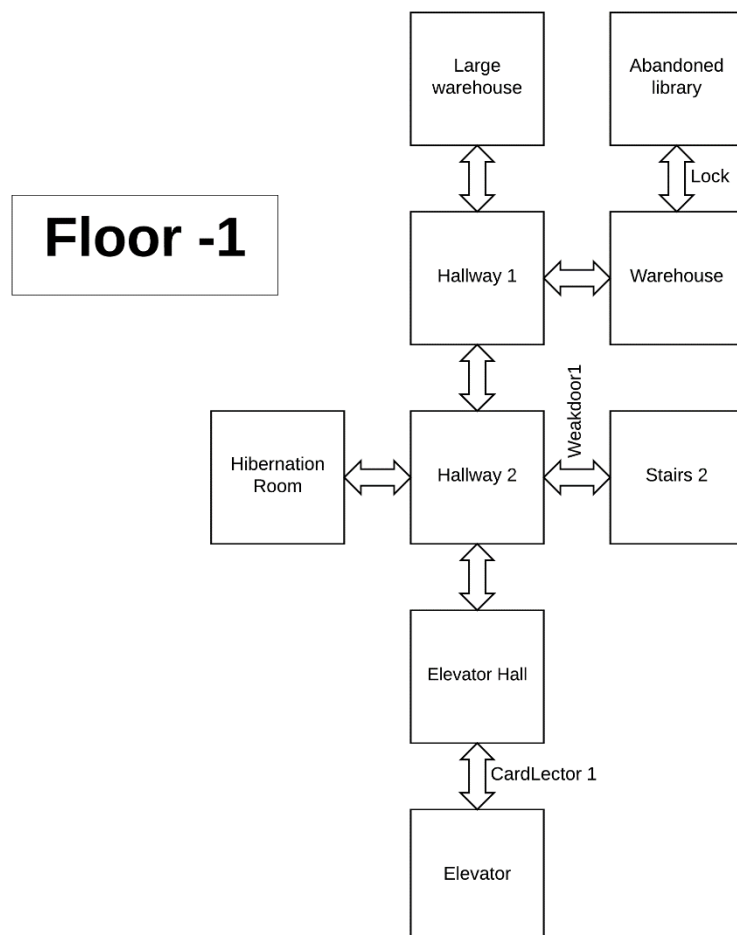
This command will open this command guide for you.

To use it, type "help" or "h", and the guide will be opened.

## The maps:

### Floor -1:

This is the starting point. Here you can find rooms as the warehouses or the old library. You will start at the hibernation room, and from here you have two possible paths: you can go upstairs and try to escape through the Hall, or you can go downstairs (no return) and try to see if you can yet scape from this point.

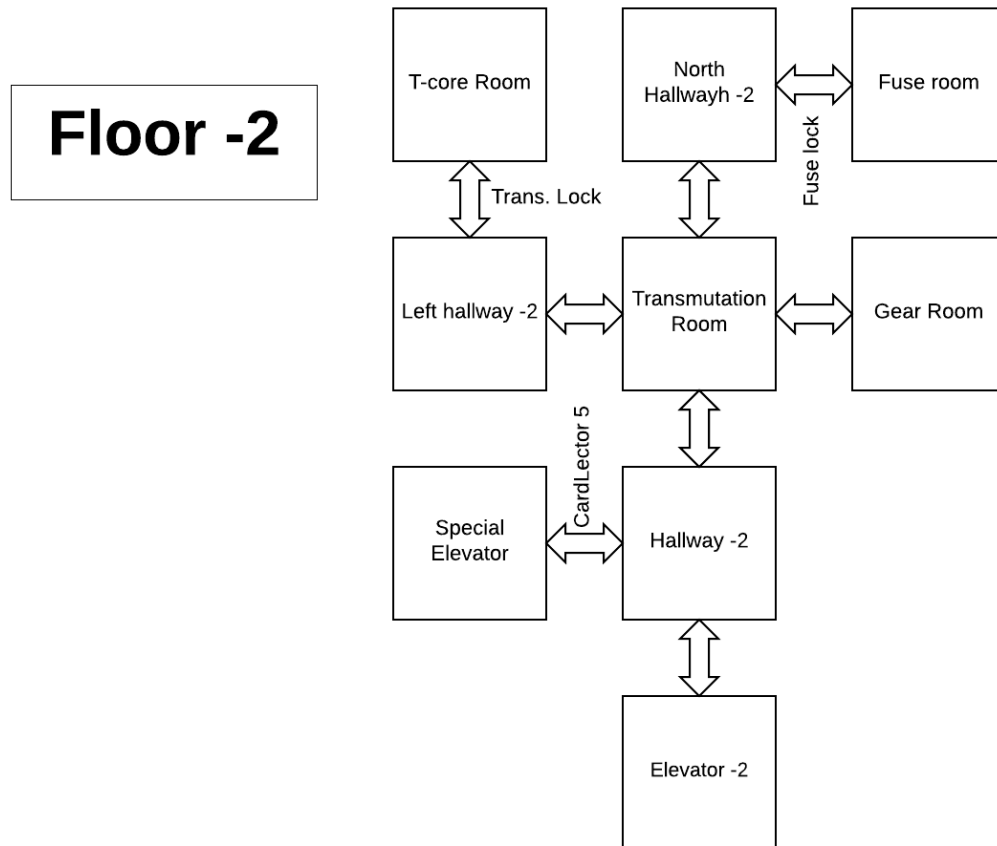


#### Objects on this floor:

- A key on the warehouse opens the lock on the same warehouse.
  - A crowbar on the Large Warehouse opens weak doors.
  - Id Card 1 its on the abandoned library opens cardlectors 1, 2 and 3.
  - A bookshelf is located on the abandoned library.
  - An amulet is located on the hibernation room. Does nothing if you are sceptic.
- \*Non commented paths are just normal paths\*

## Floor -2:

If you decided to go down on the previous floor, you will now be on the floor -2. Here you will find all the transmutation related rooms, responsible of your transformation. Now you have no way back, so your unique chance is to make the transmutator and try something different... From here you will be able to go to the deepest floor.

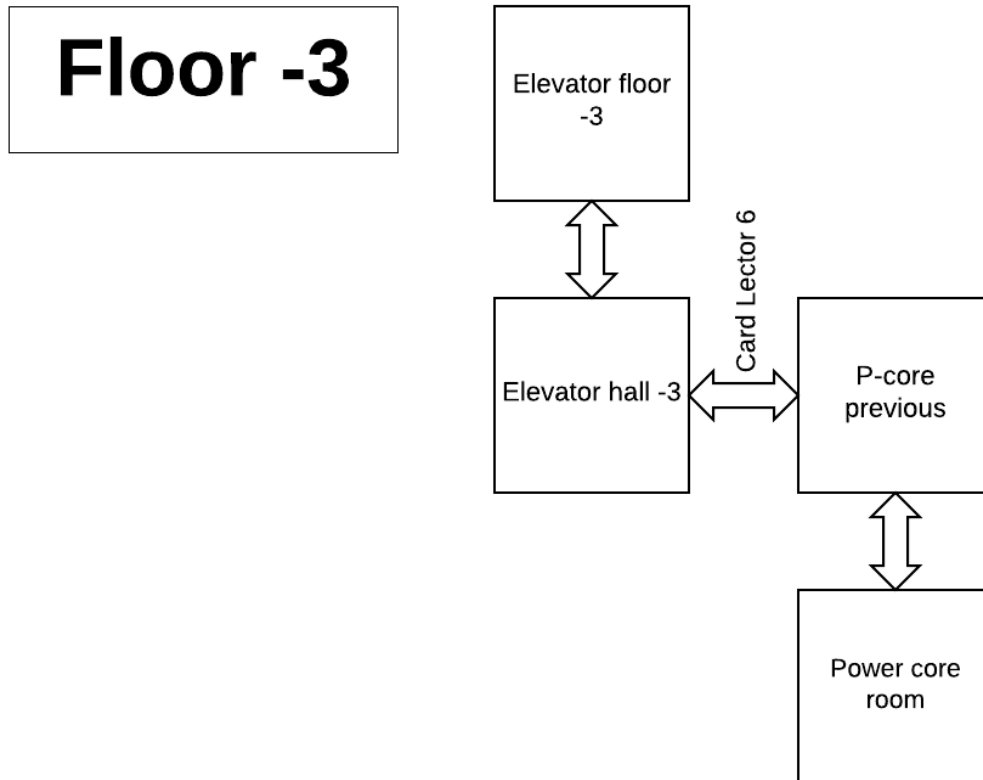


### Objects on this floor:

- FuseKey is located on Left hallway -2 and opens the fuse lock.
- StrangeKey is located on Fuse Room and opens the transfusion lock.
- TransCore is located on T-Core Room. It allows you to separate yourself in two halves.
- Gears are located on the Gear Room. They are needed for the transmutation machine.
- Fuses are located on the Fuse Room. They serve to make the transmutation machine work.
- Generator is located on the Gear Room and does nothing but decorate.
- Coca cola is located on Transmutation Room and does a great publicity.
- A red barrel is located on the Left hallway and may explode somehow.

## Floor -3:

This is the deepest floor. Here you will find the power core room, where you will find some stuff to maybe try to become the SuperGoose. No spoilers here, as this is like our secret ending. Sorry.

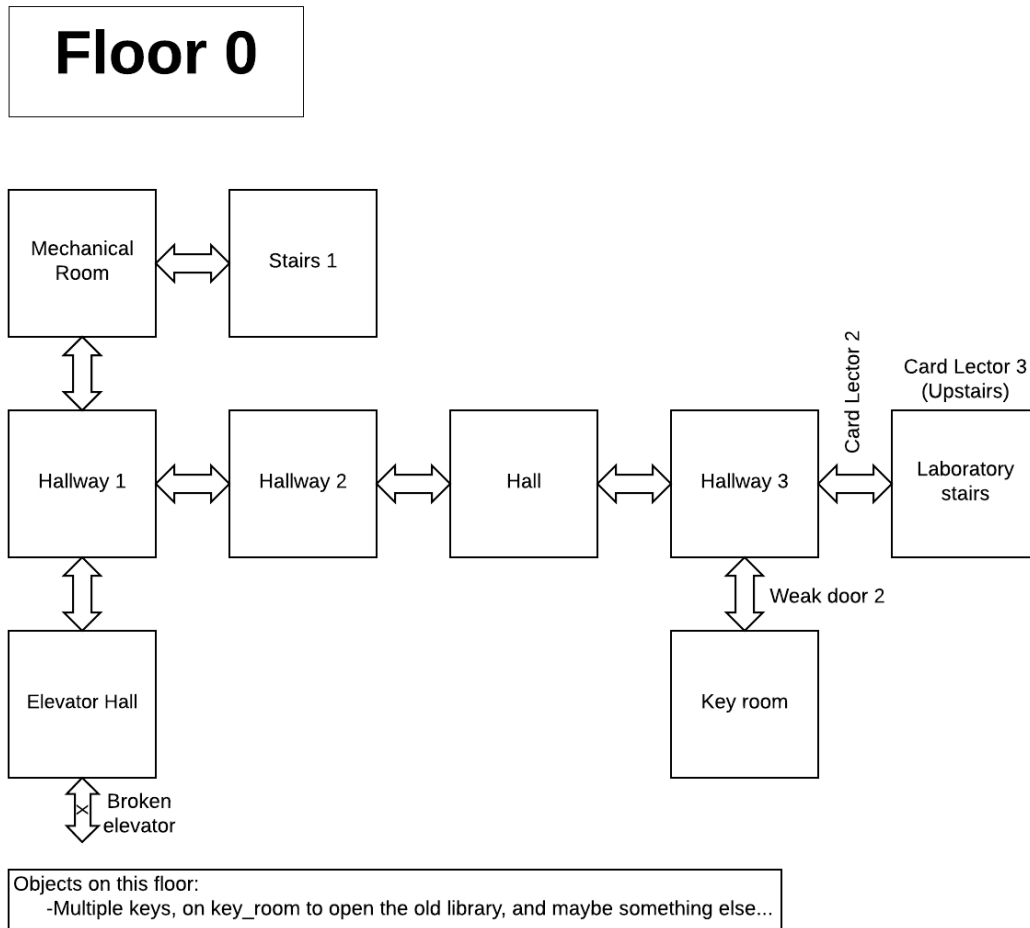


Objects on this floor:

-The power core is located on the power core room. It is similar to the trans core.

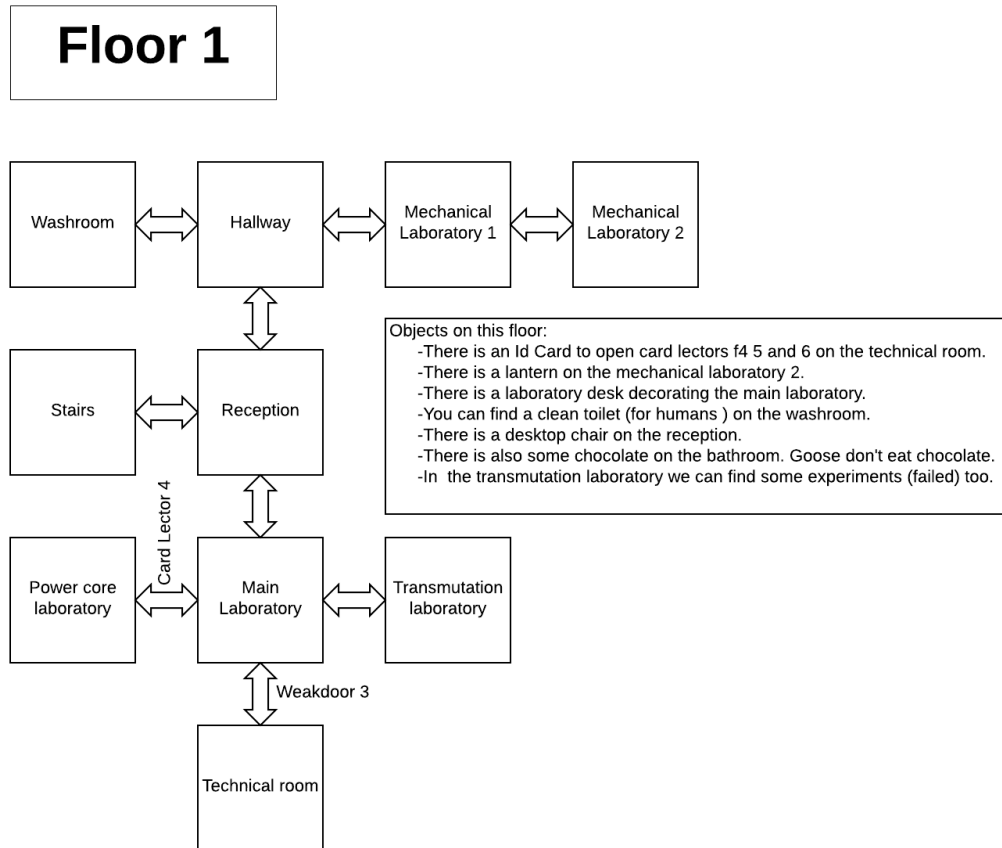
Floor 0:

If you decided to go up from the starting floor, you will now be on this floor. Here you can find the Hall which you can use to escape, as many other interesting stuff. Explore and see what you can find, maybe you can see some interesting things about your story. Not going to spoil this as it is pretty easy to investigate this zone. Have fun exploring!



## Floor 1:

The highest of the floors. You can see a great view from here. Here there are the labs, where you can see more about yourself.



## The endings:

Here we will briefly tell which the possible endings are (**SUPER SPOILER AHEAD**):

### YOU SCAPED THROUGH THE HALL:

Somehow, you managed to get the needed key to open the principal door and scape the lab. The scientists who had the guts to go back to the lab didn't even know how you survived or how did you escape. Even though, as a Goose you are going to have a hard life. Things aren't easy in the geese world, so take care of yourself and try to find a goose princess to make your life easier and hit a "braguetazo".

### YOU DIVIDED YOURSELF INTO THE GOOSE AND THE MAN:

You managed to find a way to divide yourself from your Goose body and now you are split again. You decide to adopt the Goose and take care of it. Now it is your life partner. Scientists were surprised when they came back to the laboratory and saw you there, sitting on the reception, waiting for them to appear. You might become rich for suing them for what they did to you!

### YOU BECAME THE REAL SUPERGOOSE:

You went a bit crazy and decided you would try to rule the world. You have become a vital part for the Geesengers and the world loves you. You use a goose wing as your shield and now you are getting in problems with justice due to some Goose called Iron Goose, but it's all going to be OK.

