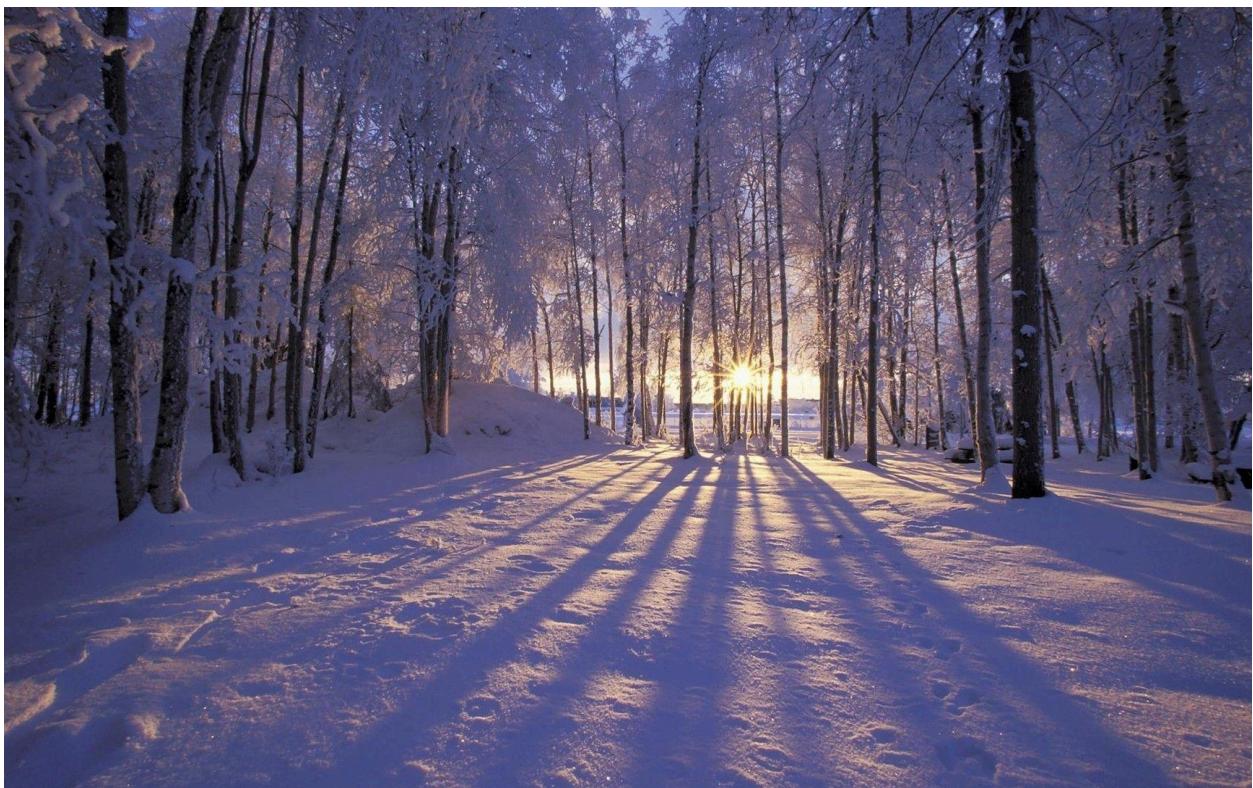


Caged Bird Walkthrough

You will need an internet connection in order for the game's images to load.

Before I say anything, I HIGHLY suggest you try to play through the game before consulting this walkthrough. I've tried my best to leave in-game hints for every necessary action. Only use it if you get stuck. The walkthrough begins on the next page.

The only material I used that wasn't my own was this image, which was pulled off a google search for "snowy forest images." I then edited this image to fit the aesthetic of my game.



The story of “Caged Bird” follows Corrine Dumont as she tries to escape from a Soviet forced labor camp. The gameplay follows an open world structure, and you progress by observing, talking to, and trading with other people in the prison. There are only two types of endings: escape and death. While you can die in a few ways, there are a couple strict requirements you must meet to escape. To successfully escape, you need 4 things:

1. Branch Cutters

These allow you to cut through the chain-link fence at the front of camp. You can get them from the equipment shed, but you’ll need to find a way to distract the guard in front. There’s a certain group of people that hangs around in the Common Area around afternoon time that might help you with that. Of course, you can’t just walk around with branch cutters: someone will notice. You’ll have to stash them somewhere, maybe some bushes.

2. Radio

You need a way to distract the guard at the front gate so you can cut the fence. Thankfully, the guard is a music lover. The office provides you with a broken radio, which you can get working by talking to various other prisoners. Grigoriy, the thin prisoner, is a tinker and can repair the radio, but you still need a power source. Conveniently, one of the prisoners in the lower shacks is in possession of some batteries. You’ll have to get them from him somehow. He’s willing to trade, but he’s also rather picky. If you find the right item, he’ll trade with you, but there are other ways of getting the batteries from him. Once you have the radio working, you can give it to the gate controller, but he’ll be suspicious unless you can answer a few questions.

3. Guard Jacket

Nighttime is your best chance for escape, but a few guards still roam the yard at those hours. You’ll need some way to blend in at night. Luckily, on day 4, the Starshina offers you just that: a tattered old guard jacket. However, to get it, you must sell out one of your fellow prisoners, who is distributing contraband, and you must find the guard supplying him. There’s only a few prisoners, so you’ll figure out who it is quickly enough, though you might have to invade some privacy. For finding the guard, I suggest hanging around the south field in the morning; that’s where the shipments get unloaded. Make sure to take your time and pay attention to what happens. Report back to the Starshina if you ever feel stuck. Sometimes you just need to sleep on it.

4. A Place to Go

Running off randomly into the dead cold of Russia sounds like a death sentence. You at least need some semblance of a plan for after you make it out. By talking to the religious group in the camp, you learn of an abandoned town nearby. Far enough from the camp to be out of sight, but not too far to run.