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Project 3 Gameplay Walkthrough

1. The player wakes up in a box on the south east corner of the bedroom. He then rips his way out of the wrapping paper and sees that he is at the lower end of the pile of presents.
2. Half-beaten and utterly destroyed toys litter the room. The player needs to escape before it is time for the child to open their birthday presents. The player can now move freely and will find that escaping through the window is the best option.
3. An action figure who is missing his legs calls out to the player. When the player talks to him, they learn that the best potential way to escape is by creating a staircase to the window. He talks about how many have tried to escape, but it wasn’t possible with the shape they were in. This implies that once the kid plays with the player, they will be too damaged to escape.
4. The presents will act as the first few steps. The player must drag them over to under the window. The presents are quite small, so only a fourth of the staircase will be complete. There is a specific order they need to be put in, and once that order is met, a chime will sound.
5. The next step will be to knock over the nightstand, which is already wobbly due to a loose leg. The player alone is not strong enough to pull out the loose leg, so they must get help from another toy. With further investigation, the player will find most of a dinosaur clamp toy. The upper jaw is missing and must be found.
6. The upper jaw can be found just behind the toybox, but it needs two springs to be properly attached. One spring can be found in the remains of an analogue clock on the southwest side of the room, and the second is stuck to a piece of gum on the dresser. In order to get the stuck one, button mashing will ensue. The player can then put together the dinosaur clamp toy and use it to pull the loose leg out from the nightstand. This will create the second fourth of the staircase to the window. The clamp toy will cry in agony for the rest of the game, wondering why he was brought back to life after finally being able to rest.
7. The next part of the staircase will be created by using darts. There is a dartboard near where the dresser fell, and the player can make some steps using darts thrown at it. The darts can be found where the nightstand had just fallen, since they were in one of the drawers. They fell out when it tipped over. The player is too weak to throw the darts at the dartboard, so they must find something to help them.
8. A slingshot can be found under the bed, way in the northeast corner. Once the player has the slingshot, they must find a spot to shoot from. A few toy soldiers can be found far in front of the dart board. This is where the player needs to stand in order to get the best results. From here, the player will need to shoot at spots indicated by the UI. If the player misses that spot, the dart will simply bounce off the board and will have to be recollected. Once the darts are in the right spot, then the third part of the staircase is complete.
9. The last step will require the player to throw a slinky at a hook on the ceiling just above the window. The only slinky that can be found is inside a box that can only be opened by solving a tangram puzzle. All the pieces needed for the puzzle surrounds a small box at the base of the bed on the floor. The blocks can be picked up and put down on different locations on the top of the box. Once everything is in the correct location, there is a click and the box will be able to open. The player must then grab the slinky, go to the top of the steps they have made, and throw the slinky toward the hook. This will spring the player up onto the window sill and they are now able to escape.

Example of the tangram puzzle:

