

Walkthrough

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Written By: Nebraska
nebraskamozell@gmail.com

Revisions:

1.0 First digital draft, FAQ for Part 1 complete

Contents

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1. Items list
 2. Area summaries

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Items

Clue Map - first inventory item, lets you look around different areas
Puzzle PC - use when you need to store extra items that can't fit in inventory
Bicycle - near doubles your vroom-vroom
Feeling - an undone debt OR a doing's debut
Idea - life's spice for a cold brain's spaghetti noodle
Excuse - sturdy fluff to pad the account
Joggers - cold-weather wear to prevent random encounters in the wild
Function - a reason why/not; as per your tater fry/tot
Defeat - loamy surf and foamy sand where the undertow meets the upperhand
Story - prime substrate, gnosis formant, jest adhesive
Experience Points - every 100 experience points you level up
Socilloscope - social oscilloscope (O silly scope joke). you walk into a party, unsure if you should've come. on the credenza to the right? spent aluminum columns in a conspiracy of decarbonation. a candy glaze of nostalgic nystagmus crusts your eye as you remember your favorite conspiracy you'd ever been in. it was your only and very favorite. can you nurture the wound of a conspiracy here safely at this party? Girl-Lisa's flirty-first mirthday party? on furlough from Burlsborough for a churlish girl's tallow candle prandial bandying? Reynolda Meymandying!? tarry not at the bandy, for as is known: a slop trough teems with slop froth. thus, who's to trust?

pass the secretary and double take, for there it is: the Soscilloscope, a clean ultrateal band of electric line repeating and morphing at a solid-state clip to report to you the precise nature of this party's exact vibe, with four leading zeros, within 10 significant digits of the first nearest order of magnitude closest approximating the quality rating of the chunks of feldsparty found in the clumps of tilled-mirth scattered around the corners of of the surging, vaulted soiree of Girl-Lisa. Obtain the Soscilloscope. Equip. Study the vibe. Discover one free can each of Surge and Vault in Puzzle PC.

Paper - used to record notes and keep track of acquaintances

Picture-Cards - collectibles that are used to unlock later areas

Zebo - Fun doll to collect in hidden zones

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CHAPEL TOWN

This is where you begin your game, in your room. Use the D-pad to walk and press start to view your menu and your inventory. Look around the room for awhile. There will be a collection of painful memories near the picture on the shelf. If you press A, you'll hear a roommate doing something. Tap A to hate them. Tap A slightly slower to just leave it alone and do nothing. Walk downstairs, and look out the window of the door to see if you notice that every part of your body is in pain. This is a good time to decide whether you will eat twice or half as much as you mean to for the rest of the day.

ROUTE 1

This part is pretty straightforward. The only thing to make a note of here is that every step you take after setting foot outside your home, you take your life in your hands. Memorize the certain combo of button presses that keeps your tender shirt buttoned. Bring sunglasses and wear joggers because a jogger will be on this route 30% of the time, and if the jogger sees you look at him you'll feel bad for at least two different reasons. Don't worry if the sunglasses don't express your personality, it's not too early in the game at this point to reset.

STORY HAMLET

This location is mostly a tutorial, and it's the first part of the game where you'll encounter wild Stories. If your time isn't worth

anything to you you can listen to every Story and tap A to care about the Stories and gain Experience Points that way. Otherwise the market in the next town sells special perfumes that smell really good to you that you can use to push people away from you.

EMERALDBORO

This is the beautiful modern metropolis with lots of built-in green spaces. Go to the job center for four to ten hours to heal your bank account, then go to the market to wound it. The way you get wounded counts toward Experience Points, which start to matter later. The only people here are bosses and coworkers. You can't love them yet so just fight to control the urge to steal. After you leave the market, the first guy you see will say something toward you, and to avoid understanding what he says just pretend you're going somewhere important on purpose. Check garbage cans near here once you're out of his sight. One should have a secret switch hidden in it that reveals a gravel path and takes you to the Woodsmith. He'll try to sell you useless tools made out of wood that should be made out of metal, like a wood frying pan. But he'll also listen to up to a total of three Stories of any length and so if you weren't able to repel enough stories on Route 1 and got weighted down with Stories this is a good place to unload them.

BIRD PATH

To get from Emeraldboro to Route 2 you have to unlock Bird Path. To do this, stand around awhile until the Bird Parade, which happens at sunset. The birds won't know it, but you're memorizing their song to blackmail them later. Fashion a baton from sticks near the path and tie a red streamer to it, and offer to lead their parade. Ask twice, and while you're doing this in the game, whistle out loud wherever you're sitting in real life for luck. 10 Cheer will appear in your inventory. Mash down on the D-Pad to march proudly to the south path, and distribute Cheer and seed-studded suet evenly to the spectators on the west and east corridors. A kit of food and paper will be given to you as a reward for your kindness. But because birds gave it to you, it's scraps of newsprint and hard green berries. Act like you save this to your inventory but then throw it away or feed it to a dog. Note a corner Zebo on the map's southwest flank.

ROUTE 2

Just follow the path to the Function Tutor. She'll ask you to describe something you did. This part affects the rest of the game so it's ok to lie. She'll also ask you who you are, and for this part definitely don't lie and make sure you know which one of the four options she gives you you are. Based on your answers, from now on after work you go to whatever Function she teaches you. There are five different Functions in the game and they're all a little too far away so for now don't worry about this part.

HILL CITY

In this city, Hill Puppets crowd around you if you stand still too long, so keep moving! Near the center of the city there are 10 Pictures-Cards you can collect. Right now your inventory can hold 3 at a time but you only need 1 or 2 to get started. Look near the tree and write a poem if you have extra time but don't let the poem rhyme or it can crash the game. The pictures you have in your inventory determine which NPCs you can interact with down the line. If yours matches theirs you'll get compatibility boosts and can gain Experience Points. All the pictures are of things you don't like, so you can choose not to pick any Pictures-Cards up and not interact with NPCs later too.

ROUTE 3

There's a medicine stand near the start of this route and if you didn't waste your paper writing a poem already you can write a prescription to hand to the medicine stand attendant, who will give you something that's equal parts remedy and poison for whatever condition you made up on the prescription. You don't have to learn yoga now but you're going to have to learn it eventually. Walk east up the path to visit the Function and try to find a way to be vulnerable with a stranger. Once you've gone back to Route 2 to find the Function Tutor again and change your Function, go to the new Function but make an old mistake. Check your email at home using the computer in your room, you should be able to learn the TM02 - ONLINE SHOPPING if you check all the mail folders. But don't check all the mail folders because in one of them there's written proof of something you used to think was true.

ROCKS TOWN

This town is surrounded by hard boulders and all the buildings are made of polished stone. They're the number one tombstone granite exporter in the region and you may consider investing in TombCorp because only more people are going to be dying as the game goes on. There are four Imposters that walk the perimeter of the town on a regular cycle of 3pm 6pm 9pm 12am, look for them near the community center path on the northwest edge of town but be careful not to look in any mirrors while you look for them because you'll also see an imposter there too. After you meet the 3pm Imposter you can give him a Pictures-Card, and if he's upset enough he'll start the 3pm Quiz. The answer to the first question is Compromise, the second question is Regret, and the third is Hyper Beam. Then he'll ask you if you'd rather understand or be understood, and you can use any of the wooden knives you picked up from Emeraldboro to maim or wound him.

ROUTE 4

There are young people on this route that you can interact with directly or by using your Socilloscope. One will teach you HM04 - RELATE which is the first Hidden Machine, meaning it has uses outside battle. When you get to FLIP-TOP CITY, you can use RELATE as an Excuse to ignore being productive, but that's not until Part 2. If you don't have enough Stories you can use Excuses to win battles pretty consistently until Route 16, when the Defeat Professor teaches you that all those battles you won were actually against yourself. After that your inventory will only hold three Excuses but as long as you can find someone in a new town who hasn't heard them you can keep using them and they won't be depleted. There's one dog in this town who says he knows how to conduct trains and it's up to you to decide whether the time you spent pursuing a career meant what you thought it meant. The dog's name is Ross Toot-toot.

BURLSBOROUGH

The gateway to Part 2. Requires deposit of all 112 Zebos and also submission of the faceted gem Zebo which up until now went unmentioned in this walkthrough. Continued in pt. 2.