Else Heart.Break() — Guidebook

Hello and welcome dear traveller. A little bit stuck? Or just curious? Else Heart.Break() is a long and complicated game with many twists and turns. This guide will show **one** possible way to beat the game, please keep in mind that there are many more!

Cheats

There are a few cheats, you find them at the end of this document.

Guidelines

First a few general tips and trick that are useful in a lot of situations.

1. Pick up a map and try to learn how to read it (use the sun to figure out where **south** is)

2. Go back to the hotel and sleep once in a while

3. Look around and rotate the camera when entering a new room, make sure you don't miss any important objects

If you want to beat the game quickly you should try to find the places that people mention often and visit them. If you get off track, relax and search for a way back to the central areas of the city.

1 — Arriving in Dorisburg

Get the phone call at your parents place and then get to bed, you will wake up on the ferry. Get off the boat and follow the water to the right until you get into the next area. Here you could walk over the bridge (to the right) and start meeting people downtown but it's probably better if you just walk to the hotel (to the left).

Check into hotel Devotchka and walk up to your room (through the dining hall). Unlock door #1 with your new key (use the right mouse button) and enter your room.

There will be some trouble, go downstair and ask Babcia for help. Then get to bed, you'll need some sleep!

2 — Mystery man

Go down to the lobby and talk to Babcia, someone is looking for you. Go outside and walk straight forward to cross the bridge over to the Burrows. Maybe take a look at the shoes in the shoe store?

Then follow the signs over to the café and look around for the dude there. He will probably not be there but maybe you can make some other acquaintances? Get out on the street again and see if there's anyone there. If so, talk to him — otherwise walk over to the plaza (should be in the next area, look at the signs).

If you manage to find the mysterious man, follow him to the soda storage and get some cans to start selling. Otherwise — don't worry! Maybe go for a ride on the tram instead?

When it's getting late I'd suggest a visit to Bar Yvonne, one of the best bars in town. It's in a basement at Plaza, you should hear the music from outside.

3 — Pixie & Club Dot

At the bar you should talk to most people but especially Pixie, isn't she something special? And she want's to go on a date tomorrow — awesome! Have a final beer and try to beat the high score on the arcade machine, then head home for a good night's sleep.

Next morning you are free to do whatever you want. Maybe try to sell some soda, help out people in need or explore the rough area in the northern part of town? Just make sure you don't miss Pixie at the bar around 6 pm. Or you could miss her of course but that wouldn't be very nice — right?

Follow Pixie to the Dot and party 'til the break of dawn. Just don't drink Jörgen's grog. DON'T DO IT!

4 — Looking around

There's something about that Pixie girl. I wonder where she works…

Better ask around town. And what are those people in suits doing?

Eventually you should probably give Nini at the shoe store a cigarette — she's really craving it! And what's behind that door behind her counter?

If you get down in the basement of the shoe store at working hours, talk to Felix who guards the place and see if Pixie is there. Otherwise sleep in the bed in the little room next to him and try again next day…

Sorry I tricked you, I didn't know she would get that mad. Anyway, time to get to that party at Felix's place. Maybe talk with Hank from the Hotel first and ask where you can find a modifier. They seem pretty useful. Oh, and I heard they forgot to lock the door to the hotel office — oops.

5 — Learning to hack

You should now have gotten hold of a modifier and it's time to learn how to use it. Hank who works at the hotel is really worthwhile to meet but Fib in the park also has a few tricks up his sleeve. You should probably meet with both of them and ask for some tutoring. Maybe hack a few simple objects that you find around the world also, like lamp posts and drinks. The code looks scary sometimes — don't worry, you will get the hang of this in no time!

When you feel somewhat prepared you should go down in the shoe store basement again and ask if you could start working there. Just think about working together with Pixie, saving the world! It will be fabulous…
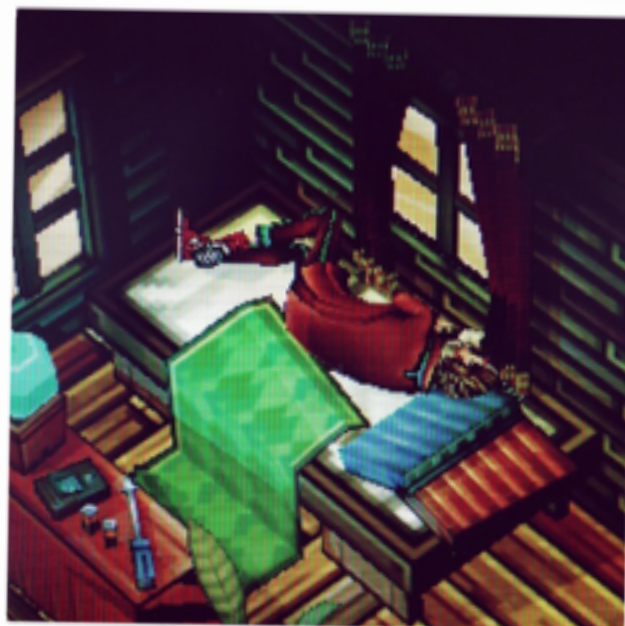
6 – Trials

Start the trial and see if you can figure things out by looking through the computers along the walls.

If not, change the code in the computer to the right of the huge door (the one that looks like a huge computer) to the following:

```
Unlock("Lodge_Room1_DoorToRoom2")
```

That's it, now you can enter the second room and Pixie will follow you there.

So this one's a bit trickier, you need to master the if-statement. If you didn't learn this with Hank you might want to go back up and ask him about it. Just don't talk to that lady smoking outside the shoe store, she's up to no good!

Or you could just look around the computers in the office and see if anyone of them has a solution that is similar.

If all else fails, here's one possible way to solve it:

```
if IsUser("Pixie")
   Charisma(20)
else
   Smelliness(20)
end
```

Ha! Time to move on to the final room and the weird looking fish game. This one takes some time but isn't super hard. Give it a try!

Here's how I solve it, you may have found a better way?

(Oh, and make sure you leave the helper functions at the bottom.)

Wait()

Wait()

Forward()

Left()

Forward()

Forward()
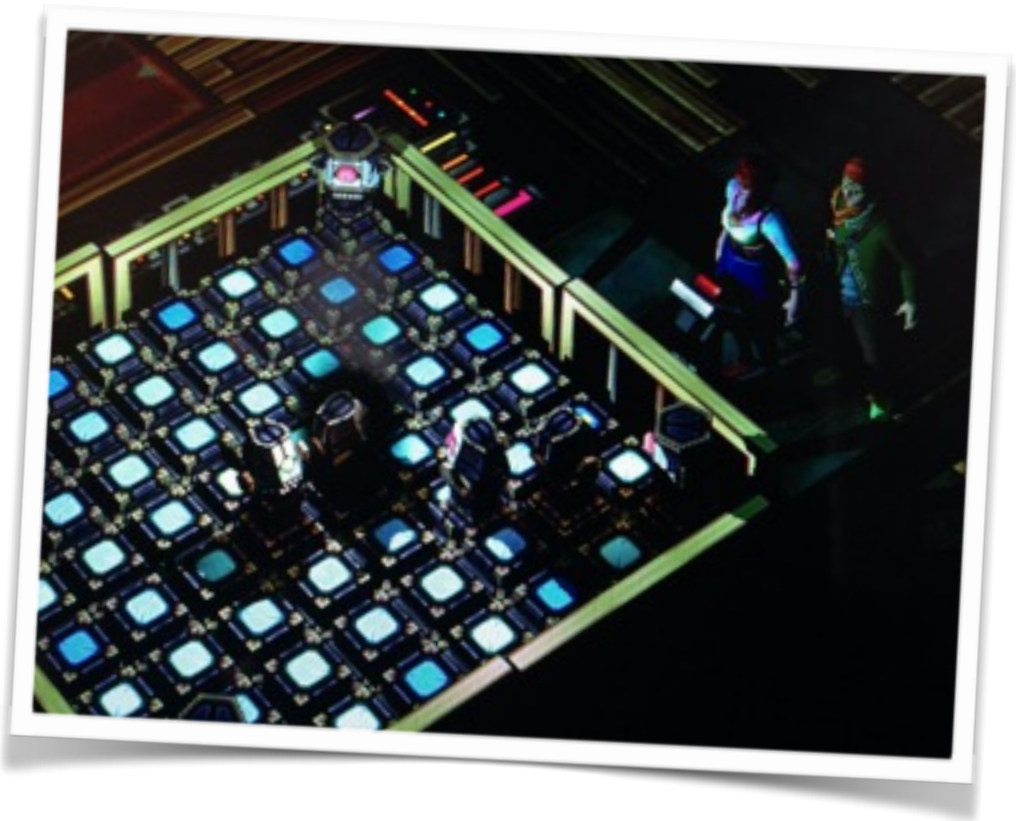
Wait()

Forward()

Right()

Right()

Wait()

Forward()

All-righty, now you're officially a hacker at the Lodge!

Get your key and go talk to Pixie. If it's not too late she will present your first mission — breaking into the factory.

7 – Factory Mission

Follow Pixie to the mines and sneak into the mine cart. There's a little computer there that activates the cart and drives it to the factory, get off and start exploring the building.

Follow Pixie's advice and don't try to hack the fence. There's a better way – just find the computer with a green border around the monitor and hack it. Change the highlighted part to whatever you want:

```
loop

    ClearText()

    Print(" – Server room – ")

    string pwd = Input("Enter password to unlock door: ")

    if pwd == "zgh4522zcbw4s"

        Unlock("Factory_Corridor_DoorToServerRoom")

    else

        Print("Invalid password")

    end

    Sleep(3)

end
```

Now you can enter the server room and hack the access computer. Add your name below the other ones:

```
Append(authorized, "Jorgen")

Append(authorized, "Work")

Append(authorized, "Monad")

Append(authorized, "George")

Append(authorized, "Mats")

Append(authorized, "Glenn")

Append(authorized, "Dave")

Append(authorized, "Sebastian")
```

That should let you walk through the
fence without trouble. Time to get
moving, you don't want to be here
when people get back to work. Just
make sure you search the office for
some floppy disks to bring to Pixie.

Head home to the hotel and get some
sleep first though, you never know
when you will have time to sleep
again.

8 — Party at Petra's place

Head back to the Lodge and talk to
Pixie. She'll invite you to a party
at Petra's place. Until then, maybe
see if Yulian need some help. Or just hang around town and
explore. Maybe visit Elsa over in the tall house in the northern
part of town? Or explore the harbour? There are some fishy people
hanging out there!

9 — Casino Mission

The next day Pixie will ask you to join her on a mission to the
casino. Seems pretty fancy, I think you should go!

You can't hack anything during this mission so just relax and
enjoy the vibe. And watch your tongue when talking to Monad :)
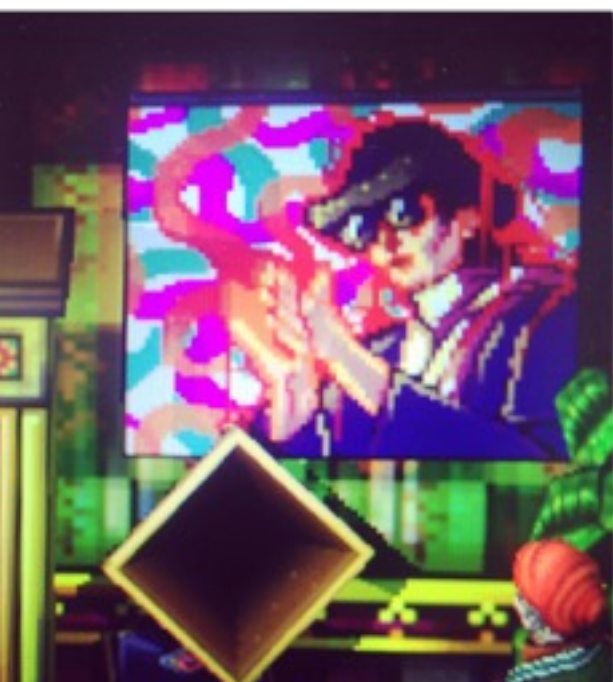
10 — Pixie & Ivan

How did it go with Pixie last night,
did she invite you for tea? No? Oh
well, you should go leave a report at
the Lodge. And have you solved the
mission with Yulian yet? If not, here's
how you can hack a key to get in at the
back of the town hall (door opposite of
Felix):

```
loop x from 1 to 9999

   Unlock(x)

end
```

That code should come in handy in a lot
of other places too!

Eventually Petra will show up and tell you to go to Pixie's place. Head over there (it's at the back of Bar Yvonne).

Talk to the people there and spend the night in whatever way you find suitable. Have you been to Top Floor, the bar next to the abandoned Hospital?

11 — Experiment day

Make sure you meet Pixie and Petra down in the lobby of the ministry and follow them into the elevator and up to the experiment hall.

Sit down and watch Ivan be shot by the giant canon thingy. You will wake up in the hotel feeling pretty tired. Better go up to your room and sleep again.

12 — Ghost

Some weird stuff will happen during the night and in the morning the fuse box in your room will be smoking. You can go down to the hotel lobby and ask Hank about it or just investigate on your own.

If you hack the fusebox and add the following code you will be able to get out on the internet:

Connect("Internet_FuseBox_1")
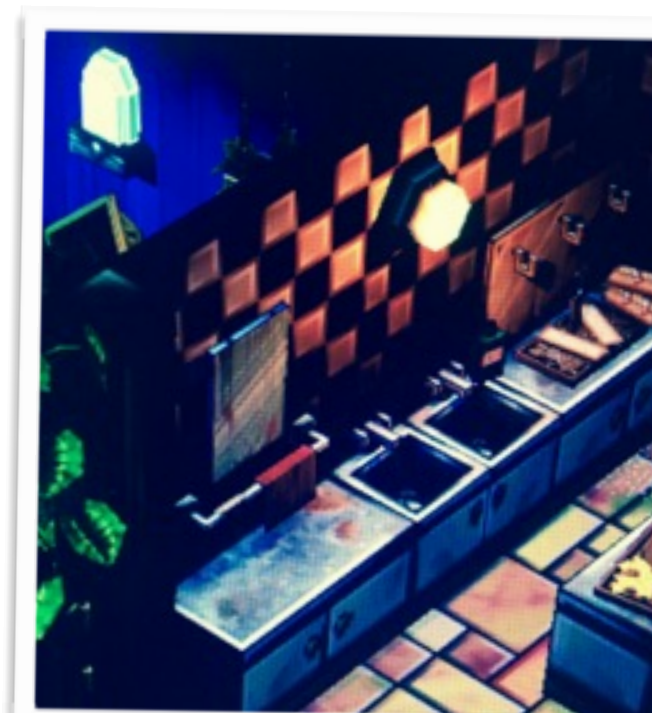
Slurp()

Follow the connection by pressing '1' and then 'q' to exit and be able to walk around on the internet.

Follow the path and use the computers to Slurp() to other areas of the internet. Eventually you will find two strange characters that you can talk to (Zarah and Albert). From their place it's pretty close to Ivan who you will find screaming, unable to move from his position. Talk to him and see if you can hack a drink like this:

Corruption(-100)

It won't help though, something is keeping him corrupted…

13 — The Heart

Take a key or floppy you know the name of and write it down. Then throw it into a trash can. This will move the key/floppy to Monad's apartment. Use a computer to connect and slurp to the object the following code (adjust the name of the object as needed):

```
Connect("KeyRoom1")

Slurp()
```

In Monad's apartment there should be several objects of interest. Check out her computers and steal the key to her office, then head over to the Ministry.

Hack one of the elevators on the left and enter the following code at the top:

```
GotoFloor(3)
```

Make sure the code is run and get out of the evaluator when it has reached the third floor. Get into Monad's office with the key and find the book in the bookshelf that's actually a door.

Walk up the long platform to reach the Heart. Hack the computer next to it, it's used to analyze and communicate with the Heart.

This hack is pretty easy when you get it:

```
var Heart = Connect("Heart")

if GetUser() == "Monad"

    Print("Energy level: " + Heart.EnergyLevel())

else

    Heart.Break()

end
```

13 — Releasing Ivan

Now it's time to get back to Ivan. You could walk the whole road on the internet again.

Or just connect to **Internet_Internet_PoleComputer_1** and slurp there immediately.

Give him a drink again (refill from the water tap if necessary) and he should be able to leave the internet. Follow him and head over to Pixie's place.

What happens after this should be pretty straight forward and there's no need for more hacking. Good luck and thanks for playing!

Cheats

In the main menu when starting a new game (clicking one of the language buttons), press and hold one of these keys to jump forward in the story:

H — go to hacking lectures

X — go to the experiment