

Directions to play

To install the game, stick all the game files in any folder on your favorite Linux machine. The game will run on any Linux machine, but has specifically been tested to run on Flip in fullscreen mode. From the command line, type “make game” to ensure the game is up to date, then type “game” to start.

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Cocktail Heist Full Walkthrough

Version 1.00

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```
+-----+
| I. Introduction |
+-----+
```

Cocktail Heist is a text-based adventure game for Linux we made for our Senior Capstone. This guide will provide a walkthrough to show you everything the game has to offer. This part of the report has been written like an old GameFaqs guide for flavor.

If you want to understand how the game presents itself, check part II.

If you want a walkthrough of the game that explains what's happening, proceed to part III.

If you just want a list of commands to see if they work, check out part IV.

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+-----+
|  II. How to Play  |
+-----+
```

This game will run at pretty much any resolution, but the map will look better if your terminal is full screen. Once you start the game, press ENTER to proceed past the title screen when prompted. You should see a screen that looks something like this:

```

+-----+-----+
+                                     |Score: 0|
+-----+-----+
+                                     |Master Bedroom|
+                                     |You find yourself in what appears to be the|
+                                     |master bedroom.|
+                                     |
+-----+-----+
+                                     |Items dropped in room:|
+                                     |
+                                     |
+-----+-----+
+                                     |Doors in room: north, west,|
+                                     |
+                                     |
+-----+-----+
+                                     |What would you like to do?|
+                                     |
+                                     |
+-----+-----+

```

The top box keeps track of your score.

The left box will (eventually) hold your map. How do you get the map? We'll get to that shortly. The left box will also show what items you have in your inventory if you type "inventory".

The box that's labeled "Master Bedroom" in the above diagram is where you'll see the results of whatever command you input.

The box below that (labeled "Items dropped in room:") keeps track of whatever items you drop in the room. Note that this does NOT tell you all of the items in the rooms; it's just a way to keep track of whatever you leave in there.

The box below that (labeled "Doors in room:") tells you in which directions there are doors. This is a useful box for navigation.

The bottom right box (labeled "What would you like to do?") is where you'll see the commands you type. Make sure you spell your commands correctly; there's no spell checker here.

Being a text-based adventure game, you play Cocktail Heist by typing commands into the command line.

You can type commands of the format "verb item" where 'verb' is any valid action, and 'item' is the name of any accessible item. If you want to get fancy, you can try "verb item preposition item" commands. For moving around, you've got many options:

- "north"
- "go north"
- "door"
- "go north door"
- "north door"

You can type the name of any item to get a description of it. Generally, you should always do this, as you can get some clues on how the item should be used by doing so.

In addition, you can always type "inventory" to see what items you have in your inventory. You can type "help" to see a list of valid verbs. You can type "savegame" or "loadgame" to save or load the game. You can type "look" to get a description of the room you're in.

```
+-----+
| III. Walkthrough |
+-----+
```

You start the game trapped in the Master Bedroom of the mansion. Apparently you managed to sneak in here, but knocked down your ladder. How clumsy. Anyway, you need to do two things to proceed: get dressed and unlock the door. To do the former, type "open closet". You'll be greeted by a suit and a gown. Type "wear suit" or "wear gown" to choose one. It doesn't matter which one you pick, though there are some slight differences in the game depending on which one you pick.

Next, you'll need a key. Type "open nightstand" and then "take key". Use the key on the door by typing "unlock west door with key".

You can go west, but there's some stuff in the bathroom you might need. Type "go north", then "open vanity". Inside, there's a strop. A strop is a leather strap used for sharpening razor blades. Take it by typing "take strop". That's all you need from this room, so type "go south" and "go west" to move on.

Now you're in the hallway. There's a painting on the wall worth a million points, but you won't be able to take it downstairs, so just ignore it. There's a staircase

at the end of the hall guarded by a butler. You won't be able to go downstairs until you distract or kill the butler.

First, let's get a map. Type "go south" to enter the office. Type "cabinet" to look at the filing cabinet, then type "open bottom drawer". Type "take blueprints", and you'll have yourself a map! Type "go north" to return to the hallway.

Distract the butler

To get past the butler non-lethally, type "go west", then type "dresser" to look at the dresser. This will make a mousetrap under the dresser visible. Type "open mousetrap", and you'll get a mouse. Now type "go east" and "go north". You've entered another bedroom with a maid asleep in the corner. Type "drop mouse". The mouse will wake the maid up, she'll scream, and the butler will come running. Type "go south" and "down" to go downstairs.

Kill the butler

If you want to do this the violent way, do this instead. Note that you won't get as many points. From the Hallway, type "go south" to return to the office. Type "take letter opener" to arm yourself, then type "sharpen letter opener with stroop" to sharpen your blade. Type "go north" to return to the hallway, then type "kill butler with letter opener". Now you need to hide the body. Type "take butler" to grab the body, then type "go south" to return to the office again. Type "drop butler" to hide the body. You can hide the butler in most of the rooms on this floor, but the office gives you the most points. Type "go north" and then "down" to head downstairs from the foyer.

Side Quest: Original King James Bible

Starting from the Foyer, type "go north" and then type "go east". In the Bar there is a priest, type "talk to priest" three times. He will on the final "talk to priest" tell you there is an original King James Bible in the Study. From the Bar, type "go west", then "go south", then "go south", and finally type "go west". You will now be in the Study. In the study type "look at desk". You will be prompted that there is a drawer, type "open drawer". In the drawer is a King James Bible. If you type "take bible" you will be warned that there are people in the room and taking the bible will get you caught. Now type "read bible" and then "take bible". You can return to the foyer by typing "east" then "north".

Major Quests:

The mansion has three hiding places. You'll need to find all three to beat the game, as the secret plans you need to win will always be in the third spot you check. You can do these in any order, but the directions below assume you do them in the order listed.

Hiding Spot #1: Filing Cabinet

Type "go east" to enter the Portrait Gallery. There are two critics in the room. Type "talk to male critic" and "talk to female critic" to learn a little more about them. Look at the still life in the room by typing "still life". You need to touch it, but you can't if the critics are still in the room. Time for a field trip. Type "go north" then "go east" to enter the garden. Type "wear flower" to equip a flower. Now type "go west" and "go west" again. You're in the ballroom. Type "statue" to look at the statue in the room. Once you look at the statue, you'll be able to tell the male critic about it. Type "go south" and then "go east" to return to the portrait gallery. Type "talk to female critic". She'll get so disgusted by your fashion sense (the flower was too much for her) that she'll leave. Type "talk to male critic about rodin". The male critic will leave to go see the statue. Now

that you're alone in this room, you can touch the still life to see what's up. Type "touch still life", and you'll discover a key stuck to the painting. Type "take painting key", then type "go west", "go up", and "go south" to return to the office. Type "cabinet" to look at the cabinet if you didn't already, then type "unlock top drawer with painting key". If this is the third spot you checked, you'll get the secret plans; otherwise, you'll get the gold statue. Either way, take the contents with "take statue" or "take secret plans". Go to the Hallway by typing "go north".

Hiding Spot #2: Secret Room

Bone Key:

Starting from the Hallway, type "go west". You will be in the Second Bedroom. There are three children playing and talking in the corner. Type "listen to children". They will talk about there being sharks in the basement. Again, type "listen to children", they will discuss there being a key to the basement. Then type "listen to children" one more time. You will hear that the key to the basement (Secret Room) is in the Bar. Next type "go east", then "go down" and then type "go north". Now you are in the Ballroom. Next, type "go east", you will find yourself in the Bar. The prompt will say there is a bar counter, type "look at counter". You will be prompted investigating may be helpful, then type "investigate counter". You will discover there is a key. Type "take bone key".

Get Clues and Get Tuna:

From the Bar, type "go west", you will be in the Ballroom. You will discover the CEO of Old Money Corporation is there having a conversation. Type "listen to CEO". He will talk about the sharks that his uncle Nathaniel brought back from his travels. This is a clue. While you're here, there's an item you should get. Type "go north". You will find yourself in the Kitchen, type "open fridge". In the fridge is a whole tuna, type "take tuna". With tuna in inventory, type "go south", then "go south", and "go south" again.

Secret Hatch:

You are now in the library. In the library there is a bookshelf. Type "look at bookshelf". The prompt will say there are five books of which one is titled Nathaniel Winston. This the person the CEO was talking about, type "take Nathaniel Winston". This will reveal a silver button, type "push button". This will reveal a secret hatch behind bookshelf, type "open hatch with bone key". This will open the door to the Secret Room, type "go down". In the Secret Room there is an aquarium with hungry leopard sharks and at the bottom a megalodon tooth. Type "open tank". If you type "take tooth", the prompt will say that the sharks are hungry and getting the tooth would be dangerous.

Feed Sharks:

To feed the sharks, type "feed sharks tuna". This will now allow you to type "get tooth". This will reveal an emerald or the secret plans under the tooth. Lastly, type "get emerald", or "take plans" depending on what you find.

Type "up", then "east" to go to the Billiard Room.

Hiding Spot #3: Billiard Table

Starting in the Billiard Room, there are two gentlemen playing pool that are in your way. Type "look plants" to find that there is a hidden light switch. Turn off the lights with "use light switch" and the gentlemen leave. With them gone, type "look at billiard table" to take a closer look and notice a lever under the table. Using your basic commands will not work on the lever.

Type "go East" to enter the Conservatory. Type "talk to man" to meet Hank, who's looking for a beer to drink instead of his cocktail. Type "west" three times to get to the study. Type "talk to woman" to meet Margaret, who conveniently has two glasses of beer. If you don't already have a drink, she will give you one. Type "drop martini" then type "take beer". Type "go east" three times back to the Conservatory and "give beer to man". Hank now tells you he is a Craftsman, which is a hint that he knows something about the pool table. Type "talk to man about pool table" to find out you have to twist the lever. Type "go west" to return to the Billiard Room. Finally, type "twist lever" to reveal a prize inside. If this is your third quest line, you are rewarded with the Secret Plans. Otherwise you find a ruby. Type "take papers" or "take ruby" to complete the quest.

Escaping the mansion

Now that you've got the plans, the old lady in the lobby has moved to the front porch. She's calling for the guards, so you've got to get out of here. Fortunately, you're pretty close to an exit. Starting from the Billiard Room type "go east" to enter the conservatory. Type "open window" and "escape" to escape. Easy as pie. Congratulations! You've beaten the game. Type "quit" to exit.

```
+-----+
| IV. Command List for Speedrunners (and the grader) |
+-----+
```

If you're speedrunning this game, or are in a hurry because you're powering through a pile of submissions before the deadline to submit grades, this section is for you. Without further ado, here's a list of commands that the player needs to type to complete the game.

At this point, you should have started the game and should be looking at the title screen.

```
>press ENTER when prompted
>open closet
>wear suit
>open nightstand
>take key
>unlock west door with key
>go west
```

```
>go west
>look dresser
>open mousetrap
>go east
>go north
>drop mouse
>go south
>go down
```

```
>go north
>look statue
>go east
>go east
>wear flower
>go west
```

>go south
>talk to female critic
>talk to male critic
>talk to male critic about rodin
>touch still life
>take painting key
>go west
>go up
>go south
>look cabinet
>unlock top drawer with painting key
>take gold statue

From Office from previous mission

>go north
>go west
>listen to children
>listen to children
>listen to children
>go east
>go down
>go north
>go east
>look at counter
>investigate counter
>take bone key
>go west
>listen to CEO
>go north
>open fridge
>take tuna
>go south
>go south
>go south
>look at bookshelf
>take Nathaniel Winston
>push button
>open hatch with bone key
>go down
>open tank
>feed sharks tuna
>take tooth
>take emerald

From Secret Room from previous mission

>go up
>go east
>look plants
>use light switch
>look at billiard table
>go east
>talk to man
>go west
>go west
>go west
>talk to woman

```
>drop martini
>take beer
>go east
>go east
>go east
>give beer to man
>talk to man about pool table
>go west
>twist lever
>take papers
```

```
From Billiard Room from previous mission
>go east
>open window
>escape
```

As a final note, you can type "game < test.txt" to have the computer spit all these commands into the game for you. You can also type "game < fulltest.txt" to have the computer spit 750+ commands into the game that test just about everything the game has to offer.
