

## **Uniform** Walkthrough

Note:

Uniform is a game about “reformation”, but not about reformation in the way that the prisoner may believe. These are all lessons taken to treat the prisoner as the enemy, and to cow the prisoner in that way.

With that in mind, being agreeable is often the best way to tread, but beyond that being intelligent about that is even more important.

The reformation in question makes “better” citizens – and what better than a citizen that can pay attention and apply what they have learned.

### **The Entry**

To leave the hallway, you should never face Judgement. Unless you want to start over again and again.

You must *agree* to the terms, and make your choice from there.

Because each player may make their own choices from here, this will be broken out into sections.

### **The Deal**

You will find you will make many mistakes if you accept the terms given to you.

You can, obviously, **COPPERATE** after all.

Once you reach the point in which text appears, you should choose the less obvious cooperation choice.

### **The Monsters**

Here, the girl gives you the first clue in the story. You should go three times – run three times, and then *grind to a halt*, and you will meet the monsters. You shouldn't attack them, but if you do you will find yourself in similar circumstances. The Monsters are not, after all, “real” people.

When you find yourself being offered the knife once more, you should not take it.

Violence is, after all, the recourse of monsters and knaves.

### **The Case**

Again, you find some information given to you by the note:

*Once prime, ever low,*

*Best open, never slow,*

*Care will give, least you fear the blow,*

*Floating still, will let you go.*

When given the option of numbers, this offers that the lowest prime number is the correct choice.

You should then try and open the case that appears, to find your way out.

You shouldn't, however, try and break the case to open it. We already know what happens if you are violent.

To escape, one must find a way to fly. Perhaps the paper is still the answer.

### **The Castle**

The world here is that of foreign government. Alien, and awkward, and perhaps a bit uncouth? Well, no matter. Like all things done in the name of the government, you must accept you are wrong, and move forward.

When one has the option to agree, one should take it, after all.

And giving a chance to give a **joke** might be a bit of jolly fun after all, and should be ended with a **bow**.

-

After ending all four scenarios, you should find your new menu in place of your last.

A mistake, perhaps, to be stuck in the system. You have to wake yourself up to get free.

### **The mistake**

Nothing is simple if you're stuck in the system, but maybe answers are there. If a door is open, it's probably not in your best interests.

While it might be nice to sleep, you can do that later.

You've been asleep for a while, after all.

And sometimes, strangers do come to help.