

Ending 1 – The Bad Ending

Spend your whole day roaming the countryside (or sleeping peacefully on your mattress) and you'll get the bad ending.

Ending 2 – Ransom: Paid

There are a few ways to make enough money in a day to pay the \$50,000 ransom.

Sell the Cave Treasure \$48,000: Walk through the grassy field then go to the church. You will pick up a lit candle. Return to the grassy field, back to the street, walk down by the water, and stroll by the beach. You'll see the entrance to the dark cave, where you will dig up the treasure. Return to the beach, back through the docks, then to the street, and enter the sketchy pawn shop to sell the treasure.

Withdraw your life savings \$47,352: Apartment 221, Check your clothes, then check the Bump in the back left pocket, which gives your wallet. Return back to the street and wait until the Bank opens in the morning. Wait in line at the bank.

Sell the Whale Bone trinket \$2,400: Walk down by the water and sneak around the wooden boat. Return to the docks, then to the street, and enter the sketchy pawn shop.

Sell your neighbor's violin \$450: You will need to learn about the mysterious death of a man in town. This happens in two ways:

1. You need to have at least \$1 to buy the newspaper from the sketchy pawn shop.
2. Go through the grassy field to the Church in the afternoon.

After learning of the mysterious death, return to your apartment, then go to the unit downstairs. Return to the street, then enter the sketchy pawn shop.

Check your wallet \$166: Apartment 221, check your clothes, then check the bump in the back left pocket, which gives your wallet.

Once you have enough money, return to the street. If it is late enough in the day, you will have the option to return to where you awoke and pay off your ransom.

Ending 3 – A Surgeon's Touch

You need to get injured twice and walk into the hospital to get this ending.

Injury 1, a cut on your hand: You will need to learn about the mysterious death of a man in town. This happens in two ways:

1. You need to have at least \$1 to buy the newspaper from the sketchy pawn shop.
2. Go through the grassy field to the Church in the afternoon.

After learning of the mysterious death, return to your apartment, then go to the unit downstairs. You will get the flashlight. Return to the street, then pass through the grassy field.

Injury 2, dehydration: Walk by the water, then to the beach. Leave the beach, then return until you have visited the beach four times. This will trigger dehydration.

Once you have sustained both injuries, go to the beach, then the boxy-looking building.

Ending 4 – A Ritual in the Night

You need to learn of the secret ritual, then perform the purification ritual at night.

Go to the grassy field, then the farmhouse. You will get the bottle of booze.

Return to the field, then to the water. Talk with the older man on the bench, then sneak onto the wooden boat.

Go back to the docks, then back to the street, then to your apartment 221. Lie down on the mattress.

Go back to the street, then the grassy field, then the church. Sneak into the attic.

Go back to the grassy field, then to the forest, and the deep woods.

References

- Adventures of Tom Sawyer – Enter the dark cave by the beach with a flashlight from your downstairs neighbor or a candle from the church
- Alice in Wonderland – Complete Ending 2
- Animal Farm – Visit the farmhouse past the field
- The Bells – Visit the church past the field
- Catcher in the Rye – Enter the bank with your wallet
- Curious George – Enter your apartment and check your clothes
- The Diary of Anne Frank – Check apartment 263
- Dune – Visit the beach past the water
- Harry Potter – Visit the street
- The Hitchhiker’s Guide to the Galaxy – Complete Ending 2
- Lord of the Flies – Visit the forest past the field
- Metamorphosis – Complete Ending 4
- Moby Dick – Visit the boat past the water
- Neuromancer – Start the game
- Peter and Wendy – Complete Ending 4
- Shadow Over Innsmouth – Visit the Docks, talk to the Man on the Bench
- Sherlock Holmes – Visit your apartment
- The Shining – Visit unit 217
- Spiderman (Marvel) – Buy the newspaper
- Watership Down – Visit the field with a flashlight
- When Breath Becomes Air