

## **HepCat Game Walkthrough**

### **To Start The Game:**

On the title screen, players are able to change the keys to WASD or arrow keys through the "Options" section. (They may also change this during the game as well) To begin the game, press the enter key or spacebar on "New Game". The player then will go through a series of cutscenes, explaining the story and objective of the game.

### **Rhythm Game:**

In all of the rhythm game levels, the player must use WASD or the arrow keys. The player must hit the key on their keyboard that matches the indicated direction of the colored arrows in the black circles once it is over top of the golden outlined circles on the left-hand side of the screen. This must be in time to the music. The game will indicate a hit that is well done, poor, or missed. The player must accurately hit enough musical notes so that the dial on the left-hand-side is above the colored section.

### **Backroom:**

Player begins in the backroom and must exit the room to set off the first tutorial rhythm game. To trigger the tutorial, the player must move into the event at the exit. The exit is located at the bottom right and it leads to the Speakeasy, however the player will not be able to leave the backroom until the rhythm game is completed. In this level, players are given the choice of playing either in an easy or hard mode. This choice cannot be changed unless a new game is started. Upon selection, the music will start and players will have to press the correct keys (up, down, left, right) corresponding with the keys shown on the music staff. There is a gauge on the left and players must be above the red zone at the end of the song in order to pass the level.

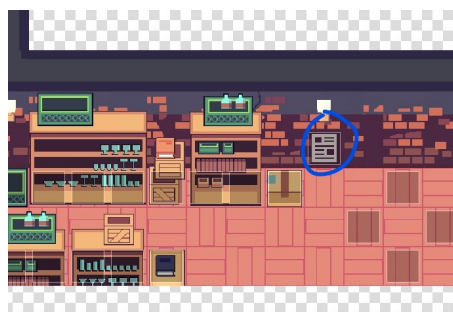
### **Speakeasy:**

After beating the tutorial, players may proceed to the speakeasy and will speak to a white cat wearing bongos, otherwise known as "Bongo Cat". Bongo will inform the player of Allie, the sleeping alligator blocking the exit on the bottom right towards the hallway. The game will then auto-save. In order to set off the second rhythm game, the player must walk towards the alligator and press the enter key or the space bar to interact with it. Allie will then wake up to yell at Hep and the second rhythm game will start. This is the first level where, if the player does not beat the rhythm game, they will die and have to load at the last auto-save point and try

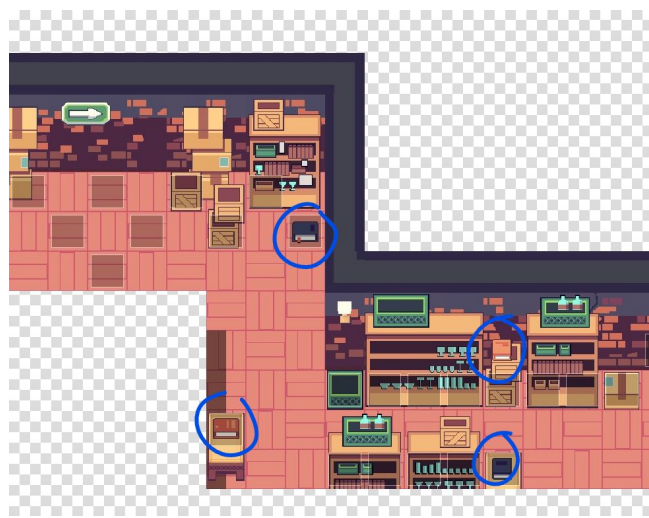
again. If the player beats Allie, the game will auto-save and they will be able to move on into the Hallway.

### **Hallway:**

The player will interact with Charlie in a dialogue. Once this occurs, the player must find a secret code. This can be found on the "secret code" poster on the back wall of the hallway. This poster indicates the secret code: Up, Right, Down, Left. Go talk to the NPC Charlie who will be blocking the way. Engage in a dialogue with Charlie. He will ask if you need for time to look, or if you are ready to engage in the puzzle. Click the positive option to participate in the puzzle. Once in the puzzle (this will automatically set the MPC within a group of 4 arrows), perform the code by using the WASD or arrow keys in the direction that the secret code indicates (up, right, down, left). Note, if you fail the puzzle 5 times, Charlie will give you the code, but once. Once you finish the puzzle, Charlie will ask the player to solve a second puzzle. Once again, go down the hallway to talk to Charlie and he will give you the option to begin the second puzzle or continue to look around. The second code can be found on a paper on the wall of the hallway, as shown in the picture below.



The code is BCCDAB. To solve the second code, you must read 4 books which are located in the hallway as shown below.



These books contain 4 poems, each containing an animal and a direction. The animal's first letter (Ex. Cat is the letter 'C') corresponds to a letter in the code, and the direction is the direction the player has to move to solve the puzzle. This puzzle's answer is Up, Down, Down, Left, Up, Right. From there, go interact with Charlie and engage in the puzzle. Perform the code by using the WASD or arrow keys. Note, if you fail the puzzle 5 times, Charlie will give you the code, but only once. Once you have finished this puzzle, Charlie will ask you yet again to follow him. Once you find him down the hallway, interact with him. He will begin to dance and eventually fall, allowing the player to continue in the gameplay. The game will now auto-save. There will be two exits, The east blocked with a pilon and the north free to enter, leading to the Greenroom. Enter in the hallway that is not blocked to proceed to the next rhythm level.

### **Greenroom:**

The player must enter the room and interact with the purple notebook that is on the floor in the north-east section of the room. The player must successfully beat the corresponding rhythm puzzle. If they die, they have to load at the last auto-save point and try again. After winning, the game will auto-save and the player must exit the room. Now in the hallway, the player can either go east and head toward the Backstage, or go back and explore the Speakeasy again or see the now-accessible Easter E.G.G. Room.

### **Backstage:**

The player has the choice to interact with the NPCs in Hep's band. The Player must walk towards the southernmost exit and select the positive option to enter the stage for the final level. Doing this will auto-save the game and proceed to the Final Level. On the other hand, if the negative option is selected, the player will remain backstage and can go back to the Hallway to explore the area.

### **Final Level:**

Majority of this level will automatically occur besides the rhythm puzzle. Once the player begins and has successfully beat the rhythm puzzle, a final cutscene will occur. If they die, they have to load at the last auto-save point and try again.

### **Additional Room: Easter Egg:**

- This is a hidden section in the Hallway which only opens AFTER the Green Room level is complete. This room contains a number of items which hold words said by members of the E.G.G. team.