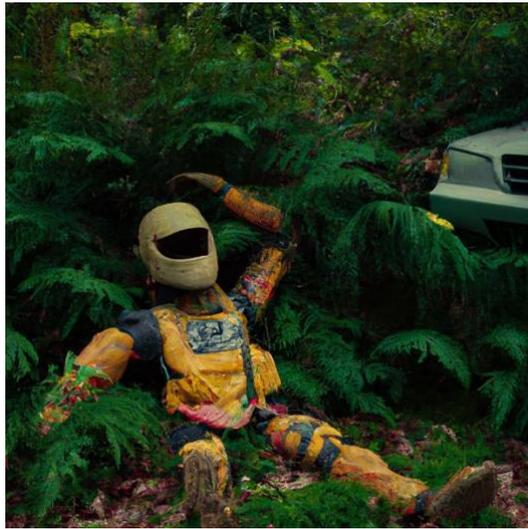


Headlights Playthrough

Developed by: Eric Zinda and Jordan White, Inductor Software, LLC. (c) 2022,
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About the Playthrough

The playthrough just cuts to the chase on solving the puzzles without examining any of the atmospheric elements or discovering hints, etc. It won't give you a good idea of the feel of the game, just how to solve it.

Hints

This game contains an extensive hint system, so if you get blocked, try saying "Hint". If you say it again it will give you a more obvious one if it has one, until it runs out.

Tutorial

Welcome to Perplexity!

Unlike most interactive fiction, I expect full sentences. I work best when you forget I'm a computer and speak naturally.

Let's start with a tutorial called...The World's Simplest Escape Room!

To play, I'll describe things to you and then you tell me what to do next.

You are in a white room that contains a desk. To the north is a door with a sign on it.

(You'll often need to figure out what you are supposed to do. You can ask me to look at/examine/describe/etc something to get more details.)

?:open the desk

The drawer is now open. Inside is a blue key.

You can always say 'hint' to get a hint about to what to do next

?:open the door with the key

The door is now unlocked.

The door is now open.

?:go through the door

You are in the game room.

Congratulations, you have completed the tutorial and are ready to play the game! To end the tutorial just ask (and remember that you can say 'hint' if you can't figure it out)!

?:end the tutorial

OK, let's start the full game...

Level 1: The Trees

<<< *** THE TREES *** >>>

Disoriented and confused, you look around to see a forest in every direction. Why are you here? And how did you get here?

You can't quite remember and thinking about it causes your head to throb.

You hear thunder in the distance and notice that the dark forest is beginning to lose what little light it has.

It will be night soon and you're going to need to find shelter.

** THE GRASSY CLEARING **

This area is very grassy.

You need to get to shelter before it gets too dark.

You see a branch, grass.

To the west is a rocky corner.

To the north is a cave.

To the south is a glowing field.

?:go to the boulder

** THE ROCKY CORNER **

Walking into the rocky corner, you see less and less vegetation until there is only dirt and stones around you.

You see a pebble and next to it a boulder with something shiny on it.

To the east is a clearing.

?:get the glass on the boulder

you are now holding the broken bottle shard

?:go to the glowing grass

(going to the clearing...)

(going to the glowing field...)

** THE GLOWING FIELD **

Venturing towards the glowing aura, you enter a field. The grass is illuminating the field by producing light somehow.

Its glow provides a feeling of safety. This might be useful.

To the north is a clearing.

?:cut the glowing grass

You cut the glowing grass with the broken bottle shard.

The glowing grass dies and melts away and you see a glowing flower that was originally hidden within the grass bunch. Although cut, it retains its glow.

?:get the flower

you are now holding the glowing flower

?:go to the cave

OK

You walk into the cave using the glowing flower as a light and find a place to sleep until the morning.

Closing your eyes, you fall asleep almost immediately.

Level 2: The Cave

<<< *** THE CAVE *** >>>

Waking up, you feel your head spin. The flower is all the remains of your belongings but you see that it has taken root in the ground.

Trying not to hyperventilate, you collect yourself and try observing your surroundings.

** THE FIRST CAVERN **

This cavern is dark and gloomy, and you wish you could find your way back to the clearing. You're going to need to find your way out soon.

To the north is what appears to be a large cavern, but it looks dark.

To the east is some sort of strange fungus cave.

To the west is a cavern that seems wet.

You see a glowing flower.

?:go to the fungus cave

** THE FUNGUS CAVERN **

You walk into the fungus cavern where you see a faint blue glow.

To the west is the original cavern, where you woke up.

You see a blue mushroom.

?:eat the mushroom

You eat the entire blue mushroom and it tastes like burnt rubber. A few seconds later the inside of the cave becomes easier to see with your eyes, as if you were wearing night vision goggles.

?:w

(expanded to: 'go west.')

** THE FIRST CAVERN **

You are back to where you started and you don't like it here.

To the north is what appears to be a large cavern, but it looks dark.

To the east is some sort of strange fungus cave.

To the west is a cavern that seems wet.

You see a glowing flower.

?:n

(expanded to: 'go north.')

With your improved vision, you enter the large cavern.

**** THE LARGE CAVERN ****

You walk into the large cavern and see a huge expanse of open space.

To the north is a cavern that feels ominous.

To the south is the first cavern, where you woke up.

You see a boulder.

?:n

(expanded to: 'go north.')

**** THE OMINOUS CAVERN ****

You walk into the ominous cavern. It feels colder than the other caverns, and it smells like death.

In front of you is an old deer skeleton.

To the south is the large cavern.

To the west is a cavern that looks like it's glowing.

?:w

(expanded to: 'go west.')

**** THE GEM CAVERN ****

You walk into the gem cavern. There is a shiny gem on the ceiling, radiating light.

To the west is a rocky cavern.

To the south is a bright cavern with daylight streaming in.

You see a small boulder, gem.

?:s

(expanded to: 'go south.')

**** THE BRIGHT CAVERN ****

You walk into the bright cavern and see light shining into the area. Looking up, you see a hole in the rock ceiling where sunlight is shining through. The hole is too small to exit through but this seems to be a good sign that the way out is near this cavern.

To the north is the gem cavern.

You see grass, a dead spider, a spider web.

?:touch spider

[I heard: 'Pet the spider.' -> Say 'as spoken' to repeat exactly as you said.]

You touch the dead spider and it shakes from your contact.

The dead spider, turns out, is not dead and it jumps onto the back of your hand.

In a panic you smack it off your hand, but the arachnid got to bite you first.

You begin to feel feverish, but alert and strong because of the adrenaline rush.

?:go to the small boulder

** THE GEM CAVERN **

You see the glowing gem on the ceiling.

To the west is a rocky cavern.

To the south is a bright cavern with daylight streaming in.

You see a small boulder, gem.

?:move the boulder

You push the small boulder and move it out of the way. You can now go into the rocky cavern.

?:go into the rocky cavern

OK

You enter the rocky cavern and begin walking forward. Over time natural light begins reflecting off the walls of the cavern. You continue until you finally see an opening and triumphantly, you walk into the blinding light of the outside world.

Outside the cave, you feel the effects of the mushroom changing. Looking back, the inside of the cave has become much darker. Your vision slowly fades until you are enveloped in darkness. You feel very dizzy and you fall to the ground.

Level 3: The Flashback

<<< *** THE HOUSE *** >>>

** THE BEDROOM **

You wake up and look around, seeing what appears to be a bedroom that is unshakably familiar.

You see a bed, a dresser, a white pillow, a red pillow, a rug.

To the east is a living room.

To the south is a bathroom.

?:go to the kitchen cabinet

(going to the living room...)

(going to the kitchen...)

** THE KITCHEN **

This kitchen looks bare, with just the essentials for cooking and eating.

You see a wooden cabinet, a calendar, a chair.

To the north is a living room.

?:open the cabinet

The drawer is now open. Inside is a key.

?:grab the key

you are now holding the key

?:go to the desk

** THE LIVING ROOM **

This room is very messy.

You see a chair, a couch, a wooden desk, a painting.

To the west is a bedroom.

To the south is a kitchen.

?:unlock the desk with the key

The wooden desk is now unlocked.

?:open the desk

The drawer is now open. Inside is a car key fob.

?:get the fob

You pick up the car key fob and notice a silver horse outline on it. Suddenly, it melts into dust in your hand, falling through your fingers. Outside the house, you hear an engine starting, then the sound of a car driving away. Your heart drops but you're not sure why. The lights of the house grow dimmer and dimmer until it is completely dark...

Level 4: The Deer

<<< *** THE DEER *** >>>

You wake up on the ground surrounded by shrubs. You hear a crashing sound east of you and see smoke in the distance.

** THE BUSHES **

Checking the area, you see an overgrown area.

You see a bush, a tree.

To the east is a meadow.

To the west is a mossy marsh.

?:go to the log

** THE MOSSY MARSH **

This marsh has moss everywhere.

You see a frog, a mossy log, a moss.

To the east is a bushy area.

?:get the stick

you are now holding the stick

?:go to the tree

** THE BUSHES **

Checking the area, you see an overgrown area.

You see a bush, a tree.

To the east is a meadow.

To the west is a mossy marsh.

?:hit a berry with the stick

You hit the red berry and it fell on the ground.

?:get the berry

(expanded to: 'get a berry')

you are now holding the red berry

?:go to the deer

**** THE MEADOW ****

You see a bloody deer.

To the west is a bushy area.

To the north is a smoky area.

?:feed the berry to the deer

The bloody deer looks at you and carefully eats the berry out of your hand.

After chewing and swallowing it, it runs away.

?:n

(expanded to: 'go north.')

OK

Level 5: The Collision

<<< *** THE COLLISION *** >>>

Your head is ringing and you feel sick. The pain in your arm intensifies. Something is wrong.

** THE CAR **

Walking into the area with the smoke, you see a totaled car that had crashed into a tree. Smoke is billowing out of the front of the car.

It is very smoky here.

You see a car, an oil spill.

To the east is a clearing.

To the west is a den.

?:go to the bush

** THE BUSHY CLEARING **

This clearing is inundated with shrubbery.

You see a bush, a side mirror.

To the west is a car area.

?:get the whistle from the bush

you are now holding the safety whistle

?:go to the bear

(going to the car area...)

(going to the den...)

** THE DEN **

Walking into the den, you see a large bear near you. Be careful!

You see a bear, a taillight, a tire.

To the east is a car area.

To the north is a stumpy area.

?:blow the whistle

You blew the safety whistle. The bear gets scared and runs off. You hurt all over.

?:go to the stump

** THE STUMPY AREA **

This area has been heavily logged, with signs of chopped trees everywhere.
You see a bumper, a tree stump.
To the south is a den.

?:look in the stump

Inside the stump is a car key.

?:get the car key that is in the stump

you are now holding the car key

?:go to the car

(going to the den...)

(going to the car area...)

** THE CAR **

It is very smoky here.
You see a car, an oil spill.
To the east is a clearing.
To the west is a den.

?:unlock the trunk using the key

The trunk is now unlocked.

?:open up the trunk

The trunk is now open. Inside is a crowbar.

?:put down the whistle

OK

The safety whistle is now inside a car area.

?:get the crowbar

you are now holding the crowbar

?:open the car door with the crowbar

Using the crowbar, you pry and open the car door. The car door is now open. No longer held by the door, a man inside falls out onto the ground while the now unsupported roof of the car collapses. You can see him breathing but he is unconscious.

Your head pain is almost unbearable.

?:shake the man

Startled, the man starts to open his eyes. As he wakes up, you begin to fall asleep. Your ears start to ring louder and louder until it is all you hear.

You fall over and everything fades into white.

You open your eyes and see a white room. A woman in purple scrubs nearby notices you sitting up.

'Doctor, he's awake!'

THE END

Thank you for playing!

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