



Secrets of

CANNERYVALE

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SPOILERS

CANNERY VALE

is the setting of a novel by an author who has holed up in a hotel to write without distraction. The author creates the town on an island in the middle of the ocean by managing an amnesiac protagonist who experiences an ontological nightmare exploring locations and meeting odd inhabitants--which are being written on the fly around him. There are secrets at the peak of the island they hope will unravel the protagonist's identity and provide a satisfactory conclusion to the novel.

THIS DOCUMENT

is not a direct walkthrough, but hopefully should explain how to navigate critical areas of the story.

There is no "game over" at any point until the game reaches one of two endings.

❖ Special thanks to Felicity Drake for proofreading this guide and making suggestions.

GETTING STARTED

After the protagonist wakes up on a deserted island and is abruptly re-swallowed by the ocean, the author decides a one-page story is no good at all and the plot must be expanded.

Open the laptop and "Write." to begin modifying the plot.

GAME LOOP

Play consists of making changes to the novel on the laptop in Room 408, then taking a nap to dream about the plot during which the story of the novel and the town of Cannery Vale can be explored.

Dying or getting killed as the novel's protagonist character does not end the game, but will return focus to the author in the hotel room. A link to WAKE UP and abort exploring will appear in the side menu once certain locations are visited multiple times.

"Dying" repeatedly within the novel narrative is necessary to complete the game.

The author "builds" the town by selecting plot elements in the novel using the laptop on the desk. Exploring the town as the novel protagonist unlocks more plot elements to select as the author.

ROOM 408

The "author" resides here, where they have shuttered themselves to work on a novel. With repetition, more elements of the room (a telephone, a TV) will become available.

NOTE: Viewing a chapter will untick all checked elements and they will need to be selected again before exiting the chapter (with the "Okay." link)

Give the novel and the author names.

Select "marketability" to choose how explicit the prose will be (you must do this at least once - not making a choice later will default to "low" detail.)

"Low" explicit detail will filter out most (but not all!) foul language and tone down sexual and violent detail. It also will prevent the player from accessing a few areas, but these are not necessary to complete the game.

The story is still **very mature** even on low prose detail.

The only chapter available at first is "Stranger on the Beach". This chapter will include many shifting options involving the protagonist's status, so check there often. Eventually, the author can control whether the town and carnival exist separately or together. The carnival changes based on day/night, and is abandoned if the town does not exist with it.

Dial maintenance, room service, and the front desk from the in-room phone when it appears to access those services, and the door to the hallway.

Exploring the hotel isn't necessary to complete the game, but may provide inspiration for the novel.

When it seems there is nothing else to do, check for new options in every chapter, reselect necessary options, and then take a Power-Nap (via the cellphone app, the bed, or directly from the laptop.)

THE BRIEFCASE

This item can be found by the protagonist in the sand on the beach after the author chooses "Maybe there is a clue for him nearby." There is no way for the protagonist to open the briefcase. The protagonist must have the briefcase to get the best ending.

The briefcase will re-appear on the beach (so long as the author has selected for it to appear) if the protagonist dies walking into the ocean.

The protagonist will lose the briefcase if he is arrested. The case will then appear for sale in the curio shop.

The briefcase can also be sold at the curio shop for \$25.

CLOTHING

The protagonist will be naked and therefore not welcome in some areas at the beginning.

After the protagonist dies by forging inland from the beach, an option will appear for the author to add an abandoned carnival to the island.

Entering the abandoned carnival will trigger some wild dogs that will kill the protagonist. Escape them by entering the quonset hut immediately and closing the door. After that the grounds can be explored to find a boardwalk token.

Swim trunks and a shirt can be obtained in the quonset hut/surf shop.

Alternately, if the protagonist is arrested and released, he will be furnished with clothing.

BEING ARRESTED

The police will be called if the protagonist tries to enter the diner naked and does not back off immediately, or if the curio shop is open 24 hours and they ask for help and choose to have the proprietor call 911, or if the protagonist takes a boardwalk token from the curio shop and then speaks to James and does not give it back when asked, or if he propositions a police officer on the midway.

The cops will shoot the protagonist if he does not follow their directions. Always tick "he kept his hands visible" during every option, and choose to "faceplant, keeping hands visible" when asked to get on the ground.

If the protagonist stays in a cell, they will die either by jumping down the pit in the cell, or be attacked by a monstrosity in their sleep.

To avoid being jailed, the protagonist must pay \$100 bail (if he has that much) or donate to the Police BBQ. Donating cannot happen twice in the same instance for reasons that should be apparent.

The briefcase will be confiscated during the protagonist's time in jail and not given back. It will reappear for sale inside the curio shop during the day. The proprietor will want \$200 to buy it back.

The briefcase can also be re-obtained for \$20 by paying to enter the carnival during the daytime and using the free ride ticket to ride the ferris wheel.

SURVIVING OVERNIGHT

The protagonist will not be able to access the upper half of the island past Fifth Crossing until daytime due to curfew. This requires finding a safe place to sleep.

The motel accessible from Fourth Avenue and through the turnstile at the back end of the carnival requires \$50 to stay the night.

If the protagonist goes literally all the way in the Tunnel of L (dancing on a platform, stripping naked, satisfying the demon, and being "inoculated" from sacrifice by an injection (by the hero angel or previously using the syringe bought from the DJ or the man behind the fence) the player will revive in the motel. ***This option is unavailable if playing on "Low" explicit detail***

The protagonist can crash with Louise, the diner waitress, overnight - to meet her, the protagonist must have tried to enter the diner and been turned away, then the author must choose to make her less aggressively hostile.

Dean (the Satyr) in the Hall of Wonders on the carnival midway will take the protagonist to the motel if he has the \$50 to pay for the room and his company.

Once the protagonist has slept in the motel at least once, the author can choose whether the protagonist wakes in the motel or on the beach, toggling day/night.

MAKING MONEY

Money is required to stay in the motel until morning (the first time), to get out of jail, to buy the briefcase again if lost, and to enter the carnival during the daytime and buy tickets to ride the attractions.

It is possible to complete the entire game with no money. (see ending spoilers below)

The partyboy who appears outside the Tunnel of L will give the protagonist \$40 to buy him drugs. He never appears again, so feel free to keep the money or let the protagonist enjoy the drugs he can buy from the DJ in the Tunnel or the man behind the fence on Third Street.

If the protagonist has less than \$50, he can balk at staying with Louise (the Diner waitress - the author must choose that she's empathetic to the protagonist) and sweet talk her into giving him enough to stay in the motel, then keep the money.

From the night-time carnival midway (and the beach after doing it once) there is an option to search the beach for scrap to sell at the curio shop (at night, the author will need to choose the option that the shop is open 24-hours to enable a night depository.) Each piece of scrap is worth \$5.

If the explicit setting chosen by the author is higher than "Low", the protagonist can make money very quickly by turning tricks on the midway at night. (\$20 each time). Avoid hustling the cop when he appears unless you want to get arrested.

If the explicit setting chosen by the author is higher than "Low", the protagonist can make money stripping on a stage in the Tunnel of L on the midway at night. Cash accumulates the longer he is there, and he can quit before the dangerous part of the floorshow starts and he is sacrificed, leaving him to start over without clothes, or winding up in the motel room where a portion of his earnings will go missing during the party he doesn't remember.

The author can provide employment for the townfolk in the "Greet-n-Eat" chapter. The factory that appears will be hiring during the day (check the billboard, then the fence). This is a minigame where the protagonist has one minute to remove anything not meat or fat from a moving conveyor belt (actually a non-stop list). Each debris item selected will pay \$2.

THE GATE AT FIFTH CROSSING

The gate leading past the wall beyond Fifth Crossing is inaccessible at night due to curfew and unstaffed.

During the day, the gate is also locked down due to protests in the park nearby. The author must choose to remove the protest element altogether after the protagonist visits the park while it is occurring during the day.

To get through, the protagonist must be well-dressed like a rich person in an outfit from the clothing store (pay \$50 there during the day), or be able to prove he needs access by showing them a room key to the "fancy hotel" beyond the gates.

GETTING TO THE HOTEL

The actual Lovecraft Inn is situated at the peak of Cannery Vale. Once through the gate, the protagonist just needs to climb to the ninth street.

He will get killed by an ambulance on the way. (or a hotel shuttle in the original Comp release - this is a mistake that happened during a rewrite that was left in, sorry! This is fixed in the updated version with zip marked 1.1)

The author needs to cancel ambulance service in the "Preexisting Conditions" chapter.

"Preexisting Conditions" will appear after the protagonist has died approximately 6-7 actual deaths - not using the WAKE UP menu option. (The author will muse about replacing the protagonist with a new character.)

The protagonist can try to reach the hotel early by stealing the letter C off of the CARNAVALE sign outside the abandoned midway and using it at the "Love Raft Inn" motel on the sign to spell "Lovecraft Inn" but fragile reality warping and the Innkeeper will prevent him from staying too long.

To get past the Innkeeper, the protagonist will need to show him he has a key to the room in the hotel.

THE HOTEL ROOM KEY

The key is in the mouth of the "Soothsayer" automaton in the arcade booth on the non-abandoned boardwalk outside the carnival, day or night.

The protagonist needs to play the machine three times using boardwalk tokens to get the key.

FINDING BOARDWALK TOKENS

The protagonist can only carry one token at a time - others will not appear if he currently has one and he'll need to use it before finding another.

Tokens can be found:

- In the destroyed mannequin's jaw in the abandoned version of the carnival where the dogs attack.

- In Louise's apartment if the protagonist spends the night on her sofa (not sleeping with her in bed), he'll wake up with a token stuck to his face from the couch cushion.

- In the Curio Emporium if the protagonist chooses the "Browse" option, he'll find a token that he can pick up if he leaves immediately after. James will know he's done this and call the police if the protagonist talks to him afterward and won't give it back.

- Riding the roller coaster on the midway during the daytime - the protagonist will find a token on the seat.

- The destroyed mannequin in the abandoned midway will regenerate a token each time the protagonist uses one. All three can be acquired in this way if the author wishes to go through the rather tedious process of deactivating the town with the carnival active, getting the coin on the abandoned midway, replacing the town, using the token, then doing that two more times.

SHORTEST ROUTE?

POSSIBLY THE “QUICKEST” ROUTE THROUGH THE GAME?

- Protagonist - (drowns) “The End”.
- Author - Enter a name and a title. Choose prose explicitness. Activate the briefcase in “Stranger on the Beach”.
- Protagonist - Get the briefcase from the sand. Forge inland and die.
- Author - Activate the boardwalk.
- Protagonist - Enter the carnival. Quickly grab the token and enter the quonset hut (torso–jaw gaping–quonset hut–door). Get the trunks from the mannequin. Go back to the boardwalk and press further into the dark woods to die.
 - Author - Activate “there is a ferris wheel” and “there is a seaside town”.
 - Protagonist - Use the token in the booth on the boardwalk. Go up the boardwalk to the town, visit the diner, get turned away. Descend to the boardwalk and into the dark woods to die.
 - Author - Choose to make the waitress friendly in the "Greet-n-Eat" chapter.
 - Protagonist - Go home with Louise but sleep on her couch (You both need a good night’s sleep). Take the token stuck to his face. Wear the clothes she provides in her dresser and leave. In the daytime, visit the public park. Go all the way down the boardwalk and use the token in the machine. Go back to the Curio Shop, choose "Browse" and find another token. Leave immediately - don't talk to James or he'll want the token back. Use the third token in the machine on the boardwalk and get the key. Die in the woods or “WAKE UP”.
 - Author - Choose to eliminate the protest in the “Parallel Park” chapter.
 - Protagonist - Wake up in the hotel, get dressed (doesn’t matter how). Go up a street to Fifth Crossing and enter the gate. Show them the key to the fancy hotel when the guards ask his business. Climb uphill until he is hit by the ambulance on Eighth Drive.
 - Author - cancel ambulance service in the "Preexisting Conditions" chapter. (If that chapter does not exist, keep dying by entering the woods as the Protagonist until the Author is frustrated enough to want a new character.)
 - Protagonist, return through the gate and climb all the way to Ninth Circle. Enter the hotel and show the Innkeeper the key.

The endgame is straightforward, there will only be a choice for the best ending if the Protagonist has the briefcase.

- ❖ "Bad" ending - Agree with the Innkeeper and decide to write more.
- ❖ "Good" ending - Give the Innkeeper the incomplete manuscript from the briefcase.

HAVE YOU TRIED

- Meeting Mibbles the Clown in Jail?
- Snooping in the spare bedroom in Louise's apartment?
- Meeting Louise's mother?
- Injecting the drugs bought from DJ Kleopatrikk or the Rabbit Man behind the fence?
- You'll get an extra plot thread after waking up at Louise's apartment.
- Using the letter C from the abandoned carnival fence on the Love Raft Inn motel sign?
- Trying to get the Love Raft motel clerk behind the glass to take the briefcase to your room?
- Making James the "expositional character" and then talk to him? (Ask where you are and for information.)
- Exploring the entirety of the Lovecraft Inn?
- Trying to exit the Lovecraft multiple times and asking the Innkeeper about it?
- Breaking the Lovecraft Inn elevator and discussing it with the Innkeeper?
- Taking the stairs up from the fourth floor of the Lovecraft Inn?
- Ordering Room Service?
- Investigating the scraping sounds multiple times, and reporting it to the Innkeeper (you will need to have dialed maintenance first to unlock the option on the phone.
- Getting first aid from the Innkeeper, and a flashlight for your trouble?
- Turning the TV on and off until something different happens?
- Watching the Innkeeper deliver the room service tray?
- Making Dr. Hunter the protagonist more than once?
- Titling the book something familiar, or being a celebrity author?
- Listening to the playlist of game music (in better fidelity and in its entirety) by Kevin MacLeod?