

Game resolution:

The resolution of this game is **1920 x 1080**, if the resolution in your PC is smaller than it, you may not be able to play this game normally. Meanwhile, if the **FPS** of this game is **low** on your PC, you may also not be able to play this game normally and meet some bugs. But still appreciate your help.

For MAC player, if you can not open the app (name is Mac.app). Please input following instructions in your terminal.

```
chmod -R 777 Mac.app
```

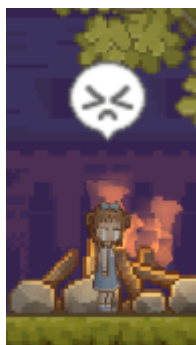
```
xattr -d com.applequarantine Mac.app
```

Then you should be able to open Mac.app and play the game.

Player Operations:

Arrow keys (left, right, up and down): Player Movement

R: Interaction with the child. Before the final part of the game, interaction simply will give a sequence of dialogue sentences with the child. In the **final part**, you will see a floating emotion box shown on the child's head as follows:



In this case, interaction with the child will allow you to select and execute actions.

To speed up the dialogue, you can repeat pressing **R**, then the dialogue will be quickly shown.

Target State:

Fear: Not at all,

Anger: Not at all

Happiness: Intense

E: Interaction with devices (Signs, Switches, and Treasure Box) when the player is close to these devices

B: Open **Bag** (You can click items to see their descriptions. Some items can be acquired by clicking their buttons (i.e., Bow, Pickaxe). Some cannot be acquired (Key, Gift, Toy), if the item cannot be acquired, its button will disappear).

Z: Shoot Arrow. Bow should be already acquired. Then the player needs to open the bag to acquire it, once you see the bow in the player's hand, you can press Z to shoot an arrow, otherwise, pressing Q does nothing.



In the case of the picture on the left, you can shoot the arrow.

Z: Attack to destroy some items. Pickaxe should be already acquired. Then the player needs to open the bag to acquire it; once you see the pickaxe in the player's hand, you can press Z to attack, otherwise, pressing Z does nothing.



In this case, you can attack.

Space: Jump

K: Open **Action menu** (You can see the descriptions and hints for all actions, but you are not able to execute them, the **Action menu** is just a set of hints.)

Mouse: Select item and actions in **Bag** and **Action menu**

Shift: Press and hold down the Shift, then pressing arrow keys will allow the player to run.

ESC: Call Pause Menu

Tips: It's better not to call the Pause Menu (ESC) when the child self is doing operations controlled by AI. (This may cause the bug, in this case, you must press ESC to call Pause Menu and Retry the game).

Aim in levels:

Level 1:

The **first** puzzle is how to **pass Spikes**.



To overcome it, the player has to climb the ladder, then **open** the treasure **box** (Press E), you will obtain a **bow**. Then **jump** to the platform, open the bag and **acquire** the **Bow**.

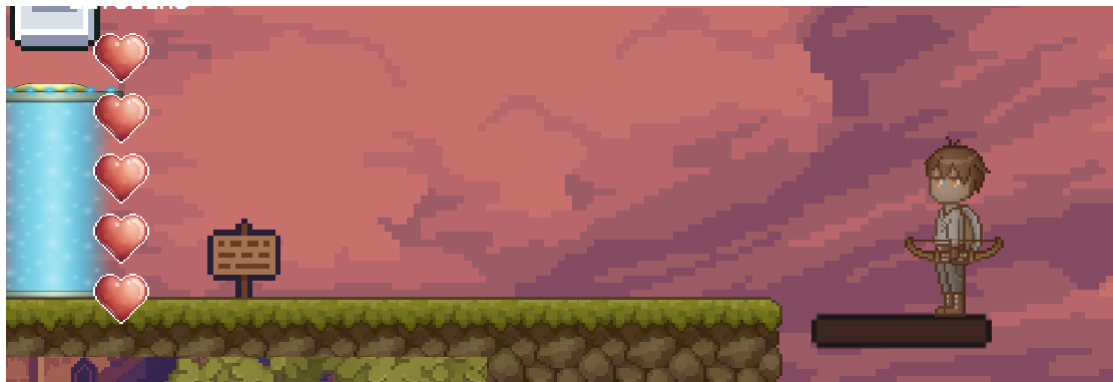


After **shooting the arrow** (Press Q), the lefthand side branch will be destroyed, and the crafts will fall down. Now the first puzzle will be solved.

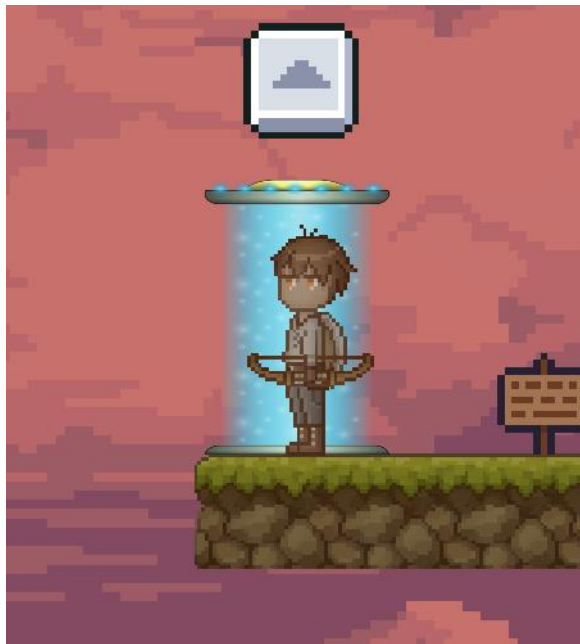
Now move on, you can see a rock in front of a tunnel. This is the **second puzzle**, you need to **break** this **rock**.



To solve it, you should first **jump on the moving platform**.



Then reach the **teleport**. Press Up arrow will send you to another teleport.



Then jump on the **right hand side moving platform**. Then you can see another treasure box. Open it, you can get a **pickaxe**.

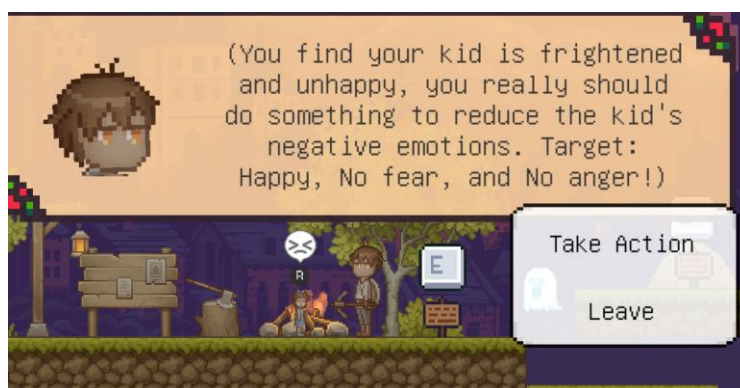


Now you can go back, open your bag and acquire the pickaxe. Then you are able to break the rock now (Press Z). So far, the **second puzzle is solved**.

After that, it's the **final puzzle**.



You have to be close to your child and Press R to interact with your child.



This time you can take action to make your child's emotions better.

Target State:

Fear: Not at all,

Anger: Not at all

Happiness: Intense

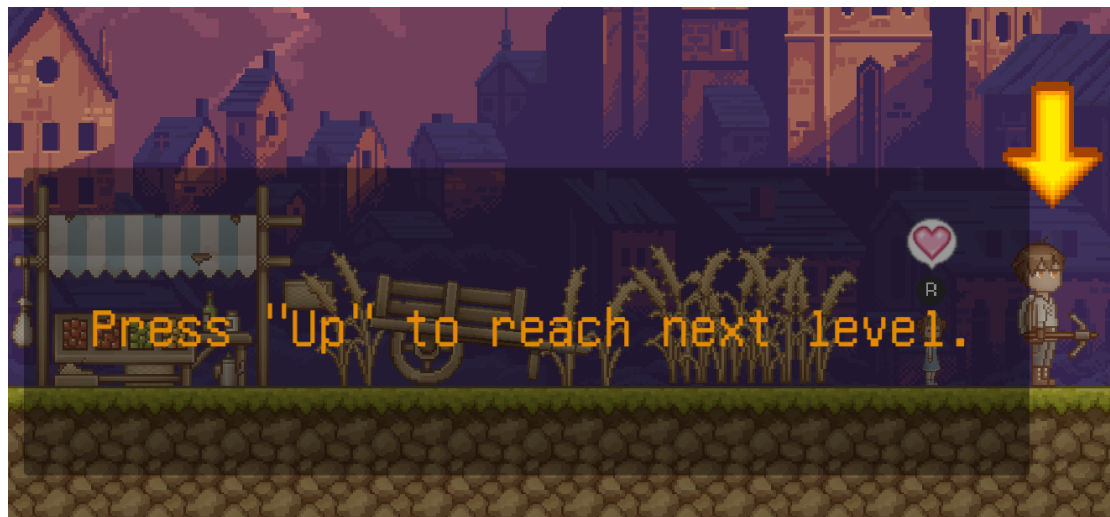
The action the player need to take please see the following **Emotion transition graph**.

Sometimes, even if you take the correct action, the kid's emotion may get worse as in the real life (in this case, you won't lose a life, and the dialogue box will also tell you it's the correct action). In this case, you have to base on the new worse state to choose the new correct actions. Therefore, in each level, the correct series of actions are **not fixed**.

If there are no random events, **the correct series** of actions should be:

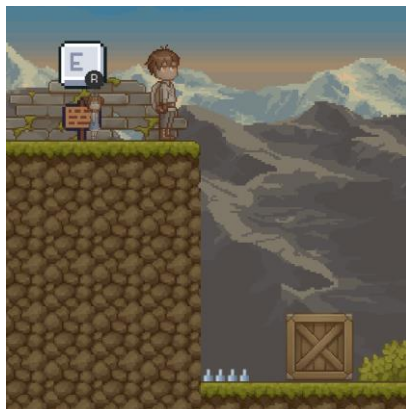
Embrace and Cuddle -> Laugh with the kid.

After that, all puzzles are solved, you can pass the river to reach the next level.



Level 2

The **first puzzle** is how to let the kid fall on a **safe place**.



To solve it, the player should push the craft on the spike.



Then the first puzzle is solved.

The second puzzle is how to let the kid pass the tunnel. Same as the level 1, the player should use the pickaxe to break the rock.



Then **interact** all these **three** switches.



Then the **second** puzzle is **solved**.

Then the **final** puzzle comes, you need to interact with your kid (Press R) to reach the target state.



Target State:

Fear: Not at all,

Anger: Not at all

Happiness: Intense

If there are no random events, **the correct series** of actions should be:

Hug/Embrace and Cuddle -> Sing a song/Laugh with the kid (higher probability to get worse)
Or, Hug/Embrace and Cuddle -> Give a gift (if you collect it) -> Sing a song/Laugh with the kid
(lower probability to get worse)

Collecting the gift is **optional**, without the toy, the player still is able to pass this level. (You can try to find it in level 2)

Level 3

The first puzzle is how to let all these three floating platform go up by interacting with these 3 switches. (No fixed solution, one solution is interact the **first** one, then the **middle** one, then the **first** one.)



Then the **first** puzzle is solved.



The second puzzle is how to get the key behind the rino.



To solve it, player have to reach the righthand portal and send himself to the leftside one.



Next, player should fall down and attract the rino's attention



Once the rino reach the leftside, the kid will **collect the key** by AI.



Then the **final puzzle** comes, you need to interact with your kid (Press R) to reach the target state.



Target State:

Fear: Not at all,

Anger: Not at all

Happiness: Intense

If there are no random events, **the correct series** of actions should be:

Laugh with the child (higher probability to get worse),

Or **Dance (lower probability to get worse),**

Or **Give a toy (If you collect the toy) -> Dance (lowest probability to get worse)**

Collecting the toy is **optional**, without the toy, the player still is able to pass this level. (You can try to find it in level 3)

Emotion transition graph (sheet):

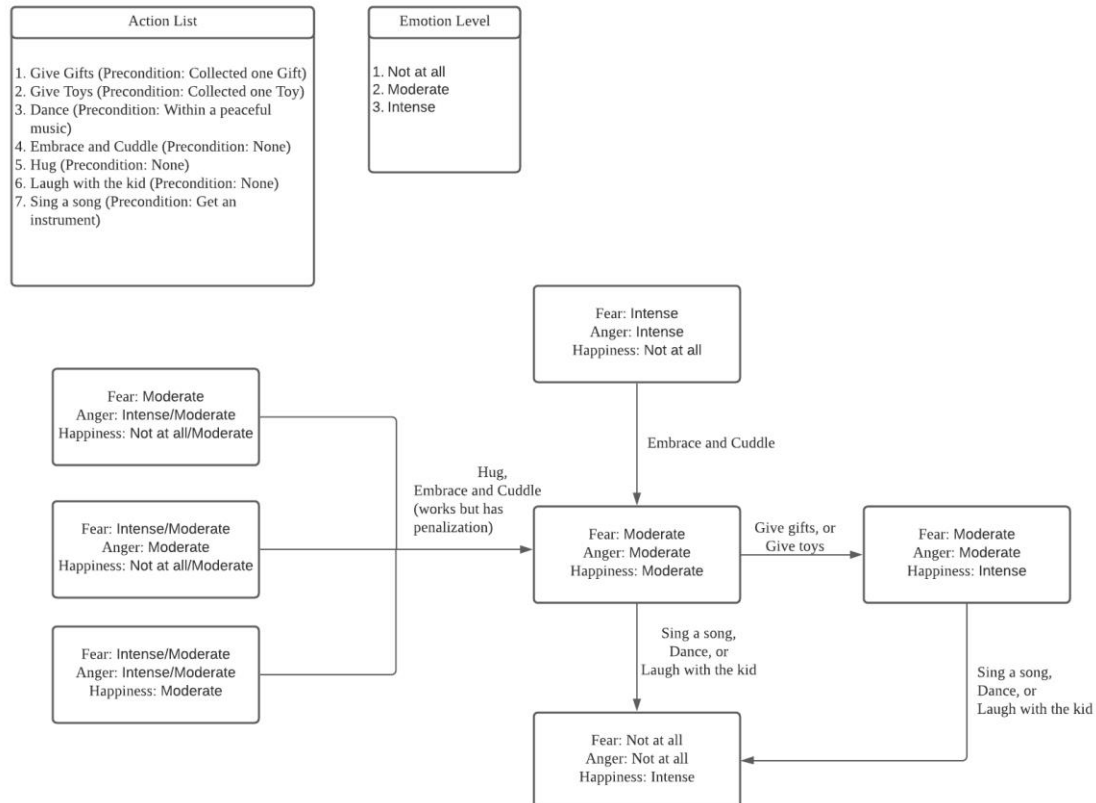
You can see this **emotion transition graph** to choose the correct actions based on the current state. There are some random elements in the game, sometimes even if you do the correct action, the kid's emotion still will get worse, but in this case, you won't lose a life line.

Target State:

Fear: Not at all

Anger: Not at all

Happiness: Intense



Start Menu:



You can input numbers (1, 2 and 3) beside the “PLAY” button to change the level you want to play. If you don’t input anything but click “PLAY”, then the game will start from Level 1.

UI in the game:

Lifeline: In the game, you will be asked to take a series of actions to make the child positive. In this case, the lifeline represents the player’s five chance to select wrong actions. Once an incorrect action is executed, the lifeline will be decreased by one. Once it comes to 0, you will lose the game.



Emotion Bar:

1. Before taking an action, the emotion bars work as a counter. Once hearts in fear and anger bars move to the rightmost side (intense fear and anger) and the heart in the happiness bar moves to the leftmost side (i.e., not at all), you will lose the game.
2. When it comes to taking an action, the emotion bars represent the child's emotions. The player should consider these emotion bars to choose the appropriate, correct action.

