

Walkthrough

Here's how to find and complete every puzzle in the game, assuming you start from the first webpage the Itch project links you to. I recommend exploring the game on your own first, since the puzzles are supplementary to the main story content.

Tutorial puzzle

Click the link that says "My current work is at my new website **here**." This link takes you to a neocities page. The puzzle-relevant information is behind the link for games: go to Itch and go to UR. Complete the puzzles:

- Click in order: red, blue, green, black.
- Do the same again.
- Type badc.
- Type fxa.

Credits puzzle

Go back to the main menu and look at the credits. Notice the symbol in the text box. The symbol matches the title of the YouTube video. It's linked from the homepage of the neocities. The solution to the puzzle is DALI. Go back and input this solution in the credits. Notice in the credits video the blue letter A and the black letter E.

Research puzzle

From the main page of the research website, click the link that says ■■■■. The solution is in the second to last blog post (dated February 10th 2026,) which also has the ☂ symbol. The solution is nota. Put the solution in the places of the underscores in the URL to go to <https://curtissbenjamin75.github.io/web/☂/nota.html>. Notice in the PDF's on this page the green letter D and the red letter B.

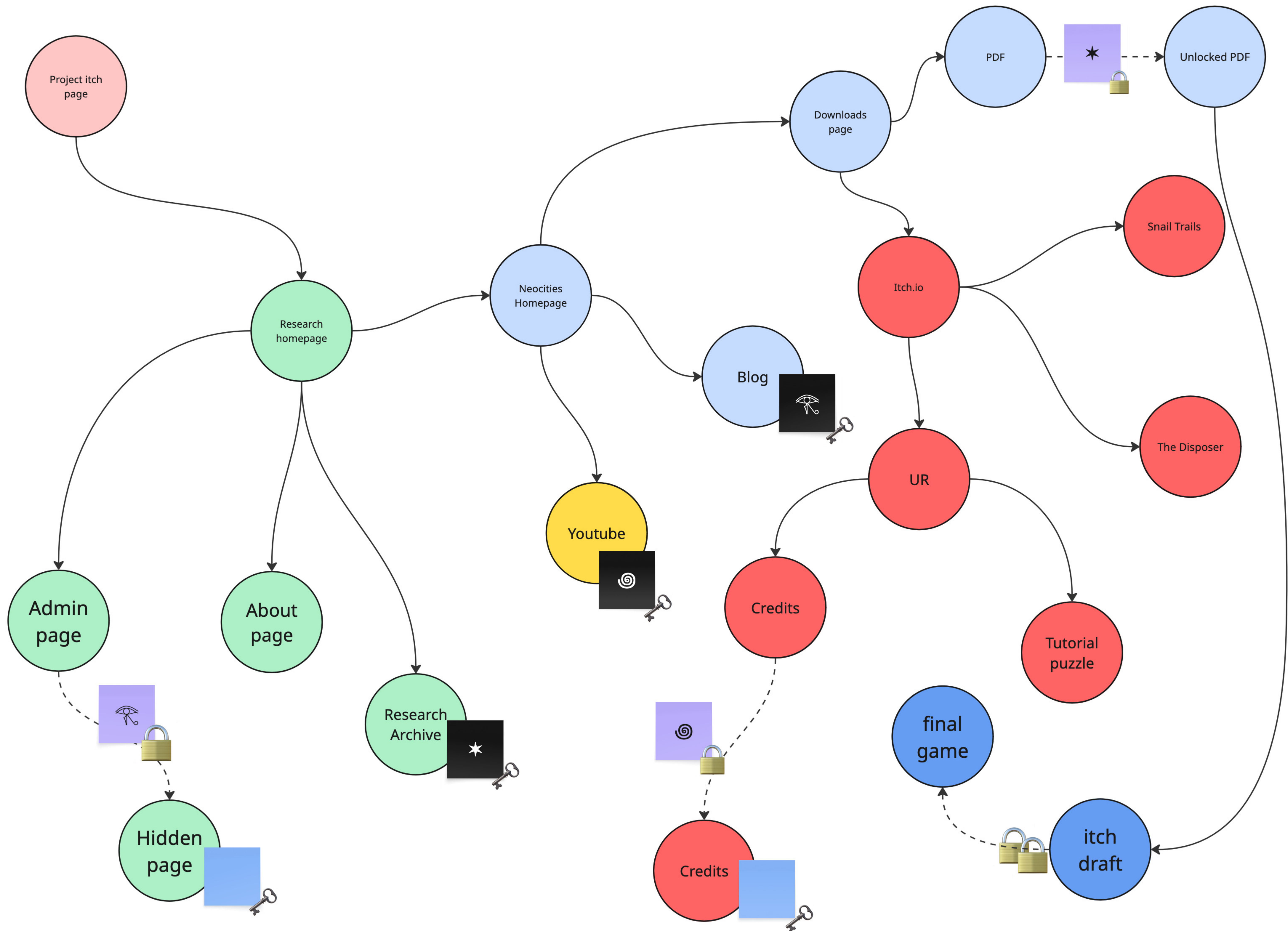
Supplementary materials PDF

The solution to this puzzle is in the research archive, there's a PDF with a message encoded in morse code.

The encrypted PDF itself is on the neocities games page. Type 6943 as the password to unlock and view the PDF.

Final puzzle

Go to the URL in the neocities PDF and input the password from the other clues: bade.



Facts about the world:

- Pastorypia
 - Disease that doctors don't believe in (implying it's not real.)
 - Benjamin has it allegedly
 - **Revealed in puzzle rewards**
 - Has a whole list of symptoms
 - No prognosis mentioned, so probably not fatal or anything
 - There's a small community of people centered around this other website that talks about it
- Characters
 - Benjamin Curtiss
 - Character history:
 - Used to be a neurobiology researcher, left in good standing
 - Has some kind of data that he's not allowed to post publically
 - Started making this game a little after leaving his job
 - **Revealed in puzzle rewards**
 - Put hints to access the secret data inside the game
 - Has Pastorypia allegedly
 - Deniz
 - Benjamin's friend.
 - They might not hang out anymore (implied by the fact that he's mentioned in last year's birthday post but not the more recent one.)
 - Dr. Blake Howard
 - Benjamin's boss.
 - They had a good relationship, but leading up to Benjamin leaving his job, Dr. Howard became suspicious of him.
 - Unnamed parents
 - Unnamed brother
 - Benjamin has a brother.
 - He is probably closer with the brother than the parents (implied by the fact that his brother visits him and stuff.)

Player experience:

- Either the player plays the UR game before seeing any puzzle clues and the first clue they see makes them realize that there are more puzzles, or they see one or more clues first, and the UR game makes it click that that's what those were.
- The player remembers seeing symbols in certain places, and matches them together in their brain.
- The player spends time combing through everything to look for more hidden things.
- Not every player has to finish every optional puzzle, some are hard, and it's possible to enjoy the game without beating them.
- There is a chronological finale to the series on the YouTube channel, so the player isn't completely left guessing about the fate of the characters.
- There is a final puzzle that fills in more information if the player finds every puzzle reward.