

A Tune at the End of the World

Let's party!

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Game: <http://textadventures.co.uk/games/view/qshuaptivksn17ezqcsi5q/a-tune-at-the-end-of-the-world>

This Walkthrough Works

>Pink text is what you type (commands) into the text parser in-game

#text# - means that you can type anything.

White text means that I'm explaining stuff to you. I'm the narrator of this walkthrough. I was also the narrator of the game. ;)

Yellow text is a link.

Blue text labels locations

Indented text means that these commands are not needed to finish the game (but if you're a completionist, you can do these steps for varying, and occasionally humours, results).

Now, on with the walkthrough.

General Commands

This is a list of commands you can type at any point in the game. None of these are required to complete the game.

>look at yourself

>say #text#

>yell #text#

>#text# fucking #text# OR >fuck #text#

>punch #text# OR hit #text#

>help

Start of the game: Hallway

Press enter

>look at music

>listen to music

Ah, now we know why the game is called, *A Tune at the End of the World*.

>look at mirror

>take mirror

>look at clock

>take clock

>open back door

>look at crowd

>go to stairs

Stairs

>pick up woman

Would you please stop trying to flirt with NPCs! I'm trying to do a walkthrough here! >:(

Before we try talking to her, let's inspect this person...

>look at woman

Hmm. A mod. *Gee, I wonder who THAT could possibly be...*

>look at woman

And she has that iconic, beetle-shaped wrist device? No, it *can't* be her...

>look at drawing

If you've played *Three Guys That Paint*, this is the part where you start arm-flailing and go into a fit of hysterical sobbing. Please, just pull yourself together, and let's move on.

>take drawing

Eh-hem. I *said*, let's move on...

>talk to woman

Le gasp! It's Morwenna! :)

Press enter

Press enter

You now have a task: Getting a beer for Morwenna. Oh, *yippee*. You'll now automatically be taken back to the Hallway.

Hallway

>go to kitchen

Kitchen

>look at lights

>look at fridge

Note that you get a different result depending on what state the fridge is in (eg. The fridge is open/closed and does/doesn't have the can of beer).

>open fridge

>look at fridge

For some reason, you *have* to look at the opened fridge before you can pick up the can of beer. If you don't, I'll tell you that April can't see any beer. I guess April is kind of unobservant? ^^;

Your name's April, by the way. In case you were struck with a severe case of amnesia and forgot.

>look at beer

>take beer

After picking up the can of alcoholic beverage, you can try drinking it or discarding it:

>drink beer

>drop beer

Your friend Julie is also there. Why don't we have a meaningful interaction with her?

>look at julie

Press enter

>pick up julie

>Talk to julie

Oh dear, relationship problems. -_-

Press enter

Press enter

So, yeah, April seems to have an... "odd" best friend. ^^;

You can *try* to talk to Julie again:

>talk to julie

You can also examine Julie again, which will now have a deferent result after talking to her:

>look at julie

>close fridge

Note that if you forget to close the fridge before going back to the hallway, you get a special ~~reprimand~~ message and get sent back to the kitchen. You have to close the fridge. That's manners!

>go to stairs

Stairs

>talk to morwenna

If you haven't gotten a drink for Morwenna yet, you'll get a different result.

>pick up morwenna

Now, I know we're at a house party, but this is no time to try and flirt with strangers. Let's give the drink the Morwenna.

>give beer to morwenna

Press enter

There's your damn drink, Morwenna. Now, could you please help us advance the plot?

Press enter

Hmm... There's something strange about Morwenna, isn't there? Well, if you've played *Three Guys That Paint*, you'll already be aware of all the facts, right?

You've played [Three Guys That Paint](#) by now, right? Of course you have! I trust you.

Press enter

Well, Morwenna noped right outta there with barely a goodbye. But that's Morwenna all over, isn't it? Looks like we'll have to find the plot ourselves! >:(

I guess we should try to follow her.

>go upstairs

Let's try using the bathroom!

>go to the bathroom

>look at bathroom

>knock on the door

And if you try knocking again, you'll get a different result...

>knock on the door

>knock on the door

>knock on the door

Okay, now you're just being mean. :(

>go to attic

By the way, if you try to enter the attic, I'll tell you that you have no reason to go there, and send you back.

And rightly so: Who on Earth goes to a friend's house party and makes a beeline for the *attic*? A *weirdo*, that's who!

So let's be weirdos and enter the attic now...

Attic

I'm just thinking, if you haven't played *Three Guys That Paint* at this point, you're probably confused as heck at this juncture. O_o

If you try to leave, you can't. But you'll get a funny comment from me:

>go back upstairs

>look at morwenna

It's Morwenna. She's looking apprehensively at the <alien>.

>speak to Morwenna

Yeah, no kidding. I'd be busy too if I was double-arm-wrestling someone...

>look at alien

Press enter

You can try crawling into the machine before talking to the alien:

>crawl into the machine

>talk to alien

Press enter

Press enter

Uh-oh.

Press enter

Uh-oh...

Press enter

Maybe Morwenna can help...

Press enter

Well, looks like it's up to us to save everyone.

Also, have you noticed that Morwenna, in spite of all her abilities, experience, and helpfulness, is never the one who ultimately does the saving? It's always the human she meets and forms a bond with? Last time it was Nigel. This time it's April.

Funny that...

>talk to alien

>look at machine

You'll be asked if you're sure you want to crawl into the machine:

If you want to keep exploring, choose "no":

Press 1

Press 2

Press enter

Inside the Machine

>look at porthole

>look through porthole

And now, enjoy the ending:

Press enter (About eight times)

I hope you enjoyed the game (and this walkthrough).