

I thought long and hard before putting out a game like Ugly Oafs. It is stark and barren, and you may wonder what the heck is going on. Fortunately, once you figure out what you can change, you'll see there's only so much to do.

This document will try to give hints as to how to win the game without spoiling it. I'm not sure how much spoiling you'll want, so I put things on separate pages so you don't see too much/little. Some people may need more, and some may need less.

This document also doesn't spoil any easter eggs (that's stuff that isn't part of the main walkthrough and may be tricky to find, and it's only for people who enjoy the game otherwise.) I included them in the source code, which should be published with the game, so you can look them up if you want.

Thanks to Trizbort for drawing the maps. It's a really neat app. I recommend you use it as well.

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## The Reasoning (Above)

The game should alert you to various clues and oddities along the way. If you read the markers, some will have writing on them. The writing is a clue, as are location names like Golem Murks and Green Terra. So is the onyx—its roof ebbs, which is seen as a weakness. Hmm, roof, ebbs.

You may notice that going west decreases the number on the marker by 1. Going north decreases it by 5. You also may notice that a room with a marker number of X is similar to a room with marker number of 26-X.

Another clue is the cold frog. It's by a marker with a number of 3. It is happy where it is, and it belongs there. If you can find a relation between c, f, and 3, you may have this figured out. Similarly for d, g and 3. Note that the frog also appears if the marker number is 23. What number comes to mind when you think of 26? The number of letters in the alphabet.

The markers provide a clue, too. If you go east or west immediately, a love note is written: "BABE & POPS." Seeing B/P in positions 1 and 3 may clue that B always goes to P—well, at least here. You may also notice each of these words has letters clustered together. Particularly, A is before B, and O is before P.

There's also a clue if you go all the way from the northeast corner to the southwest or back. Psst, loop—again, with the double letters, and s being near t and o being near p.

The final clue may be if you circle around to all locations. "Nowhere, Abjurer!" is a word pair that people who love word games may know. If you go back to the onyx, you get another clue. It seems to be saying "Oho, bub! Oho!" As if it's bragging, or if it is teasing you with the solution.

This is all empirical, so if you haven't had an a-ha moment, let's look a bit more. A lot is going on in GREEN TERRA, so let's break it down. The e's and r's are switched. They're both on the opposite side of the alphabet. But we can do even better: the onyx makes you balk. The roof ebbs, and this is a weakness.

N=>A, O<=>B, R<=>E, S<=>F, T<=>G, U<=>H, W<=>J, X<=>K, Y<=>L. In fact, even the author name is a clue, if you notice it.

Many things in GREEN TERRA have words that are what is called ROT13'd. In other words, one word is the others, with all its letters shifted 13 over. You can learn more about ROT13 at [rot13.com](http://rot13.com). And once you note BABE's letters are 14 away from POPS's, respectively, hopefully things click. In a room with a marker number of X, you can shift something's letters over by X—or 26-X.

## The Reasoning (Below)

A similar mechanic is at play below ground, but what is it? If you look at the WRATH PULSE and the TALK SLAB, and write out the alphabet letter numbers, you may discover that they are different numbers of letters apart. But wait! Everything is opposite down here, if you talked to the oaf. Let's count letter places another way:

$$W + P = 16 + 23 = 39$$

$$R + U = 17 + 22 = 39$$

$$A + L = 1 + 12 = 13$$

$$T + S = 20 + 19 = 39$$

$$H + E = 8 + 5 = 13.$$

$$K + B = 11 + 2 = 13.$$

In this case, the letters are mirrored across the alphabet, instead of shifted. That is why the SEA GUY and the UNDUG ELVES are unseeable. They sum to 26, but that's not available.

# The Walkthrough

This is a brutally direct walkthrough, not providing you with any reasoning from the game. It cuts corners completely. So you won't be able to help the oafs much or get the best ending.

First, let's plow through and get all the items.

W.GET ALL.N.GET ALL.E.GET ALL.E.GET ALL.S.GET ALL  
S.GET ALL.W.GET ALL.W.GET ALL.W.GET ALL.N.GET ALL  
N.GET ALL.N.GET ALL.E.GET ALL.E.GET ALL.E.GET ALL  
E.GET ALL.S.GET ALL.S.GET ALL.S.GET ALL.S.GET ALL  
W.GET ALL.W.GET ALL.W.GET ALL.W.GET ALL.NE.NE.GET ALL

This gets all the items and kicks you back to the center. You can cut and paste and use the up arrow.

W.W.

Now, what item can you use here, knowing what you know about how you can shift things? Each item will need its letters shifted by 11, and of these, only the HATS becoming a SLED make sense.

SLED.PUSH SLED N

Now, if you go through your inventory again, the number for this area is 6. Hmm. What can be changed? If you poke around, the INGOT can be.

CHAIN. PUSH SLED N.

Now, the tuffet is suddenly useful. It can go backwards a letter or forwards. Uvggfu is nonsense, but STEEDS isn't. If you rescued other animals, you'd note they went to the zoo. But the steeds are ready for action, to pull something.

TIE STEEDS TO SLED.SE.SE.

The steeds charge at the onyx and run around it, causing the sled to chop it off. You can go down now!

At the talk slab, all you apparently have to do is to ask the right question. Perhaps even write it on the talk slab. The pulse won't listen. It's filled with ire: duh! As if a short reply to a short question. Now what could that written question be? Here is the quick-out way to win the game. You will need to find the pens, first. You can sweep as you did above, but note that a thug and a punk are in two of the four corners. They may be useful for the fuller ending. You can get them to fight to cancel them out.

The item you want is the GRID, which can be changed to PENS. Back at the center, then,

S.S.PENS.GET PENS.DROP PENS.N.N.WHY

You can defeat the wrath pulse with the fry gun for good, but the fry gun is not easy to find. I'll fully spoil how to get it after the comp. However, I'll give these clues:

- The bee can be defeated several ways, if you note it or the BZZ it makes.
- The boxy hulk will fight someone more aggressive than you.
- The oaf you rescue from the snare can look in certain places. Not just a place.
- The boxy hulk doesn't actually possess the Prune Trove, even though it yells "MINE!"
- Maybe you can figure out who the three cool guys are.

## The Map (Above)

The map is five-by-five, and all neighboring rooms can access each other:

Shift 1 or 25	Shift 2 or 24	Shift 3 or 23	Shift 4 or 22	Shift 5 or 21
		cold frog		
Shift 6 or 20 GOLEM MURKS	Shift 7 or 19	Shift 8 or 18	Shift 9 or 17	Shift 10 or 16
Shift 11 or 15	Shift 12 or 14	Shift 13 GREEN TERRA	Shift 12 or 14	Shift 11 or 15
Shift 10 or 16	Shift 9 or 17	Shift 8 or 18	Shift 7 or 19	Shift 6 or 20 GOLEM MURKS
Shift 5 or 21	Shift 4 or 22	Shift 3 or 23	Shift 2 or 24	Shift 1 or 25
		cold frog		

## The Map (Below)

The map for below can be envisioned as such, and you can travel among all neighboring rooms:

Reverse 5/31	Reverse 4/30	Reverse 3/29	Reverse 2/28	Reverse 9/35
Reverse 1/27	Reverse 10/37	Reverse 8/34	Reverse 7/33	Reverse 6/32
Reverse 15/41	Reverse 14/40	Reverse 13/39	Reverse 12/38	Reverse 11/37
Reverse 20/46	Reverse 19/45	Reverse 18/44	Reverse 17/43	Reverse 16/42
Reverse 25/51	Reverse 24/50	Reverse 23/49	Reverse 22/48	Reverse 21/47