

Raik: Walkthrough

Raik can be quite unfair. You can lose unpredictably, and there's no undo button. That's because panic disorders are unfair (and so are celtic fantasy worlds). It's not always possible to predict what the results of your actions are, and you can't always manage the situation by making all the right decisions. Sometimes there is no right decision.

Still though, I'd like you to play through this story. So it's relatively short, minimising replay frustration, and the few puzzles aren't impossible, and if you get stuck here's a walkthrough. There's no shame in using it.

I start by explaining the puzzles and the reasoning, then give a hint, then the solution. There's no spoiler-hiding so just scroll slowly if you don't want the answer. Puzzles are presented in order. There's a plain walkthrough at the bottom.

Download the game source at <https://www.dropbox.com/s/1pdn1bluh963zum/RaikSource.twee>. It can be imported into the Twine engine.

Language

At first you can choose which language you can progress in, but occasionally the game will jump a swap on you, because that's how reality works sometimes. Whichever language you enter the maze in, you exit in the other one. After the maze, you can't move between the languages. You'll have to play the game twice to see both endings.

Instadeath

To avoid insta-failure, don't:

- Swear at the taxi driver.
- Try to phone Brian.
- Attack the crab.
- Follow the tunnel that smells putrid and bloody.

Health

You can take three hits (to your body or the background level of panic) and then you'll fail on the fourth. Damage in one story translates to damage in the other. Generally, panic increases when you do something that's hard work or emotionally risky, and you get damaged when you do something that seems dangerous, but the signs are intentionally vague. To avoid getting hit, don't:

- Check Twitter
- Follow the tunnel with chittering
- Look at the funny video, half-ass your report, or email Brian.
- Dive for the pearl, eat the fungus, or read the runes
- Call your boyfriend
- Bellow his name
- Check your emails, work on your game, or phone your boyfriend
- Attack the spikes, clear the rockfall, or pound the floor.

On all of the four paths there's one hit that's unavoidable.

Afternoon of Work / Gold Room

Just do five actions without dying and you'll progress.

Maze

I'm sorry that there's a maze. It's too good a metaphor for panic attacks to pass up.

The maze is solvable. There are nine rooms, plus an entrance and exit. The same links always lead to the same room. To solve the maze, make a map with nine rooms on it, record where links go, and trial-and-error your way through the links until you get out.

However, the maze automatically boots you out after you click 25 links. This is partly to make it passable for people who hate puzzles, but mostly because you usually can't think your way out of a panic attack. (Often the opposite.) Sometimes you can stumble out of one, sometimes you can remember a technique (like slow breathing) that gets you out, and sometimes someone else can help you get out. Sometimes the only thing that works is when you stop trying to get out and let it pass.

Breathing / Doorway

Make a full sentence. Match the creatures to their habitat. (It's a Highland Cow.)

Solutions:

“juist focus on yer braithin”

“selkie salmon capercaillie cow osprey”

Then close your eyes or press the sun.

Walkthrough

There are four paths, two in each language. They meet at the maze.

from “Ye saig intae yer sofa” to the puzzleless endgame:

TV / hit hurts / rype the cubbarts / kill the efternuin / put on laundry / But nou whit? / snod yer hoose / But nou whit? / redd yer desktop / But nou whit? / dae yer physio / But nou whit? / wash yer dishes / But nou whit? / ye can gang hame / naw naw naw / are / nivver / right / down / ye / juist focus on yer braithin → n close yer een n /

from “Ye rug yersel aff the sofa” to the puzzleless endgame:

juist keep yer heid down / data entry / time for lunch / (click through and) efternuin o darg / emails to answer / sling a deifie / mair time tae kill afore ye can gang hame / chack Facebook / close the windae / still no exit / impack report / concentrate n dae hit richt / gang hame / naw naw naw / are / nivver / right / down / ye / juist focus on yer braithin → n close yer een n /

from “The light dims as the tunnel twists” to the puzzleless endgame:

you could flee / to your right / hit water with a violent splash / (click through and) a deep, wide pool / pool before you / close the windae / still no exit / strange orange fungus / a lever / still no exit / covered with marks / lever to be pulled / a terrible grinding of stone on stone / a thundering darkness / left / down / need / maun / straight / selkie salmon capercaillie cow osprey → a fiery sun /

from “Two steps down the passageway” to the puzzleless endgame:

enough handholds for a risky climb / an astonishing cavern / find a way out / squeeze through / a room of solid gold / find a lever / The gold spikes / search the floor / But nou whit? / climb the walls / The gold spikes / drink your luck potion / The gold spikes / pray to the gods / The gold spikes / escape! / darkness / left / down / need / maun / straight / selkie salmon capercaillie cow osprey → a fiery sun /

Sourcecode

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