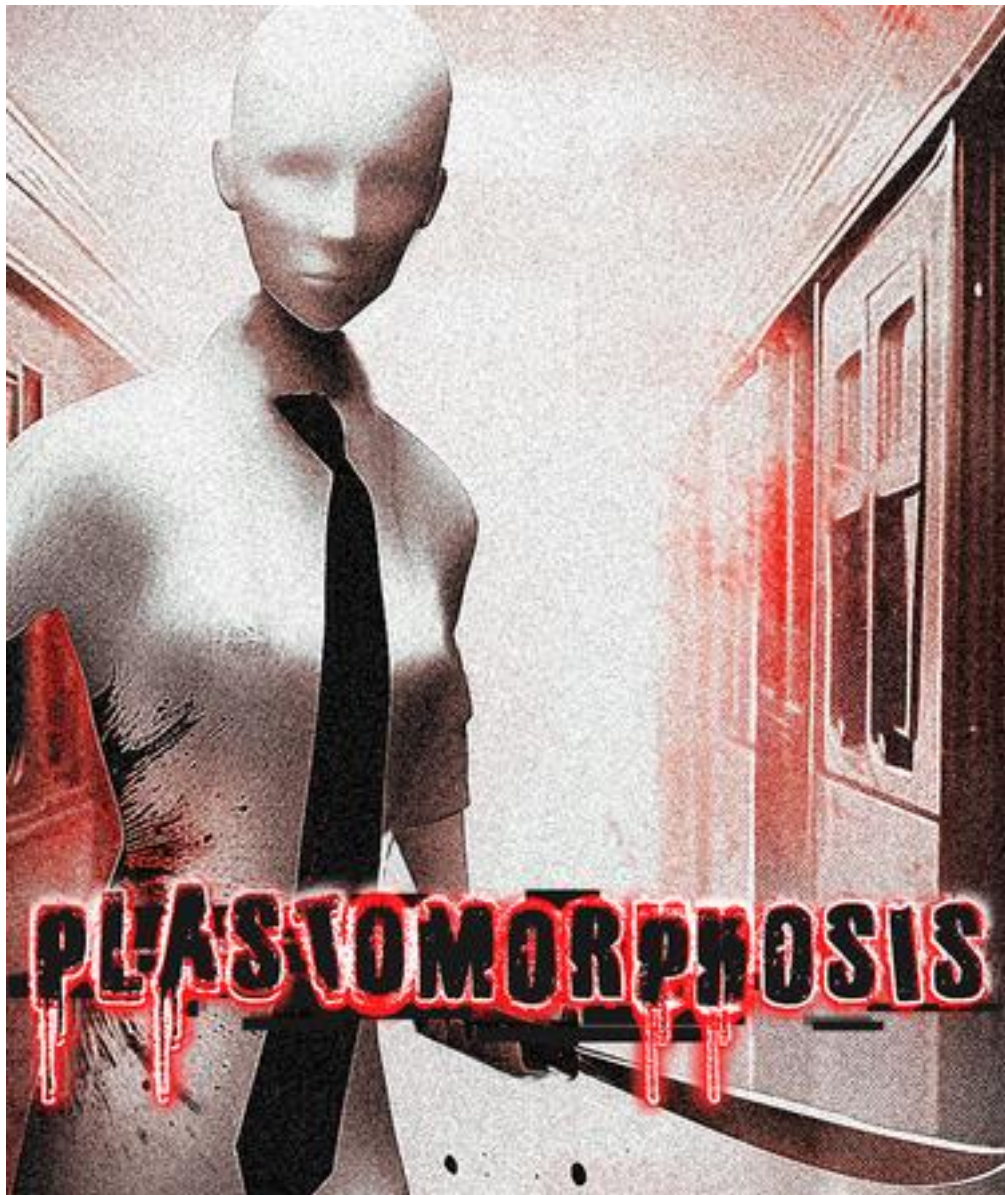




Plastomorphosis Puzzle Tips and Gameplay Tricks

Warning!

Refer to this guide only if you encounter difficulties with puzzles or game elements, as it contains spoilers for game events. Use it as a last resort to enhance your gaming experience.



Part 1 – Metro Block Underground station

Quick tip: The location of key items displayed on the *Map* (button 'M' or press 'RS') – if you turned on the option to display hints about key items location.

- 1) Get the *part of magnet* near the door (illuminated by a red light) with the 'Heart' lock engraving.
- 2) Follow the green light to reach the 'Safe room.' Trigger the cutscene, and then solve the toilet puzzle to obtain the 'Health kit' using the sequence **LEFT LEFT RIGHT RIGHT FLUSH**.
- 3) Go to the 2nd floor of the station, go to the corridor with broken mannequins, and move until you get to the end of all corridors: get the '*Nail bat*' and the '*Tablet*'. Inspect '*Tablet*' – there will be 2 digits, they represent the 2nd and 3rd number of the code.
- 4) Make sure not to overlook the '*Power plug*' held by the broken mannequin. It is positioned just before reaching the bat and is identifiable by a small orange glow. Be sure to collect it.
- 5) The other **2 digits are spray-painted** on the walls within these corridors, with one appearing before entering the red-fogged corridor and the other after it.
- 6) Return to the 1st floor and go to the '*Keypad*' protected with glass. Break the glass with the 'Nail bat' and enter the code. *The code is always different for each player*, just scroll through your *notes* and enter the digits that you were inspecting on the walls on the 2nd floor. The tip of a position of codes is in the note's name. The **other 2 digits are located on 'Tablet', inspect**, and remember the numbers.
- 7) Keep in mind that *the digits on the walls represent the 1st and 4th digits* of the code, while *the tablet provides the 2nd and 3rd digits* of the code. Use this information to decipher the complete code.
- 8) Once you've successfully cracked the code, proceed to the basement floor. Reach the door, it's locked. Go to the end of the area with public phones. There is a **small key**, but you need to get another part of the magnet to magnetize it.
- 9) Proceed to the end of the corridor, where you'll encounter a blockade of *flammable barrels*. Nearby, you'll find a broken mannequin holding **the other part of the magnet**. Retrieve it, combine *the two magnet parts* in your inventory, and then use the **whole magnet** to obtain the key. Unlock the nearby door with the acquired key.
- 10) Enter the technical room, go through the corridors of it, and receive the '**Swollen eyeball**'. Return to the 1st floor and go to the end of the platform, which is near the door to the safe room. Jump down the platform, go to the end of this area, and open the locked door with the '**Swollen eyeball**'.

- 11) Navigate through the sewer tunnels to reach the designated area. Obtain the **key** near the junction where you pushed the 'trash container.' It is needed to unlock the gate to leave this level after confronting enemies.
- 12) Tip: Follow the yellow light as a guide to determine where to make a turn at the junction.
- 13) After getting the pistol and fighting with enemies, return to the basement floor of the station and **shoot the flammable barrels**. It will open the way to the next part of the level.
- 14) Acquire the **'Power plug'** situated on the electricity power transformer.
- 15) Get through the end of this area. There is a small underground lab with two capsules. Activate the first (on the left) and wait until it is done with processing. Then activate the one on the right and fight a mini-boss.
- 16) Tip: Be cautious when dealing with the *Plastomorph Type Stalker*, as it lacks a 'pain state.' Shooting it from a distance may not slow it down, and it can close the gap swiftly, posing a potential threat.
- 17) Get the **'Power Distributor Fuse Key'** and return to the 2nd floor. Move in the opposite direction of the corridor with broken mannequins.
- 18) Activate the terminal using the **'Power Distributor Fuse Key'**, then activate the 'Wave Fusion device' and complete the puzzle. Prepare for the fight that awaits you!
- 19) Tip: Ignore enemies of Plastomorph Type Mannequin, as they are slow and clumsy. Just focus on defeating the *Maniac-quin* (knife-wielding broken Plastomorph).
- 20) After the fight get the remaining **'Power Plug'** and return to the locked door at the end of the corridor with broken mannequins.
- 21) If you haven't yet read or listened to Eva's note on the bench near the locked door, do so. The poem contained within the notes serves as a cipher for the key to solving the riddle.
- 22) The logic of placements for the 'Power Plugs' puzzle is below.
- 23) Let the sockets be numbered from left to right (1 2 3 4 5). Place the plugs in the following order: **1 – Soldier, 2 – Null, 3 – Death, 4 – Sun, 5 – Null**. Enter the 'Maintenance room'.
- 24) Obtain the **'Heart key'** by completing the puzzle of the 'Wave Fusion device'.
- 25) Go to the 1st floor of the station to the door which is lit by a red light. Open the door using the key with *'Heart'* engraving.
- 26) You can save the game in this tunnel area and listen to the fate of Eva.
- 27) Neat! You completed the first level of the game. Now move on to the next one!



Part 2 – Industrial Block Area

Quick tips: If your inventory is full, consider heading to the 'Safe room' and 'Drop' items that are not immediately necessary. This level subtly emphasizes the importance of inventory management.

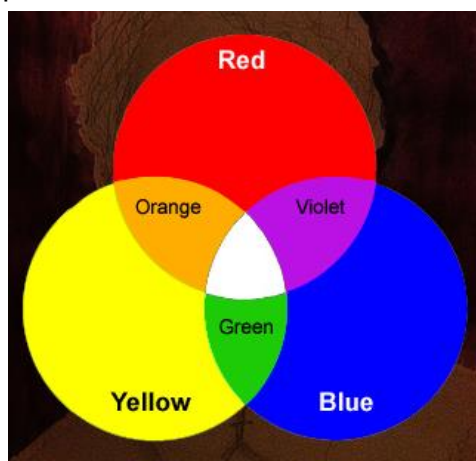
Players have the option to drop items anywhere, but it is advisable to choose a specific location for dropping items to facilitate easier tracking and retrieval later on.

- 1) Following the cutscene, proceed to the 'Safe room' illuminated by a green light.
- 2) Inspect and collect items in the 'Safe room,' and be sure to obtain the 'Broken alarm clock.' Additionally, consider activating the cutscene by interacting with the chair near the bed.
- 3) Tip: This cutscene heals the character to max HP.
- 4) Examine the room and take note of the colors and numbers displayed. Match the order of colors with the colors of the clock hands on the broken clock.
- 5) The correct code for the chest is 6824. Enter this code to unlock the chest and obtain the gate key along with the weapon.
- 6) Go outside and face two possible paths: one leading to the left and the other to the right from the warehouse.
- 7) Go to the right side until you see the big table. Take the 'Hammer', and then go to the end of the right side.
- 8) Proceed through the right-side level until you reach a small yard with a table. Retrieve only the plank nearby, or if you opt to take all items, be mindful not to fill your inventory completely.
- 9) Examine certain level elements, but for now, there is no immediate need to take any action in this area.
- 10) Head back to the previous (central) area and place the plank on the table.
- 11) Now, proceed to the backyard of the garage where you first entered this level. Collect another plank and feel free to explore the surroundings here as well.
- 12) Go back to the crafting table and position a plank in the designated slot.
- 13) Now go to the left-side level. You will face the gate and unlock it with the 'gate key'.
- 14) On the left-side level run through it until you face the trash pit. Get the last plank and return to the table in the central area.
- 15) After placing all planks on the table, use the 'Hammer' in the inventory. Obtain the 'Homemade plank'.
- 16) Then again return to left-side level and place 'Homemade plank' to cross the pit.
- 17) Tip: Equip the shotgun when facing the *AndroiDog* enemy, as they are tough and pose a significant threat. Since they have limited sight, pay close attention to their footsteps to engage them effectively.

- 18) On the left-side level, the player must **activate the four terminal levers**, which in turn activate cameras providing *previews of special-colored signs*.
- 19) Tip: This puzzle segment varies for each player, making it crucial to activate or memorize *the colors of the signs* for effective puzzle solving.
- 20) Pay attention to specific areas on this level, including the small corner area with a **safe** and another corner with a dirty sofa. Explore these locations for potential items or clues.
- 21) Acquire the **'Tablet'** and examine it. The player will find a note about the shipping declaration, and the red-colored numbers are part of the safe code. The last number, however, needs to be deciphered.
- 22) The code to the safe is **2 – 39 – 4 – 66**.
- 23) Tip: Ensure you activate the terminal levers; consult the map with hints to locate these levers throughout the level.
- 24) Acquire the key with the **'Clubs'** engraving. Proceed to the end of the level, heading towards the far-left side as indicated on the map.
- 25) Find the small garage/warehouse and unlock it using the key with the **'Clubs'** engraving.
- 26) Obtain the **UEK (Unique electronic key)**, a crucial item for puzzle-solving. Save your progress and prepare for the next steps.
- 27) Return to the beginning of the current level and activate the terminal where you can preview the signs and their colors.
- 28) Tip: While you can take screenshots of each sign and its color using native OS tools or use your smartphone for screen photographs, using the 'Main Cameras Terminal' will provide you with a note document that displays the signs and their colors, facilitating easier management of the puzzle later in the gameplay.
- 29) Return to the central area. At this point, as the player, you know the *colors of signs*, but you can't color *the terminals (with the signs above)* with the default (white) UEK. To accomplish this, you need to use special devices known as **'Impulse Converter Devices'**.
- 30) Go to the right-side level. Obtain the **'RED Impulse Converter Device'** (if you haven't already)
- 31) Tip: The primary objective on this level is to **activate another four levers once again**. However, they are essential for solving another part of the puzzle to gain access to the warehouse.
- 32) Tip: If you are not in the mood of activating the levers (and receiving the achievement). The code for this part is **1 – RED, 4 – GREEN, 7 – VIOLET [PURPLE], 2 – YELLOW**.
- 33) **Warning:** Knowing the code alone won't serve; the player must possess all *Impulse Converter Devices* to successfully solve the warehouse access door terminals and proceed further.
- 34) In this area, you'll find a **red-screened terminal**. Combine the **default UEK** with the **'RED Impulse Converter Device'**. Now, you have the RED UEK in your inventory.

Utilize it on the red-screened terminal. With the power now shut down, you can access the ladder.

- 35) Reach the save point and take the '**Yellow Impulse Converter Device**'.
- 36) Refer to the map with hints to find the levers on the level.
- 37) Find the '**Shovel**' inside the shipping container. Be cautious, as there will be an ambush of two enemies. Prepare yourself for the encounter.
- 38) While exploring the level, keep an eye out for **unusual sign on the ground**. Use the **Shovel** to dig out valuable items, such as ammo for weaponry.
- 39) The final '**Blue Impulse Converter Device**' is situated at the bottom of the level according to the map. Beware, as this area is guarded by two AndroidDogs.
- 40) To exit this hazardous industrial level, the player must obtain a **key to open the hatch**. Search for the key on the rightmost side of the level according to the map. Look for the area with the barrel with fire, where an enemy is looting things.
- 41) Use the **Shovel** to obtain the '**Obscure Key**'. Then open the hatch with it.
- 42) Proceed to activate the terminals, which should be nearby after you exit the hatch from the sewer tunnels.
- 43) Activate terminals and solve a simple matching riddle to receive notes about the color-coded number.
- 44) The whole code is **1 – RED, 4 – GREEN, 7 – VIOLET [PURPLE], 2 – YELLOW**.
- 45) Now the player has all '**Impulse Converter Devices**'. Return to the central area and solve the terminal puzzle to access the big warehouse.
- 46) To begin, solve the terminals on the left side of the access door. Activate each terminal by using a **colored UEK**. You can color the **UEK** by combining it with '**Impulse Converter Devices**'. Remember, you can further modify the colored UEK by combining it again with another 'Impulse Converter Device' to change its color.
- 47) Tip: You can always refer to the mixing color table in the 'Safe room'...or use the picture below.



- 48)
- 49) Activate the terminals corresponding to the sign above each terminal, ensuring the color of the terminal screen matches the information in your notes/screenshot/screen photo.
- 50) Next, the player needs to activate the terminals on the right side of the access door.

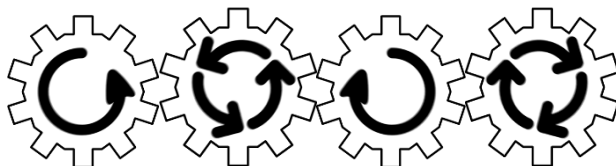
- 51) With the information about the colors and the codes in hand received while exploring the right-side level, proceed to activate the terminals using the UEKs in the same manner as you did with the terminals on the left side.
- 52) The next step involves activating the terminal using the dialog with strange choices. Don't worry, it's just peculiarly naming of the digits.
- 53) Activate the terminals from left to right from the warehouse access door [1472]:
O (One), 1st F (Four), 2nd S (Seven), T (Two).
- 54) Alright, so the door is opened. Save the game and prepare for the boss fight.
- 55) Tip: You need to deal 6 damage (using 6 pistol shots or 2 shotgun shots) to stop and knock down the enemy. Then you need to activate *the lever that will make an electrical blast*, that will deal massive damage to the boss.
- 56) You need to do this *three* times: try to reposition yourself to catch the enemy within the area of the electrical blast.
- 57) Tip: the lever is on a timer, so you must wait a bit before using the lever for the blast out.
- 58) Tip: avoid moving too close to the enemy since he can do lethal damage with a chainsaw.
- 59) After beating the boss, take the 'Warehouse key' from him and exit the building. Exploring the next small area makes your way into the new surreal world!



Part 3– Proto.Motel

Quick tip: This level is designed as a quest room level. So, if you don't want to ruin the gaming experience for that part, please refrain from reading the walkthrough below.

- 1) Upon waking up in the motel room filled with dust and rust, retrieve the **'Scissors'**. Proceed to the bathroom and inspect the bathtub.
- 2) Acquire **'Evidence bag'** and then combine it with **'Scissors'** to receive **'VHS cassette.'**
- 3) Insert the **'VHS Cassette'** into the player on the table in the room, watch the TV, and memorize code **'342869.'**
- 4) This represents a phone number. Enter the number and listen to the school riddle from Eva.
- 5) This is a code to the padlock on the door near the bed.
- 6) The clues for code are straightforward. The code is **2411.**
- 7) Now we are in the office/reception room.
- 8) Inspect a room and find that the player needs to solve the puzzle with **Tarot cards.**
- 9) The logic behind the tarot puzzle is structured as follows: in the motel level, each **music box** features a turning toy that spins either **clockwise or counterclockwise.** Additionally, the puzzle takes into account the **speed of rotation.**
- 10) Arrange the cards on the top row with the corresponding Tarot cards and on the bottom row according to the direction and speed indicated on other cards.
- 11) Enter another room using the code **352**, as indicated on the nearby creepy painting.
- 12) In this room, there is another puzzle with numbers on pillows.
- 13) There is a clue on how to obtain a code, but the picture indicating the pillow's **placement is simply horizontally mirrored.**
- 14) Anyway, the code is **4519.**
- 15) Get the **'Film reel'** and insert it.
- 16) Get the sequence of Tarot cards on the picture: **DEATH HERMIT TOWER WORLD**
- 17) Now return to the reception room to the Tarot cards puzzle.
- 18) Place tarot cards in the top row: **DEATH HERMIT TOWER WORLD**
- 19) Place the direction+speed cards in the bottom row



- 20)
- 21) Okay, time to get out of here!



Part 4 – Own Proto.World

Quick tips: There are not so many puzzles on that level and every object interaction is quite straightforward.

- 1) Remember to grab **the Flare gun** and **Health kit**.
- 2) The initial puzzle revolves around the combination padlock.
- 3) The clue for the combination is located nearby on the bench.
- 4) Solution: Code word: **SH AD OW SD → 5376**
- 5) Activate the lever and be ready for an ambush. Consider relocating to prevent enemies from surrounding you.
- 6) Navigate through the cornfield level until you reach the gate and/or discover the key near a dug grave. Use the key to unlock the gate, then proceed to the end of the part of the level.
- 7) Use the **'Scissors'** to cut the police line.
- 8) Explore the next part of the cornfield level until you find another padlock.
- 9) On the dirty mattress, you'll find some instruments that serve as a clue to the code. Look for the note document that provides instructions on how to solve it.
- 10) The code for this padlock is **4251**. Count each instrument and align the numbers in the order they appear on the picture in the note.
- 11) Activate the lever and be prepared for another ambush. Quickly move to the left of your current position to avoid the ambush. Try to reposition yourself to minimize potential damage from enemies.
- 12) Proceed to the end of the level with caution, avoiding the large saw objects that are in motion.
- 13) Be sure to pick up the **'Health kit'** located near the destroyed helicopter.
- 14) Continue through the level.
- 15) There is no puzzle left actually.
- 16) To pass through the rotating gate, simply use the **'Metro Pass'**.
- 17) To get through the *hand protruding from the pile of benches*, obtain the **'Human brain'** and hand it to the reaching hand.
- 18) Prepare for a boss fight ahead. Here are some tips: The giant shadow, known as Dark Ripper, won't take damage until it is illuminated by the light from the large projector.
- 19) Initiate the use of the big projector first; this will provide you with a window of opportunity to inflict damage using your Flare gun.
- 20) Following the defeat of the boss, proceed to the stairs illuminated by the god lights.
- 21) Yeah, that's it! The game is almost finished. No more spoiling, heh!
- 22) **Thanks for playing!**



Gameplay Tips and Tricks

Plastomorphosis is a survival horror game genre, that requires a constant sense of danger by implementing limited ammunition and health items.

As a solo developer, I endeavored to strike a balance in the game, creating an intense experience while also rewarding clever players who devise strategic approaches to overcome enemies.

Player and Enemy stats

Player: has 8 HP.

Water – revives 1HP and increases speed.

Painkiller – revives 3HP.

Health Kit – fully revives HP.

Weapons

Bat with nails – 1 damage at close range

Pistol – deals 1 damage per hitscan shot.

Shotgun – deals 3 damage per hitscan shot but has less range than Pistol.

Flare Gun – deals 2 damage, projectile arc shot.

Weapon tip usage:

The pistol has the potential to land a critical hit on vulnerable points of common enemies at very close range, typically inflicting double the usual damage.

Enemies

There's often no immediate necessity to engage or confront enemies right away.

Consider the possibility of avoidance, and if feasible, evaluate whether they might pose future obstacles.

Strategize and decide the best course of action. Preserving ammunition for upcoming encounters is vital for surviving against more formidable adversaries that lie ahead.

For example:

The Plastomorph: Type Mannequin is a sluggish enemy, yet their threat level escalates in larger numbers.

One effective strategy is to shoot this enemy three times and then switch the weapon to the 'Bat with Nails' for a finishing blow. Alternatively, you can attempt to approach them closely and aim for a headshot.

Enemies Stats

Plastomorph: Type Mannequin: 4HP; Attack Damage: 2 HP

Plastomorph: Type Stalker (mini-boss): 13 HP; Attack Damage: 2 HP

Maniac-quin (broken Plastomorph with a knife): 17 HP; Attack Damage: 3 HP

Special ability: dashes away on every third hit closer to the player; can scream out loud making player flinch [decreases speed for a short period of time]

AndroiDog: 6 HP; Attack Damage: 3 HP

Tip: The only enemy with a ranged attack

Plastomorph: Type Involuntary: 3 HP; Attack Damage: 2 HP

Tip: Very fast enemy

Plastomorph: Crazy Chainsaw Wielder: Immortal, can be killed by using environment; Attack Damage: 3 HP

Special ability: one of his attacks is fatal, leaving the player with low HP.

Dark Ripper: 6 HP; Attack Damage: 2 HP

Special ability: teleports away on every hit; always chases players if it detects them.

Dark Ripper Giant: 66 HP; Attack Damage: 4 HP

Special ability: Possesses a darkness shield that provides immunity against any attack until it is broken by significant "Light" damage (from large light projector).

