

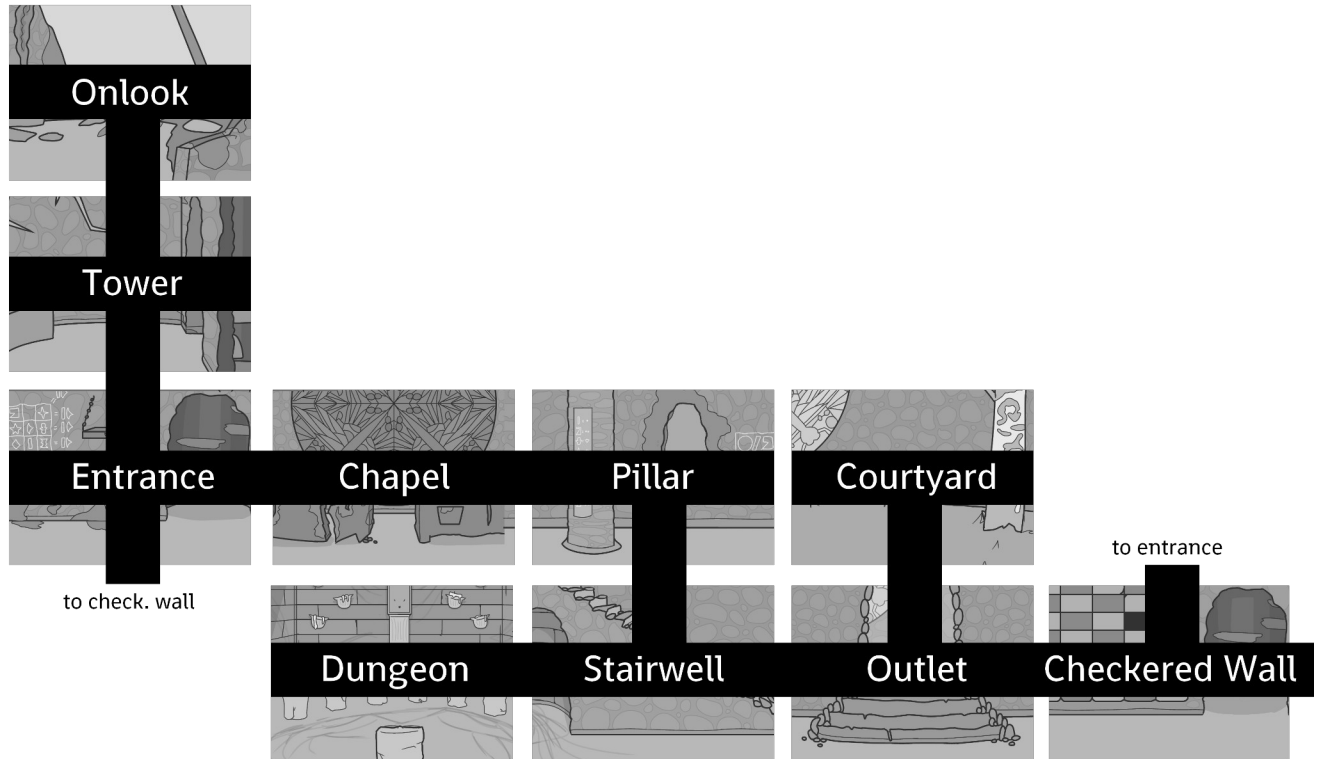
MASTER SUITE PRESENTS
SYDNEY AND THE CICADAS in "IMMANENTIZE"
TEXT GUIDE

General content warnings: blood, body horror, death, religious imagery, insects

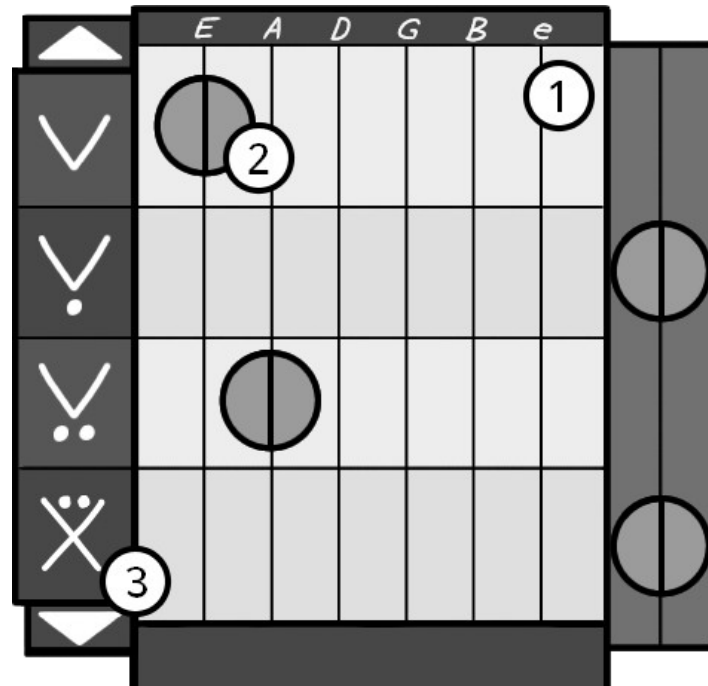
General controls: Click on items in your inventory to select them, then on the correct thing in the room to use them. Click on doors or the back arrow to progress between rooms. Click on the person you are speaking to to start or progress dialogue.

Items are indicated by [brackets]. Other notes & optional tasks are in (parentheticals). 'Focus' means to click on an object to progress to another screen.

MAP



THE TABLATURE INTERFACE



Access the tablature interface by clicking the guitar button in the bottom-left.

1. Represents the six strings of Sydney's guitar. Usually symbolized by six boxes, lines, et cetera.
2. Represents where Sydney places her fingers. Drag and drop these horizontally to a specific string to form a chord.
3. Represents the current frets Sydney's palm is placed at. Press the up arrow to move her hand higher, or press the down arrow to move it lower.

To play a chord after forming it, press Sydney's other hand. If you are correct, she'll strum the chord.

TRACK 1: SHARP LEFT AT EDEN

Content warnings: Broken glass, screaming, murder

(SYDNEY: Glad to see we made it in one piece.)

- Click through, then click the back arrow.

(RUBY: And I'm glad to see you're done preening over there.)

(TALLY: Don't speak too soon, the equipment doesn't look so hot.)

(SYDNEY: You sure you want to carry all that, Tally?)

(TALLY: I'll be fine, I'd rather you two clear out the raccoons.)

(RUBY: Well I'd like to meet them before their teatime. Let's hustle, Syd.)

- Click on the opening in the woods.
- Click on the direction indicated by the central tree.
 - (Left, right, left, left, right, left, right)

(SYDNEY: Sure, there's no power, but the acoustics are amazing.)

- Go upstairs to the onlook. Pick up the [bolt].
- Go back to the entrance, then move right to the stairwell. Pick up the [plastic handle].
- Go right, then go outside to the courtyard. Pick up the [metal triangle]
 - The three items combine in your inventory to make the [mold scraper].
- Go back upstairs. Use the [mold scraper] on the pillar. Take note of the symbols and their corresponding digits.
- Use the [mold scraper] on the wall. Note the symbols.
 - (Circle / Two down / Four right / Question mark)
- Go downstairs and to the right. Use the [mold scraper] on the checkered wall.
- Follow the symbols from the previous wall, starting at the circle, then click on the tile you land on.
 - (It uncovers the symbol for three.)
- Go upstairs. Use the [mold scraper] on the wall.
 - (It uncovers a magic square with a missing symbol. The sum of every row, column, and diagonal, is 15.)
 - (The missing symbol is the one for nine.)
- Go to the stairwell, then underneath it into the dungeon.

(RUBY: Woah, what is that bit'a bling?)

(SYDNEY: I'm more interested in that paint job. Much fresher than the outside.)

(RUBY: You like the paint, I like the knife, Tally'll say something about the glass...)

(RUBY: Great place you picked.)

(SYDNEY: Got all the amenities, hasn't it?)

(RUBY: Love you too.)

- Focus on the dagger.
 - (It's covered by glass and what looks like the symbols from earlier on top of the neck of a guitar.)

- Note where the two symbols obtained earlier are on the tablature. Click on the bottom-left button to switch to the strumming interface. Place the circles on the right in the matching locations, then click the hole to strum.
 - (Index finger on the fifth string and third fret, ring finger on the fourth string and fifth fret.)
- (The glass shatters, and RUBY grabs for the dagger.)

(SYDNEY: I really don't think you should be handling that thing.)

(RUBY: What, is some shaman gonna juju me? Hex me up?)

(SYDNEY: Babe, I'm more worried about tetanus, look at that thing.)

(You hear a loud clattering from upstairs.)

(SYDNEY: What was that?)

- Go to the entrance.

(RUBY screams like you've only heard in the wildest of gigs. You feel your chest rip open and paint the floor.)

(RUBY: ... Oh, So-and-so, what have my hands done?)

TRACK 2: BURIAL RITES

Content warnings: corpse handling

(RUBY: Syds, please, I can explain- no- I mean- I can't explain, I-)

(RUBY: It wasn't me, I never would have wanted this, I- Me- Something else-)

(RUBY: I know my hands did it but- It was the shamans, or Satan, or- or-)

(RUBY: I wasn't even there, blacked out, something, I'm barely here now, just-)

(RUBY: I don't know! I don't fucking know, okay!)

(She howls again, punches the floor like it was drywall, then whinces when she remembers it's stone.)

(RUBY: Just please, put her to rest properly, do whatever you want with me after.)

- Focus on RUBY's hand.
- Click on the stone to remove it, uncovering a set of symbols.
 - (Following the symbols and clicking on the tile you land on says 'It sounds hollow, but it won't budge'.)
- Go left. Click on the bag. Get the [heavy metal figure].
 - (Read the guidebook: 'Then we had to wrap bunny up before we put him in the hole. Luther found a flower to put on the dirt. He was nice.')
- Go to the checkered wall. Follow the symbols, then use the [heavy metal figure] on the tile you land on.
 - (You hurl Ruby's figure at the tile, and it smashes convincingly. You find it hard to care whether she will be upset with you.)
- Get the [stone key].
- Go to the dungeon. Get the [glass shard].
- Go upstairs to the onlook. Use the [glass shard] on the flag. Get the [cloth].
- Go downstairs to the tower. Use the [stone key] on the box. Get the [shovel].
- Go downstairs to the entrance. Use the [cloth] on TALLY to pick her up.
- Go to the courtyard. Use the shovel on the ground.
- Click through twice, then click on the object in the dirt.
- Click on the circles until all of them are pressed in. Note the chord and its name.
- Click the back arrow, then click the hole. Use [Tally].
- Use the [shovel] on the pile of dirt to bury her.
- Go upstairs to the tower. Strum the noted chord.
 - (Index finger on the sixth string and first fret, ring finger on the fifth string and third fret.)
- Get the [flowers].
- Go to the courtyard. Use the [flowers] on the grave.
 - (You lay a part of your life down to rest, and now you're not sure what to do with the rest of it.)

TRACK 3: APOTHEOSISTER

Content warnings: broken bones, animal death and handling

(You've heard scuffling noises all night; you've just woke to realize that.)

- Focus on the bag.
- Drag the batteries into the flashlight compartment. Get the [flashlight].
 - (Read the guidebook: Then we set the bunny trap, but we didn't have any carrots for him. We caught one the next day! Mr. Q didn't like me taking a picture.)
- Go towards the courtyard entrance.

(Are you not weary of ardent ways...)

(...lure of the fallen sepharim?)

(TALLY: Tell no more of enchanted days.)

(SYDNEY: TALLY?)

(TALLY: The same as went to sleep last night.)

(TALLY: We must not let such affects stall our progress.)

(SYDNEY: Progress?)

(TALLY: You already know what I ask of you.)

- Get the [salve].
- Go to the entrance. Focus on RUBY. Use the [salve] on her hand.
- Drag her fingers back into alignment. (She loosens her grip on the dagger.)
- Get the [dragonfly dagger].
- Go upstairs to the onlook. Use the [dragonfly dagger] on the flagpole. Get the [string].
- Go to the courtyard. Use the [dragonfly dagger] on the small piece of wood. Use the [string] on the tree.
- Leave and come back. Use the [dragonfly dagger] on the string, then again on the rabbit. Get the [pelt] and the [organ].
- Go to the checkered wall. Use the [organ] on the pot. Note the chord and its name.
- Go to the entrance. Use the [pelt] on the broken drum. Strum the noted chord.
 - (Index finger on the fifth string and fifth fret, ring finger on the fourth string and seventh fret.)
- Get the [drum kit].
- Go to the dungeon. Use the [drum kit] on Tally.

(TALLY: Now to your rest, Sydney. You need it.)

(SYDNEY: Tally, I don't think I understand, and I'm not sure if you do either, but-)

(You want to ask about her rebirth, about the all-too-helpful symbols, about these damn bugs, but it looks like you won't get answers tonight.)

TRACK 4: TELL IT IN THE VALLEY

Content warnings: teeth

(RUBY: It's all null and void now, right?)

(RUBY: We can just open up the cage Tally put herself in, drag ourselves out of here, and we can mostly pretend none of this happened.)

(RUBY: That thing's outta me, I think. I'm good now, right? We're good?)

(SYDNEY: I've locked your dagger where you won't find it... and I'm sure you won't get it again.)

(RUBY: ...how are you sure?)

- Go left. Get the [small key]. Note the chord.
- Go right. Use the [small key] on RUBY.

(With much difficulty and some unpleasant faces, you swallow the key.)

(RUBY: Okay, okay, that's something, that's... peace of mind for... somebody.)

(RUBY: I'm sorry, Syd, I still can't think straight. I don't think you blame me.)

(RUBY: Maybe there's something else you can do? To help me focus? Please?)

- Strum the noted chord.
 - (Index finger on the fourth string and first fret, ring finger on the third string and third fret.)

(RUBY: Okay. Okay, that's a good start.)

(RUBY: I think I can handle myself from here. You go figure Tally out.)

- Click on the bag. Get the [matches].
 - (Read the guidebook: Today we went sifting at the river. I only found a peice of wire.)
- Go upstairs to the onlook. Get the [plastic bowl], (unnesting a baby bird in the process.)
- Go downstairs to the checkered wall. Use the [matches] on the pot, then use the [plastic bowl]. Get the [sifter].
- Go to the courtyard. Use the [sifter] on the dirt pile.
- Drag the bowl around until the dirt is sifted. Get the [worm] and the [bent paperclip].
- Go upstairs to the onlook. Focus on the baby bird.
- Use the [worm] on the bird. Click on it again, then note the number of peeps it makes.
- Go downstairs to the dungeon. Focus on the lock.
- Input the noted peeps into the dial.
- Use the [bent paperclip] on the lock.
- Hold the paperclip until the spring matches the color line. Repeat until the lock opens.

(RUBY: Hey TALLY!)

(She hits TALLY in the head with her bass guitar. Note the flying teeth.)

(RUBY: ...no, of course things couldn't be that easy...)

(RUBY: ...of course I had to be a liar.)

TRACK 5: LIMBO CONTEST

Content warnings: teeth, rotten meat, vomit, suicide

(You haven't seen Ruby in a while, and you can't help but worry about what she could be getting up to.)

(You convince yourself you need to check on that dagger... and there's only one way to do that.)

- Click on the bag. Get the [water bottle].
 - (Read the guidebook: YUM SOUP: -water -meat -bones -mushrooms i like the big white ones. We made Craigs soup resipy for dinner. It made me throw up. I didnt want a pictur of that.)
- Go to the courtyard. Click on the rabbit. Get the [meat].
- Go to the dungeon. Get the [teeth].
- Go to the onlook. Get the [mushrooms].
- Go to the checkered wall. Use each of the ingredients on the pot. Click the pot.

(You steel your nerves, take a sip of your concoction...)

(...and then the expected happens.)

- Get the [small key].
- Go to the tower. Get the [shovel].
- Go to the courtyard. Use the [shovel] on the dirt pile.
- Focus on the object in the dirt. Note the marked location.
- Go to the entrance.
 - (Click on the pillar: 'I can't pry that up with my bare hands.')
- Use the [shovel] on the pillar. Focus on the pillar.
- Click on the box, then click on the dagger.

(SYDNEY: RUBY!)

- Go to the dungeon.

(RUBY: What do you want me to say? You understand it all as well as I do, I can't fight for myself anymore. This's what's left of us.)

- Focus on TALLY.
- Strum the chord on TALLY's back.
 - (Index finger on the sixth string and fifth fret, ring finger on the fifth string and seventh fret.)

(RUBY: You know what, you're right, Syd.)

(SYDNEY: I'm ri- about what?)

(RUBY: Best case, only two of us are gettin' out of here. Whatever-the-hell's made that clear enough.)

(RUBY: And the way it's been, I can guess who's the one left out.)

(SYDNEY: RUBY.)

(RUBY: I won't need convincin', Syd. Don't even know why you're afraid by now.)

(RUBY: Just...)

TRACK 6: JURY DUTY, JUDGEMENT DAY

No additional content warnings

(RUBY: This is hell. We made it, I'm so happy for us.)

(RUBY: Why are you still here? The door's wide open, the van's still out there, what's your fucking problem?)

(RUBY: Oh, it's because you love us, don't you?)

(SYDNEY: ...)

(RUBY: ...don't you?)

(RUBY: You don't have to talk, but give me something, baby, please.)

(SYDNEY: ...I do.)

(RUBY: Well, then I've still got hope, don't I?)

(RUBY: Tie me down here. Mark my feet, so you know where I walk off.)

(RUBY: You've worked it all out before. I trust you. The real me.)

- Click on the bag. Get the [spare strings].
 - (Read the guidebook: Today we made rope from string! It was cool.)
 - (Use the string on RUBY: 'Too thin as-is, they'd snap before I tied them.')
- Go to the onlook. Get [drumstick].
- Go to the dungeon. Get [stands].

(TALLY: O ev e lemediz, cqihm cutm vi, buvicqowp cu ki xolsim exezc...O zuttim uwcu vh kels eb cu moi ow cqi luzzilc vewwiz...)

- Go to the courtyard. Get [damp shroud].
- Go to the checkered wall. Use the [stands] on the pot, then use the [damp shroud]. Get the [rain cover].
- Go to the courtyard. Use the [rain cover] on the piece of wood, then use the [drumstick].
- Click six times to spin the rope.
- Get [rope]. Note the chord and its name in the background.
- Go to the dungeon. Strum the noted chord.
 - (Index finger on the sixth string and third fret, ring finger on the fifth string and fifth fret.)

(TALLY: Fqh mu hua qazc vi, Bhmwih? O fuatm widiz qazc hua.)

- Get the [black powder].
- Go to the checkered wall. Get the [pot].
- Go to the tower. Use the [pot] on the box. Get the [pot with water].
 - The two items combine in your inventory to make the [pot with ink].
- Use the [rope] and the [pot with ink] on Ruby.

(RUBY: I've said it every time, I know, but I think this one will turn out okay... See you tomorrow, babe.)

TRACK 7: ZEPHANIAH

Content warnings: lightning

- Click on the bag. Get the [tin can].
- Go to the courtyard. Click on the objects inside the grave. Get the [brown ore] and the [white ore].
- Go to the entrance. Get the [pot lid].
- Go to the onlook. Get the [bird shit].
- Go to the checkered wall.
- Use the [brown ore] on the pot, then use the [bird shit].
- Click on the pot. Get the [copper powder].
- Use the [white ore] on the pot, then use the [pot lid].
- Click on the pot. Get the [white powder].
- Go to the tower. Use the [tin can] on the box. Get the [tin can with water].
 - The three items combine in your inventory to make the [battery].
- Go to the courtyard entrance. Get the [amp] and the [amp cable].
- Go to the onlook. Use the [amp cable] on the flagpole, then use the [battery].
- Get the [charged battery] and the [amp cable]. Note the chord and its name.
- Go to the stairwell. Use the [amp] next to the dungeon door, then use the [amp cable] and the [charged battery].
- Strum the noted chord.
 - (Middle finger on the fifth string and second fret, pinky finger on the fourth string and fourth fret.)
- Go to the dungeon.

(RUBY: ...It's exactly what it looks like.)

TRACK 8: (CONGREGATION IN) THE HALL OF BEATING WINGS

No additional content warnings

(RUBY: You really have issues, Syds, if you're still here.)

(TALLY: O beh cqi xqzebib cqec siix oc ett puowp, ewm idizhuwi xtehb etuwp.)

(SYDNEY: I can't just leave you here to die... We've got to save somebody, right?)

(TALLY: Pecqiz cupicqiz, pecqiz huazbitdib cupicqiz, hua bqevinat wecouw.)

(RUBY: It's you! We're saving you! Fuck!)

(TALLY: Bqi'tt boc ow e kezw, ewm cu siix qizbitn fezv, fott qomi qiz qiem awmiz qiz fowp.)

(RUBY: We're already dead, you have your whole life ahead of you! Go!)

(TALLY: Miix owcu cqec mezwibb xiizowp, tuwp O bcuum cqizi, fuwmizowp, niezowp.)

(SYDNEY: But I still love you.)

(TALLY: Cqi czai pumb bopq nuz cqi lubc ewm cqi xeow, nuz cqi ziim fqolq pzufb widizvuzi epeow.)

(RUBY: And we love you too. That's why you have to leave.)

(TALLY: Cu btiix, xizlqewli cu mziev... ki ett vh bowb zivivkiz'm.)

(SYDNEY: ...)

(TALLY: Hua zietth qedi obbaib, Bhmb, on hua'zi bcott qizi.)

- Go to the tower.
- Exit through the window. Click forward.
- Click on the direction that matches the central tree.
 - (Left, right, right, left, ██████, ██████, right, left)
- Focus on the trio.
- Click the central figure. Note the chord and its name.
- Strum the noted chord.
 - (Index finger on the fifth string and third fret, ring finger on the fourth string and fifth fret.)
- Click forward.
- Focus on the van.