

"AardVark Versus The Hype"

An Interactive Fiction by Truthcraze

AardVarK versus the Hype has a built-in adaptive hint system – just use the command “hint” if you’re stuck and you’ll get progressively more direct hints to the current problem you’re stuck on. However, if you’re looking for the (second*) most efficient way through the game, the walkthrough below should help.

BEGINNING OF THE GAME

You’re stuck on the street, being chased, and are confronted by the most dastardly of video game obstacles – a closed door!

YELL

TALK TO LEWIS

Oh, this is going to be one of THOSE games. With the talking and the forced cleverness and the whatnot.

DIALOGUE CHOICES

Flashback time.

LISTEN TO MY MUSIC

STAND

WHOOT LOUDLY

Alternatively, just WHOOT three or four times in a row, if using adjectives in a text adventure is against your personal morals.

GET HAT

WEAR HAT

LISTEN TO MY MUSIC

DIALOGUE CHOICES

Z

GET CAN

CRACK CAN

Z

Z

Z

Z

Z

I mean, instead of "Z" you could look around at what's going on. But this is the most EFFICIENT way through this game.

DIALOGUE CHOICES

SWALLOW MY PRIDE

CHOKO ON THE RINDS

LEAVE ME EMPTY INSIDE

Yes, you must type these EXACTLY.

TALK TO LEWIS

Or Paul, but Lewis is the snazzier dresser.

DIALOGUE CHOICES

FETCH QUESTS - AMANDA SECTION

You don't have to do these in this order, and depending on your last dialogue choice, you'll be starting at a different subsection, but let's go chronologically.

TALK TO CASHIER

DIALOGUE CHOICES

TAKE BOX

TAKE CUP

PUT BOX IN CUP

TAKE HOT DOG

PUT HOT DOG IN CREVICE

Z

Z

Z

PULL LEVER

Z

Z

Z

Z

Lot of Z in this game.

EXIT

SWITCH TO LEWIS

FETCH QUESTS - LEWIS SECTION

CLIMB TREE

GO TO GAS'N'STUFF

TAKE CORD

TALK TO CASHIER

DIALOGUE CHOICES

TAKE HYPE

OPEN HYPE

SWITCH HYPE WITH COFFEE

TALK TO CASHIER

Wouldn't want to be rude and just leave, would you?

DIALOGUE CHOICES

TAKE CORD

EXIT

CLIMB TREE

ENTER HOUSE

TAKE TEDDY RUXPIN

How'd you even know Teddy Ruxpin was there without examining the shelves? Man, this walkthrough makes NO SENSE.

OPEN TEDDY RUXPIN

TAKE BATTERIES

DOWN

You've found my secret shame. A directional command in this game! Couldn't possibly be avoided.

PULL TARP

TAKE BOOMBOX

PUT BATTERIES IN BOOMBOX

PLAY BOOMBOX

SWITCH TO PAUL

FETCH QUESTS - PAUL SECTION

This area is a mashup of two separate places from my home town. No fountains exist at either one.

EXAMINE FOUNTAIN

TAKE QUARTER

CALL POLICE STATION

DIALOGUE CHOICES – CHOOSE “PRESS 4?” WHEN IT IS A CHOICE

Wait, what, a dialogue puzzle after all that flavor-only dialogue? This game is unfair.

MORE DIALOGUE CHOICES

TAKE KEYS

GO TO GAS’N’STUFF

EXAMINE STUFF

TAKE PEANUTS

EXIT

X STUFF

TAKE BOX

WEAR LATEX

TOUCH CASHIER

TOUCH CASHIER

ROAD TRIP!

ROLL UP WINDOW

DIALOGUE CHOICES

SWITCH TO PAUL (DURING DIALOGUE)

Another dialogue-adjacent puzzle? C’mon, man!

DIALOGUE CHOICES (CHOOSE CHOICE 3 FIRST)

And again? How am I supposed to just lawnmower my way through this game?

DIALOGUE CHOICES – FEEL FREE TO “SWITCH TO AMANDA” AND “SWITCH TO PAUL” DURING THESE

Really, this took a LOT of time and effort to be able to facilitate this switch-ability. Please try it out!

SWITCH TO LEWIS

X PAUL

X AMANDA

SWALLOW MY DOUBT

TURN IT INSIDE OUT

FIND NOTHING BUT FAITH IN NOTHING

PUT MY TENDER HEART IN A BLENDER

Again, these phrases MUST be typed letter-perfect.

FINALE!

LOOK

SING

SWITCH TO JENNI

PLAY GUITAR

EPILOGUE!

You probably shouldn't need help with this one, but in case you do:

GET PRINGLES

*The most efficient way through the game is enabled by doing two specific things – you'll know it if you do it. Try not to do it first, you'll miss most of the fun of the game.