

Let's Try Again Tomorrow Walkthrough

General tips:

1) Symbols

- a) Each gate has 1 or 2 symbols underneath it that indicate the lever or button states needed to open it.
- b) There are 4 shapes and 4 colors
 - i) The shapes indicate the switch type
 - (1) Triangles and Squares correspond to levers
 - (a) Triangle means the lever is switched up
 - (b) Square means the lever is switched down
 - (2) Circle's and Plus's correspond to buttons
 - (a) Circle means the button is pressed down
 - (b) Plus means the button is NOT pressed down
 - ii) The colors indicate the specific switch among the type

2) Resetting

- a) There are 2 ways to reset a puzzle:
 - i) Exit the puzzle and go interact with any sleeping spot (BED or COUCH)
 - ii) Press tab and you will be teleported to a sleeping spot closest to the active puzzle and the active puzzle will be reset
 - (1) The active puzzle is whatever puzzle has not yet been completed

Stage 1 - Denial:

- 1) Goto the bedroom and enter the puzzle by interacting (using Spacebar or Enter) with the grayscale portrait
- 2) The gate has a RED-SQUARE and a RED-CIRCLE so the red lever needs to be switched down and the red button needs to be pressed down. Do this by flicking the red lever to the down position and activate the red button by pushing the rock on top of the button
- 3) Start by moving rock #2 one tile to the right, move rock #4 1 tile down, move rock #3 at least 1 tile up
- 4) Move rock #5 as far left as possible then open the gate with the YELLOW-SQUARE and the GREEN-SQUARE by flicking the appropriately colored levers, leave the blue lever flicked up
- 5) Move rock #5 onto either the green button or the blue button
- 6) Go back and move rock #1 all the way onto either the blue or green button (whichever button you didn't push rock #5 onto)
- 7) Now we can flick the red lever back up and move the rock that is on the red button onto the yellow button
- 8) Go back to the three levers and switch the yellow lever up, the green lever up, and the blue lever down
- 9) Finally the long pathway should be free of all barriers and you can complete the puzzle by interacting with the colored portrait

Stage 2 - Anger:

- 1) Pickup the meat tenderizer item next to the grayscale stove in the kitchen by interacting it. The meat tenderizer allows the player to destroy boulders by pressing E.
- 2) Go to the kitchen and enter the puzzle by interacting with the grayscale stove. If you do not have the meat tenderizer you will be prompted to go find it when interacting with the boulder blocking your path.
- 3) Destroy the boulder blocking your path and move the boulder closest to the blue button onto the blue button.
- 4) Making our way to the middle of the map, we need to get to the upper right corner of the map and to do so we need the RED-PLUS gate to be open. To open the RED-PLUS gate the red button needs to be off, so we deduce that the boulder already on a button has to be the red button and destroy the boulder on the button. Destroying the boulder on the red button closes off the RED-CIRCLE gate, closing off the left portion of the map.
- 5) Having access to the top boulders we look at the two boulders that are side by side and destroy the one on the left boulder to be able to move the right boulder the furthest right it can go; touching another boulder.
- 6) We wrap around the lava hole and start pushing the boulder down until it touches the boulder at the bottom. Then pushing the boulder at the bottom to the left to gain space.
- 7) With the new space we can now push the boulder to the left and into the center area of the map with the red button. We will not push the boulder on the red button, instead push the boulder left enough that it allows us to get on the left side of the boulder and push the boulder to the right and onto the green button. This unlocks the GREEN-CIRCLE gate, allowing us to access the boulder under the gate and the blue switch.

- 8) Interact with the blue switch, putting it into the blue square position. We push the boulder that is under the GREEN-CIRCLE gate down and onto the red button, opening the RED-CIRCLE gate and allowing us to get over to the boulder on the left side of the map. We destroy the two boulders on the top left side of the map as they cannot be used and are in the way.
- 9) Interact with the yellow switch, putting it into the yellow square position. Push the boulder into the column that the GREEN-TRIANGLE gate is in and then push it down until it aligns with the RED-SQUARE, GREEN-SQUARE gate.
- 10) Interact with the red and green switches, putting them both in their square positions. Push the boulder right by at least two blocks from the RED-SQUARE, GREEN-SQUARE gate.
- 11) We need the RED-TRIANGLE gate opened to access the yellow button. So we interact with the red **and green** switches, putting them both in their triangle positions. If the green switch is not on the triangle then the GREEN-TRIANGLE gate will be closed and you cannot complete the level.
- 12) Push the boulder that went through the RED-SQUARE, GREEN-SQUARE gate all the way to the top right of the map, making the boulder end up with the top right boulder on its right. Destroy the boulder on the right and then push the remaining boulder to the left once. If you do not push the remaining boulder to the left once then you cannot complete the level since the GREEN-CIRCLE gate will not allow you to push the boulder left anymore when you destroy the boulder on the green button.

- 13) To get the boulder onto the yellow button we need the GREEN-PLUS gate to be opened, so we destroy the boulder on the green button and push the boulder that was previously stopped by the GREEN-PLUS gate onto the yellow button.
- 14) The boulder at the bottom of the map is now accessible and we push it onto the red button.
- 15) We destroy the boulder on the blue button, opening the BLUE-PLUS, YELLOW-CIRCLE gate that is blocking the exit portal. Then turn the red and green switches into their square positions.
- 16) Finally we destroy the boulder on the red button and exit the stage by interacting with the colorized stove.

Stage 3 - Bargaining:

- 1) Go to the music room and interact with the guitar to enter the puzzle
- 2) The core concept of this puzzle is a maze. You need to find three vinyl players in the order green > yellow > blue



- 3) You need a vinyl player to play the vinyls. The vinyl player is located outside the puzzle close to the guitar.

- 4) After collecting the vinyl player, you need to collect all the vinyls (in the particular order).
- 5) You cannot reset this puzzle since there are no moving blocks
- 6) After collecting all the vinyls, you need to find the exit, which is in the bottom right corner.

Stage 4 - Depression:

This puzzle introduces the sliding mechanic. The sliding mechanic is supplemented by the ice cleats within the house. This puzzle is covered in ice, of which there are two colours. Light blue and dark blue. When the main character touches an ice tile, he falls and slides until he hits an obstacle, edge, or until he reaches a tile that he will not slide on. When the player has not obtained the ice cleats, they will slide on all ice. After obtaining the ice cleats, the player will only slide on dark blue ice, and they will stop sliding if they touch a light blue ice tile.

- 1) Obtain the ice cleats from beside the cot in the basement by pressing SPACE or ENTER while facing them.
- 2) Enter the puzzle by interacting with the toque in the basement by pressing SPACE or ENTER while facing it.
- 3) Take the centre-right path until you are behind the pillar containing the green lever, then proceed upwards, right, and upwards again to reach the yellow lever. Flip it, and then return the way you came.
- 4) From the top left stone, move to the left and activate the red lever.

- 5) Take the middle-left blue ice path connected to the centre, followed by the downwards, left, downwards, right, upwards, and right paths. You should reach the snowball. Push it once, and return to the centre as before.
- 6) Take the left path again, as before. Then follow the route upwards, push the snowball upwards, then position yourself on top of the yellow button, push the snowball to the right, and then follow it. Go downwards and push the snowball from the previous step onto the green button.
- 7) The snowball from step 6 along the top of the puzzle, this will land it on the yellow button. Return to the centre. From the bottom left stone, take the downwards path to the snowball, push it onto the red button. Take the right path, down, and left, up, right, down, and left, and then activate the blue lever.
- 8) Go right, up, right, down, and left, up, and right again, and push the red snowball off of the button. Stand on top of the red button and return to the centre.
- 9) Take the left path, down, and push the snowball one to the right. Return to the centre. Push it down from the top until it is in line with the gate, return to the centre. Push it all the way to the right. Return to the centre.
- 10) From the bottom right, go down until you hit the snowball, then go to the right and activate the green switch. Return to the centre.
- 11) Go to the left and down, until you are on the red button. Follow it to the right, down, right, up, right, down, right, and all the way up to deactivate the yellow lever. Return to the centre.

12) Travel to the left of the snowball on the green button and push it right until it reaches the blue button. Now head for the exit point and interact while facing up and pressing SPACE or ENTER.

Map Guides











