

Guarida cheatsheet

All the things you can do in your
dorm.

You can experience the the
environment freely.

You can touch everything.

You can hang out, just be.

You can find the tricks and secrets,
or not to.

In this experience, the only reward
is how you enjoy it. There are no
right or wrong ways to navigate the
lair.

Here's what you can expect from
the space, if you do X thing:

If you click on the TV, the monitor turns on.

If you click on the window, messages will appear.

If you approach the door, you may hear voices (it triggers randomly).

You'll find games and documents
on your computer.

The documents can't be opened.

You can listen to music and
interact with some objects.

Inside the computer, in one of the games, there is a door that opens the door.

You can also go to bed, and find all
the horses.

There are infinite ways to inhabit
guarida.

