

Solution to "Fish Bowl" by Ethan Rupp & Joshua Rupp

List of New Commands Defined in the Game:

Dig / Dig hole	"Dig hole", "Dig hole in ground", etc."
Fill / Empty	"Fill bowl with water", "empty cup", etc.
Pour	"Pour water into bowl", "Pour cup into bowl", etc.
Enter / Exit / Leave	"Enter Shack", "exit ocean", "Leave shack", etc.
Lie down	"Lie down on cot", etc.
Play	"Play message", "play recording", etc.
Rewind	"Rewind answering machine", etc.
Bury	"Bury cat in hole", "bury cat", etc.
Read	"Read book", etc.
Kick	"Kick sand on cat", etc.
Wade	"Wade into ocean", etc.
Swim	"Swim in the ocean", etc.
Uncover / Exhume / Dig Up	"Exhume Gabriel", "Uncover Gabriel", "Dig up Gabriel", etc.
Look Towards	"Look toward the ocean", "look towards the south", etc.
Undress	"Undress self", etc.
Shovel	"Shovel cat into hole," shovel sand on cat," etc.
Dump	"Dump cat in hole", etc.
Pull	"Pull grass," etc.

Walkthrough:

Disclaimer: This is a bare bones walkthrough, and doesn't reflect all of the interactions possible in the game.

Shack:

GET UP

- You can't do anything until you get up.

OPEN DOOR

EXIT

EXIT

- You need to exit twice in order to leave the shack.

The Beach:

- You can't leave the beach until you locate the source of the smell

TAKE SHOVEL

WEAR BOOTS

TAKE BUCKET

SEARCH GRASS

DIG HOLE

DIG HOLE

- You need to dig twice in order to have a sufficiently large hole to bury the cat in.

BURY CAT

- You can now leave the beach.

N

The Shore:

TAKE FISH

TAKE FISH

- You must take the fish twice to actually pick it up.

The Ocean:

ENTER OCEAN

FILL BUCKET

TAKE BOTTLE

TAKE BOTTLE

TAKE BOTTLE

- You cannot leave the ocean until you've attempted to take the bottle three times.

EXIT

S

The Beach:

ENTER SHACK

The Shack:

PUT FISH IN BOWL

- It doesn't matter when you put the fish in the bowl, just that you put the fish in the bowl.

FILL BOWL

- Your fish bowl must be filled twice in order to fully rejuvenate the fish.

EXIT

The Beach:

N

The Shore:

ENTER OCEAN

The Ocean:

FILL BUCKET

EXIT

The Shore:

S

The Beach:

ENTER SHACK

The Shack / Shelter:

FILL BOWL

- The fish bowl needs to be full and have the fish in it in order to fall asleep on the cot.

LIE DOWN ON COT

Note: When you wake up in the "Shelter" you will need to (1) manipulate the fish bowl, (2) play the message, and (3) look in the mirror, in order to exit the shack.

GET UP

- You can't do anything until you get up.

TAKE FISH BOWL

- You must attempt to touch/take/attack or in some way manipulate the fish bowl.

PLAY MESSAGE

- You must play the message.

LOOK IN MIRROR

- You must look in the mirror.

EXIT

The Beach:

N

The Shore:

ENTER OCEAN

*** The end. ***