

Final Girl – Strategy

StoryNexus Matters:

- ☒ You do not need to save the game. Your progress will remain where it is until you make a choice, even if you close the browser and come back later.
- ☒ Make sure to equip weapons and items from the Items tab – it's the third of three on the left hand sidebar.
- ☒ The rest of the stats are informational and do not need to be acted upon except through the story.

General Strategy (Minor Spoilers):

- ☒ Make sure you get the pliers at the beginning from the Coroner. You have to examine your arm first.
- ☒ Take a bunch of inhalers from the Coroner's van if you are able to. You probably don't need more than one painkiller pack.
- ☒ Grabbing a canoe paddle from the south dock is the quickest weapon you can obtain.
- ☒ If the description of a forest area says something other than "Nothing but trees" there is usually a special item or info you can obtain by searching. Generic areas will give you a branch.
- ☒ The tree branch is a good weapon once you raise your BadAssery because it's easy to hit with.
- ☒ If you are bleeding, you will not be able to wield a weapon. Unless you're close to the

cabin, this is probably the best time to use a painkiller.

☒ The painkiller will reduce your injury to 0, but will severely impair your movement around and on the lake. The painkiller won't wear off until you are damaged again – it will remove one point of injury and leave your system. If you have too many pills in your system, you will die.

☒ You don't have to use the “Drowsy” cards if you're on painkillers. You can draw around them but you will only get as many cards you have space for. This will get annoying.

☒ The Stalker starts ten moves away from you, unless you send Bailey and the Deputy away at the beginning, when he will start five moves from you. He gets one step closer each time you rest or search. Doing damage to the Stalker (when he is on the ground “Advantage-You”) will increase the distance he must cover to attack again. The one- use taser will push him to the furthest distance of 10.

☒ Listen to the music in the forest – if the instrumentation has five layers with the high quivery balalaika-sounding guitar, the Stalker is either one or zero steps away. You may as well take the time to rest completely.

☒ Fleeing and rolling out can be easier when you are less tired and less afraid. Attacking works better when your Terror and BadAssery are high.

Detailed Strategy (Spoilers):

☒ The primary way to win the game is to name the Stalker. This gets easier the more victims you find. There are other good and bad endings. The Stalker is randomized every time the movie starts (It happens when you draw the first card in the Denouement.)

☒ Victim Locations: Two west of lake, two east of lake, one in the middle of the lake, three in the cabin.

Flashback prizes:

Chuck-taser, downstairs cabin, need a long weapon to obtain (canoe paddle or 2x4) Grover-mask, cellar of cabin, need a candle

Dewayne-wrench, northern boat dock>shed Marley-painkillers, search fireplace in their room

Scott-nunchucks, in their room Brooke-inhalers, search in their room

Pepper-knife, downstairs cabin kitchen Vanessa-Steve Flashback (dock)

Walkthrough:

A walkthrough will not help exactly since the game is randomized, but here is what worked well in testing. You may not be able to follow these steps exactly in order.

☒ Get the canoe paddle from the dock immediately and equip it. Don't cross the lake.

☒ Make your way around one side of the lake. I prefer West. Find the two victims on this side and identify them.

☒ Get to the Cabin and the Northern Boat Dock. Examine the clearing. If you have identified Vanessa, play the flashback in the clearing. Don't have sex. Grab another paddle if you need it.

☒ Ignore the chainsaw in the cabin, but grab any items the game will let you (taser, knife).

☒ As soon as you can after finding Grover, go to the cellar and put on a mask for a BadAssery bonus.

☒ Go upstairs and collect a candle from the bathroom. (You can end the game here

quickly if you take a bath with the knife equipped (stabiface SURPRISE).) Get an inhaler or two from Brooke's room if you can. Heal with Steve's bag in your room if necessary.

(You can basically cheat four times by wearing the hospital band found in your room. When you are outside it will lower your exertion, terror, and squick levels instantly when you find and play the meta cards.)

☒ Go to the Master Bedroom and turn off the machine. Leave the Lovers for now.

☒ Go into the attic and get the work clothes. Wear them for a BadAssery bonus. Identify the balloon victim.

☒ Re-enter the cabin. Go upstairs and swing through your room to de-squick, then identify one of the Lovers in the Master Bedroom. (Pick up any new items you gain access to on the way). Repeat for the other Lover.

☒ Take a canoe from the northern dock and row south to the island. Identify the hanged body. Row north to the dock, or if you're capsized swim the direction of the unexplored bank.

- ☒ Run around on the other side of the lake huffing inhaler and hoping for the last two victim locations. Stay towards the middle and north of the lake – the locations will not appear if you are too close to the southern boat dock.
- ☒ IF YOU HAVE NOT SEEN THE MANNEQUIN: you do not need the last victim, as you have already crossed off seven suspects and should know the Stalker's identity.
- ☒ TAKE OFF THE MASK AND WORKPANTS, then rest up in the forest till you hear the balalaika. Confront the Stalker and choose the one remaining suspect. Bask in glory.

WHAT HAPPENED TO STEVE?

There has been some rumbling's that Steve not appearing in the movie is a plot-hole. There are two possibilities for this:

-Steve is one of the potential killers if you take a bath while holding the knife.

-If you wear the band and run through the forest, eventually you'll participate in some behind the scenes footage that explains there was a filmed scene detailing his death, but it was so much trouble to film and is so gory that the actors speculate it will get cut from the movie. And it did.

I considered putting a quick Steve reunion scene randomly in the forest where the player accidentally kills Steve or is forced to (sort of like the fourth Sara Robertson interlude details if you wear the band), or allowing a one-off "scream for help" option in the confrontation that would let Steve leap out of the woods to assist you one time and get killed by the Stalker, but that seemed a bit cruel. (Like any part of this game isn't horror movie cruel?) I realized that putting a "scream for help" option might disempower the protagonist a bit and it would seem silly for Steve to leap out of the woods only to get killed when he could have probably just heard the protagonist and appeared at any time.

WHAT'S IN THE REFRIGERATOR?

It will do you no good, but if you search enough in the shed, you may find the key.

SECRETS: CUTTING ROOM FLOOR

There is programming in the game for a one-use gun weapon. This got cut due to last-minute game-changes. When the ending changed significantly there was no really easy explanation how to get a gun. I had considered letting the player find Deputy Justin and/or Sheriff Mutchley dying in the forest where one of the other of them would nobly tell you to take the gun and leave him in a mock-Oscar bid type of speech. But then I realized that Mutchley has to be at the re-jiggered end to shoot the Stalker (or the player). I could have used Justin, but then realized if the player encountered him and then he turned out to be the bathtub killer that would make no sense...although continuity is apparently not so straightforward an issue in the world of these movies... Of course now writing this, I realize just exactly where to put the gun in. Maybe it will appear in a future update.

Another thing I planned but never got around to putting in were traps. I intended to put one on each side of the lake. One was a graveyard with all of the tombstones painted over with the character's names, and one at the end with your name (it actually would be your name that you chose when you started the game) which was open. You would choose to

"memorize" the location, then an option would pop up in the confrontation to flee but slow enough that the Stalker would pursue you. You'd jump over the grave but he would miss and be put to the farthest distance from attacking again. The trick was you couldn't choose to go to the graveyard again before that or *you'd* fall in and break your neck. Slow crane pan to credits. The reviewer would have pointed out how stupid you were but complemented the ironic ending where you landed in your own grave. The other snare was going to be a field of bear traps that you had to make several terror checks to make it through without getting caught, then you could use it the same way since you had memorized the way through it and delay the Stalker.

The original ending of the game was to be much more complex. If you identified the Stalker they would cryptically warn you that they were not the **only** killer (hence all the "how can one person do this" foreshadowing that ended up not going anywhere). After this, you drew **another** card that would pick among Bailey, Deputy, Sheriff, Coroner, Pryor Redcombe, Steve, or even **you** (in a drug-induced haze) as the mastermind of the whole entire scenario. The killer would then chase you back to the road, where they would die in a hail of gunfire from Mutchley and the Deputy. Somehow then, you would have had to determine who the final killer was and shoot them, or survive a final attack (or at least not accept a ride home with them...)

This sounds impossible to figure out, but the idea was that

there were going to be ways throughout the main game to whittle the "second deck" cast down with special opportunities. You would have drawn from this deck to determine the victim in the refrigerator, and also a "waterski'd to death" victim from the south boat dock (the behind the scenes footage scene mentions difficulties in filming this with the actress playing Bailey). If you got in the back of the squad car with the uber-killer he would drive away and you'd see the Stalker standing in the road - one choice would be STEP ON IT! and you'd bash into the Stalker only to realize it was actually Bailey or Justin or the Deputy (if they were still alive and in the second deck) tied up on a dolly cart and set up for you to do exactly that.

Within the original mechanics, one of the confrontation options was going to be you could "scream for help" which was a sure fire way to escape the Stalker's clutches. One of the primary cast members from the second deck would come bursting out of the forest to assist you and then promptly be killed as they sacrifice themselves so you can live. In this manner it would be possible to eliminate *everyone* from the movie, in which case your last choice of the mastermind was going to be between you and Pryor Redcombe escaped from the asylum with his head nailed shut with metal plates. Only he would be very articulate and glad to talk to you... because you are his GRANDDAUGHTER. DUN DUN DUN. If you defeated him, leaving everyone dead, the ending would turn out so that you were actually hallucinating the entire weekend from your padded cell in the Asylum...the

nurse lamenting that "Today she's insisting she's an actress in a horror movie..." Which I'm assuming in demented fashion would have been the in-universe "canon" ending to the series...where you literally wiped out the entire cast and *are* the actual final girl.

Yes, I know...Bailey survives in all but one ending so *technically you're not really the "final" girl*. Shrewd Irony?? No, not really. With the original planned ending she likely would have been eliminated most of the time if you made it to the end. She's kind of like your "Apprentice-Final Girl".