



Dropsy

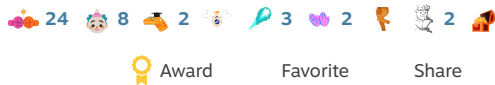
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Dropsy the Clown: Complete Walkthrough

By Morrinn and 1 collaborators

★★★★★
666 ratings

Semi Spoilerific walkthrough of Dropsy, with collectable guide for Hydrants, Cassettes, the Statue and all Hugs.



Index



So, this guide should help everyone who is stuck on the main story, or might be missing some of the collectables.

I tried not to go into too much detail regarding the plot, but ultimately the game relies too heavily on the visuals and protagonist actions not to include some heavy spoilers, so buyer beware. If you know of something that I missed, or have any information that could improve this guide, please send me a message through steam or leave a comment below.

-Morrinn

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- Complete Walkthrough (Parts 1-5) - *A step by step, including all collectables and huggables*
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Interface

Controls

Let's get oriented with the controls and menu, such as it is.

The controls are pretty standard point and click style adventure style. Point your mouse at something and left click to walk/interact. The cursor will change into a hand if it can be interacted with by Dropsy or his friends, an eye if you can examine it closer (a small frame usually pops up and you can click outside of it to return to the game world) or an arrow/door to change the scene.

Interface



Placing the cursor at the top of the screen will show you a drop down menu with 8 buttons. At the start of the game some of them are greyed out, but as you progress you will be able to click more of them. From left to right the buttons are; Control Dropsy, Control Dog, Control Rat, Control Bird, Hug!, Inventory, Map and finally Menu. A little to the right of the drop down menu you can see the time of day indicator which will change when Dropsy moves around the scenery or goes to bed.

In keeping with the theme, the menu doesn't feature any words, so if you are confused here's what each icon means and does:

Top left icon is a pair of cymbals and clicking them will mute the sounds of the game. Top middle icon is a radio, clicking it will mute the soundtrack. Top right are the Clown-Shoes of ear-splitting horror, clicking them will cause Dropsy's shoes to emit a horrible squeak with every step he makes. This feature is completely useless unless you are going for the **What Does It Say About His Clown Level!?** achievement, which will require you to take around nine thousand steps around the game world with this feature activated (yikes).

The middle row of buttons resizes the game window from Small, Medium and Full-Screen.

The bottom left icon will open up the save menu, the bottom middle button restarts the game and the bottom right button quits it.



The save game menu has a list of save slots on the left and three buttons on the bottom corresponding (from left to right) to Load, Delete and Save. To exit the menu simply click anywhere outside the window.

Note, the Delete button (the butt) doesn't seem to actually do anything, although you do need it for the **John Wayne Gassy** achievement.

Collectables: Hydrants

There are ten fire-hydrants (And things vaguely resembling hydrants) located in the game for Dog to pee on;

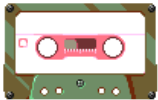
Nr.	Description	Location
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1	Classic hydrant. It's located to the left of the door leading into the circus bedrooms, through a small doggy door, in Dog's secret room.	The Circus.
2	Classic hydrant, located on the main street, in front of the club. Hard to miss.	The Town.
3	Classic hydrant, located in the town square, next to the alley by the costume store.	The Town.
4	Cardboard Cutout of a Hydrant.	The Junkyard, westernmost area, close to the Junk King's bed.
5	Classic Hydrant. A little out of the way, not too hard to miss.	Outside S-Corp Headquarters.
6	A small innocent robot.	S-Corp Lobby.
7	A small shrubbery, shaped sort of like a hydrant.	The street just a little west of the Circus Road.
8	A small tree sapling.	The Viking Enclave, next to a box where the One Eyed Bandit fences his goods.
9	A garden gnome.	The abandoned farm.
10	A cactus, shaped sort of like a hydrant.	The desert road between the UFO salesman and the Junkyard.

Collectables: Cassettes

There are fourteen collectable cassettes in the game. Each can be played at any boom box you find and Dropsy will also play a random cassette each time you jump in the clown car and drive around.

Cassette 1



This cassette is in the dumpster next to the record store.

Song: "Silent Summer" by Goatstorm [soundcloud.com]

Cassette 2



This cassette is behind the bar in the club.

Song: "Denagi" by Kris Keyser [www.propellerheads.se]

Cassette 3



*This cassette is in a small hole beside the Junk King in the Junkyard.
Have Mouse Look inside for you.*

Song: "Neon Sunset" by Mythicman95 [mythicman95.bandcamp.com]

Cassette 4

This cassette is in a window above the two chatting girls in town. You need to send Bird up

there to get it for you.



Song: "MiamiCrush (Dropsy Mix)" by Spaceaser [spaceaser.bandcamp.com]

Cassette 5



This cassette is in the CEO's office, beside the elevator.

Song: "Harpichord" by David Saulesco [www.saulesco.se]

Cassette 6



Found next to the Band in the Viking Enclave. This is the cassette you need to take to the record store to get the band it's record deal. If you want the Tapeworm achievement, remember to re-visit the store and eject the tape from the boombox.

Song: "Fake Punk Band" by Jay Tholen [jtholen.bandcamp.com]

Cassette 7



This cassette is on top of the band's yellow truck in the Viking Enclave. Send Bird over to get it for you.

Song: "Harbringer" by Jay Breithaupt [soundcloud.com]

Cassette 8



You can get this cassette from the record store, after you get the band a gig there.

Song: "Trash Milk" by Desgraciadas [desgraciadas.bandcamp.com]

Cassette 9



You can get this cassette from the record store, after you get the band a gig there.

Song: "Springer Spaniel" by Luke Tomas [soundcloud.com]

Cassette 10



You can get this cassette from the record store, after you get the band a gig there.

Song: ??? by Circuit Ben [soundcloud.com]

Cassette 11



This cassette can be found in the hermit's house after you've scared him out of the house or helped him reunite with his son.

Song: "Midnight Hiatus" by DJ Kow [tindeck.com]

Cassette 12



This record is in the mines in the south eastern corner, beneath the mine entrance, there is a conveyor belt. Send Dog under it and he will be able to dig up a small spot in the ground where the cassette is hidden.

Song: "Brother Android 9" by Brother Android [brotherandroid.com]

Cassette 13



This cassette is hidden in the ruined mobile home on the abandoned farm. You need to send Mouse in through a small hole on the left side of the structure.

Song: "Lauren" by Pat Gann [patgannbrr.bandcamp.com]

Cassette 14



This cassette is in the S-Corp fair, beside the strange mascot.

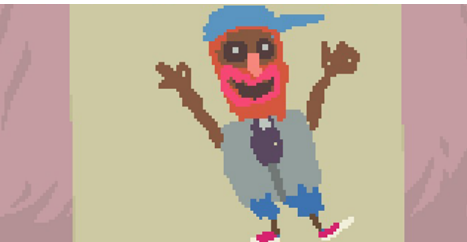
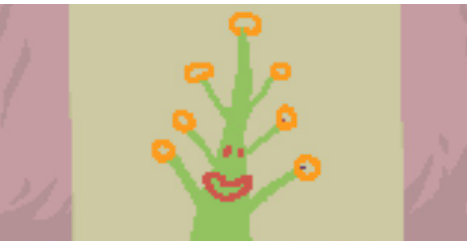
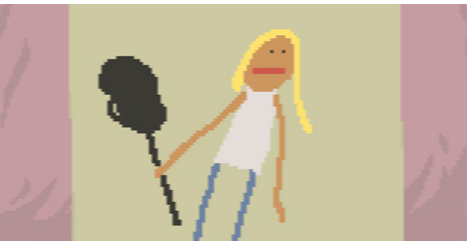
Song: "Dropping" by Octagrape [octagrape.bandcamp.com]

Collectables: Hugs (Part 1)

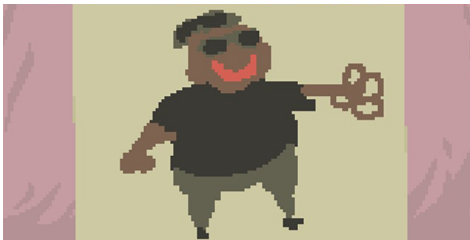


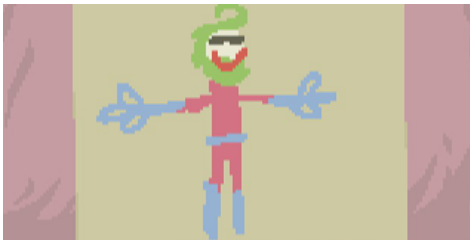







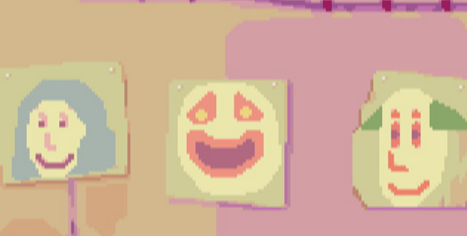

Almost all the things that Dropsy hugs in the game end up on his wall above his bed in the circus. Some things have already appeared on the wall when you start playing (Dog, Dad, Mom and Dropsy). You might need to hug them again for achievement purposes. If the field under 'How to befriend' is blank, you don't need to do anything special to hug them.







Name	Location	How to befriend	Drawing
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Activist	The storefront.	You need to reunite him with his dad (The hermit).	
Airport Guard	Outside the airport.	You need to fix her scooter. You can find the replacement tire in Big Bird's nest.	
Alien	The cave.	You need to give him the rock shards you can get from the Activist (after you befriend him).	
Alien Tree	Outside the cave (West entrance).		
Band Member, Bassist	The Viking Enclave (day).	Get the band a record deal with the store owner.	

Band Member, Drummer	The Viking Enclave (day).	Get the band a record deal with the store owner.	
Band Member, Singer	The Viking Enclave (day).	Get the band a record deal with the store owner.	
One Eyed Bandit	The Viking Enclave (night).	Give him the pearl necklace you fished from the river.	
Big Bird	The forest, east of the circus.	Put on the Bird mask so that the bird carries you into it's nest, then you can hug it.	
The Birdman	Outside the costume store (day).	You don't really befriend this guy, just hug him twice.	



The Bouncer	Outside the club (night).		
The Car	Starts by the S-Corp circus tent, but will move around with you later.		
Cave Tree	Outside the cave, east entrance.		
The CEO	S-Corp CEO's office, you get to hug him as you progress through the story.		
The Checkpoint	The road leading to the airport.		
Church Lady	The church (day), playground (night). You need to open the shutters in the church.		




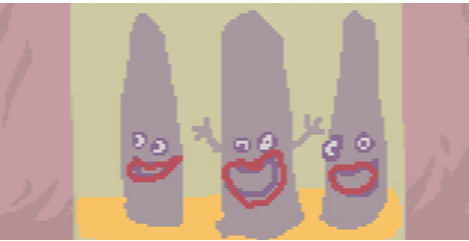

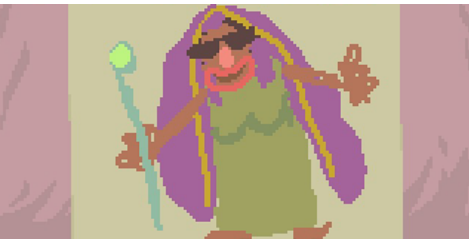
Church Volunteer	Appears in the church (day) after you've helped the Church Lady.	Same as helping the Church Lady.	
The Cop	Outside the club at dawn, outside S-Corp during the day.	Give him the Game Cartridge you got from the Bandit.	
Enclave Guard	Viking Enclave Bridge.	Show him the pagan pendant.	
Family	You start the game with these on the wall already. However you might need to hug mom's grave in the graveyard for achievement purposes.		
Fishes	The forest east of the circus.	Put the fish you captured in the Viking Enclave into the pond with the other fish.	

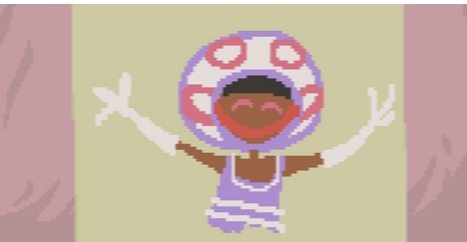
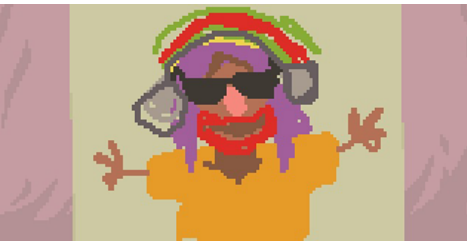
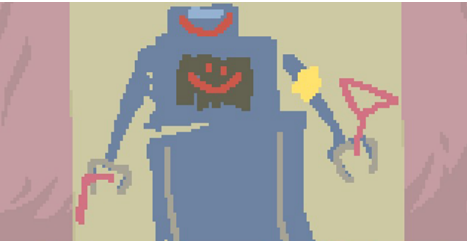

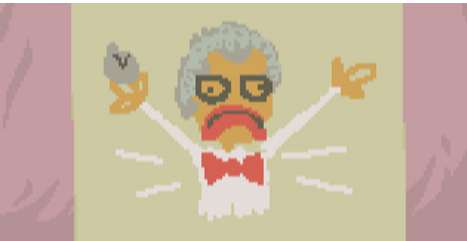
Flower Girl	The backyard with the playsets.	Have Dog dig up the dead flower and replace it with the potted rose you got from the graveyard.	
The Fridge	The circus.		
The Garden Gnome	The abandoned farm.		
The Hermit	Hermit's island across from the Viking Enclave.	You need to reunite him with his son (The Activist).	
The Hipster	The record store (night) outside S-Corp (day).	Give him the record you got from the hermit's house.	
The Homeless Lady	Behind the Church.	Give her a sandwich from the church.	

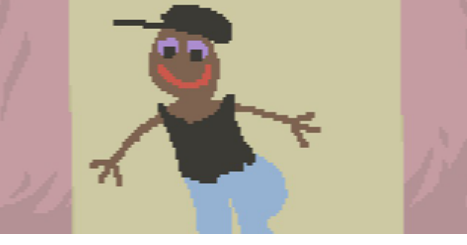
The Homeless Man	Outside the club (night), he moves inside the club after you help him.	Give him a coin.	
The Junkyard Guard	The Junkyard	Help him make soup by giving him (In order) a tomato, garlic and bone.	
The Junkyard King	The Junkyard.	Same as the Junkyard Guard.	


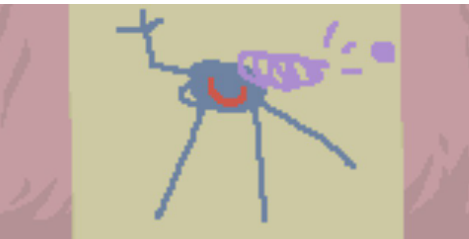



Collectables: Hugs (Part 2)

Name	Location	How to befriend	Drawing
Mascot	S-Corp amusement park.		
Man in Black	In the desert, on the road to the Junkyard.		

The Nurse	Circus (at a certain point in the story)		
Obelisks 1	The southern woods, close to the cave.		
Obelisks 2	The plains.		
Obelisks 3	The end of the mines.		
The pets	You will find all the pets as you progress through the story.		
The Priestess	The Viking Enclave temple (day).	Find all six lost pages from the viking tome.	












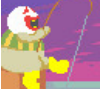


S-Corp Receptionist	S-Corp Lobby (day)	You can hug her after you've gained access to the CEO's office.	
Record Store Owner	The record store (night)	Help him get the band to play at his store.	
Robot Guard	The CEO's office		
S-Corp Guard	S-Corp Lobby or the road to the S-Corp amusement park.	Different depending on where they are, sometimes you can hug them straight away, sometimes you need to show them your S-Corp card first.	
Costume Shop Owner	Costume shop (day) graveyard (night).	Give him the silver pocket watch when he's in the graveyard.	






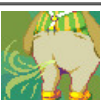





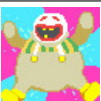

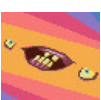
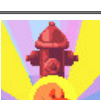
Small S-Corp Robot	S-Corp Lobby		
Squirrel	Woods east of the circus.		
Stoop Girl 1	In town, hanging out on the stoop.	Give her the cut rose.	
Stoop Girl 2	In town, hanging out on the stoop (day), she goes to the record store at night after you've helped the band.	Get her an autograph from the bass player.	
Thor Bust	The Viking Enclave		
Thor vs. Vampire Statue	The bridge into the Viking Enclave.		

Tree	Woods east of the circus.		
Turrett	The mines.	Can be hugged as soon as you've deactivated it.	
UFO Enthusiast	The desert, on the road to the Junkyard.	Give him the three glowing rings you get for helping the Alien.	
The Outhouse	The intersection north of the graveyard.		
Mannequin Statue	The Hermit's Island		
Mom's Headstone	The Graveyard		-No Drawing-
Dropsy Guards	The final scene		-No Drawing-
-Dropsy's real Mom-	The final scene		-No Drawing-

Achievement Guide

There are a total of 30 achievements in Dropsy, all of which are hidden. Here is a list and a guide on how to unlock them all.

Achievement	How do you get it?
	Happy Birthday Story related achievement; Visit mom's grave and leave your gifts there.
	Gainfully Employed Story related achievement; Get a job from the CEO.
	Green Nubs Hug the Flower Girl.
	Animal Lover Story related achievement; get all the animal companions.
	Mousepionage Story related achievement; Successfully steal the <u>DRUG-CAPSULE</u> during the night mission.
	Furry Friend Story related achievement; save Mouse.
	Church of Clown Help the Church Lady and get a hug from her.
	Daywalker Story related achievement; gain access to the Viking Enclave.
	Ramsay the Clown Successfully make soup for the crazy gatekeeper in the Junkyard.
	Spelunking Story related achievement; enter the Mine.
	Clownographer Visit every area in the game.
	Clownfish Fish in both the Viking Enclave and at the bridge by using the fishing-rod on the boxes there.
	Good Samaritan Turn in the One Eyed Bandit and hug the Cop.
	This isn't even my Final Form Story related achievement; unlocked after your final performance in the S-Corp circus.

	Probing for Hugs Hug the UFO Enthusiast.
	Treasure hunter Have Dog dig up every pile of dirt you find.
	Huggalo Hug the Band members.
	A Regular Clown Go to the bathroom in both the Circus and the Outhouse.
	Treehugger In order to unlock this achievement you need to persistently hug the Tree in the woods next to the circus. Do this several times between naps and eventually the tree should be satisfied enough to earn you the achievement.
	The Perfect Storm (Trophy was renamed from "John Wayne Gassy") To get this achievement, go to the game menu, select the third save slot, and click on the delete button (Dropsy's butt) until the achievement pops up.
	A Family Reunion Find and assemble all the pieces of the Dropsy statue (four pieces, plus the base).
	What does it say about his Clown Level? In the settings tab, enable the awful Clown Shoe squeaking and then walk around for a while. Presumably, you need to take 9000 steps... I didn't stop to count, but it's a lot.
	Tight Pants Collect enough items to fill your inventory up so that you need a second page to display it all. If you are collecting Cassettes, this should unlock automatically as you progress through the game.
	Tapeworm Collect all 14 cassettes in the game. (See Collectables: Cassettes for help)
	The Longest Hug Story related achievement; Finish the game.
	The Moistening Hug all that you can hug in the game. (See Collectables: Hugs for help)
	Secret Ingredient When making the Soup for the Junkyard King, use the <u>SKELETAL-HAND</u> instead of the <u>BONE</u> as the final ingredient.
	Dreamweaver You get this achievement after experiencing all the dream sequences in the game. You only dream when sleeping in the circus bed, so just keep napping there until you've unlocked the achievement.
	P!ss-Up Have Dog urinate on all ten hydrants in the game. (See Collectables: Hydrants for help)

**Clown about Town**

Hug enough people and this achievement should pop up. (See Collectables: Hugs for help)

Complete Walkthrough (Part 1)

NIGHTMARE

After a short cutscene we gain control of Dropsy the Clown as he's having a rather freaky nightmare. Simply walk right until you get eaten by the mouth in the floor. You can interact with some objects in the dream, but none of them do anything.

CIRCUS BEDROOMS

Dropsy will wake up and Dog will join him. This is your first companion and he will follow you wherever you go. Dog can pee on stuff and will keep a list of all the spots he's peed on in the game in his own little section of the circus. Consult the Fire-Hydrant guide for all the places to pee.

Behind you is the bed. There are a few of these in the game, and interacting with them will usually let you sleep until a specific time (dawn, mid-day, dusk, midnight). Sometimes you'll have a dream. These are functionally just the same as the original nightmare, but the look of the dream will randomly change. Just walk to the right until the mouth eats you and ejects you back to reality.

There is also the wall of hugs. Whenever you hug a new NPC (or object), dropsy will add a small drawing of that character above his bed. You start with four pre-hugged characters; Dog, Mom, Dropsy and Dad (You might want to hug Dog anyway for the achievement).

Start by picking up the [FRAMED-PHOTO](#) on the floor where Dog is sniffing. Walk to the right and open the refrigerator and pick up the [BOX-OF-SNACKS](#) inside. You can also Hug the Fridge, because Dropsy loves all things. Exit through the door on the Right.

CIRCUS MAIN ROOM

Take command of dog for a minute and make him walk to the small doggy door on the left of where you came out. This is his little secret room of fire hydrants where he keeps tracks of all the locations he's peed in. The hydrant in there comes pre-pee'd, according to the map, but you might need to pee on it again if you want it to count for the achievement.

Return control to Dropsy and open the chest with the question mark and get the [POCKET-WATCH](#). Walk to the right and check out the strange metal ball on the table. Throughout the game you'll come across pieces of the [DROPSY STATUE](#). Assembling it will reveal a bit of backstory. You might also have noticed an angry bird blocking your path. Give it the [BOX-OF-SNACKS](#) to send it on its way, then follow it outside.

CIRCUS OUTSIDE

Dad's here, getting ready for work. He'll have some words with you and you'll automatically give him a hug. When you can control Dropsy again, walk to the left and get the [TOMATO](#) from the small garden patch. Walk back to the right past the tent and take control of Dog. There is a small patch of dirt where Dog will dig up the [SOCK](#). Grab it and walk south.

CIRCUS ROAD

There's not much to see here except the small tribute to one of the victims of the Circus fire. Take the exit to the right for now. The next piece of road is also pretty empty aside from a small lane to the south leading to the hospital. Going there is pointless, as you never do anything in that area. For now follow the road right to the bridge and keep going right into the Town.

TOWN

A small child will run away scared. There are some NPC's here, but you can't really interact with them yet. There's also a Hydrant here for Dog. Anyway, turn north up the alley between the club and the church.

CLUB ALLEY

During the day you might find a sleeping hobo here. Leave him alone and go to the right and pick up a [ROSE](#) from the flower bed. Return to the street, walk right to the end of the street and turn north by the church.

STOREFRONT

There's a Hydrant here for Dog. There's also a dude in a chicken costume during the day. Have

Dropsy try to hug him and he'll go into the store in an angry huff. Enter the store to see the guy arguing with the owner and then go back outside. Follow him and hug him a second time and he'll get fed up with the job, throw his mask at you and storm off. Pick up the BIRD-MASK and then have a look in the dumpster for your first Cassette (Cassette 1). Now follow the main road north.

GRAVEYARD ROAD

Up to the north there is an outhouse. Dropsy loves all things, even outhouses, so you can go right ahead and hug it. For now, enter the graveyard. to the south-west. First off, check out that potted rose and then pick up the ROSE-PLANT. Then go to the headstone to the far left and check it out (You can hug it). Put your FRAMED-PHOTO on the headstone and add the SOCK as well, it's a gift from Dog. Dropsy will be happy and Dog will suggest we head back home. Instead, exit the graveyard and walk around until it gets dark, enter it again and you'll see the angry store owner near one of the graves, crying. Give him the POCKET-WATCH and he'll be happy and you can hug him. Retrace your steps back to the main street.

TOWN

If it's still night the Bouncer should be out here so try and give him a hug. He's a little too cool for that, but a fist bump will do. He'll now let you enter the club (only open during the night). Before you go in though, give the ROSE to the black chick in front of the red bricked building. She'll become happy and give you a hug. Enter the club. There's a cassette here (Cassette 2), and you can twerk on the dance floor, if you really, really want to. Exit again and head to the alley behind the building with the two girls.

BACKYARD

It should still be night so you can have Dog dig up the dead rose in the garden. Then replace it with the ROSE-PLANT you got from the graveyard. If you return here during the day, the little girl will be happily dancing around her new flower and you can give her a hug. Exit left into the woods and hug the big tree before continuing left. In the next area you can see a Squirrel that you can hug. Keep going left and you'll be back outside the Circus.

CIRCUS OUTSIDE

Uh oh, it looks like Big Bird is back and has stolen a tire from Dad. Okay, head back into the woods; go past the squirrel and this time head north.

WOODS, BIRDSNEST

There's the bird again. You'll need to fool it to thinking you're kin, so put on the BIRD-MASK (open your inventory and use the mask on Dropsy). The bird will fly down, grab you and place you in its nest. Grab the TIRE from the branch, give the bird a hug and then take of your mask (same as before). You'll be back on solid ground, so return to Dad outside the circus.

CIRCUS OUTSIDE

Give the TIRE to Dad and he'll fix up the bike. He'll then let you come to work with him! You'll get a little driving montage and will end up at the Junkyard.

Complete Walkthrough (Part 2)

JUNKYARD

Right, so immediately, the Junkyard king will begin to berate Dad. This is seemingly all he ever does, so just ignore him for now and head left. You'll see a Mouse being chased by a mutated rat. You'll need to help the little fella if you want him to join you, but first you need to keep going left to the far end of the Junkyard. There are some controls over in the middle of this area that you can interact with. Pressing the key sends a mine cart full of metal barrels underground. This won't bear any fruit for a while, but it's good to get it out of the way early. Next take command of Dog. There's a hydrant he can pee on, and a small patch of dirt he can dig up that reveals a small hatch. Have Dropsy check it out and take the FRIDGE KEY. Go back to the place with the rat and use the key on the lock and chain on the fridge. Open it up and grab a GROSS SANDWICH. There's an endless supply here, but you only need few. Start by placing one on the plate next to the busted car and grab another one before heading right to where the rat was before. There's a small button here with a red light you need to press. Place the second sandwich on the plate next to the button once you've pressed it and return back to the car with the fridge. The controls for the crane in the car trunk are now activated and ready for you to use. The controls have two levers, one for picking up/releasing junk and the other for repositioning the crane. Start by releasing the junk so you can move the crane to the left, then pick up some

junk and move it back. The tub will fall over, trapping the Rat and Mouse will come and join your party!

Go back to Dad, and notice a small hole with some tiny footprints leading to it. Take control of Mouse and send it in for a look. You'll see a cassette you can grab (Cassette 3).

Go outside the gate and talk to Dad. He's not feeling too great, and he'll take you back to the Circus.

CIRCUS BEDROOMS

Looks like Dad's sick. Let's see if we can't find a cure for him. Start off taking control of Mouse and have it look under the Fridge for a COIN. Next up, head back to town. On the way you might spot the Chicken man again, only this time he's working as a mascot for the pharmaceutical S-Corporation. You can hug him if you want, but it won't give you anything new. Back in town, if it's night-time, you can give the coin you found to the one armed Hobo. He'll enter the nightclub and get himself a drink. Go in after him and give him a hug. Exit the store and head east towards the S-Corp headquarters.

S-CORP STREET

To the far right of this street is a Hydrant for Dog. Check out the payphone and look in the return change slot for another Coin. There is a small hole next to the payphone and if it's night you should send in Mouse to have a look.

S-CORP INSIDE (Night mission)

Okay, so S-Corp has drugs that might heal Dad, and we need to get our warm damp hand-lumps on them. Have agent Mouse interact with the Desk to see a couple of buttons that lock and unlock the front door. Press the Green one and then return outside. Take control of Dropsy and enter the building. There's a little robot here that you can hug. It also sort of looks like... a fire hydrant? Have Dog pee on it. Next, head to the right and again take control of Mouse and send him through the open grate in the wall.

There are some security robots here, and you'll need to be quick. Start by having mouse run to cover to the right. There is a small tunnel it can take shelter in. Wait for the robot to move to the far left of the room, and then have Mouse run quickly up the small ramp onto the table and all the way to the keypad next to the door. Wait there for the robot to recharge it's shot and then jump out of the way as he fires. If you did it right the blast will disable the console and the door will open. If you messed up and the bolt hits you just send Mouse back in for another try. Go back to the small tunnel and keep going right until you see something that looks like a drain leading up to an air duct above a second robot. Send Mouse through the drain and a small grate will fall down. Send him back to the floor and have him run up the electrical cords in the wall, over the grate and the body and towards another one of those consoles. Same deal, wait near the console until the Robot shoots at you then quickly dodge the blast. The second console will be blown and the protective glass over the drugs we need will lift. Between the two robots there is a small room with two buttons. The one on the left puts the robots into Sentry Mode (the current settings). Have mouse press the button on the right and the robots will go into Lounge Mode, making it safe for Dropsy to enter the room. Return to him and do just that. Go to the right and grab the DRUG-CAPSULE, then exit the building and head back home. If it's daytime, stop by the church first.

CHURCH

The preacher lady is hollering and shouting and you need to distract her for a minute. Behind her is a cassette player. Check it out and put in a cassette (Any should do) and press play. While she has her back turned, grab the SANDWICH from the table. You need to leave and enter again to get the cassette back. Next up head back to Dad.

CIRCUS BEDROOMS

Give the DRUG-CAPSULE to Dad. Dropsy will then go to bed automatically. When you wake up, go check out Dad. Uh oh, he's not looking super good. Also, someone's knocking on the door. Go see who it is. There will be a short cutscene, after which you will be invited to visit S-Corp again. Soon as you leave the tent though, you are visited by your squirrel friend again who takes you to the Big Tree and introduces you to your last party member, Bird. It seems Bird needs your help! For now though we have an appointment with the CEO of S-Corp you need to take care of. Exit to the right into the Garden. Here, you can use Bird to fly up to the playset and grab another COIN. Go south to the street and this time send Bird up into the open window above the two girls to get a cassette (Cassette 4). Go to the north east where the Costume shop is and enter it.

COSTUME SHOP

If you already gave the shopkeeper his POCKET-WATCH he'll let you into the store. Start by grabbing the VAMPIRE-MASK then check out the bathrobe and have a look in the breast pocket for yet another COIN. Exit the store and enter the alley with the peace sign on it.

CHURCH ALLEY

You are behind the church and there is a hungry homeless woman here. Give her the SANDWICH you got from the church and she will become friendly. You'll give her a hug and she'll let you sleep on the cardboard next to her if you need to. There's also a mouse hole here that Mouse can check out. Inside you'll find the CHURCH-KEYS. Head back to S-Corp and enter it during the daytime.

S-CORP (Daytime)

Chat with the receptionist and she'll give you an S-CORP-PASS. Use it on the small gate next to her desk and it will open. Give the receptionist a hug, and then head up the elevator. Upstairs there will be another one of those robots. Give it a hug. Grab the cassette next to the elevator (Cassette 5) then go talk with the CEO. The CEO will offer Dropsy to come work for him, and Dropsy will give him a hug. You now have the objective to go check out the S-Corp Circus, start by heading outside. Wander around until dark and return to the S-Corp street. Break into the building a second time by sending Mouse in through the hole next to the Payphone. This time, go left and back to the CEO's office. Behind his desk is a shiny item, Pick it up for the KEYCARD, then head outside. It's now time to check out what Bird needs doing, so head to the graveyard road and take the north eastern exit.

Complete Walkthrough (Part 3)

MINE ENTRANCE

There's something caught on the fence that bird can get for you. Send him up there to get a BOOK-PAGE (1/6).

The Gate is unfortunately locked, but the Key isn't far away. Exit to the Right. There is another patch of dirt that Dog can unearth here, revealing a new sleeping spot. Next take control of Mouse and send him into the small guardhouse through a hole on its side. Have him climb up it and use the lever to open our path to the airport. Dropsy can also Hug the damn guardhouse, because why not. Go towards the airport. The key we need is on the board behind the sleeping guard, but he can't get it without waking her up, so send Bird instead to get the MINE-KEY. Return to the mine entrance, use the key on the gate and enter. Inside there's a few things you can do. Start by Grabbing the BROKEN-HANDLE and then go to the right and interact with one of the boxes on the ground. Examine it to find a DEAD-BIRD. This will upset Bird quite a bit and it will give you a new quest. In a minute little buddy, first we need to grab a few more things from the mine yard.

Take control of bird and send him up to the right of the crates. You'll need to do a little bit of pixel hunting, but there is a BONE up on the rock here that you can get. Then send Dog to the left and have him dig around the dirt. Once you've cleared away all the dirt have Dropsy pick up another BOOK-PAGE (2/6), the PAGAN-PENDANT from the skeletal hand and the SKELETAL-HAND itself. When you're done, head to the graveyard.

GRAVEYARD

Have Dog dig up a grave near the pet burial plots. It's near the graveyard exit and he should be sniffing around there already. Then place the DEAD-BIRD in the grave and dog will cover it. This satisfies Bird and he'll give you a hug. Next up we're going to check out a Viking Enclave. Head back to the Circus Road.

CIRCUS ROAD

From here travel west. You'll be on a small road with a couple of dirt paths leading south from it. Between the two is a shrub that looks like a Hydrant. Dog isn't picky, let him pee on it. Then take the South Western dirt road and you'll be on the bridge to the Viking Enclave. There's a statue here of Thor defeating a Vampire. We all know about Thor and the vampires right? Okay, the game takes some minor liberties with pagan mythology, but whatever. Hug the statue. To the west is a bridgekeeper who will be suspicious of you, thinking you may be a vampire in disguise. Show him the PAGAN-PENDANT and he'll become friendly and you hug him. Pass through. to the west.

VIKING ENCLAVE

Pass the awesome looking statue of Mjölir to the left. This is where the One Eyed Bandit hangs

out during the night, but at the moment you can't do much for him. Instead have Mouse climb into the crate with the hole in it. Inside is the STATUE-TORSO. Just to the right of the box there is a small tree that Dog can pee on. To the left of the Bandit is a super sweet bust of Thor with some shades on. Hug the statue! There's also a small pier there with a FISHING-ROD. Grab the rod and use it on the wooden box it was leaning against. Dropsy will catch himself a FISH. Take either of the two paths north to the Viking Temple. If it's night, enter the temple and grab some GARLIC from the far end near the altar. You can also sleep in there! If it's still night, go to sleep before heading out. The band should be here, hanging out. They're broke and need a gig, so help them out by grabbing the BAND-CASSETTE from the table next to the band member furthest to the left (Cassette 6). There's also another cassette on the yellow truck to the far right. Send Bird up there to grab it for you (Cassette 7). Go back to the Circus for now.

CIRCUS

From here there are a couple of things you can do. Enter the circus and find that the CEO has sent a Nurse to take care of Dad while you're clowning around. You can give her a hug, she don't mind. Next return to the forest to the east of the circus and find the place where the bird's nest is. Another, smaller, SCOOTER-TIRE has appeared in the nest. Put on the BIRD-MASK again to grab it. Then, just to the left of it is a small pond with a lonely fish. Throw in your own FISH and the two become a happy couple and give you a hug. Go to the bridge, just to the west of the town and use the FISHING-ROD on the box next to the river to fish out the PEARL-NECKLACE. Head back to the road that leads to the Viking Enclave, only instead of taking the dirt path to the left, take the dirt path to the south into the woods. You'll come across some obelisks, one of which has fallen over. Take a look inside the fallen obelisk to get the STATUE-LEGS, then hug the one that's still standing. Go east and you'll be outside a cave. There's a weird tree here you should hug before heading into the cave. Pass through the cave and you'll immediately notice another *weirder* tree. Hug that too. Dropsy doesn't discriminate. Next follow the path north. The CEO is here during the day, doing something weird to the obelisks here. You can hug these obelisks as well. Head north again and you'll be on the road outside the Junkyard. There's a cactus here that looks suspiciously like a Hydrant. Yeah, Dog wants to pee on it. Go west to the junkyard.

JUNKYARD

So, the crazy gatekeeper wants you to make soup. To do this, you need to hand him some stuff in the right order. The recipe can be found in several places, most notably on one of the channels on the TV. Start by giving him the TOMATO, then the GARLIC, then a bone. You can either give him the regular BONE or the SKELETAL HAND, the later will earn you the achievement **Secret Ingredient**. Once you're finished the brew will placate the Junkyard King and you'll be let back into the Junkyard. Dropsy will "Hug" the gatekeeper, and you can hug the King as well. Exit the Junkyard and head east. You'll come across a vendor hawking some UFO paraphernalia. Give him a Coin and he'll sell you an ALIEN-WHISTLE. There's a Man in Black here as well, who doesn't care if you hug him. Next up go to the airport where you got the key. Fix up the busted little mobility scooter using the SCOOTER-TIRE. This will make the guard happy and let you hug him. Next up, let's go to the Store Front.

STORE FRONT

One of the stores here is the record store. It only opens up during the night, so grab some sleep in the alley if you need to, then enter it. The owner is looking for a band to fill the place up. You know a band, right? and you even have a recording of their performance! use the boom box on the counter and put the BAND-CASSETTE then hit the play button. The owner will perk up and ask you where you got it from. He'll then hand you a FLYER and ask you to go fetch the band. Not a problem. Head out and sleep/wander until dawn, then go to the church. Behind the church lady giving the sermon is a big metal window, locked with a padlock. Use the CHURCH-KEYS on the padlock, and watch a small cutscene. This action will make a bunch of people happy, and you get to hug the Church Lady. If you leave and return during the day, you will also be able to hug the big volunteer lady who was making those sandwiches. Let's return to the Viking Enclave and get the band together.

Complete Walkthrough (Part 4)

VIKING ENCLAVE

Start of by finding the One Eyed Bandit. If he's not there sleep/wander until evening and he'll return. Give him the PEARL-NECKLACE and in trade he will give you a GAME-CARTRIDGE. This trade will make him happy which means it's hugging time. Go north to the temple and find the band. If they're not there, sleep/wander some more, they will show up during the day. Give the

FLYER to the band member furthest to the left. This will take you back to the record store. The stoner girl from outside the Red-Brick house will be here listening to the band. Talk to her and she'll ask you to get an autograph from the bass player and give you the PEN-AND-PAPER. The store owner is happy now and you can give him a hug. You can also get three cassettes here from the shelf to the left (Cassette 8, 9 and 10). Make sure you get Cassette 6 back if you want the Tapeworm achievement later. It's in the boombox where you played it before for the record store owner. Head outside and wander/sleep till dawn. Find the cop. During dawn he's outside the club, and at mid-day he hangs around S-Corp. Give him the GAME-CARTRIDGE you got from the bandit and he'll ask you where you got it, afterwards which he becomes friendly and you can give him a hug. Return to the Viking Enclave and find the band again. They're all pretty stoked to be working so you can give them all a hug. Additionally, give the bass player (The blonde girl to the far right) the PEN-AND-PAPER and she will give you the AUTOGRAPH. Head to the right towards the boat and jump in. Try and start the motor, it will fail, but luckily one of the band members knows his engines. Go back right and talk to the chick who's fixing the car. She helps you out and gets the motor running, although it takes a while and it's dark by the time she's done. That's perfect! Take the boat across the water to the hermit island.

HERMIT ISLAND

Okay, so follow the road left and try not to get too freaked out by the mannequin. Dropsy ain't scared. Hell, he'll hug that thing if you want. Walk on and exit north. If it's night you'll see the hermit fixing up his generator. If you go inside and try to talk with the hermit, he'll just yell at you. If you try and interact with any of his stuff he'll tell you to leave, so we need to spook him enough to leave. Start by interacting with the generator outside. This disables the lights inside, so head in there. You're almost done, but not quite. Put on the VAMPIRE-MASK and really drive the point home. This will send the hermit shrieking. Let's rob the old man (Don't worry, we'll more than make up for this later). There's a cassette here (Cassette 11), there is a RECORD on the wall that Bird can knock down for you, and to the right there are a couple of pictures on the wall, one of which is a TORN-PHOTO you should snag. Exit the hut and take the boat back across the water. Let's head back to the town.

TOWN

Start off by giving the stoner girl in front of the red brick house the AUTOGRAPH. This cheers her up considerably and you can give her a hug. Next head either to the S-Corp street or the Record store and give the RECORD to the Hipster. He'll also freak out and give you a hug. Head to the storefront and talk to the activist. First show him the BROKEN-HANDLE. He really doesn't like S-Corp so he gives you another working one instead. To get the second handle you need to help him out a bit, so show him the TORN-PHOTO. This will cause him to become quite animated and he asks you to take him to the hermit. You'll automatically take him to see the hermit, and after a happy family reunion it's time for hugs all around! The hermit will help you out and make you a second FIXED LEVER. Sweet! Return to the storefront and look at the activists table. There are a couple of PURPLE-CRYSTALS there that you can take. The activist doesn't mind now that you're friends. Let's now go to the cave in the forest.

CAVE

Inside the cave, use the ALIEN-WHISTLE to summon a purple alien creature. Looks like he's hungry for some of those delicious PURPLE-CRYSTALS. Fork them over and he'll... uh... "produce" some GREEN-RINGS for you. Hug the purple alien and head west out the cave. Head north and east to the guy who sold you the whistle and give him those GREEN-RINGS to make him happy. Hug time! Now it's time to take a look at the mines.

MINE

Put the two FIXED LEVERS into the gears on each side of the mine doors and head inside. Walk into the center of the mine and you'll spot some conveyor belts in the lower right part of the mine that your friends can crawl under. Behind the conveyor is a cassette (Cassette 12) and some dirt that Dog can dig up for a BOOK-PAGE (3/6). Now take control of Mouse and enter the small hole next to the punch-clock near the entrance. These small tunnels are a bit maze like, but do the following; At the first intersection, take the lower path, then the upper path, keep heading left past two intersections and you should be in a small hole with a BOOK-PAGE (4/6). Turn back the way you came and after passing one intersection turn south until the tunnel widens. Stick to the right and you'll come to a small grate that you can knock down. Turn around and go all the way to the left to knock down a second grate, and then return back to Dropsy. There is another hole for Mouse to the left of where you knocked down the first grate. Head in and take the upper path twice and you'll be in a small room with a skull. Pass it and keep going left then take the lower path twice and you'll find another BOOK-PAGE (5/6), turn around and head left and you'll now be

in a big room with a turret facing the door. Have Mouse chew the power cord to render the turret safe and then switch to Bird.

Bird can fly through the small grate that Mouse knocked down earlier. Go left with him and pass through where the second grate was as well and you'll be in the room with the turret and Mouse. Click the lever on the wall and Bird will land on it and open it up for Dropsy. Dropsy, of course, forgives the turret and wants to hug it. Use the KEYCARD on the panel on the wall to open the door and then pass through. There are some more obelisks up here, one of which you can hug. On the far left there is a small easy to miss dune that only Mouse can dig up. In it you'll find the STATUE-DOG. Next to it is a hole that leads to a part of the underground railway. Send Mouse through. At the bottom of the ladder is another small hole. Have Mouse explore it to find a BOOK PAGE (6/6), then head back up. You now should have all six pages, so, let's go to the Viking Enclave. Enter the temple during the day and give all six BOOK-PAGES to the priestess. She's now happy, and you can hug her. Let's head to the S-Corp Road.

Complete Walkthrough (Part 5)

S-CORP ROAD

Head south from the S-Corp HQ and you'll be on a small road outside an abandoned farm. Head on in. There's one of those plastic gnomes here that Dropsy can hug, and Dog can pee on. Take control of Bird and have him fly up to the roof of the Mobile Home. You'll be able to fly in through a hole in the roof. There's a picture here that offers a little insight into the backstory of some of the characters. Next take control of Mouse and send him through a small hole on the left side of the mobile home. You'll find a cassette here under the Christmas tree (Cassette 13). Exit to the right and you'll see another S-Corp guard watching the road. You can hug him immediately, but he won't let you pass until you show him your S-CORP-PASS. Pass him and head south towards the S-Corp Circus. At the new corporate circus you will find the final cassette (Cassette 14) and a weird 'You must be this tall to ride' mascot sign that Dropsy can hug. Keep going right, and presuming it's day, enter the circus, otherwise just wander around or sleep until it's morning. Inside is the CEO who will give you and your friends a quick audition. Afterwards the CEO tells you he's happy with your performance, to go home and get some rest and to return in the morning. Also, there's a gift for you outside. Hey! It's the Dropsymobile! You can now use the world map to quick travel, so long as you are in a place where you can access the car. It has a face, so of course Dropsy can hug it. Let's go get some rest. Find a spot to sleep and return early in the morning back to the S-Corp circus.

S-CORP CIRCUS

Enter the main tent and talk to the CEO. He asks you where your friends are and you'll get a short cutscene before Mouse and Bird come and alert you that Dog is missing. Uh oh, we need to find him and bring him back. Let's go back to the mine, pass through the mine to the Obelisks and have Bird fly through the small hole to the far left. You can see Dog in the mine cart, but Bird can't help him out. Instead have Bird use the blue console to send the Carts to the Junkyard. Backtrack through the mine and travel to the Junkyard to retrieve Dog. You should now be ready for the epilogue to the game. Returning to the S-Corp tent and speaking to the CEO during the day will trigger the point of no return, so make sure you've saved your game first. (The game does autosave just as you enter the tent, but you might want to dedicate a save slot as well.)

EPILOGUE

All Right, it's the big night. Time for one last rehearsal. Get inside and talk to the CEO. After you finish your training Dropsy will automatically head home where Dad is waiting, looking a lot better! He has a little talk with Dropsy and we get more information on the backstory. Take a look around the shed, and when you're ready, head outside and watch another brief cutscene. When you wake up it's time to head to work! You can begin assembling the Dropsy statue by adding, in order, the STATUE-LEGS, STATUE-TORSO and STATUE-DOG. We are still missing the head though, but don't worry, you'll find it soon. Go outside. The CEO is here, and your friends have already left for the Circus. All there's to do is walk down there (No more Dropsymobile, I fear). On the way, you might spot a few signs promoting Dropsy's upcoming performance. This may not be exactly what we had in mind, but I'm sure it will be fine. Keep going towards the tent. At the tent, we get to watch the performance. When you regain control of Dropsy, head on out.

The path from here will be pretty linear, and most of the roads are blocked. Head into the food factory next to the TV-Van. Go into the park underground and walk to the left to escape the nightmarish laboratory. Keep left and enter the CEO's room. There's some lore to be found here in those newspapers, and on the table is the final piece of the Dropsy statue, the STATUE-HEAD. Go up the ladder and you'll be at the farm. Keep going left through town. Depending on how you treated people, they might react differently to you. Cut through the playground into the woods.

Once you're at the circus, you'll want to assemble the final piece of the dropsy statue before going on. If you finished it, you'll get more background lore about some of the characters and an achievement. Exit the tent and go south and then west along the road, you'll have to cut through the forest and the cave before you reach your final destination. At the desert obelisks, there is now a portal you need to pass through. There you will confront the CEO using the only weapon Dropsy knows. (It's a hug. Hug the man.)

FINALE

There is a cutscene, then you are in a new location. Walk right, observe the scene, and then hug everyone, ending with the woman standing next to the chair.

End

Dropsy's Alphabet

Dropsy isn't supposed to be able to read english, so the letters have been substituted for random symbols to make everything seem alien and strange. Here is the cypher for what letter each symbol stands for in the alphabet.

A	B	C	D	E	F	G	H	I	J	K	L	M
𐌆	𐌇	𐌈	𐌉	𐌊	𐌋	𐌌	𐌍	𐌎	𐌏	𐌐	𐌑	𐌒

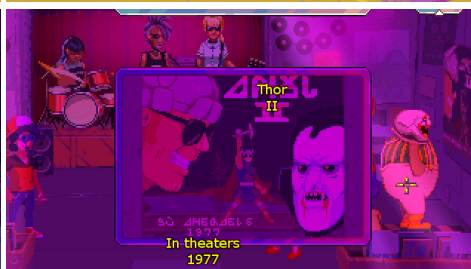
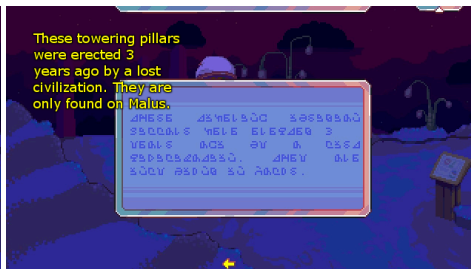
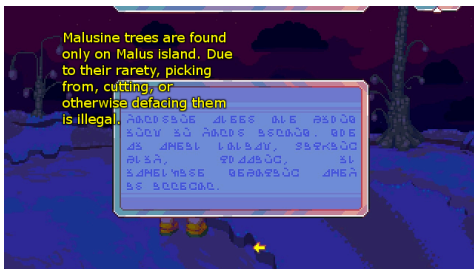
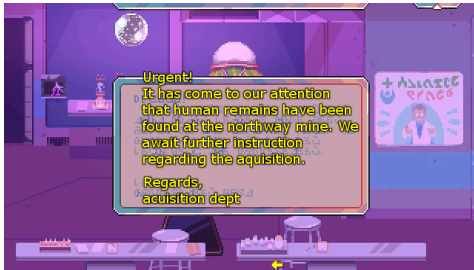
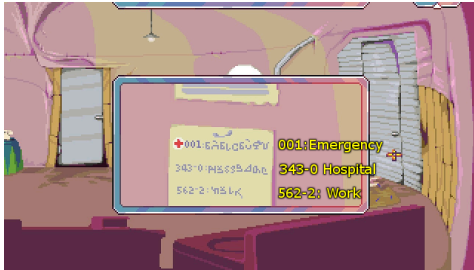
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
𐌓	𐌔	𐌕	𐌖	𐌗	𐌘	𐌙	𐌚	𐌛	𐌜	𐌝	𐌞	𐌟

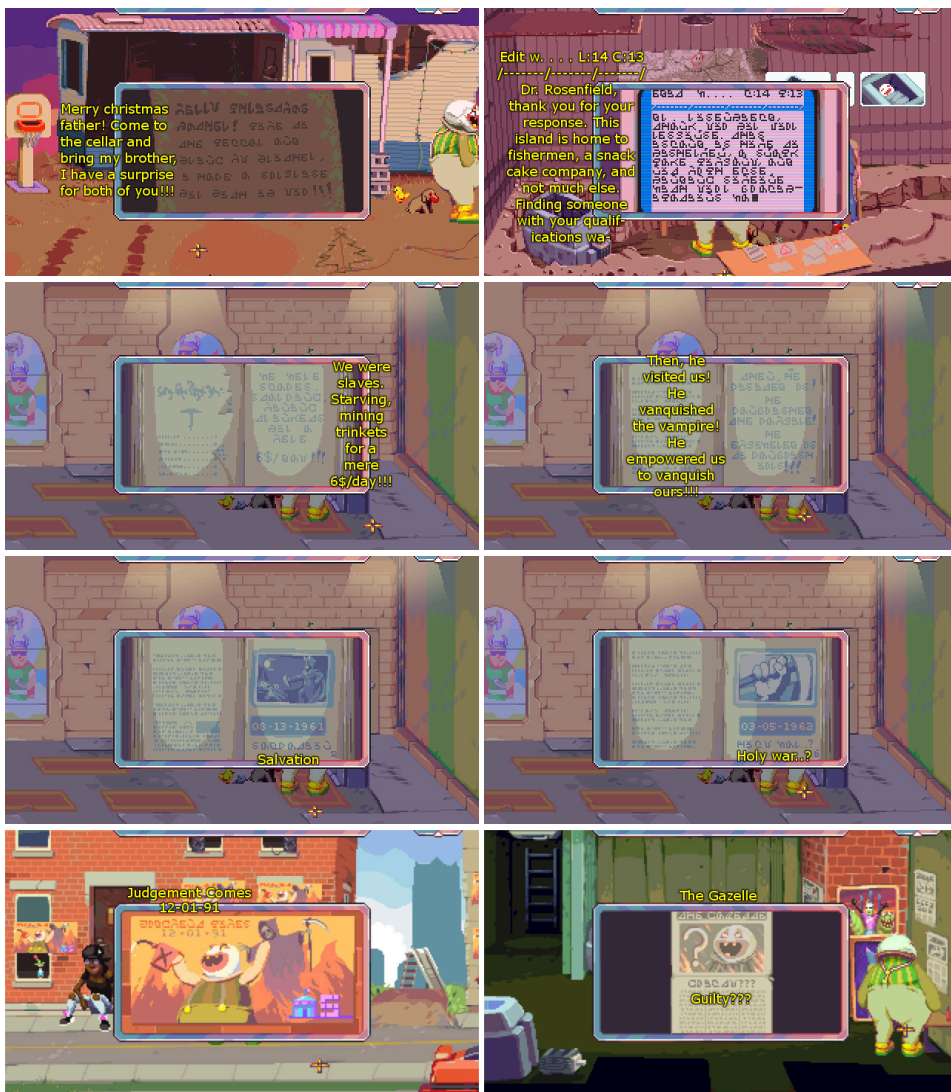
Translated Text

Here are some translations of the text you may encounter in your playthrough.

(Warning, spoilers below!)







Footnotes

If you have any question, comments or suggestions, please contact me either through steam or by e-mail: Morrinn3@Gmail.com

Big thanks to the following:

Jolly Corpse and **Tendershoot** for this awesome game. It surely flaired up some nostalgia for the old days of point and click adventures.

Devolver Digital for Publishing this and many other wonderful titles.

Valve for hosting this guide.

Steam user Hal Howard, for proof-reading.

Steam user Dojo, for help with the achievements.

Steam user Daverball, for help with the achievements.

Steam user Flipper Is A Dolphin, for walkthrough corrections and help with the achievements.

Steam user 12thCenturyExcalibur, for help with the achievements.

Steam user (Demoburger) Blazbo Biggins, for help with the achievements.

Steam user landfill♥baby, for walkthrough corrections.

Steam user mcwizardry, for walkthrough corrections.

Steam user Nichili, for walkthrough suggestions.

Steam user TinKelp, for walkthrough corrections.

Steam user Tetrini, for typo corrections.

You for reading this far.



APPENDIX FOR BEACH DLC

Introduction

This guide is only for the new content and assumes that you've previously completed the game.

First, play until you get all your animal companions. Their help will be needed.

You will also need to complete the Mine area as it contains a needed item.

Thanks to Ellis_Is_Dead for additional info.

Beach

Find a **COIN** (there are several, you can get one from the payphone at S-Corp) and a **MICROPHONE** (behind the nightclub). Use the coin, plug in the mic and sing with the lady.

The black girl hates their singing, so give her some noise-cancelling **HEADPHONES** (get them from the church after helping the homeless people and the church lady).

The woman on the beach is looking for two guys. To point her to them, you'll need to give her something which you can get in the desert later.

The **CODE** for the lock is on the rocks on the right side of the beach.

Town

You can get several things here. The music store has an advertisement for mail-order **GUITARS**, but you have no fingers with which to dial the number. The stall in the magic shop contains a **WAND** (crawl under the door with the mouse). Use the wand to call the number. The guitar will be delivered to your home.

Hug the chicken suit guy until he quits. Go to the road in front of the old hospital. Here he is, giving away some **COSTUMES** for your animals. Get three, one for each.

Desert

Two guys are camping out here. One will give you a **DREAMCATCHER** in exchange for a new **GUITAR**. You can get one in town.

The other has a relatable problem. There is some **PAPER** at home in the bathroom.

Beach (again)

Give the **DREAMCATCHER** to the woman who's looking for two guys. When you get back, her house of horrors will be open for business. Inside you'll meet a hideous red crab. Give it one of those poisonous **SANDWICHES** from the junkyard and it'll run away.

Buildings by the western obelisks

You might want to do the above puzzles first so that the red crab is already present, but you don't have to. There are two small buildings here with red cables and a generator.

Dropsy is scared of the crab. Have your dog in **COSTUME** climb onto the generator to entice the crab. It snips the cable and gets zapped. The vent grating pops off and out climbs a baby crab. Get it to cut the antenna cable by using the bird in costume.

Moving on to the left. Use the mouse to crawl through the hole into the vent of the larger building and discover a hideous blue crab. You'll need to incapacitate it, but luring it will require poisonous sandwiches or something that looks similar.

Dress the mouse up if you haven't and lure the crab into the left corner, then quickly run around it to the red cable on the right (it's tricky, try it a few times). The crab cuts the cable and gets zapped, opening the door.

The hand panel requires a **GLOVE** which you will find in the leftmost section of the Mine, under the obelisks. Solve the requisite puzzles to get in there. You've already done this if you're a pro Dropsy player.

With the **GLOVE** you can finally get into the secret area. After exiting, pick up the baby crab and give it back to its parents.

That should be it for the new content!