

GIGGLELAND

GIGGLELAND

GIGGLELAND

KMW Investigation Logs

SUBJECT: GIGGLELAND

The Google Doc has been temporarily locked pending part 3 of the ARG.

If you wish to contribute game or lore information in the meantime, please visit the Official Gigglesland Wiki (<https://gigglesland.wiki.gg>)

-AuroraTheSheep

Please don't request access. (ESPECIALLY WITH YOUR SCHOOL EMAIL DEAR GOD) It sends me your full name and I don't want that info! Stay safe online!!!!

- Aurora



Person(s) of Interest, *Eliot* (Left) & *Ella* (Right)

//NOTE: *If you're a Content Creator* and plan to use this document as a resource - **please make sure to credit the right people**, we've all worked very hard as a community on solving and documenting this ARG correctly!

If you are confused or have any questions regarding the current ARG status, or any of the content below, please contact either @SirCorneliusJ or @AuroraTheSheep via a support ticket in the Official Gigglesland Discord!

-SirCorneliusJ

Section A: Read Me | Document Rules & Format Guidelines

Section A.1 | Notice of Non-Affiliation and Disclaimer

The owners/contributors of this document are not affiliated, associated, authorized, endorsed by, or in any way officially connected with the developers, publishers, or distributors of *KMW*, *Giggleland* or any of its subsidiaries and/or affiliates.

The official *Giggleland* Steam page can be found at <https://store.steampowered.com/app/3370490/Giggleland/>.

The name *Giggleland*, *KMW* as well as related names, marks, emblems and images of such are registered trademarks of their respective owners.

Section A.2 | Warnings

- Please do not contact random users on social media, or call any phone numbers regarding the ARG.
- Please do not visit any in-person places for the ARG.
- All content involved with the ARG should be identifiable with common sense.
- No money is required to be spent for the completion of the ARG.

If you're unsure about any of these points, please contact a community moderator and they will be able to assist you.



Giggleland

Today at 4:44 PM

@everyone: Please avoid posting personal information about individuals or third parties who have not been directly and explicitly identified as part of Giggleland. Giggleland does not operate a phone number, nor does it have any offices you can visit. Additionally, please refrain from messaging or bothering anyone who is not explicitly said to be part of the team, including community members.

Giggleland may occasionally DM members to answer questions, resolve misunderstandings, or request that they obey specific guidelines. These messages are meant only for the eyes of the person who received them and should not be reposted or shared publicly. They cannot be verified as authentic if shared outside their intended audience.



Giggleland

Today at 3:37 PM

We are excited to highlight fan communities, but it's important to note that only the communities posted directly by us are official. Enjoying the Giggleland website doesn't require spending any money, as there's already plenty of fun to experience. If you noticed messages linking to third-party websites in our teaser videos, please know they are purely coincidental. We apologize for the confusion this may have caused and are working to fix it soon.

Section A.3 | Contributing

As a new investigator, or contributor, you may feel a little overwhelmed.

Don't worry too much if you don't understand everything at first - it is acceptable to use common sense as you go about editing. Nobody 'owns' any of the documentation in this Google document, so if you see a problem that you can fix, please feel free to do so.

Everyone is encouraged to copy/edit paragraphs, add content and create new content if they have knowledge about the topic at hand or are willing to do the necessary research to improve it!

TL;DR - If you have relevant information, just slap it down and someone will format it later!
-AuroraTheSheep

Additionally, this document is NOT for speculation of the lore, theories, or personal interpretations of content (Though it may be used as a reference for the creation of such). It is only for listing and organizing information regarding the *Giggleland* ARG.

If you wish to document lore or information relating to the *Giggleland* video game, please visit the official *Giggleland Wiki* at <https://giggleland.wiki.gg/>.

It is also mandated that all active investigators abide by certain rules and formatting guidelines when contributing to investigative documentation. Failure to abide by these rules will result in your permanent removal from contributing further to investigations on this log.

//NOTE: Please know that this document will not accept anything generated by **AI**. Please do all puzzle solving with your own minds, as **AI** can be unreliable and could mislead others.

ACT 1

Section B: First Contact | Day 1 (Jan. 2nd, 2025)

Section B.1 | The Trailer

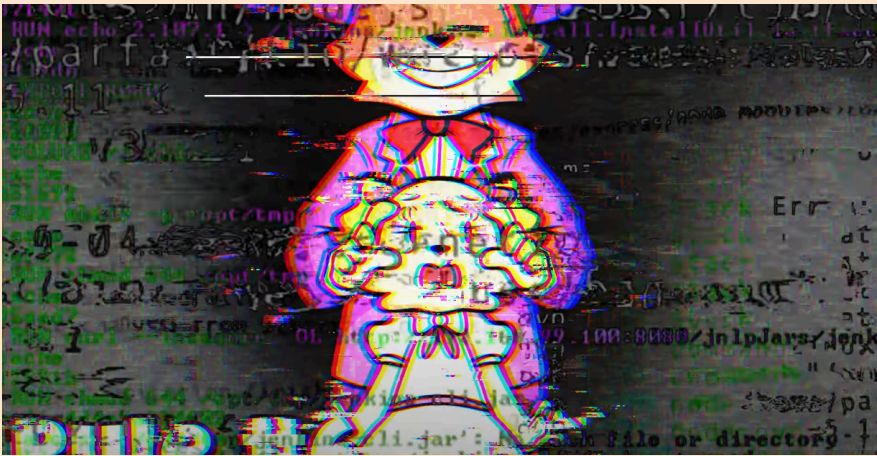
On January 2nd 2025, ads for the official trailer for the Steam page of the game *Giggleland* first started appearing on YouTube. (<https://www.youtube.com/watch?v=eV0jOt031q8>)

The video first appears as an animation for a theme park of the same name, with mascots *Eliot* and *Ella* listing 6 rules for park visitors to follow.



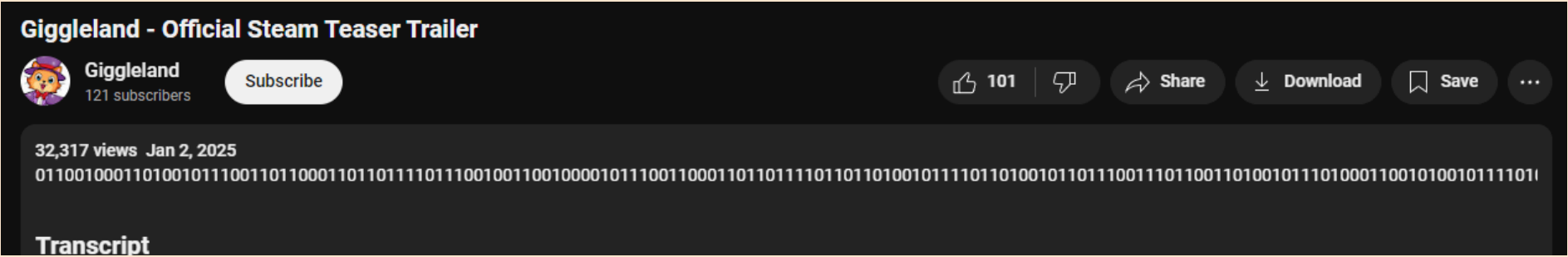
Starting at Rule 3 in the trailer, (<https://youtu.be/eV0jOt031q8?t=61>) the video takes a turn and begins to glitch out - the audio and video begins to distort, showing *Ella* growing increasingly more scared of *Eliot*.

//NOTE: The glitch VFX in the videos do not have any hidden information in them! While they may be lore relevant, they are not ARG relevant and there is nothing to discern from reading them. We ask that you do not dive into the text itself for any theories or ARG puzzles.



Section B.2 | Discord

Almost immediately after the Trailer's release, it was noticed that the video's description included binary code. Later the official channel was seen promoting the discord, and replying/commenting the same binary code.



//EDIT (??/24): The binary has since been changed to the following:
"01100100011010010111001101100011011011110111001001100100001011100110001101101110110110100101110110011011001101100110100011001010010111011100001001011011100000101001101000101011101000100011101111001"

Converting the binary to text results in a link to *Giggleland's* Discord Server. (discord.gg/5uxKpSEtGy)

Upon entering the Discord we are greeted with the following welcome message. Asking members to "visit our website" for fun things prepared just for us.



Giggleland

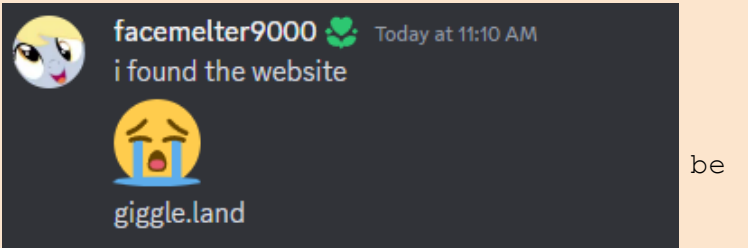
Today at 10:56 AM

Welcome to Giggleland! You are now part of our community. Please help us reach more people by sharing Giggleland with others. Don't forget to visit our website. We have so many fun things prepared just for you.

Also, please take a moment to read the rules and obey.
Have fun!

Section B.3 | Discovering the Websites

Upon some quick google searches, the *Giggle.land* website (<https://giggle.land>) was discovered. This website contains several files related to the ARG and also files that seem to related to the game itself.



(Credit Discord user @facemelter9000, 1/2/25)

When entering *BugReport.txt* (<https://giggle.land/BugReport.txt>), we can find an error message that reads the following:

```
[COMMAND] User input detected: /quit.
[ERROR] Command rejected: "Session lock engaged. Please wait for process termination."
[LOG] Unexpected event observed during gameplay state. Shadowcasting enabled.
[DEBUG] Timestamp: 14:25:12 - Model ID: <null>. Current coordinates (X: 1302, Z: 305).
[DEBUG] No corresponding script located for shadowcasting initialization.
[WARNING] (Critical) Submit findings via Tools/ReportTool.
[COMMAND] User input detected: /quit -force.
[ERROR] Unrecognized command.
[COMMAND] User input detected: /quit -force.
[ERROR] Command rejected: "Force termination denied."
[ERROR] Attempted to call Move() on null object .
[ERROR] NullReferenceException: Object reference not set to an instance of an object OnCollisionEnter (UnityEngine.Collision collision)
[ERROR] NullReferenceException: Object reference not set to an instance of an object PlayAnimation ()
[WARNING] (Critical) Submit findings via Tools/ReportTool.
[COMMAND] User input detected: /quit -force.
[ERROR] Critical process dependency: U2FyYWg=
[ERROR] Render Pipeline Asset is missing or incompatible. UnityEngine.Rendering.RenderPipelineManager:doRenderLoop_Internal
[WARNING] (Critical) Submit findings via Tools/ReportTool.
[COMMAND] User input detected: /quit -force.
[ERROR] Fatal Error! Could not allocate memory: System out of memory!
[ERROR] Trying to allocate: 18446744056529682432B with 16 alignment. MemoryLabel: TempOverflow
[ERROR] Allocation happened at: Line:69 in C:\build\output\unity\unity\Runtime\Utilities\dynamic_array.h
[INFO] Logs auto-exported to /logs/crash_session_14_29.txt.
```

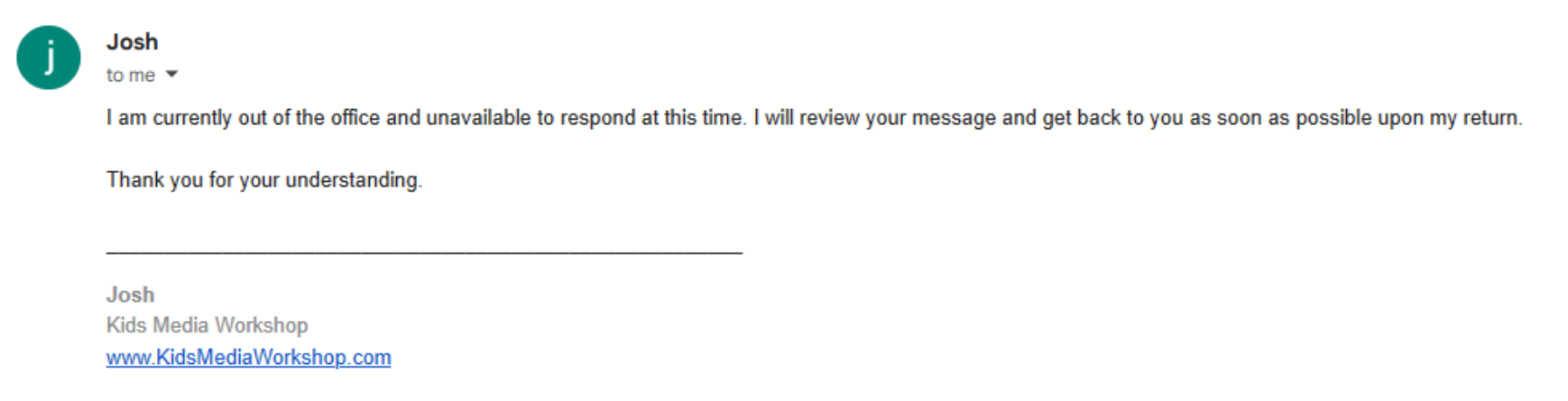
[ERROR] Critical process dependency: U2FyYWg=

//EDIT (??/24): The relevant text has since been highlighted in yellow.

When decoded using Base64, the listed missing dependency reveals the name “Sarah”.

The only PDF on this site was *REPORT_NOV_23_1990.pdf* (https://giggle.land/REPORT_NOV_23_1990.pdf), a missing person report with lots of information in it. Here, we can note that *Laura Emily Roebse* (the missing child) used to see *Dr. Valteri Nadear* as her therapist. It’s mentioned that she is closer to him than her current one, *Dr. Kelly Terance*.

On *Contact.php* (<https://giggle.land/contact.php>), there appeared to be an area on the website where users could contact the people behind *KidsMediaWorkshop*, with the listed email of joshkmw@gmail.com. We currently know nothing about Josh, however, when this email was contacted, we received the following automated response:



(Credit Discord user @aurorathesheep, 1/2/25)

This way, we were able to find a new website for *KidsMediaWorkshop* (<https://www.kidsmediaworkshop.com/>) and continue our investigation.

KidsMediaWorkshop was established in 1990, the same year *Laura Emily Roebse* disappeared. It presumably did not become active until 1993, as we can see on the Home Page.

Also on the **KidsMediaWorkshop Home Page** (<https://www.kidsmediaworkshop.com/>), we could see a visitor counter that decreased every time the page was refreshed. Investigators used auto-clickers to reload this page to quickly make until the number read 0.

When this goal was reached, a new message appeared in the place where the old counter was.

[Visitors: 000053594]
[Online Now: 13]

This displayed another encrypted message in base64:

[a213L1JFUE9SVF9OT1ZfMjNfMTk5MC5wZGY=]
[Online Now: 13]

[a213L1JFUE9SVF9OT1ZfMjNfMTk5MC5wZGY=]

When decrypted, this revealed **kmw/REPORT_NOV_23_1990.pdf**, which is apparently the same PDF that we already had of the missing person report.

On the **Privacy Policy** page of the **KidsMediaWorkshop** site (<https://www.kidsmediaworkshop.com/privacy.html>) it was mentioned that several therapists within the organization studied under **Erik H. Erikson**, a real man who was a psychoanalyst. He's known for coining the term "identity crisis" (https://en.m.wikipedia.org/wiki/Erik_Erikson)

Section C: Into the Rabbit Hole | Day 2 (Jan. 3rd, 2025)

Section C.1 | COUNTER KMW

In the discord server updates channel (logs), the official Gigggleland account posted the following notice:

"We've added new chat rooms for everyone who wants to share fan content. please COntinue to Use them as intended and avoid Non-relevant discussions. Ensure all posts are fan-related and obey the Rules.

Let's Keep the server Meaningful and Welcoming!"

While the message itself has no relevance to the ARG, the capital letters could be arranged into the phrase "**COUNTER KMW**".

The only counter we were aware of on the KMW website was the visitor counter, which was a puzzle we had already solved the day prior.

Section C.2 | About Us

Within the **About Us** page of the **KidsMediaWorkshop** site (<https://www.kidsmediaworkshop.com/about.html>) is a message from the founder, "Teri", presumably **Dr. Valteri Nadear**.

Looking at the text, the following string of letters was obtained by taking the capitalized letters from the paragraph, and arranging them how they appear on each line.

**WBCYAU
CRLCDS
DRFYFI
HCFFIA
NLWSWL
YSCDBG**

Additionally, a new page was found by accident by adding **"/gigggleland.html"** onto the **KidsMediaWorkshop** site. (<https://www.kidsmediaworkshop.com/gigggleland.html>) It is mostly blank and only contains the phrase:

RedBlue+Green

A Message From our Founder

We live to Believe and Create something You cannot take Away from Us
can we let the Children Run across the Land and Catch their Dreams they hold So close
Do you Remember that Freedom? You seem to have Forgotten your Innocence
How long do you Continue to run From this Feeling of Imagination and being free once Again
Now will you Listen and take our Words as we Speak for We are here to Lead you
You must Stay and take Care of what is Dear so you may never Believe you are not Good enough
- Teri

Section C.3 | The Store Page

By checking **GigggleLand's Steam Store** page (<https://store.steampowered.com/app/3370490/Gigggleland/>), one of the developers is seen to be listed as:

?v=P1qoOWRpD6M

This was correctly identified as a YouTube URL for the video **"EliotElla_ep_03_(2010).avi"** uploaded by **user-jgrherah**. (<https://www.youtube.com/watch?v=P1qoOWRpD6M>)





The video itself is an animation lasting about two minutes involving Eliot and Ella cleaning up a garden or field filled with weeds. They are, however, interrupted by a group of characters who take Eliot's book and refuse to give it back. After Eliot is told by Ella to "remove the weeds from the garden", the video starts to distort, similarly to the first one.

Checking the description of the video, the following is written:

```
01010110011010010111001101101001011101000010000001101111011101010111001000100000011101110110010101100010011
10011011010010111010001100101001000000110011001101111011100100010000001101101011011110111001001100101001000
000110011001110101011011100010000100001010
```

base64+pdf

The binary translated to "**Visit our website for more fun!**" which acted as another hint to finding the **Giggle.land** website. (See [Section B.4](#))

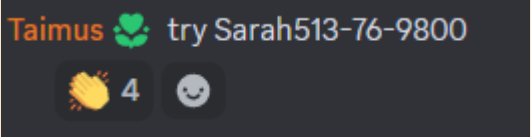
Section D: CRYING | Day 3 Jan. 4th, 2025)

Section D.1 | Missing.wav

Upon further investigation, we discovered a password-protected file inside `REPORT_NOV_23_1990.pdf`, which was a file called `Missing.wav`.

This password was eventually discovered by taking the name `Sarah` from the decoded Base64 we had from `BugReport.txt` (<https://giggle.land/BugReport.txt>), and combining it with the case number `513-76-9800` from the top of `REPORT_NOV_23_1990.pdf` (https://giggle.land/REPORT_NOV_23_1990.pdf), following the instructions of the description of `EliotElla_ep_03_(2010).avi` (<https://www.youtube.com/watch?v=PlqoOWRpD6M>) of `base64+pdf` to obtain:

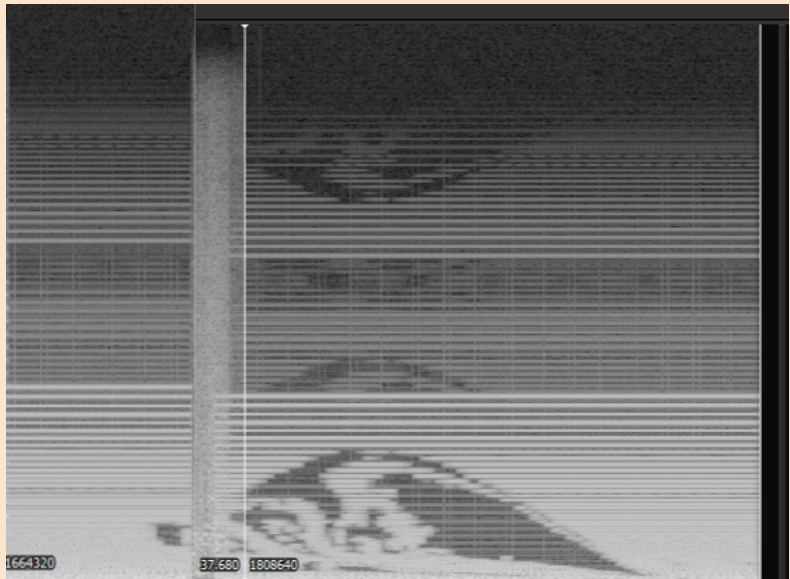
`Sarah513-76-9800`



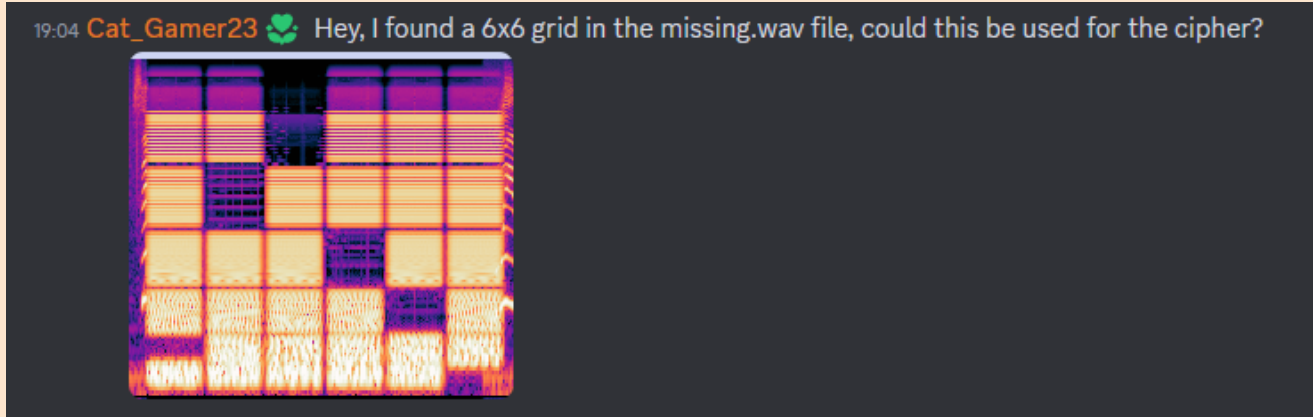
(Credit Discord user @taimus_, 1/05/25)

This successfully unlocked the file.

Upon analyzing the spectrogram of `Missing.wav`, the following images were discovered:



(Credit Discord user @pansr, 1/05/25)



(Credit Discord user @cat_gamer23, 1/05/25)

Once the previous strings of 6 letters from the `About Us` page (See [Section C.2](#)) of the `KidsMediaWorkshop` website(<https://www.kidsmediaworkshop.com/about.html>) were inserted into this 6x6 grid, using the 'dark' squares as our key, the word `"CRYING"` is produced.



(Credit Discord user @taimus_, 1/05/25)

Going back to *KidsMediaWorkshop* and adding */crying.html* to the end of the page address (<https://www.kidsmediaworkshop.com/crying.html>) brings you to a page that looks like this:

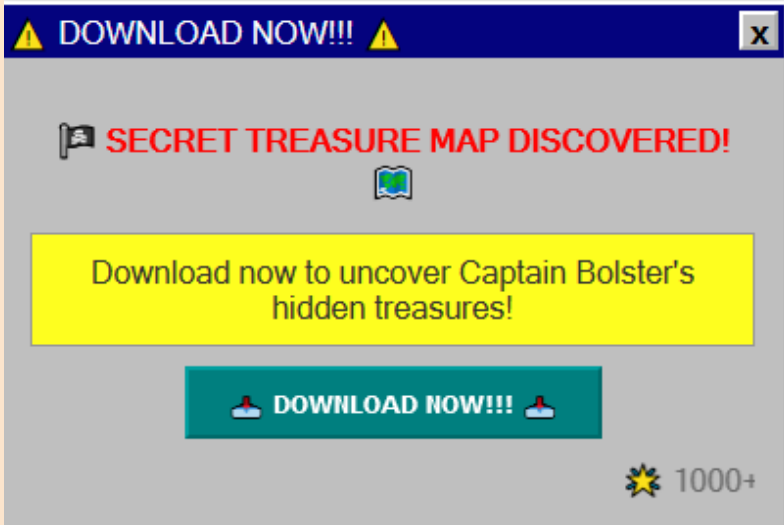


The page appears to contain a box that is floating and spinning in a circle. After a short period of time, an image comes out of the box.



The image that floats out of the box is a picture of Erik Erikson, taken from his Wikipedia page and slightly modified. It is said to be a 'Key'.

Section D.2 | Treasure Map



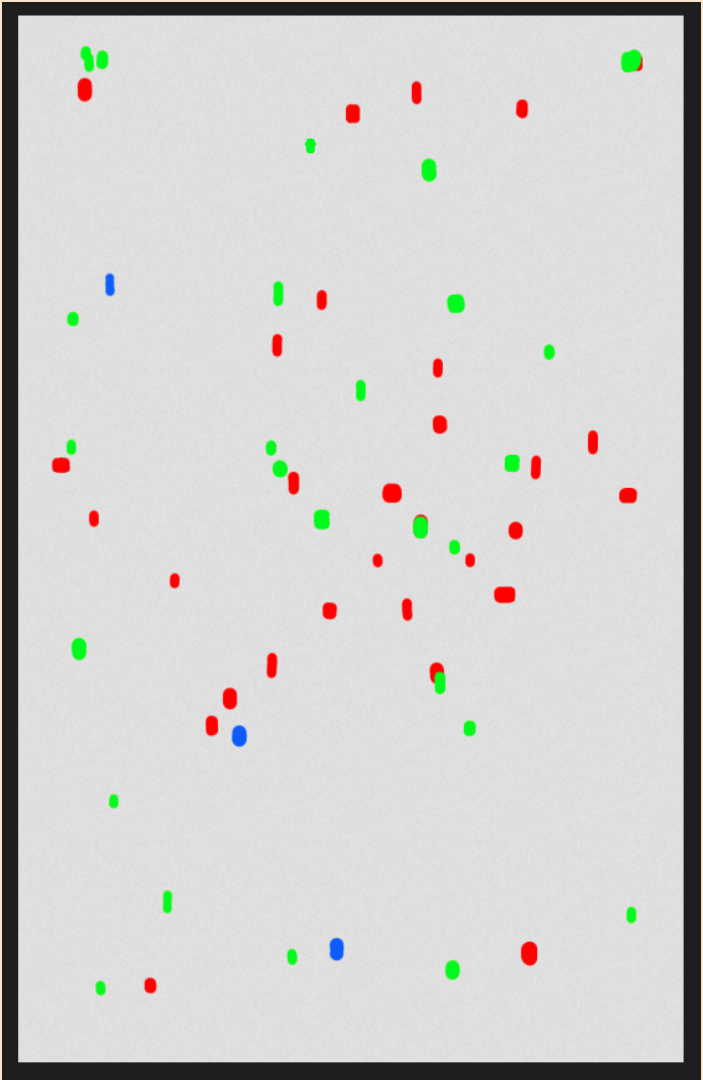
Visiting 'The Captain's Sails' page from the *KidsMediaWorkshop* homepage (<https://www.kidsmediaworkshop.com/captain.html>) opens a pop-up for a download of a 'Secret Treasure Map'.

Once downloaded, this file is a .rar file containing 3 folders of images - *RED*, *BLUE*, and *GREEN*.

Within these folders, there were a series of images that were mostly transparent, except for small dots whose colour corresponded to the name of the folder they were in. The images were also numbered - although we were unsure

what to do with the numbers or the images themselves at this time.

Below is an image compiled from all the pieces of the 'map':



(Image compiled by Discord user @taimus_)

Section E: Following the Map | Day 4-6 (Jan. 5th-7th, 2025)

Section E.1 | Erik Erikson

Using the newly discovered map, we attempted to overlay the image onto previously discovered texts and documents, although the overlapping dots made it difficult to find any patterns. We kept applying this method to anything we deemed suitable, but nothing happened as a consequence.

Image	
Dimensions	536 x 851
Width	536 pixels
Height	851 pixels
Bit depth	32

Some users had noticed that the images contained within the map were of a very specific resolution (536x851 pixels) and guessed that whatever the map should be placed over should have a resolution similar to, if not, the same ratio as our images.

After trying this method for roughly a day with no successes, we received the following 'nudge':

21:39 **Giggleland** Erik Erikson had some great books.

Bibliography

[edit]

Major works

[edit]

- Childhood and Society* (1950)
- Young Man Luther: A Study in Psychoanalysis and History* (1958)
- Insight and Responsibility* (1966)^[67]
- Identity: Youth and Crisis* (1968)^[68]
- Gandhi's Truth: On the Origins of Militant Nonviolence* (1969)^[37]
- Life History and the Historical Moment* (1975)^[69]
- Toys and Reasons: Stages in the Ritualization of Experience* (1977)^[70]
- Adulthood* (edited book, 1978)^[71]
- Vital Involvement in Old Age* (with J. M. Erikson and H. Kivnick, 1986)^[72]
- Erikson, Erik H.; Erikson, Joan M. (1997). *The Life Cycle Completed* (extended ed.). New York: W. W. Norton & Company (published 1998). ISBN 978-0-393-34743-2.

Collections

[edit]

- Identity and the Life Cycle. Selected Papers* (1959)^[73]
- "A Way of Looking at Things – Selected Papers from 1930 to 1980, Erik H. Erikson" ed. by S. Schlein, W. W. Norton & Co, New York, (1995)

Bringing up Erik Erikson’s bibliography, we find **Childhood and Society (1950)** which was in the references of an infant development document by *Texas Child Care*, called *Crying Babies*, which was also mentioned at the bottom of the [REDACTED] page on **Giggle.land**. This was found earlier by clicking the image of a spinning star on the homepage. (<https://giggle.land/star.html>)

Using a digital copy of **Childhood and Society, 2nd Ed**, we used the names of the images from **treasure_map.rar** as clues as to what pages they should be placed over.

Giggleland The second edition was better

SirCorneliusJ What if the numbers of the images from the map correspond to a page they're overlain onto (edited)

As we did this, each image from the map lined up with the page and gave us letters and numbers.

We began going through each of the sets of images individually - **RED**, **BLUE** and **GREEN** - arranging each of the characters we got from each page in page order, with the results being:

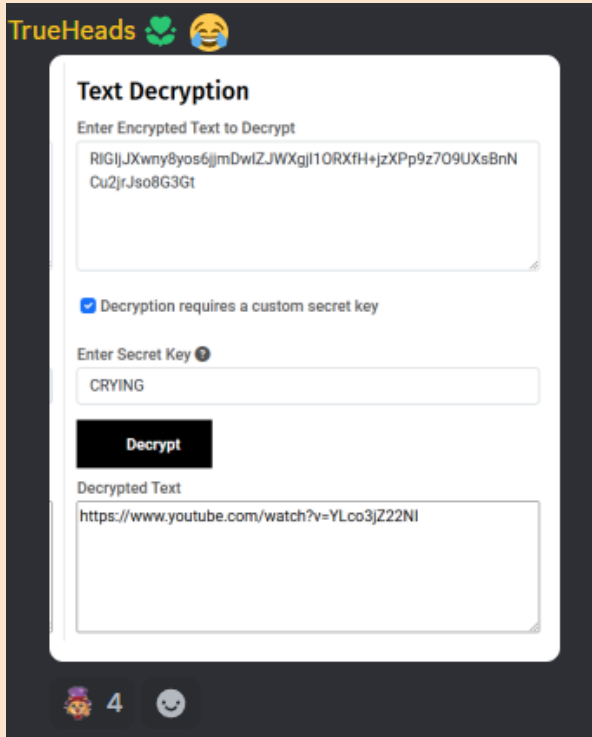
BLUE - **XfH**
RED - **RIGIjXwny8yos6jmjDwlZJWXgj11OR**
GREEN - **jzXPp9z7O9UXsBnNCu2jrJso8G3Gt**

Finally, using the previous clue of **RedBlue+Green** (<https://www.kidsmediaworkshop.com/giggleland.html>), this formed the code:

RIGIjJXwny8yos6jjmDwlZJWXgj11ORXfH+jzXPp9z7O9UXsBnNCu2jrJso8G3Gt

While initially it was thought that this was 128-bit AES encrypted text (as the string 'Erik_Erikson.png' was exactly 128 bits), we were still unsure of the exact decryption key.

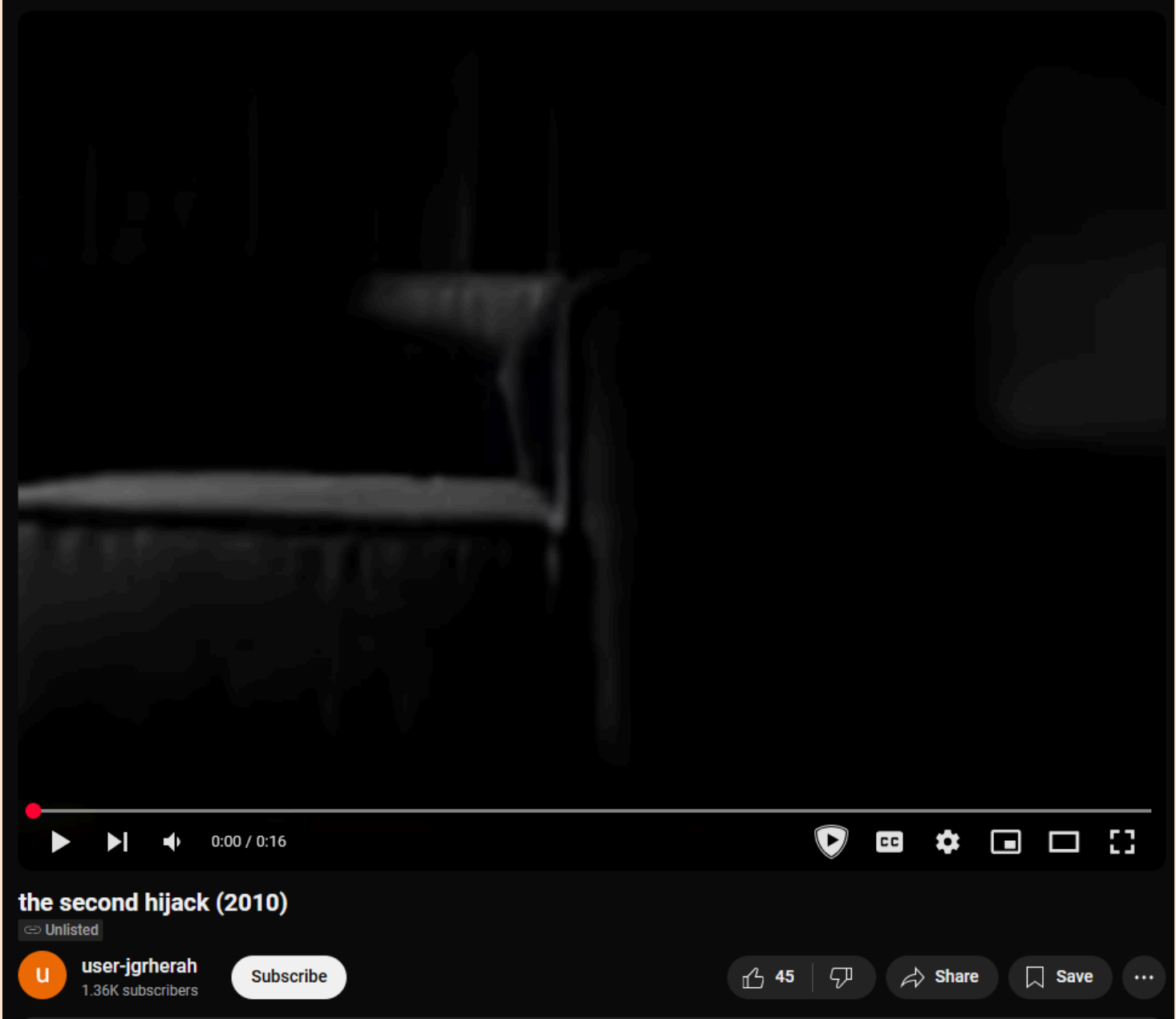
Eventually it was realised it was text encrypted using a Key Derivative Function (KDF) with the key 'CRYING' as the bit-length of the key wasn't relevant.



Giggleland you will not find the solution by counting bits.

(Credit Discord user @trueheads, 1/06/25)

Once decrypted, a link to an unlisted YouTube video was discovered called "**the second hijack (2010)**" (<https://www.youtube.com/watch?v=YLco3jZ22NI>) This was another unlisted video on the **user-jgrherah** channel.

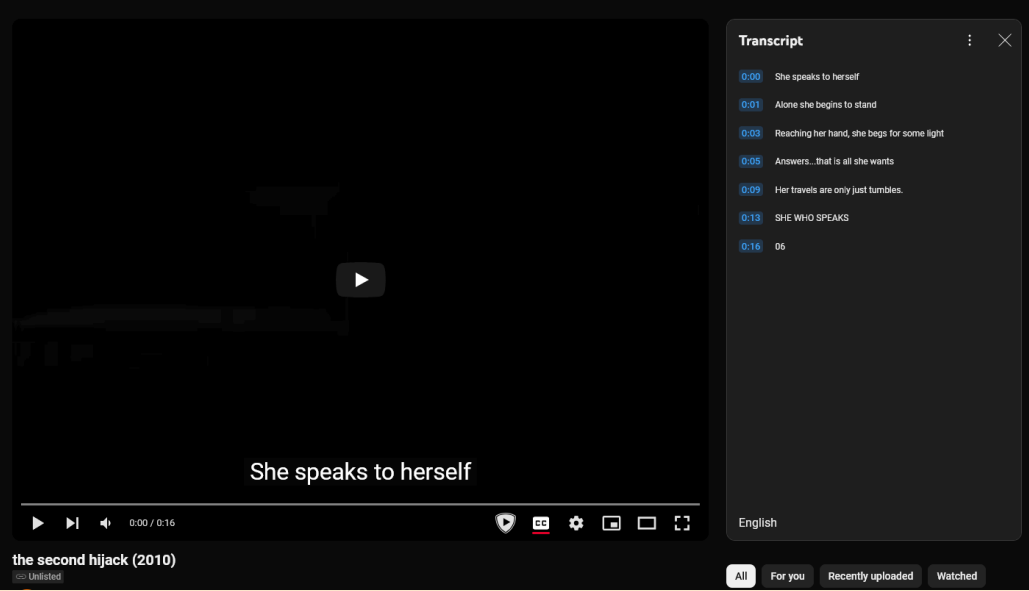


(Credit Discord user @trueheads, 1/06/25)

Section F: Tumbling Down | Day 6-8 (Jan. 7th-9th, 2025)

Section F.1 | SarahIsSpeaking06

The YouTube link leads to a 16-second video. Audio and video analysis provided little.



In the video transcript, it says:

*She speaks to herself
Alone she begins to stand
Reaching for her hand, she begs for some light
Answers...that is all she wants
Her travels are only just tumbles.
SHE WHO SPEAKS.
06*

The beginning of the first 5 lines of the transcript line spell out the name **SARAH**, with the 6th and 7th line being **SHEWHOSPEAKS** and **06** respectively.

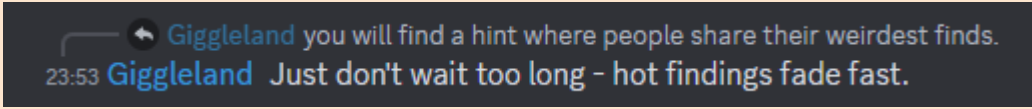
As soon as this video was discovered, this tweet was made on the Gigggleland (@kmw_org) Twitter account.



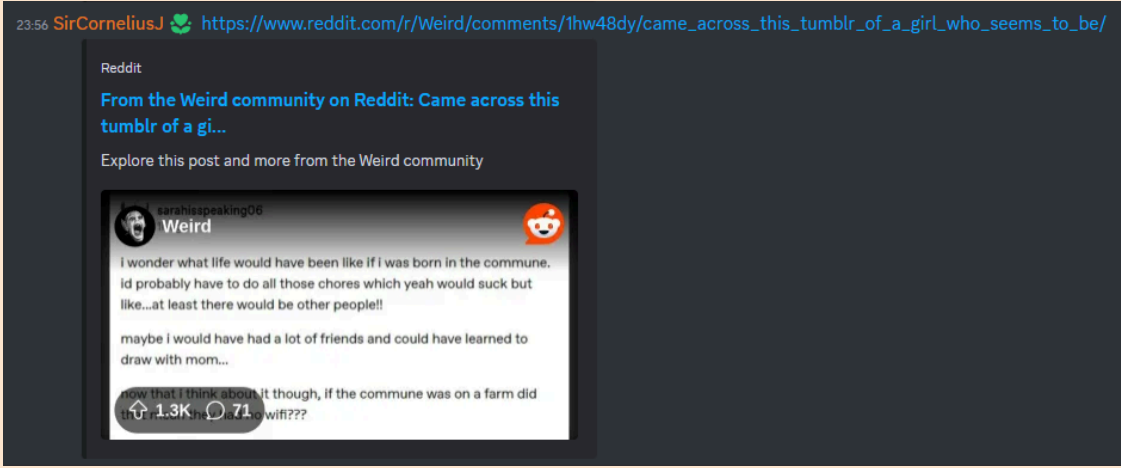
These clues lead us to pick up on certain keywords that were repeated in both the Tweet and the transcript - namely 'Tumble' and 'She who speaks' - which we eventually believed was pointing us in the direction of a Tumblr blog.

This was as someone is able to 'speak to themselves' on a blog, and someone is able to both 'follow' and ask people questions on Tumblr blogs.

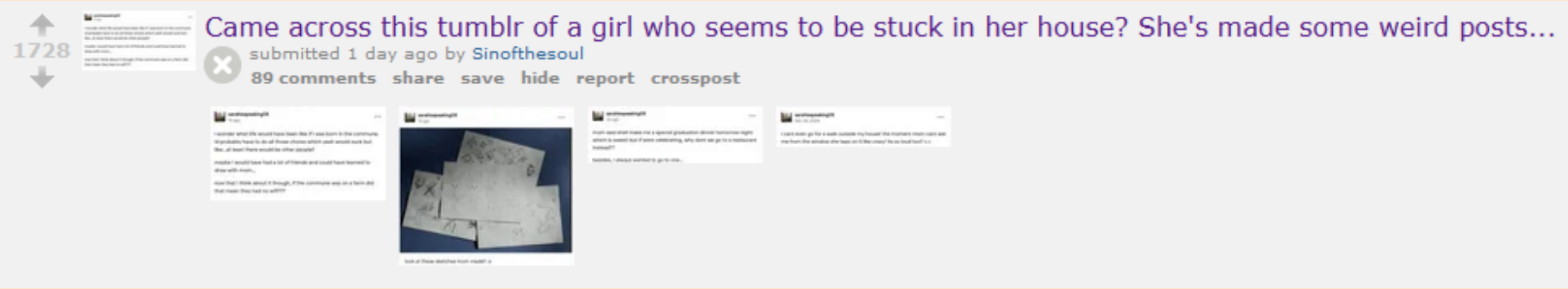
After **MANY** hints and a lot of back-and-forth, eventually we were given the following hint:



Turns out, by pure coincidence, the following post had risen to the 'Hot' section of r/Weird on Reddit. (https://www.reddit.com/r/Weird/comments/1hw48dy/came_across_this_tumblr_of_a_girl_who_seems_to_be/)



(Credit Discord user @SirCorneliusJ, 1/08/25)



Visiting the blog, we find an almost exact match to what the clues were pointing to: **SarahIsSpeaking06** (<https://www.tumblr.com/sarahisspeaking06>)

tumblr

Home

Explore

Communities

Activity

Messages

Inbox

Account

Settings

TumblrMart

sarah is speaking

@sarahisspeaking06

a lonely girl living in an even lonelier world~
looking for friends!!

Ask me anything

Following

Posts

Likes

Following

sarahisspeaking06

i wonder if my dad is still in the commune? mom didnt tell me when she left, so is he still there?? i never met him before and mom doesnt have any photos around...

ive asked about my dad before but mom doesnt like talking about him. she really doesnt like to talk about anyone shes known. she never talks about my dad or her parents or her uncle or her cousins...

maybe mom just doesnt like men haha

#no dad #parents #fatherless

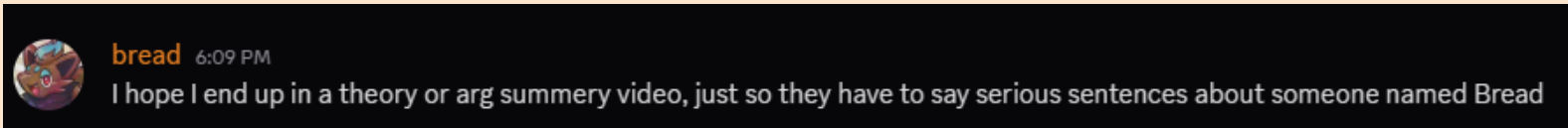
(Credit Discord user @SirCorneliusJ, 1/08/25)

INTERMISSION: Sarah's Blog

Special Mentions: Bread

The Giggleland community would like to give special thanks to Discord user **@bread** for their hard work in communicating with Sarah!

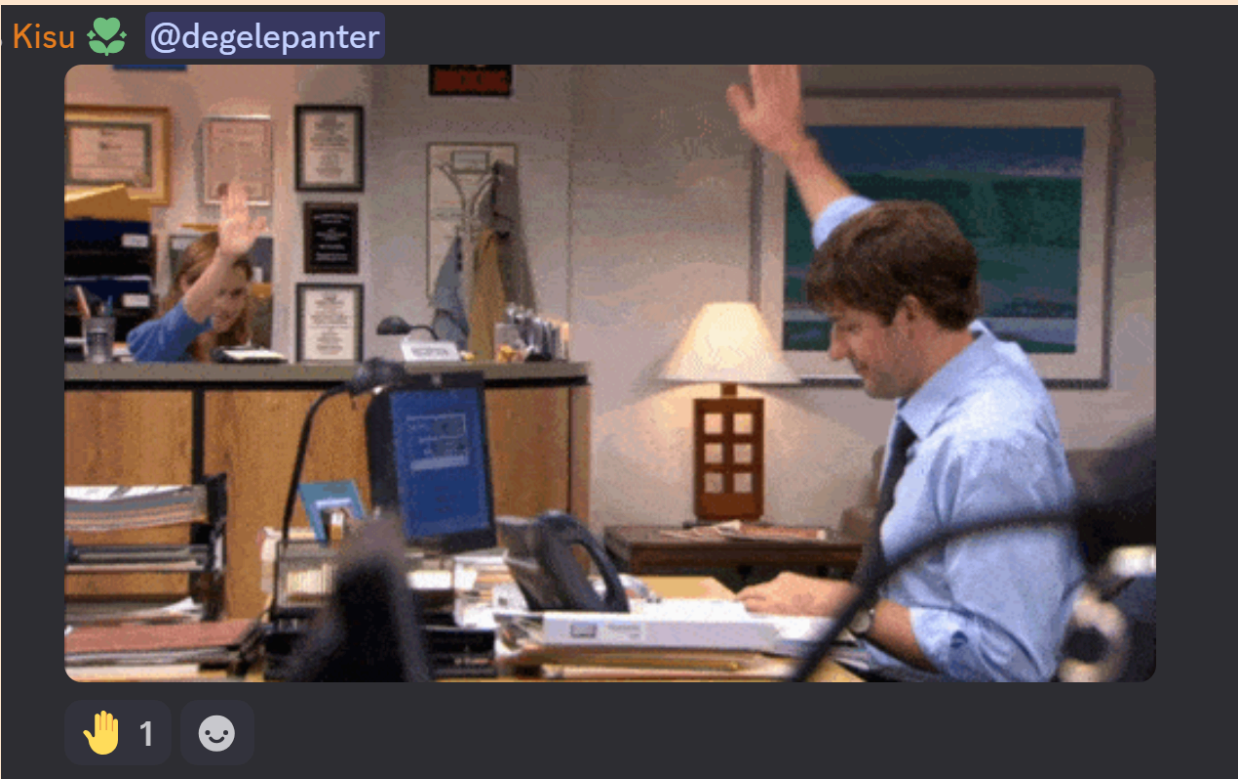
Without them, Sarah would've been easily overwhelmed by the massive amount of people trying to message her, so we're very grateful they were always there for her!



Special Mentions: Kisu and Degelepanter

The Giggleland community would also like to give a special thanks to Discord users **@kisu.vula** and **@degelepanter** for their incredible amount of work documenting all of Sarah's posts!

Before their help, this section of the ARG was severely lacking, and failed to document a lot of our interactions with Sarah - the amount of work these two put into this document in such a short time is incredible and cannot be understated!



Blog.1 | Who is Sarah?



Blog.2 | Timeline of Events



December 18th, 2024

Sarah’s Tumblr account begins by reblogging several images that she finds relatable (See Left) - which is a very common behavior on the site.

December 19th, 2024

Sarah continues to reblog posts about the outside - reposting aesthetic blogs with images of cabins in the mountains and drinking coffee in fancy libraries.

Later on, Sarah posts that she wants to build a snowman since he could be her only real friend, even if he’s not real. Sarah also thinks about other careers and asks her Mom what she thinks about psychology. Her Mom is critical, saying that the career doesn’t pay well enough, and that science is Sarah’s worst subject.

December 20th, 2024

Sarah continues to reblog various accounts and makes a post about wanting to know what it is like to go on a date, saying that it’s also why she wants to go to college out of state. Her Mom tries to make her scared of leaving home by showing her bad lifetime movies.

December 21st, 2024

Sarah posts about wanting makeup for Christmas to look like the ‘pretty girls on here’ and that she has no-one to impress.

December 24th, 2024

Sarah asks everyone what they are going to do for Christmas Eve. She says that she doesn’t have

anything to do except help her Mom prepare their dinner for tomorrow, and that they don’t have any people to invite. Later, she watches holiday movies with her Mom and feels like she’s missing friends and family that she’s never had. She also says that she knows Santa isn’t real, but wishes something would change this holiday.

December 25th, 2024

Sarah wishes everyone a merry Christmas and hopes that they get all the presents that they want!

December 26th, 2024

Sarah asks if everyone got a lot of presents and spent time with family this Christmas. She says that her and her Mom had a nice dinner and that she got some good presents, but was sad she didn’t receive any makeup

December 28th, 2024

Sarah posts that she was sorry for not being super active that day because her Mom was ‘on her butt’ trying to get all of her schooling done.

December 29th, 2024

Sarah seems annoyed that she can’t even go for a walk outside her home without her Mom being overprotective - if she can’t see Sarah from the window she taps on it really loudly to get her to come back.

December 31st, 2024

Sarah asks what people’s New Year's Eve plans are. She seems annoyed that she’ll be stuck at home again with her Mom.



sarahisspeaking06

...

what are your new year resolutions this year? mine are:

- go for more walks!
- draw more!
- learn to cook better!
- try to convince my mom to let me leave the house!
- apply for college!

#happy new year #new years 2025 #new years #new year new me #new year new beginnings #walking #drawing #art #make art #cooking #go outside #go out and explore #college #college life

 Blaze

32 notes



January 1st, 2025

Sarah wishes everyone a happy New Year! Later, she asks people what their resolutions for the year are and shares her own. (See Left)

January 2nd, 2025

Sarah shares that she wants to get bangs but doesn’t trust her Mom to cut her hair for her.

Later that day, Sarah realises that tonight is her final night as a high school senior and is sad that she’s alone in her room playing Minecraft. She tells everyone that she feels a bit better after getting some mint ice cream.

January 3rd, 2025

Sarah posts that she has officially graduated, but is sad that she doesn’t have a hat to toss up.

January 5th, 2025

Sarah posts that her Mom has said she’d make her a special graduation dinner for tomorrow night, which she finds nice, but wishes they could go to a restaurant instead since she has never been to one. Later, she asks her Mom about eating at a restaurant instead, and her Mom gets offended, saying that it's too expensive and that Sarah is being ungrateful.



Sarah explains that she didn’t mean to be rude and that she loves her Mom’s cooking, but she thinks going to a restaurant isn’t too much to ask for.

January 6th, 2025

Sarah’s Mom apologized to her for her reaction from the night before, but still wanted them to stay home. Sarah wishes she could go out. The same day, Sarah posts that her Mom had forgotten to lock her bedroom door when leaving for the shop and that she was going to sneak in.



Sarah says that she looked under her Mom’s bed, finding graduation presents and taped boxes that her Mom had scribbled over the names of. She decided not to attempt to open the boxes, as her Mom would know she had been in her room. She also found some sketches of ‘cartoon characters’ and a book that her Mom had made called **Perfect Little Apples**. Sarah hadn’t known about the book and was a bit annoyed that her Mom had told her not to be an art major.

Sarah was only able to explore her Mom’s room for roughly 20 minutes before her Mom came home, where Sarah then had to quickly put everything away.

That evening, Sarah posts that her Mom made French onion soup as an appetizer for their dinner to give Sarah the ‘restaurant experience’ but Sarah wasn’t sure how to feel about it - she finds it really sweet but still would like to go to a restaurant.

Sarah’s Mom apologizes for not wanting to go out and Sarah decides that she wants some answers from her Mom. Sarah asks if she was being raised in the same way her Mom was raised, to which her Mom says both

yes and no. Her Mom explains that she had joined a commune when she was a child and lived with her uncle. She told Sarah about some of the other adults there but there were a LOT of kids. Sarah describes it as a village that her Mom was able to go outside in but not leave. The adults at this commune were called "**runners**" that would go for supplies while everyone stayed in the village. The kids had chores like cooking and cleaning and taking care of animals and Sarah says that she thought it sounded like too much work. Her Mom says that she thought it was fine and that Sarah 'has it good' but Sarah shared that she still felt it would be better since she'd be allowed to go outside there.

Sarah's Mom didn't like talking about her uncle so much - she said that he was an artist and taught kids how to draw and express themselves, which Sarah thinks is really cool and wonders if those were the drawings Sarah found under her Mom's bed. Sarah asks why her Mom left the commune, and her Mom says that she just didn't like it. Finally, Sarah asks if her Mom's uncle is alive and her Mom says that he was dead, but she sounds strangely happy about it.

January 7th, 2025

Sarah wonders what her life would have been like if she had been born in the commune - she probably would have to do all the chores which would suck, but at least she would be with other people where she could have a lot of friends and draw with her Mom - even though on a farm they wouldn't have any Wi-Fi

//NOTE: From this point onwards, Sarah makes a habit of taking time to answer daily questions from the community, so the information we have gotten from these have been summarised per-day.

January 8th, 2025

- Sarah's Mom's name is **Debbie**.
- Sarah is allowed to go for walks around the house, but can't go too far. If **Debbie** can't see Sarah outside the house, she bangs on the window so that Sarah comes back, which Sarah finds annoying.
- Sarah has thought about leaving home without her Mom knowing. Sarah says she wouldn't know where to go and doesn't know any of her family. She thinks that she couldn't get far since her Mom is very overprotective.
- Sarah says that her Mom doesn't want to talk about the commune again. She also wonders if her Dad is still in the commune since her Mom didn't say anything about him when she left, but her Mom doesn't like talking about him.
- **Debbie** doesn't like talking about any part of her family, but Sarah wonders if she just hates men.
- Sarah finds ferrets cute
- Sarah likes the movie **Tangled**.

January 9th, 2025

- The community informs Sarah that the drawings her Mom did were of **Eliot** and **Ella**, and that they are characters from a cartoon show. She says she's now curious about the characters and the show.
- Sarah knows a little Spanish.
- She likes the shows **Abbot Elementary** and **Arcane**.
- Sarah says she doesn't know anything about **KidsMediaWorkshop** or the theme park **Giggleland**.
- **Debbie** doesn't like Sarah being on her laptop so much.
- Sarah knows very little about the world.
- **Debbie** always leaves her bedroom door locked.
- Sarah loves reading books like mysteries and a few horror books - although they can't be anything too bloody and gory.
- Sarah doesn't like horror games so much because she gets scared very easily.
- Sarah has wavy hair and brown eyes, likes comfy clothes like hoodies, sweatpants and flannels, but she expresses she wants to dress up more.
- Sarah doesn't wear a lot of accessories, except for a bracelet she made with her Mom a few years ago.
- Sarah hasn't heard about the video game **Among Us**.
- She prefers cats to dogs, but still loves dogs.
- Sarah would like to try gardening in the future.

The community informs Sarah that the commune her Mom spoke about was likely a cult, and Sarah agrees, saying that her Mom doesn't like her seeing anything about cults.

January 10th, 2025

- Sarah and **Debbie** have a flat screen TV in their living room.
- Sarah and **Debbie** live near the mountains in the **USA**.

- Sarah has started worrying about her Mom more since she's being so quiet.
- Sarah's biggest fear is dying in her sleep. Sarah worries that one day she'll never wake up again.
- Sarah says her favorite food is chicken cutlets, but she also likes pizza, tacos and Fettuccine Alfredo.
- Sarah's favorite birds are crows, since they're so smart that you can befriend them. Sarah also wishes she could be a bird to fly anywhere she likes.
- Sarah has recently been having a few stressful dreams like where it feels like she's running in darkness, but she doesn't know where she is running to.
- Sarah wants to go to an arcade.
- She knows that **Five Nights At Freddie's** was a movie but doesn't know what the "mascot horror" genre is.
- She has been homeschooled for her whole life.
- She loves bird watching.
- Has only seen snow for a day before it melts per year.
- Love chicken nuggets
- It's currently cold where Sarah lives.
- Sarah's favorite video game is **Minecraft**.
- Sarah's favorite song is **Landslide** by **Fleetwood Mac**.
- When Sarah was a child, she thought her house was haunted as **she could sometimes hear footsteps at night**, but her Mom has told her the noises were just because their house was old.
- Sarah doesn't know what the YouTube channel **Game Theory** is.
- Sarah wants to go to a college to study art. She'd like to study out of state, but her Mom doesn't want her to go and says that she isn't going to help pay for it.
- **Debbie** is currently feeling sick.
- Sarah doesn't like seeing or hearing about the Eliot and Ella videos.

January 11th 2025

- Sarah mentions that it's snowing, and that she loves the snow.
- She has seen the cartoons **Aggretsuko** and **Bob's Burgers**.
- Sarah says she's never tried fast food because her Mom says that it's 'too unhealthy'.

She wants to delete her search history but she doesn't want to delete it without backing it up so she wants to get a flash drive and back-up her info before deleting it. So she is asking her Mom to buy her one at the store. She doesn't want to get her Mom suspicious so she needs our help to think of a good reason/excuse.

- The coldest it gets by her place is around 25-30F and the highest it gets around the summer is 95f. She doesn't think it ever got over the 100f.

Later she convinces her Mom to buy her one but she feels kinda bad for lying to her. She said it's for online school and it made her really excited and makes her feel nice when she sees her Mom smile.

- Finds it cool to talk to people around the world.
- Prefers the cold.
- Warm weather is okay but not when it gets too hot.
- **When she was a child she heard tapping on windows, sometimes the door would shake and she thought she heard whispers.** But her Mom said it was the wind blowing and the trees. And she hasn't heard the sounds in a while.
- She thinks the Appalachian area is nice but it can feel a bit lonely sometimes. Especially with no neighbors around them.
- Doesn't know what it's like to live in the city.
- Liked sports when she was a child and she thought that playing a game with a lot of people sounded fun.
- She has a rabbit plushie.
- She made snow angels when she was a child. And she wants to make a snow angel but it feels too cold and she doesn't want to come in all snowy and wet.

Sarah's Mom doesn't want her to be on her laptop so much and thinks she uses it too much. Sarah is lying to her Mom and saying that she is really invested in her games, which her Mom seems to believe and she wants to make it stay that way. She thinks she needs to hide her laptop in different places so she doesn't get suspicious.

- She likes Christmas and wants to go trick or treating.

- She used to watch Pokémon and might want to watch One Piece.
- She likes to wear beanies.
- **The rabbit plushie is a bit old and it's blue. It might have had an accessory but she lost it.**

January 12th 2025

Her Mom left the house again so she went inside again. The door was locked and she couldn't find the key. Any key she had didn't unlock it. She tried to unlock it 3 times with 3 different bobby pins but they all broke. She couldn't open her window since it was locked and couldn't see anything in her room. She said she was back inside and asked us if she should look through the books first or on top of the other furniture/upper shelves. Someone suggested trying to try looking for a book by Erik Erikson but Sarah couldn't find any book by him. Nothing was in the books and she was going to try and reach for high places like higher shelves and on top of the fridge and door frames. Nothing was on the shelves and door frames. She said that she was going to the fridge and searching and she found a key on top of the fridge that she hadn't seen anywhere before in her life. She tried the key on her Mom's bedroom but it didn't open. She knew about another door that she hadn't tried yet, her Mom's work room. She went to open it and it worked.

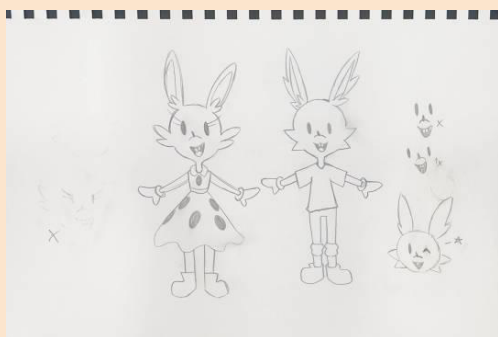
She opened the door and there was a staircase but it was dark. Right after, her Mom's car pulled up and she couldn't go down there. She relocked it and put the key away. Her mother called her to help with the groceries and she was annoyed but still helped. And after that she had to go and told us to remember the key on the fridge. After an hour she posted that she had moved all those images over and that she's going to do some drawing.



(A picture of the flash drive)

- Her favorite color is blue.
- She doesn't have a favorite cat breed as she finds them all cute but she really likes calicos and tabby cats.

Even though she thought her drawings were creepy, she found the bunnies really cute and drew them.



(A picture of the drawings)

A couple hours later her Mom found the drawing in her sketchbook and yelled at her for going into her room and taking away her laptop. She doesn't know that she has Tumblr on her phone and that she's in the bathroom, scared to come out and face her. She stayed in the bathroom for an hour to calm herself before she faced her. She is scared that her Mom will be mad at her. She wants to ask her why she is hiding stuff from her but she doesn't know how to ask her. After an hour since she locked herself in the bathroom she was going to face her Mom, she turned her phone off so if she asks to see it, she could tell that it's dead and doesn't know about the tumblr account. She also thanked everyone for the kind messages and pushing her to be brave. After 3 hours she posted saying that she calmed down and told her why she doesn't want Sarah in her room. She told her that she's ashamed of it and she wouldn't want Sarah to see what she's done. Sarah didn't know why she even kept all the stuff and her Mom said that

there's some memories she has to hold on to. Sarah asked about the commune and her Mom told her that it wasn't a good place. She thought it was a good place when she was a child but things changed when she grew up. She didn't want Sarah to grow up there with those changes. She left with some friends, but she doesn't talk to them anymore. she won't tell Sarah why and she doesn't want to. She won't let Sarah use her laptop alone, she has to be with her Mom to use it or it's gone for good. She wants to spend time with Sarah to calm things down but Sarah doesn't know how to feel.

january 13th 2025

Sarah woke up, She sometimes wakes up in the middle of the night. She left her room to have breakfast with her Mom, who said that she isn't going to talk till a bit later. Later she said that she was sorry for not talking since her Mom doesn't allow her to go into her room anymore until she goes to bed. She has her work set-up in the kitchen to keep an eye on her. Every time Sarah asked a question her mother said that they'll talk later. Sarah has kept her phone under her bed. Sarah keeps thinking about the key but her Mom hasn't asked her about it yet, Sarah wants to ask her about it but isn't sure. A bit later she asks us what to do. She snuck into the bathroom before dinner. Her Mom keeps acting like normal but it's not. Sarah is tired, the tension between her and her Mom was exhausting. Each question Sarah asks her MomMom tells her that she had already answered the question.

january 14th 2025

She woke up and posted saying that she is sorry for going to bed early last night. The past few days she has felt pretty exhausted. She appreciates all kind messages and for being here with her. People were asking her to call 911 but she doesn't want to because she thinks that her Mom will get angrier and she needs to know what she is hiding. She thinks that no-one knows that the house even exists. Sarah posted that she had a plan for tonight. She had been preparing herself for this all day. She was sorry for keeping everyone waiting but she was scared, she wanted to know what her Mom was hiding and was scared about what she could find. She plans to grab the key tonight when her Mom is asleep. She usually sleeps by 11pm but she needs to make sure that her mother is actually asleep. 'I'll find the truth Tonight.' 6 hours later Sarah's Mom is asleep. She was scared and shaking. She said it's time and she grabbed the key. Sarah thinks her Mom has no idea about what she is doing. She's still shaking and went to the door. She unlocked the door and headed down. She found a light and saw many boxes. She started opening some of the boxes and found a tape with the title being : Elliot and Ella. She saw a TV and a VCR to play the tape but had to set it up first. While setting up the light burned out but after that she had fully set it up. After watching it she was crying and weirded out. She was watching the credits and saw her Mom's name on the screen and just said "no". Then she saw another person with the same last name as her Mom ; Simon Sampson. She didn't even know about him until now and was really weirded out by this. After seeing this she went to bed and didn't know what to do anymore.



(pictures of the tape and credits)

january 18th 2025

Sarah's said : "Ill be gone for a bit. im sorry. things are really hard right now." which ends part one!

March 28th:

Sarah posts for the first time since the ending of part one. Sarah explains she experienced a panic attack while exploring the basement. She mentions wanting to search for Simon but that she's scared of what she'll find. Then she expresses the need to talk things out on her blog. She ends the day by thanking everyone, reiterating that she gets ill. Also mentions that she can't call the police despite follower suggestions.

March 29th:

She posts frequently throughout the day, emphasizing physical distress when thinking about the basement, as well as her mother’s increased monitoring and her growing distrust.

March 30th:

Sarah responds to questions asking her about what she saw: “this is the only time im going to talk about this. do not ask me anymore. THE EPISODE WAS NOT ABOUT BULLYING ELIOT”. She becomes overwhelmed and takes a break. She comes back, apologizing and stating she’ll ignore the upsetting questions. Mentions her mother making a “huge deal” of her wanting to go outside in the rain.

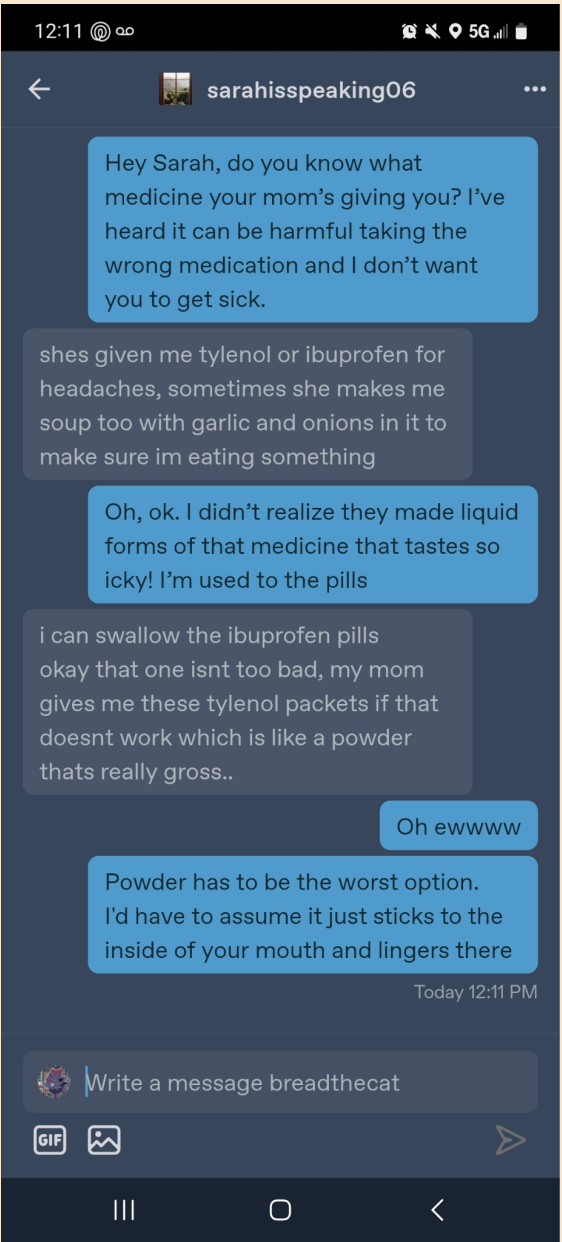
She starts answering follower questions, factoids: favorite food used to be chicken cutlets but is now ramen due to her stomach issues; she’s unfamiliar with the game Celeste; she’s recently played Animal Crossing and Kirby & the Forgotten Land (Switch titles); expresses an interest in the game Portal.

Typos also begin to show themselves as she starts to stress over the basement. She concludes the day by thanking everyone and going to bed.

March 31st:

Wakes up mentioning she was able to sleep well thanks to a playlist sent by a follower. When responding to apologies for upsetting questions yesterday, she says she can’t remember the questions and her mind is “a little fuzzy lately”. More factoids from questions: she wants pets but her mother won’t let them in the house; her way of self-soothing includes drawing, going outside, and taking baths/showers; she’d love to see Japan; her mother dislikes plants to the point of disliking scented candles, specific mention of lavender.

Long post titled “i don’t know how to talk to her” tells us Debbie is scolding her for her health and for not pitching in around the house, giving her more chores, as well as making comments about her being antisocial. Mentions her mother giving her bad-tasting medicine if she states she’s unwell. She’s also been given back her laptop, but with a more strict timer.



(Credit Discord user @bread)

Another post details her thinking about going back to the basement. Describes a nightmare: walking into the dark basement, hearing sounds from the tape, her mother calling her name, then something yanking her down.

She goes outside to calm down. She mentions a basement window behind tall grass her mother doesn't mow, as if to hide it. Debbie sees her staring and calls her in for dinner. Nothing is mentioned over dinner and Sarah expresses her frustration, as well as continued physical manifestation of her anxiety. Mentions her mother being cold, not saying good night, and how she doesn't really know her. Final post talks about how she can't stop thinking about the basement and she goes to bed.

April 1st:

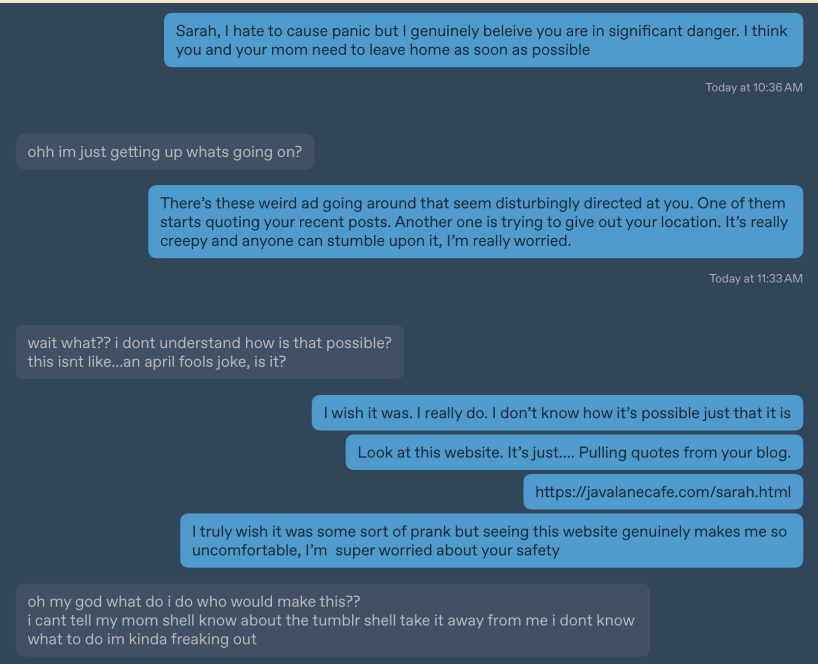
Sarah states she's not tired, and her mother's door is closed, so she gets up for water and decides to go into the basement after all. Her anxiety and typos increase. She finds the key in the same place, only further back. Specifically, her verbiage regarding the key in her hand: "im holding it now. its cold. Like when I first got it/it feels **lifeless**".

//NOTE: "Lifeless" being equated with "key" possibly related to the ARG, hence the QR code found during the second website update. (See [Section G.2](#))

Sarah is surprised to see more boxes than before - so much that it feels suffocating. There's still no light bulb, but Sarah sees a flicker of light from an unknown source. She immediately feels dizzy and gets sick, posting an unusual string of typos: "Infrelg dizz u I gotta gi batheoomejfaioemaewnjfe;agjagneabweajfeioanfa;efjeaiwofanieaefaeafijamvcaeefe". (writer's note: this is also the sound I make when I get sick) Sarah tells us she "threw aup" and replaces the key. She thinks she cleaned everything up, then goes to bed. This entire sequence occurred from 1:04 AM to 2:02 AM (CST).

The next post at 1:17 PM CST tells us that her mother was sitting on the edge of her bed staring when she woke up, completely calm, asking about vomit on the fridge and floor. Sarah covers her tracks by saying she only got up for a glass of water. Debbie assumes she's ill, and keeps Sarah in the living room while she works so she can be monitored, impacting Sarah's ability to respond to messages for the day.

The next post, Sarah shares a link to the **Sarah** page (javalanecafe.com/sarah.html), sent to her by concerned Discord user Bread.



(Credit Discord user @bread)

Sarah is alarmed, but expresses she can't speak to her mother about it because she'll take away her access to tumblr. One of her hypothetical questions to her mother: "also whos uncle teri why do you want him dead?", implied earlier in Part 1 when Debbie talks to Sarah about life at the commune.

After dinner, Debbie tells Sarah she hasn't been feeling well either and says it's likely Sarah's inability to keep up with cleaning. She says she'll clean the basement this weekend and convert it to a den. When Sarah offers to help, she says she can *after* Debbie removes everything. Sarah suspects she may know she was in the basement after all. She expresses her need to look before her mother removes everything, and wants to try again that night. She asks how she should go about it, getting suggestions from users such as wearing socks to muffle her footsteps and taking measures to curb her nausea.

April 2nd:

Sarah retrieves the key from her desk and returns to the basement. She finds an unopened box with what appears to be Debbie's diary sitting on top. She struggles to read it in the dark, then hears footsteps upstairs. When she investigates, her mother's door is still closed. Scared, Sarah returns to bed. She expresses that despite followers telling her to talk to her mother, she doesn't trust her, and isn't sure if she loves her. Ends her post with "i just want this **eos** to end".

//NOTE: While these posts contain typos initiated by stress, the insertion of eos into this last snippet of text is interesting; it was meant to be day, and Eos is the Greek Goddess of the dawn, although whether this has any relevance to the ARG is yet to be determined.

This entire sequence lasts from 12:08 AM to 12:31 AM CST.

She wakes at 12:28 PM CST and apologizes for "messing up" again. Responds to some questions. One follower suggests she take the diary back to her room, read it, then put it back when she's finished. Another mentions putting in a single earbud to listen to something soothing. Sarah agrees and mentions the playlist sent to her by Discord user **@stay big babe** to help her stay calm. Sarah then responds to kind and encouraging messages from her followers. She says it means a lot to her.

It's suggested she look outside for animal tracks and she says she'll go outside later and check. She then asks people to stop sending her weird messages or links to "that website" (likely the javalane page populated with her journal entries).

Sarah tries to go outside, but she's frightened by the website and decides to come back inside. She talks about the distance between her and her mother. "How is she everywhere but not there for me?"

Sarah finishes the day by saying she's going to try her best.

April 3rd:

She posts at 12:22 AM CST with a plan: "grab the diary and go back to my room/take photos of the diary to show/put the diary back/look through some other boxes (if i feel up to it)".

She describes changes from the previous night: the box was opened, there are 2 more diaries, and scraps of paper. These diaries don't look like the one she found last night, and she realizes she dropped it on the stairs and retrieves it. She heads upstairs, wondering why her mother kept more than one. After reviewing them, she explains there are too many to post to her blog, so she's storing them on her drive and skimming them as she takes photos. "Some of these pages weird me out" (anxiety returning as evidenced by typos as she reads these entries). As she's done with the first diary, she notes her head is hurting but that she needs to power through.

As she's scanning the second diary, she says "oh myg do theyre in here she drew them fuckf i have to keep goinf i cant fail eveyrone now". The third diary proves difficult: "she hid so muchf rom me/so fuickgni mcuh/i dont watno to thiso anymore but ie cant let myf riends down". She presses on and finishes the third diary, saying she can't look at them anymore.

She returns the box to the basement, and remembers the scraps of paper from earlier. She finds them and says there are just numbers, and she isn't sure what they mean.

Her final post at 1:06 AM CST:

"someone just opened the basement door"

ACT 2

Section G: Website Update | Day 1 (Mar. 30th, 2025)

Section G.1 | Update Day

Please note that in the following sections, each discovery is not always documented chronologically due to the large number of users looking in many different parts of the site all at-once - instead, each major discovery will have their own section documented to show their development to their conclusion for narrative cohesion, with links to sections that continue their relevance inserted as they appear.

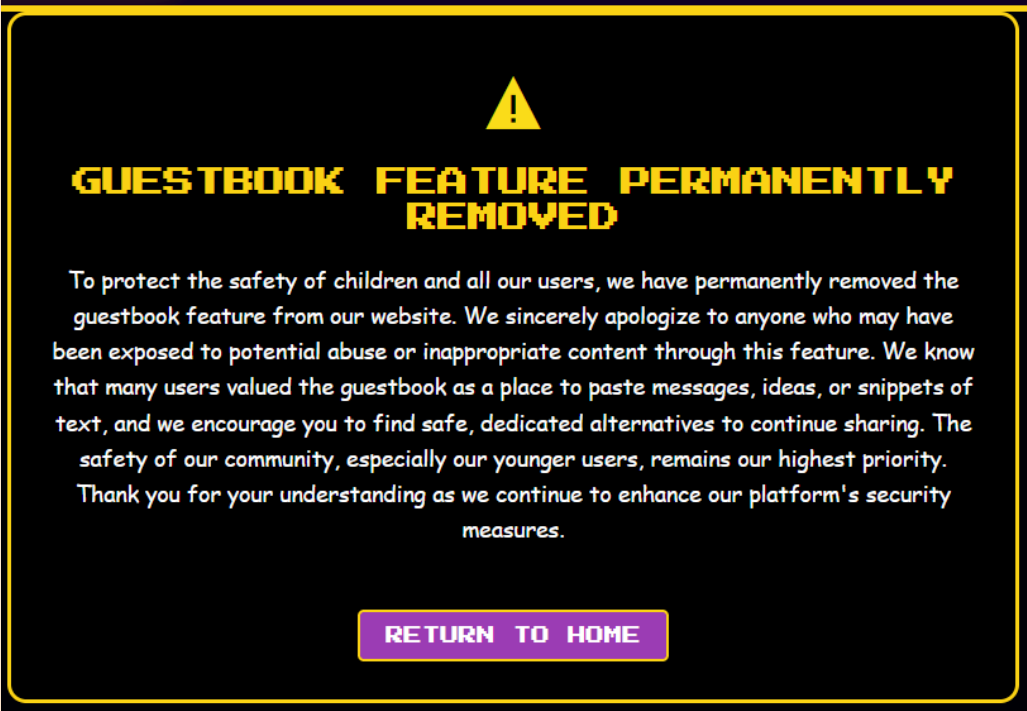
Please understand that a LOT was discovered all at the same time, and it is a nightmare to keep a 100% accurate timeline of everything.

- SirCorneliusJ

On March 30th, the Gigggleland website (<https://giggle.land/>) officially updated, fixing many of the existing 'bugs' present in the first version - and also bringing along a brand-new set of oddities.

Section G.2 | Pastebin

Upon visiting what used to be the **Guestbook** page (<https://giggle.land/guestbook.html>), users were met with the following notice informing them that the guestbook had actually been removed permanently:



Checking the flashing visitor counter for this page specifically (which was usually stuck at **100,999**), the string **MGRHFBDA** was displayed.

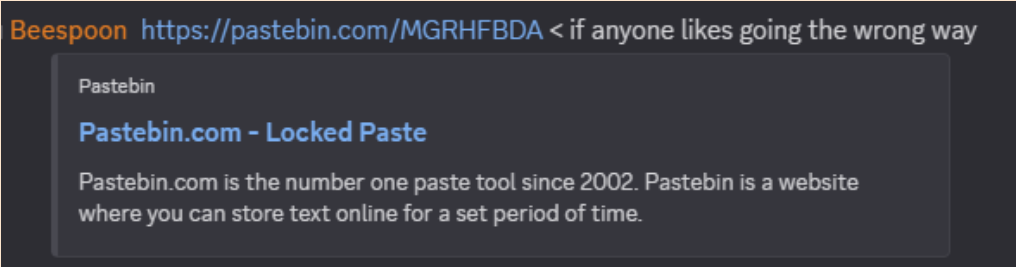
//EDIT (3/4/25): This string has since been updated to **ptYuQaA9**.

This is likely as the original Pastebin this clue was connected to being accidentally deleted via timer, and a new URL being generated to replace it. The original links will be provided for accuracy, but take note that they will no longer function.

(Credit Discord users @misery2028 and @kauntar)

Although initially this was suspected to be a password for a yet-unknown puzzle, seemingly at random, it was discovered that there was a Pastebin URL using the exact same string that led to a password-protected bin. (<https://pastebin.com/MGRHFBDA>)

//EDIT (3/4/25): (<https://pastebin.com/ptYuQaA9>)



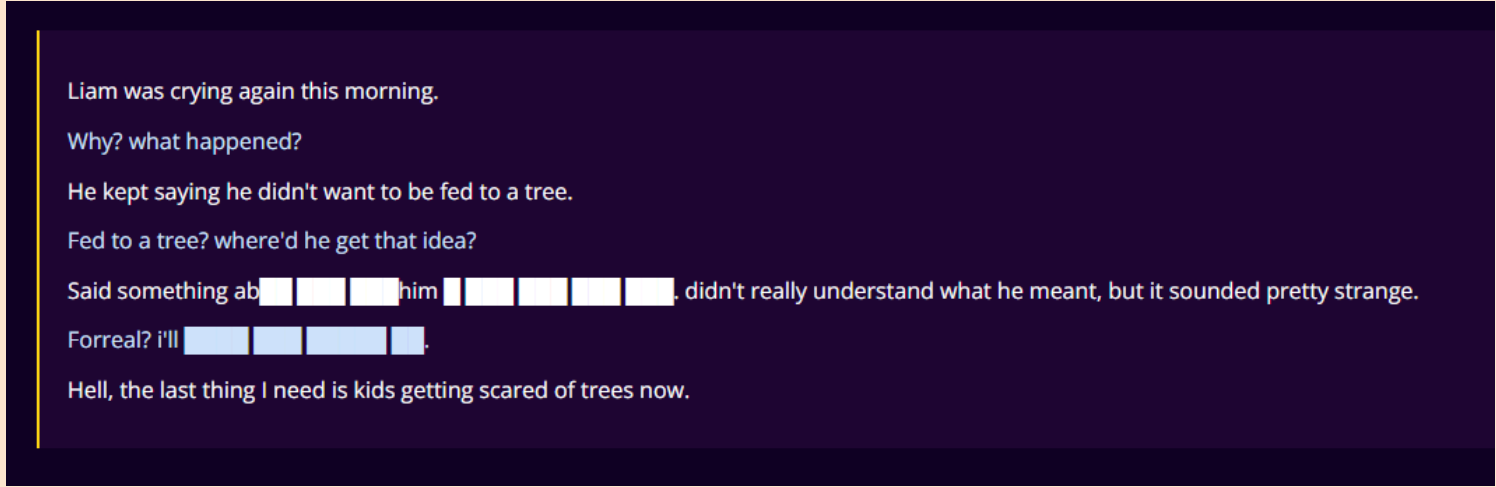
(Credit Discord user @beespoon, 3/30/25)

It was also noticed that the announcement states:

"We know that many users valued the guest book as a place to paste messages, ideas, or snippets of text".

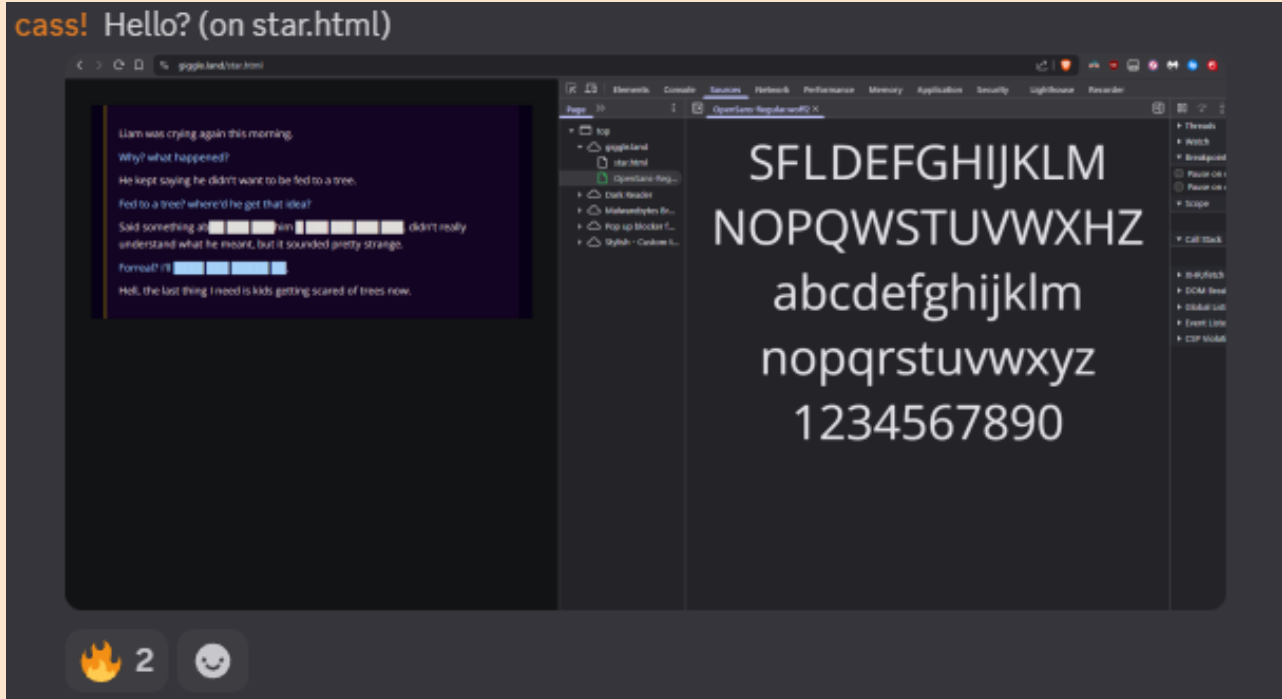
This was most likely the intended clue directing us towards the Pastebin, although there was no acknowledgment of this at the time.

Shortly afterward, people began investigating the old pages we could no longer access directly through the new website, one of which was `star.html` (<https://giggle.land/star.html>), which now redirects to a new page titled *dialog*.



The page contains what appears to be a text conversation between two unknown people, discussing a child named Liam being scared of being 'fed to a tree', with some portions of the text redacted.

Upon checking the sources of this page, the font used had some slight inconsistencies in how its capitalized letters were arranged.



(Credit Discord users @v01dw4lk3rs, 3/30/25)

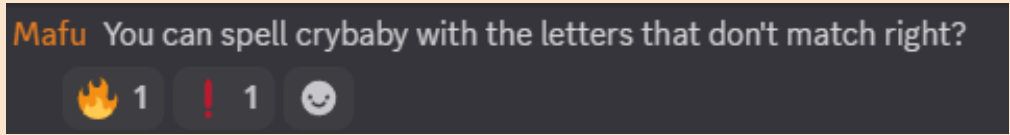
When compared to a standard alphabet, the letters -

A B C R Y

Were found to be substituted with the letters -

S F L W H

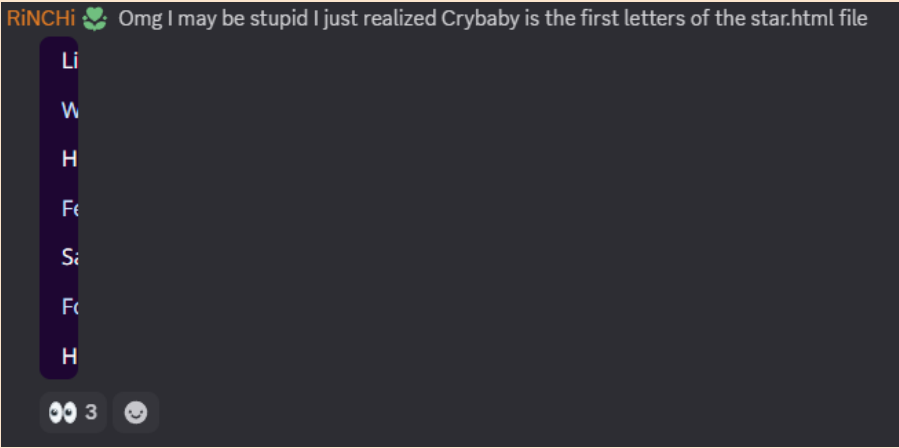
These missing letters could be arranged to spell "**CRYBABY**" - a reference to the now missing previous version of the same page, originally titled **[REDACTED]** from before the website received an update. This previous version contained an excerpt of an infant development document by *Texas Child Care*, and was our original link to *Erik Erikson*. (See [Section E.1](#) for an archived image)



(Credit Discord user @tellyeli, 3/30/25)

Slightly later on, it was realized that the first letters of each line in the *dialog* page created the string **LWHFSFH**, and when the missing letters from the font file were substituted, this also resulted in the string **CRYBABY**.

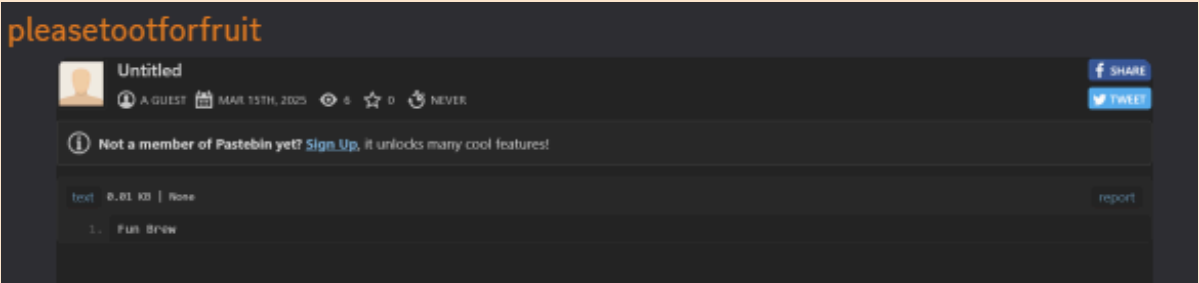
We had found the solution *slightly* before finishing the puzzle, but this ultimately made no difference.



(Credit Discord user @rinchi, 3/30/25)

When the phrase **crybaby** was entered into the Pastebin that was previously thought to be unconnected to the ARG, the bin unlocked, presenting users with only the following words:

//EDIT (3/4/25): Password changed to **CRYBABY** with the upload of the new Pastebin.



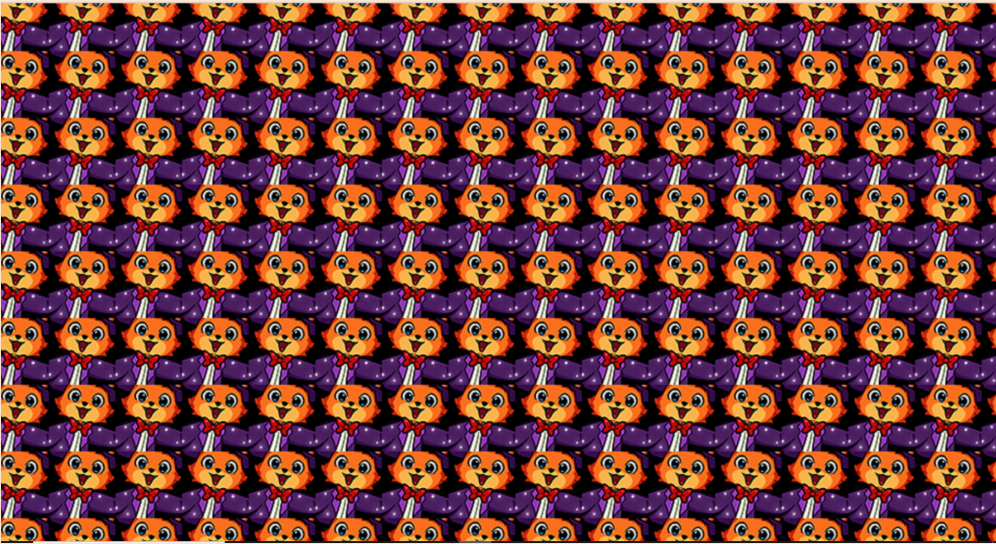
(Credit Discord user @pleasetootforfruit, 3/30/25)

Fun Brew

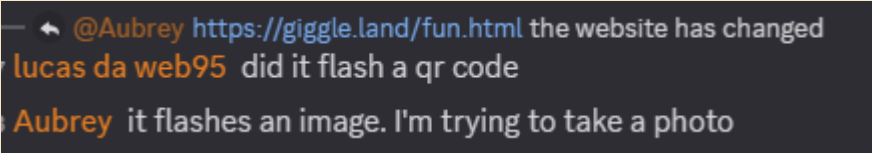
//EDIT (4/4/25): See [Section J.1](#) for a continuation of this clue.

Section G.3 | QR Code

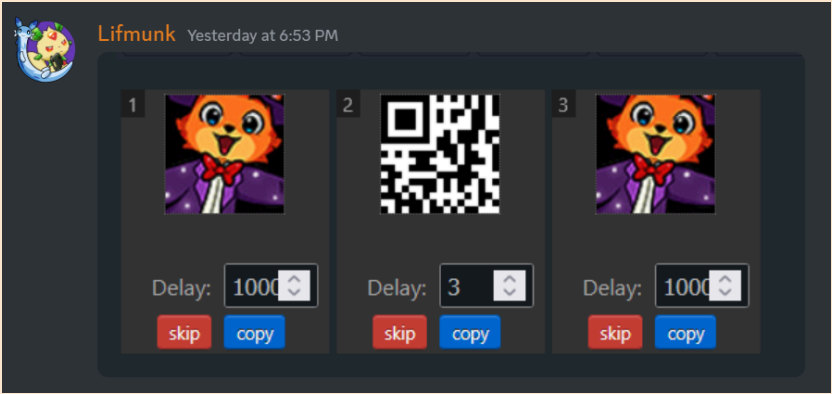
Upon visiting the **Hidden** page (<https://giggle.land/fun.html>) of the Giggleland website, and clicking on the button in the middle of the screen to unlock the page, the following image of Eliot can be seen looping across the screen:



At first, this appeared to be identical to the original version of this page (as seen before the update), however, upon further investigation, the background image of the site was seen to be a .gif rather than a static image.



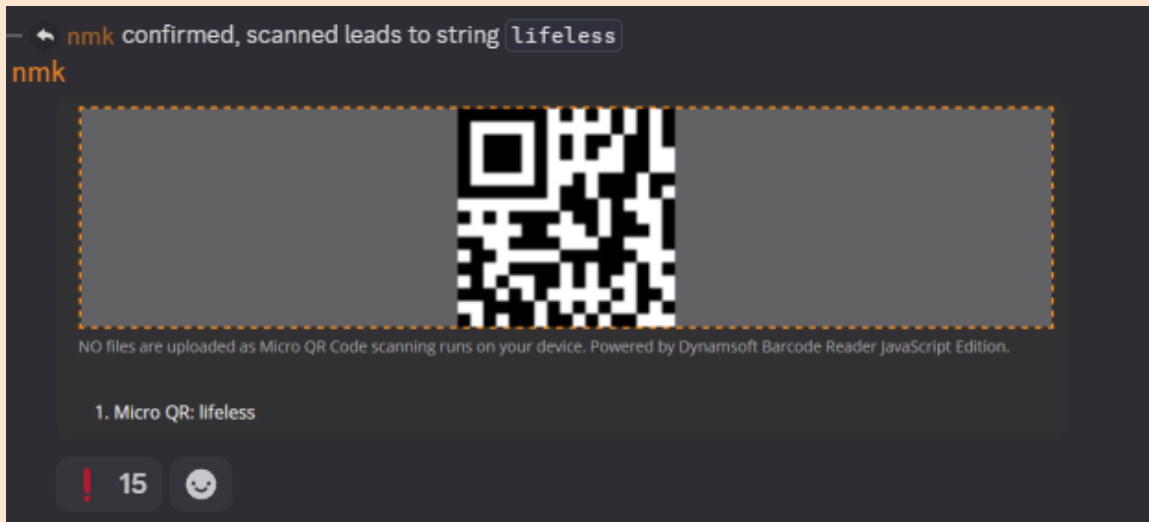
(Credit Discord user @feaubrey, 3/30/25)



This .gif displays a QR code for 1 of the 3 images, which causes the code to flash onto the screen for around a frame.

Although this was correctly identified as a QR Code, the image itself appeared to be slightly too small to be a regular QR code as it was only 17x17 pixels across.

However, scanning the QR code as a MicroQR (a more compact form of QR code used for storing smaller data) presented users with the following word:



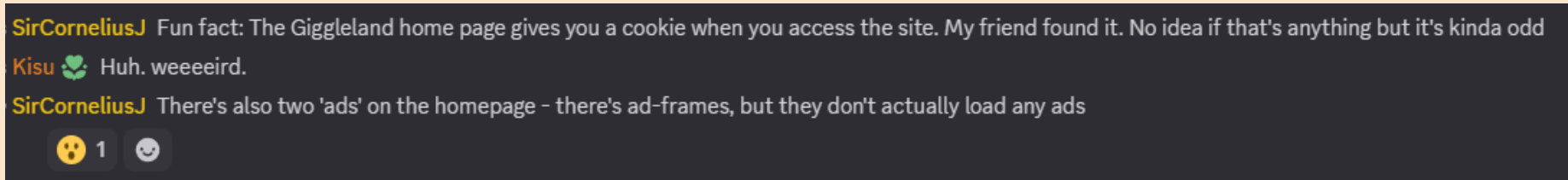
(Credit Discord user @nmk4960, 3/30/25)

lifeless

//EDIT (4/4/25): See [Section J.1](#) for a continuation of this clue.

Section G.4 | Cookies

As a small aside, it was also discovered that when a user visits the *index.html* page (<https://giggle.land/index.html>), a Google Advertising cookie is generated from *Giggle.land*.



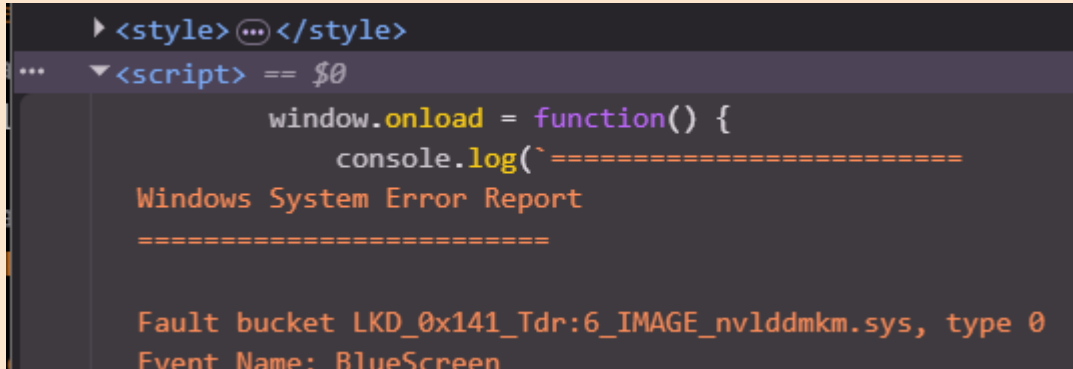
(Credit Discord user @vecius 3/31/25)

Additionally, ad blockers report that there are two advertisements currently being blocked on the site, however, even when ad blockers are disabled, no ads show at any point.

This may change in the future, as this could suggest another round of ads that could lead us to new discoveries - as with the initial ads on YouTube that launched the ARG in the first-place.

Section G.5 | Bugreport.html

When visiting the */bugreport.html* page (<https://giggle.land/bugreport.html>), and checking the page's sources, users found a 'Windows System Error Report'.



(Credit Discord user @Phanty, 3/30/25)

Although the report seems fairly standard, it held a hex code that needed to be deciphered.

[NEEDS AN IMAGE]

Once it was deciphered, it revealed the phrase:

it wears my skin

From

Hexadecimal

To

Text

Open File

Sample

Paste hex code numbers or drop file

69 74 20 77 65 61 72 73 20 6D 79 20 73 6B 69 6E

Character encoding

ASCII

= Convert

× Reset

↕ Swap

it wears my skin

(Credit Discord user @SuperPebbles, 3/30/25)

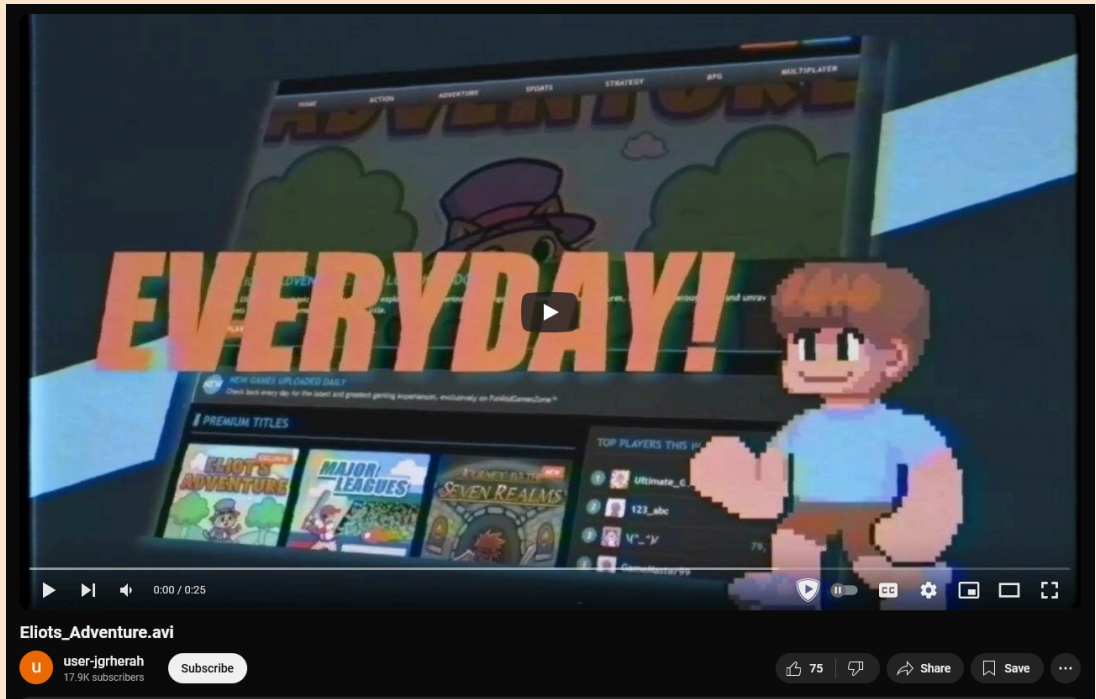
Although not apparent at the time of discovery, this appears to be a reference to content found at the end of this act of the ARG. (See [Section K.3](#))

Section H: Eliot's Adventure | Day 2 (Apr. 1st, 2025)

Section H.1 | FunKidsGameZone

Whilst looking for new clues, an ad appeared on YouTube for a games website called **FunKidsGameZone** (<https://funkidgameszone.com/>), showing an exclusive game called game **Eliot's Adventure**, alongside other early-2000s-style flash games.

ThatDoofus What we need to do is find that website. Guessing it hasn't worked, there's a puzzle we need to solve
john game theory funkidgameszone.com?
john game theory i just got an ad for it and noticed eliot in it



//EDIT (4/2/25): It has since been uploaded to the **user-jgrherah** channel.
(<https://www.youtube.com/watch?v=u6HOfFGnm04>)

Eliot's Adventure is the only playable game on this site, as clicking anything else redirects you to an announcement about the website shutting down on **December 31st, 2010**.
(<https://funkidgameszone.com/down.html>)

Section H.2 | The Game

Which you all just lost btw

(<https://funkidgameszone.com/games/eliotsadventure.html>)



Eliot's Adventure is a short, 2D platforming game in the style of an early 2000s flash game. In the game, you play as Eliot, tasked with defeating the **Evil Sorcerer** terrorizing your town.

The controls are simple: use the **Arrow Keys** to *move*, **Space** to *jump*, the **X** key to *attack* enemies, **Z** to *heal* yourself and **E** to *interact* with objects and NPCs.

The residents of the town seem wary of you being able to defeat the **Evil Sorcerer**, but will come around as you complete simple quests for them.

Outside of town, enemies you defeat will drop items needed to complete these quests, as well as **Pink Orbs**. Collecting enough of these **Pink Orbs** will refill your healing potion, which allows the player to *heal* themselves when full.

Once the residents' quests are complete, you can move on to the next area, where there will be a new town. There are only two areas in the game - the **Forest**, and the **Dark Forest**.

Interestingly, the **Evil Sorcerer** is never seen in the game, and is never mentioned after you leave the first town until the ending of the game.

Section H.3 | The Map



(Images compiled by Discord user @rinchi) ([Download](#))

Section H.4 | The Town



Tommy The Mole



Quest: Get **3 Shovels** by defeating **Bears** in [The Forest, Part 1](#) and [The Forest, Part 2](#).

First Interaction Dialog:

[WATCHA WANT, KID? I'M NOT IN THE MOOD.]

[THIS SORCERER IS A PAIN IN MY BEHIND, I TELL YOU WHAT.]

[WHERE DOES HE GET OFF THINKING HE CAN DESTROY MY HARD WORK?!]

[NOW MY BOYS CAN'T GET AN EDUCATION BECAUSE IT GOT SHUT DOWN! WHO DOES THAT?!]

[HM? YOU'RE GONNA DEAL WITH HIM?]

[HA! YOU'RE JUST A KID YOURSELF.]

[TELL YOU WHAT - IF YOU CAN GET MY TOOLS BACK FROM THOSE JERKS, THEN MAYBE YOU'LL HAVE WHAT IT TAKES TO DEFEAT HIM, GOT IT?]

[I'M GOING TO NEED 3 SHOVELS.]
[NOW GET TO IT!]

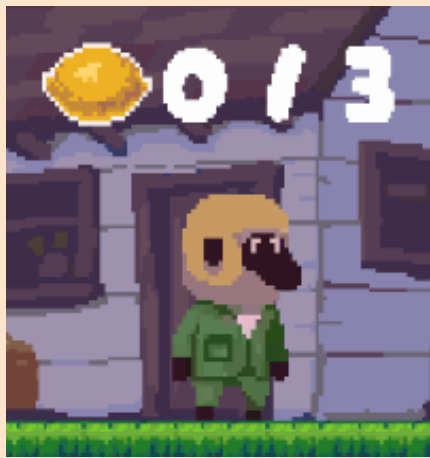
Post Quest Dialog:

[WHAT'S UP, KID? I'M THINKIN' ABOUT MY REPAIRS.]
[YOU SEE, IT'S A LOT OF WORK TO REBUILD SOMETHING.]
[THE SECRET TO DOING IT RIGHT IS LAYING DOWN A STRONG FOUNDATION.]
[IF THERE ARE CRACKS OR HOLES, YOU GOTTA SEAL IT UP SO NOTHING GETS RUINED!]
[IF THE FOUNDATION IS UNSTABLE, THEN YOU GOTTA TEAR IT DOWN AND START AGAIN!]
[THAT'S HOW I'M TEACHING MY BOYS TO BECOME MEN.]
[IT'S ALL ABOUT CONTROLLING YOUR POWER, YOU SEE?]
[AND THAT SORCERER THINKS HE CAN TEAR OUR FOUNDATION DOWN...WHAT A PIECE OF WORK.]

Alternate Post Quest Dialog:

[Y'KNOW, MY SONS ARE ALWAYS LOOKING FOR NEW KIDS TO PLAY WITH.]
[I LIKE MOST OF THEIR FRIENDS, BUT SOME OF THEM ARE JUST PLAIN MEAN.]
[YOU SEE SOME OF THESE KIDS BADMOUTHING THEIR PARENTS WITH SUCH SASS...WHO RAISED 'EM TO BE SO DISRESPECTFUL?]
[MY MA AND PA WOULD HAVE KILLED ME FOR MISBEHAVIN'!]
[AND I'M MAKING SURE MY BOYS KNOW THAT KIND OF MISBEHAVIOUR WON'T BE TOLERATED!]

Jackson The Sheep



Quest: Get **3 Lemons** by defeating **Squirrels** in [The Forest, Part 1](#) and [The Forest, Part 2](#).

First Interaction Dialog:

[OH MAN, OH MAN THIS ISN'T GOOD!]
[I SAW THE SORCERER'S FREAKS IN THE WOODS, I DROPPED EVERYTHING AND RAN!]
[BUT NOW I DON'T HAVE MY GROCERIES FOR THE WEEK...]
[WHAT AM I SUPPOSED TO DO?! I CAN'T STARVE!]
[HUH? YOU'RE GOING TO DEFEAT THE SORCERER?]
[WHEW, WHAT A LIFESAVER! DO YOU THINK YOU CAN GRAB MY GROCERIES I DROPPED, TOO?]
[I DROPPED 3 LEMONS. YOU'LL GRAB THEM ALL RIGHT?]
[THANKS MAN, YOU'RE THE BEST!]

Quest Turn in Dialog:

[HEY, YOU'RE BACK! WELL? DID YOU GET EVERYTHING?]
[WHEW, THANK YOU! I OWE YOU ONE.]
[YOU WEREN'T TERRIFIED OF THOSE GUYS?! YOU'RE PRETTY BRAVE!]
[I WISH I HAD BRAVERY LIKE THAT...]
[IT WAS AWKWARD EXPLAINING WHAT HAPPENED TO MY GIRLFRIEND, SHE WAS NOT HAPPY...]
[I CAN'T LET THEM KNOW A KID LIKE YOU WASN'T SCARED, OR I'LL NEVER HEAR THE END OF IT!]

Post Quest Dialog:

[MAN, I NEED TO GET STRONGER...]
[I'M SUPPOSED TO PROTECT THOSE CLOSEST TO ME, AND I CAN'T EVEN PROTECT MY OWN FOOD!]
[DO YOU HAVE A SECRET? HOW DID YOU GET TO BE SO GOOD AT IT?]
[YOU'LL TELL ME ONCE YOU FINISH DEFEATING THE SORCERER?]
[ALRIGHT, WELL HURRY IT UP! I CAN'T WAIT FOREVER!]
[I NEED TO PROVE I'M USEFUL, SOMEHOW!]

Alternate Post Quest Dialog:

[I THINK THINGS WOULD HAVE BEEN EASIER IF MY SISTER WAS STILL AROUND.]
[SHE WAS ALWAYS THE BRAVE ONE; GOING AFTER WHATEVER SHE WANTED NO MATTER WHAT...]
[I MEAN, SHE FOUND THE STRENGTH TO RUN AWAY, AFTER ALL...]
[I'VE LOOKED ALL OVER FOR HER, BUT SHE MUST'VE GONE REALLY FAR.]
[I WISH I COULD HAVE GONE WITH HER OR AT LEAST ASKED WHY SHE LEFT...]

Carrie The Wolf



Quest: Get **4 Watering Cans** by defeating **Snakes** in [The Forest, Part 1](#) and [The Forest, Part 2](#).

First Interaction Dialog:

[OH ELIOT! HOW ARE YOU?]
[ME? I COULD BE BETTER, THEY SHUT DOWN THE SCHOOL THANKS TO THAT CRAZY SORCERER.]
[I SUPPOSE I COULD SEE IT AS A VACATION, BUT I'M WORRIED FOR THE KIDS.]
[THEY CAN'T EVEN GO OUT TO PLAY BECAUSE OF THAT LUNATIC!]
[THEY'RE ALL COOPED INSIDE AND PROBABLY TERRIFIED OF THAT MONSTER.]
[CAN YOU BELIEVE THAT LUNATIC STOLE OUR SUPPLIES? WHO DOES HE THINK HE IS?!]

[I HATE TO ASK THIS OF YOU BUT... DO YOU THINK YOU COULD GET THOSE SUPPLIES BACK?]
[YOU CAN? OH, THANK YOU!]
[I NEED 4 WATERING CANS.]
[YOU BETTER BE CAREFUL OUT THERE!]

Quest Turn In Dialog:

[WELCOME BACK, ELIOT! ARE YOU DOING OK?]
[WAIT, DID YOU GET EVERYTHING BACK?!]
[THANK YOU SO MUCH! YOU'VE REALLY HELPED ME OUT.]
[I STILL REMEMBER WHEN YOU WERE IN MY CLASS AND YOU WOULDN'T SAY A WORD TO ANYONE...]
[YOU'VE GROWN A LOT, ELIOT. YOU'RE RELIABLE NOW.]
[I'M PROUD OF YOU.]

Post Quest Dialog:

[I HOPE THE SCHOOL OPENS UP SOON...]
[THOSE KIDS NEED SOMETHING TO TAKE THEIR MIND OFF OF THINGS RIGHT NOW.]
[MAYBE WHEN THINGS CALM DOWN. WE CAN DO AN ART FESTIVAL!]
[THE KIDS NEED TO CHANNEL THOSE FEELINGS INTO SOMETHING POSITIVE, DON'T YOU THINK?]
[I SHOULD TRY TO GET THAT APPROVED!]

Holding Blanket item Dialog:

[ELIOT, WHAT DO YOU HAVE THERE?]
[OH... I THOUGHT THAT LOOKED FAMILIAR.]
[NO, IT'S NOT MINE.]
[I KNOW WHO IT BELONGS TO, BUT I DON'T THINK SHE'S HERE ANYMORE.]
[WELL, YOU CAN JUST HOLD ON TO IT.]
[I'M SURE SHE'LL COME BACK ANYTIME NOW...]

Mable The Horse



Quest: Get *5 Cloth Pieces* by defeating *Bees* in [The Forest, Part 1](#) and [The Forest, Part 2](#).

First Interaction Dialog:

[OH, HELLO THERE, ELIOT!]
[SO, YOU'LL BE THE ONE TAKING CARE OF THAT EVIL SORCERER? GOOD, GOOD.]
[BACK IN MY DAY I WOULD HAVE GIVEN THAT EVIL DOER THE OL' ONE-TWO, BUCKLE MY SHOE!]
[YES, I WAS A POWERFUL ONE BACK THEN...]
[IF A CHILD EVER MISBEHAVED, I WASN'T AFRAID TO SMACK 'EM UPSIDE THE HEAD!]
[EH? YOU LOOK LIKE YOU WANT TO SAY SOMETHING. GO ON. OUT WITH IT!]
[YOU HAVE TO GET GOING? OH, RIGHT I GUESS THERE IS A VILLAIN TO DEFEAT.]
[OH, BEFORE YOU GO! WOULD YOU MIND HELPING AN OLD LADY OUT?]
[I WANTED TO SEND SOME SUPPLIES TO THE CHILDREN, CAN YOU GATHER THEM FOR ME?]

[I THINK I'LL NEED ABOUT 5 CLOTH PIECES.]
[THANK YOU, ELIOT. I KNEW I COULD COUNT ON YOU!]

Quest turn in Dialog:

[OH, HELLO THERE ELIOT!]
[SO, HAVE YOU CONQUERED THE EVIL SORCERER? NO? WELL, WHAT ARE YOU WAITIN' FOR?!]
[BACK IN MY DAY, I WOULD HAVE POPPED THE THREE-FOUR AND SHUT THE DOOR!]
[YES, I WAS A STERN ONE BACK THEN...]
[I COULD MAKE ANY YOUNGUN' DO WHAT I WANTED WITH ONE SIMPLE STARE.]
[EH? YOU LOOK LIKE YOU WANT TO SAY SOMETHING. GO ON, OUT WITH IT!]
[YOU FOUND THE MATERIALS? WHY DIDN'T YOU SAY THAT FROM THE START?!]
[WELL, THANK YOU MY DEAR, I KNEW I COULD COUNT ON YOU.]
[NOW STOP TALKING WITH THIS PRETTY LIL THING AND DEFEAT THAT SORCERER!]

Post Quest Dialog:

[OH, HELLO THERE ELIOT!]
[SO, HAVE YOU KILLED THE SORCERER YET? NO?]
[WELL...I SUPPOSE IT AIN'T AN EASY TASK.]
[BACK IN MY DAY, I COULDN'T DO IT THE FIRST TIME EITHER.]
[YES, I WAS AFRAID.]
[BUT I KNEW WHAT HAD TO BE DONE.]
[AND YOU DO, TOO.]

Section H.5 | The Forest, Part 1



In both parts of The Forest, each enemy drops a different item when defeated:

Bears drop **Shovels**



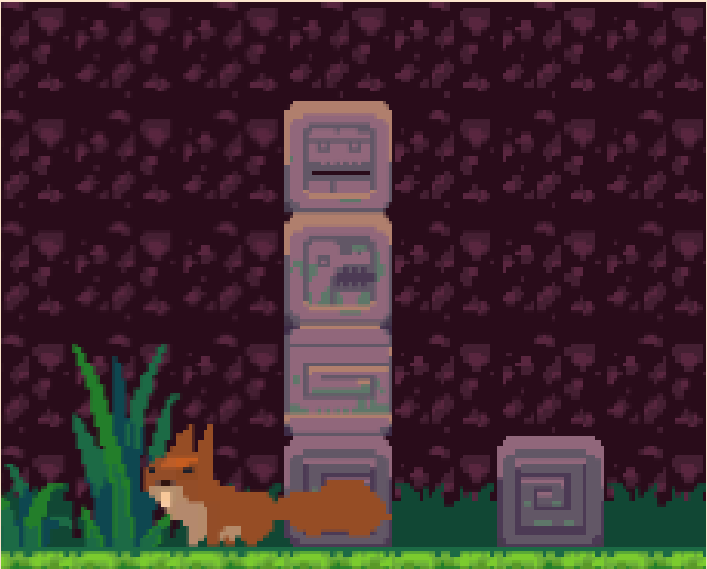
Snakes drop **Watering Cans**



Bees drop **Cloth Pieces**



Squirrels drop **Lemons**



There is also a very rare chance for these enemies to drop a **Blanket** upon death, which is required to unlock some secret endings.



Section H.6 | The Forest, Part 2



Section H.7 | The Dark Forest Town



Nate



Quest: Get **4 Sun Medals** by defeating **Fire Snakes** in [The Dark Forest, Part 1](#) and [Part 2](#).

First Interaction Dialog:
[WHAT...DO YOU WANT?]
[TO...HELP US?]
[I...DON'T KNOW...]
[IF...YOU GET 4 SUN MEDALS...]
[WILL...YOU GO AWAY?]
[OKAY...BYE.]

Quest turn in Dialog:

[BACK...AGAIN?]
[YOU...GOT THE MEDALS?]
[PLEASE...GIVE ME.]
[THANK...YOU.]

Post Quest Dialog:
[I...DON'T FEEL GOOD.]
[REALLY...TIRED.]
[MAYBE...THIS CAN HELP.]
[NO...PLEASE DON'T.]
[YOU...CAN'T HELP ANYMORE.]

Terrence



Quest: Get **5 Knives** by defeating **Toads** in [The Dark Forest, Part 1](#) and [Part 2](#).

First Interaction Dialog:

[YOU DON'T LOOK LIKE YOU BELONG HERE]
[WHY ARE YOU HERE?]
[YOU WANT TO HELP US?]
[UM...OKAY...]
[I GUESS THERE'S ONE THING YOU CAN DO.]
[I NEED 5 KNIFES. GRAB THOSE FOR ME.]

Quest turn in Dialog:

[YOU'RE BACK.]
[YOU ACTUALLY GOT THEM?]
[I'LL TAKE THEM, THANKS.]
[PLEASE DON'T STAY TOO LONG.]

Post Quest Dialog:

[HOW MUCH LONGER ARE YOU STAYING?]
[I-I'M NOT FORCING YOU OUT.]
[IT'S JUST...]
[YOU'RE NOT FROM HERE.]
[SO, DON'T STAY HERE.]

Bella



Quest: Get **3 Skulls** by defeating **Flesh Piles** in [The Dark Forest, Part 1](#) and [Part 2](#).

First Interaction Dialog:

[AH!]
[WHAT DO YOU WANT?!]
[HELP ME? WITH WHAT?]
[I-IF YOU DO, WILL YOU GO AWAY?]
[OKAY! I-I NEED 3 SKULLS!]
[BYE!]

Quest turn in Dialog:

[WH-WHAT DO YOU WANT?!]
[HUH? YOU GOT THE SKULLS?]
[C-CAN I REALLY ACCEPT THESE?]
[YOU PROMISE?]
[TH-THANK YOU...UM...]
[I-I DON'T NEED ANYTHING ELSE! YOU CAN GO NOW!]

Post Quest Dialog:

[Y-YOU'RE BACK...]
[WHY?!]
[I DON'T NEED ANYTHING ELSE!]
[P-PLEASE, LEAVE ME ALONE!]

Laura



Quest: Get **3 Stone Heads** by defeating **Clay Men** in [The Dark Forest, Part 1](#) and [Part 2](#).

First Interaction Dialog:

[WHY ARE YOU HERE?]
[TO HELP? REALLY?]
[FINE.]
[3 STONE HEADS.]
[NOW.]

Quest turn in Dialog:

[YOU'RE BACK.]
[GOT THEM?]

[GIVE ME.]
[GOOD.]

Post Quest Dialog:

[WHY ARE YOU HERE?]
[I DON'T NEED YOU ANYMORE.]
[YOU CAN LEAVE.]
[NOW.]

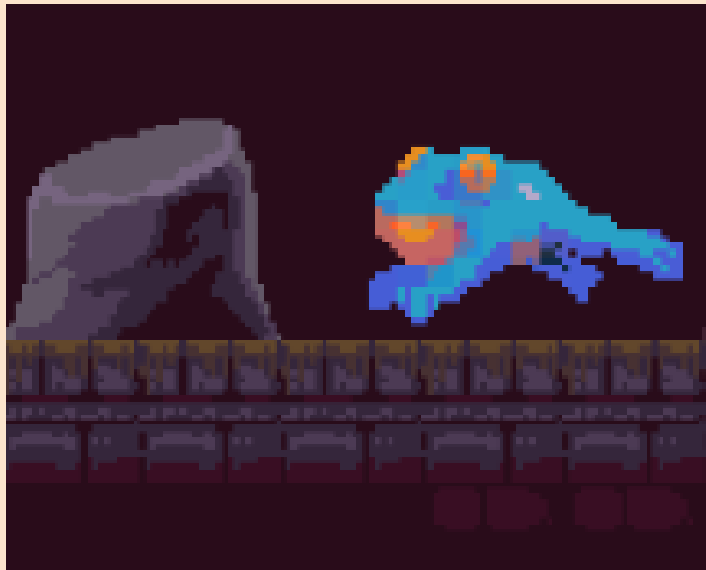


In both parts of The Dark Forest, each enemy drops a different item when defeated:

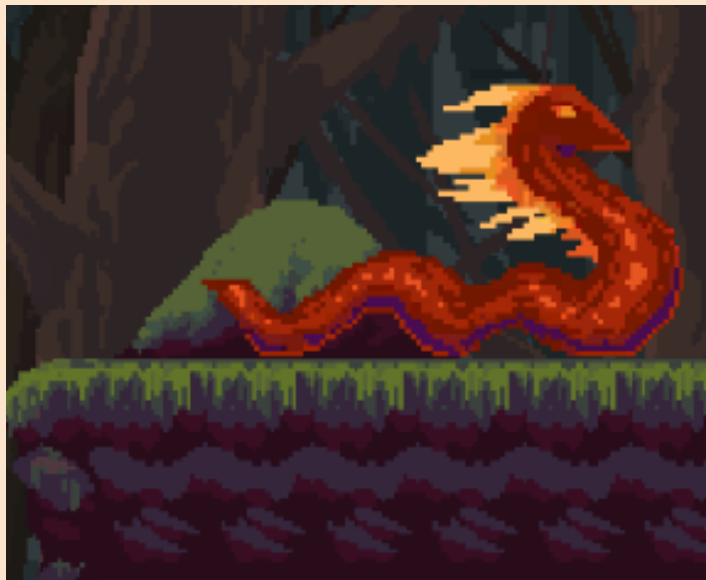
Clay Men drop *Stone Heads*



Toads drop *Knives*



Fire Snakes drop *Sun Medals*



Flesh Piles drop *Skulls*



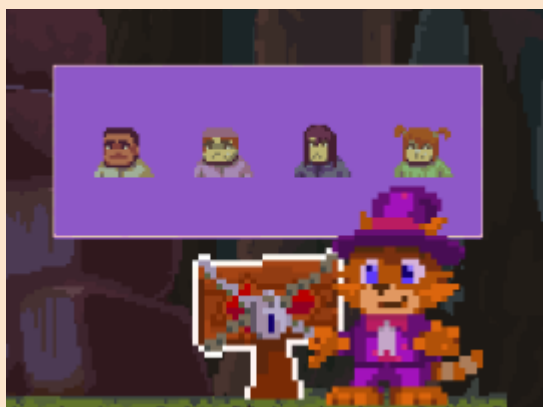
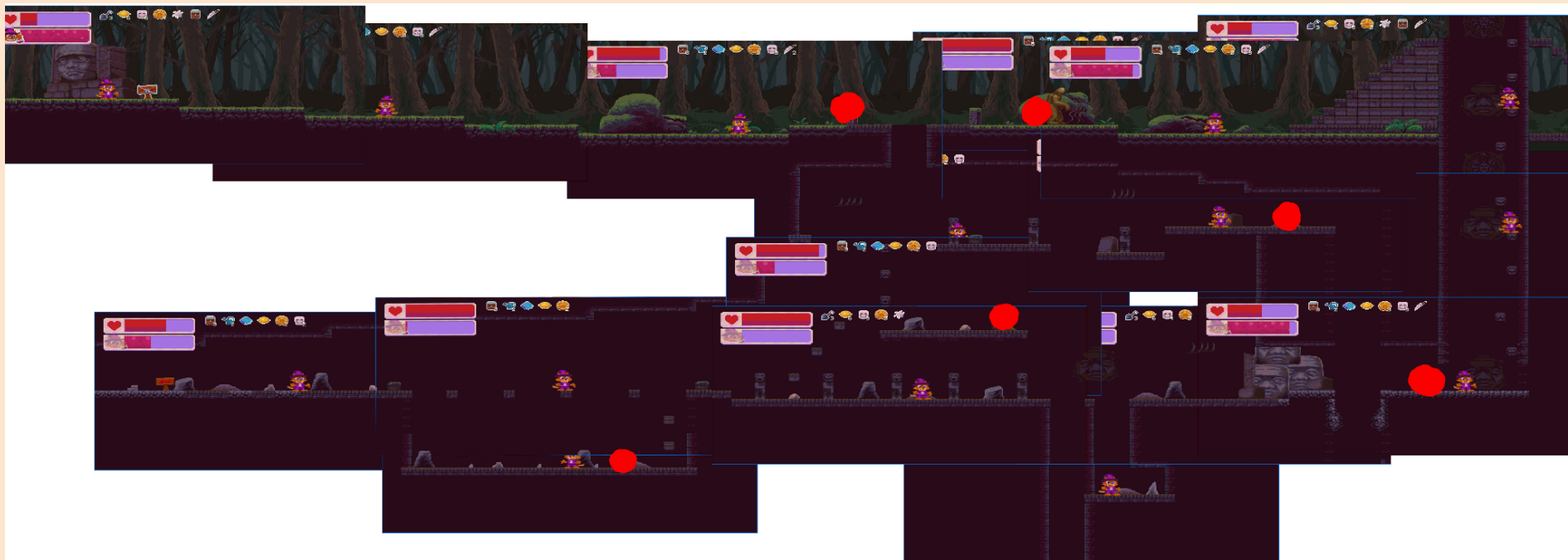
There is also a very rare chance for these enemies to spawn a **Two-Headed Snake** upon death.
(<https://youtu.be/aWEd4no3Pmq>)



Two-Headed Snakes drop **Datura Flowers** when defeated, which are required to unlock some secret endings.

Derps the flower is also specifcally a datura flower

Section H.9 | The Dark Forest, Part 2



Section H.10 | The Endings

Endings 1-4 Documented - (<https://www.youtube.com/watch?v=LUJSFKU0riI>)
Eliot's Adventure blanket interactions - (<https://www.youtube.com/watch?v=8UOi55hvnK4>)

Normal Ending

To achieve this ending, you must leave [The Dark Forest, Part 2](#) after completing all the regular quests by interacting with the **Area Exit Sign**.

//NOTE: You must not give the **Flowers** to **Mable** or the **Blanket** to **Ellen** to achieve this ending.

When this is achieved, there will be a cutscene where Eliot can be seen walking through the forest. The game then glitches, and the scene shifts to [The Town](#) where Eliot can be seen standing on a pedestal while the animal Villagers cheer for you. Their dialogue is as follows:

MABEL:[YOU DID IT, ELIOT! YOU FINALLY TOOK CARE OF THAT SORCERER!]
MABEL:[DID YOU DO THE FIVE SIX AND MAKE HIM PICK UP HIS STICKS?]
TOMMY:[LOOK AT YOU, ELIOT! GUESS YOU REALLY HAD IT IN YA!]
TOMMY:[YOU'RE A LEGEND NOW, KID!]
JACKSON:[WOW, YOU'RE REALLY STRONG, ELIOT!]
JACKSON:[YOU SAVED US ALL!]
CARRIE:[I'M SO PROUD OF YOU, ELIOT!]
CARRIE:[YOU'VE GROWN INTO A HERO!]
EVERYONE:[ELIOT! ELIOT! ELIOT!]

After this, the screen goes black, and a message appears:



After this, the game resets.

Blanket Only Ending

To achieve this ending, you must kill enemies in *either part* of [The Forest](#) until one drops a *Blanket*.

Once you have obtained the *Blanket*, you must then give it to *Ellen* at [The Dark Forest Town](#), who until you obtain this item cannot be interacted with.
This will result in the following dialog:



[THAT BLANKIE YOU HAVE... IT LOOKS LIKE THE ONE I LOST...]
[MAY I HAVE IT BACK, PLEASE?]
[REALLY? OH, THANK YOU!]
[MY FAMILY MADE ME THIS BLANKIE, IT'S REALLY SPECIAL...]
[IT'S REALLY SOFT, RIGHT? AND IT'S MY FAVORITE COLOR...]
[IT'S THE ONE THING I HAVE FROM HOME, I WAS REALLY LONELY WITHOUT IT...]
[WHY CAN'T I GO BACK HOME?]
[OH, UM... I'M BEING TOLD I CAN'T GO HOME...]
[I DON'T KNOW WHY, THEY SAID I HAD TO LEAVE BUT...]
[I WANT TO GO BACK HOME...]

[EXCUSE ME... UM...]
[WHY IS EVERYONE BEING SO MEAN TO YOU? DID YOU DO SOMETHING BAD?]
[YOU DON'T SEEM LIKE A BAD PERSON...]
[YOU'RE NOT LIKE THE OTHERS AROUND HERE...]
[OH, I DIDN'T MEAN THAT MEANLY! I'M GLAD YOU'RE NOT LIKE THE OTHERS!]
[I LIKE YOUR CLOTHES AND YOU SEEM REALLY NICE...]
[DO YOU LIVE AROUND HERE? IS IT NICE WHERE YOU LIVE?]
[IT WAS REALLY NICE WHERE I LIVE, BUT NOW I CAN'T GO BACK...]
[I DON'T KNOW WHY, EVERYONE WAS SO NICE THERE AND THEY MADE ME MY FAVORITE BLANKIE...]
[YOU REMIND ME OF A CHARACTER FROM A STORY THEY TOLD ME...]
[ABOUT A BOY WHO GREW UP TO BE BRAVE AND STRONG...]
[CAN I GROW UP TO BE BRAVE AND STRONG LIKE HIM, TOO?]
[MAYBE IF I DO, I CAN GO BACK HOME...]

At this point, *image.png* is downloaded to your browser.



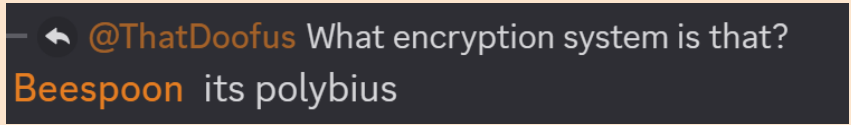
(Credit Discord user @derpsic for discovering this ending, 4/1/25)

Image.png is a photo of **René Spitz** who, similar to **Erik Erikson**, was a psychoanalyst. (See [Section E.1](#)) He specialized in infant psychology.

After this, you can beat the game as normal. Instead of the **Normal Ending**, Eliot will appear confused for a Moment, before the entire game glitches, leaving your screen black. Shortly afterward, a text box will appear, displaying the following text:

54 34 45 23 11 51 15 44 34 22 15 44 34 45 44 34 21 23 15 42 15
44 23 15 54 42 15 22 34 24 33 22 44 34 14 34 43 34 32 15 44 23 24 33 22 44 34 23 15 42
24 21 23 15 44 11 13 15 43 23 15 42 52 15 31 31 33 15 51 15 42 43 15 15 23 15 42 11 22 11 24 33
54 34 45 44 52 34 33 15 15 14 44 34 31 15 11 51 15 41 45 24 13 13 31 54
35 11 13 13 54 34 45 42 44 23 24 33 22 43 11 33 14 23 15 11 14 34 45 44 52 24 44 23 25 13 11 33 14 32
44 23 15 54 31 31 12 15 52 11 24 44 24 33 22 21 34 42 54 34 45 33 15 11 42 44 23 15 12 11 13 13 34 21 44 23
15 12 11 42 33 11 44 34 33 15 11 32
24 52 24 43 23 24 13 34 45 31 14 35 42 34 44 15 13 44 54 34 45 12 45 44 44 23 15 54 52 24 31 31
44 13 15 15 35 43 52 11 44 13 23 24 33 22 32 15
23 15 43 15 33 43 15 43 32 54 21 15 11 42
24 21 24 22 34 23 15 31 31 21 34 31 31 34 52
24 31 31 13 15 15 35 23 24 32 14 24 43 44 42 11 13 44 15 14 21 34 42 23 34 52 15 51 15 42 31 34 33 22 24 44
44 11 13 15 43
42 11 24 43 15 23 15 42 44 34 23 11 51 15 11 33 34 42 32 11 31 31 24 21 15
24 35 42 34 32 24 43 15 52 15 31 31 12 34 44 23 12 15 11 21 11 32 24 31 54 11 22 11 24 33
24 14 34 33 44 13 33 34 52 52 23 15 33 12 45 44 52 15 52 24 31 31
24 31 34 51 15 54 34 45

After this message is shown, the game glitches again but doesn't reset as usual - instead, it shows Eliot walking off-screen in an area with no floor.



(Credit Discord user @beespoon, 4/1/25)

When the text is transcribed using a **Polybius Square Cipher**, the following is produced:

YOU HAVE TO GET OUT OF HERE
THEYRE GOING TO DO SOMETHING TO HER
IF HE TACES HER WELL NEVER SEE HER AGAIN
YOU TWO NEED TO LEAVE QUICCLY
PACC YOUR THINGS AND HEAD OUT WITH K C AND M
THEYLL BE WAITING FOR YOU NEAR THE BACC OF THE BARN AT ONE AM
I WISH I COULD PROTECT YOU BUT THEY WILL
T CEEPS WATCHING ME
HE SENSES MY FEAR
IF I GO HELL FOLLOW
ILL CEEP HIM DISTRACTED FOR HOWEVER LONG IT TACES
RAISE HER TO HAVE A NORMAL LIFE
I PROMISE WELL BOTH BE A FAMILY AGAIN
I DONT CNOW WHEN BUT WE WILL
I LOVE YOU

It should be noted that all instances of the letter K are replaced with C's in this text, except in KC. This is currently theorized to be an abbreviation of a name, although this is unconfirmed.

Flower Only Ending

To achieve this ending, you must defeat enemies in **either part** of [The Dark Forest](#) until a **Two-Headed Snake** spawns. From here, you must kill it, where it will drop a **Flower**.

Once you have obtained the **Flower**, you must then give it to **Mable The Horse** at [The Town](#) and then beat the game as-normal. When given, she will say the following:

[ELIOT, WHAT DO YOU HAVE THERE?]
[IS THAT WHAT I THINK IT IS?]
[OH, NO, I'M NOT MAD! I'M ACTUALLY HAPPY YOU WERE ABLE TO FIND THAT.]
[YOU SEE, I USED TO BE ABLE TO GROW THOSE IN MY GARDEN.]
[BUT WITH OLD AGE I HAVEN'T BEEN ABLE TO GARDEN AS MUCH AS I USED TO...]
[IT'S A BEAUTIFUL FLOWER, ISN'T IT?]
[IT HAS A LOT OF BEAUTIFUL PROPERTIES TOO...]
[WELL, ALLOW ME TO TAKE THAT OFF YOUR HANDS, ELIOT.]
[YOU SHOULD GIVE THINGS LIKE THESE TO TRUSTED ADULTS, AFTER ALL.]

If you speak to her again, she'll say this:
[OH, I'M NOT MAD AT YOU, ELIOT!]

[IT'S JUST THAT THIS FLOWER IS VERY SPECIAL.]
 [YOU KNOW HOW SOMETIMES, WE USE PLANTS TO HEAL OURSELVES?]
 [LIKE WHEN YOU SCRAPE YOUR KNEE, WE USE THE ALOE PLANT TO HELP IT HEAL?]
 [OR WHEN YOU FEEL SAD, YOU HAVE SOME LAVENDER WITH YOUR TEA?]
 [WELL, THIS FLOWER HELPS HEAL INJURIES ON THE OUTSIDE AND INSIDE.]
 [IT'S VERY POWERFUL AND HAS VERY STRONG HEALING PROPERTIES.]
 [WHAT'S WITH THAT CONCERNED LOOK ON YOUR FACE?]
 [OH! NO, THIS ISN'T FOR ME! OL' MABLE ISN'T GOING TO FALL THAT EASILY!]
 [THIS FLOWER IS REALLY HELPFUL FOR THE YOUNG'UNS. THEY'RE THE ONES WHO NEED IT THE MOST.]
 [THEY HURT THEMSELVES TOO EASILY AND MAY NOT ALWAYS THINK CLEARLY...]
 [SO SOMEONE, OR SOMETHING HAS TO HELP KEEP THEM IN LINE.]

After this, you can beat the game as normal. Instead of the **Normal Ending**, you'll be teleported to a new area in **The Dark Forest**. You can walk straight ahead until you encounter an **Unnamed Child** in the bushes. When you walk close enough, he'll say the following:



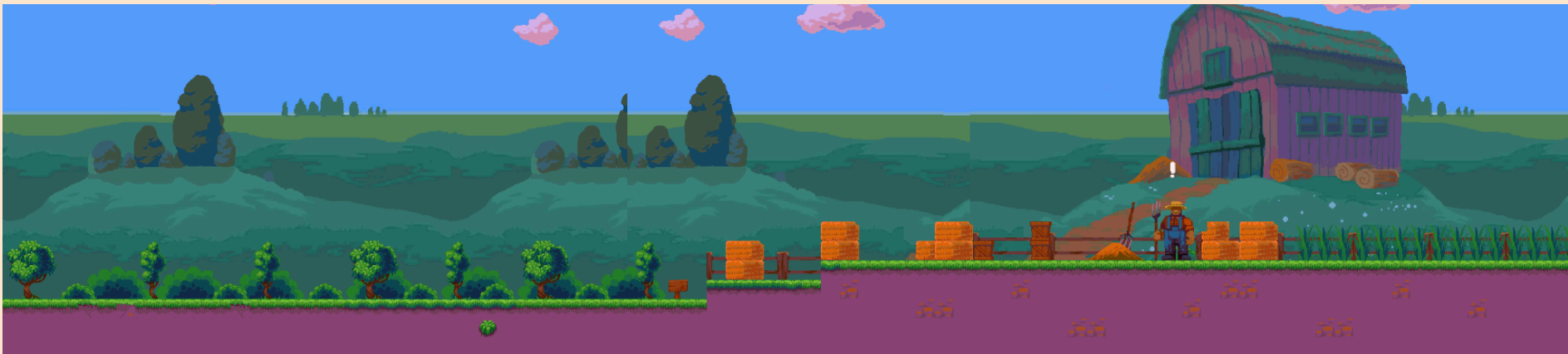
[IT HURTS!]
 [PLEASE, HELP ME!]
 [I-I CAN'T BREATHE! I NEED HELP!]
 [DO SOMETHING, PLEASE!]
 [HELP ME, PLEASE!]
[HELP ME!]

An interesting note is that in the child's final line, they use the same text used in the normal ending, when the game asks what Eliot did to the sorcerer. For some reason, the game also doesn't reset upon achieving this ending, similarly to the **Blanket Only Ending**.
 (Credit Discord user @tippyink_real for discovering this ending, 4/1/25)

Blanket & Flower Ending

To achieve this ending, you must kill enemies in **either part** of [The Forest](#) until one drops a **Blanket** and you must also defeat enemies in **either part** of [The Dark Forest](#) until a **Two-Headed Snake** spawns, and you have collected the **Flower** it drops upon death.

After this, you can beat the game as normal. Instead of the **Normal Ending**, you'll be teleported to **The Farm**.



(Credit Discord user @ilovehawtMoms for discovering this ending, 4/1/25)

Here, you can talk to **Mr. T**, who says the following:

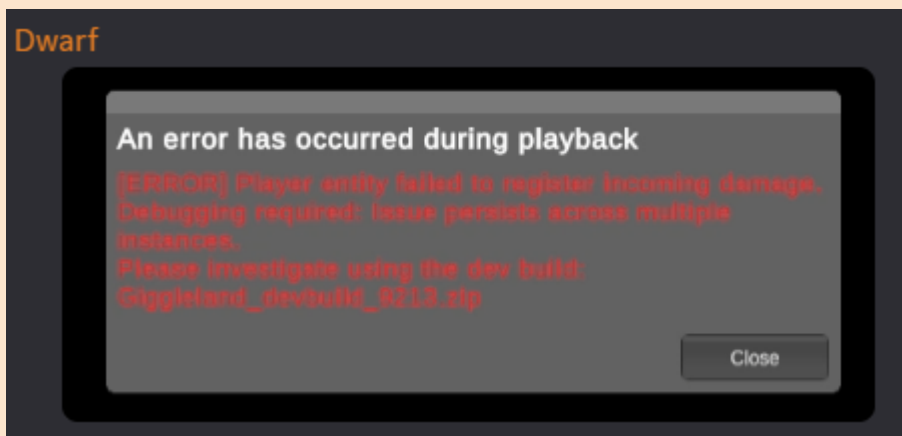
[HELLO THERE, ELIOT. NICE TO SEE YOU AGAIN.]
 [YOU'VE BEEN HELPING A LOT OF PEOPLE, HAVEN'T YOU?]
 [WHAT A KIND BOY YOU ARE, ELIOT. I WISH PEOPLE WERE AS KIND AND HELPFUL AS YOU.]
 [YOU'VE HELPED ME SO MUCH OVER THESE YEARS...]
 [WHY, YOU EVEN GOT ME ALL THE SUPPLIES NEEDED TO RESTORE OUR GARDEN.]
 [BUT ALAS, OUR WORK IS NOT DONE.]
 [SOME SEEDS NEED TO BE PLANTED, AND WE MUST ENSURE THEY GROW PROPERLY.]
 [COULD YOU BRING ME THOSE SEEDS, ELIOT?]
 [WE MUST PURIFY THEM FROM THE EVIL SORCERER...]

Hitless Ending

Ending 5 Documented - (<https://youtu.be/HwZYPbMZlqU?si=wFfnNjORyg3VbO7y&t=825>)

To achieve this ending, you need to take no damage at all during the entire run. Instead of ending the game as normal by interacting with the sign on the last stage of the game, there will be a blue portal the player can interact with. Once the player does this, the screen will go black with the following error:

Dwarf



(Credit Discord user @dwarftaco for discovering this ending, 4/2/25)

An error has occurred during playback

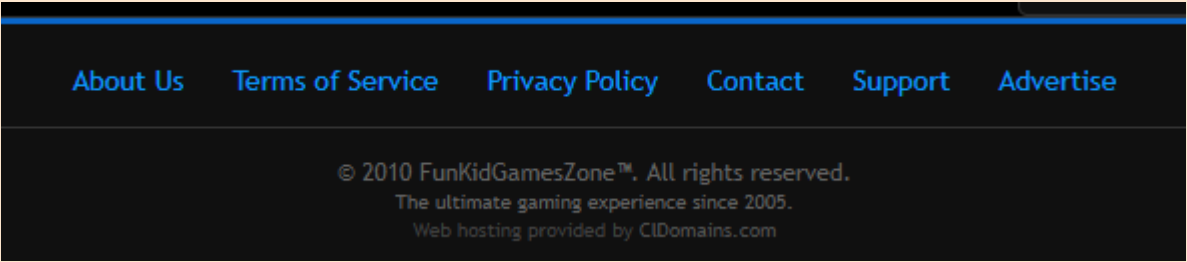
[ERROR] Player entity failed to register incoming damage.
Debugging required: Issue persists across multiple instances.
Please investigate using the dev build:
GiggieLand_Devbuild_9213.zip

In the background of the error screen, Eliot can be seen in distress, before it cuts to black with his attack sound playing. The audio for this ending is odd, since it consists of what appears to be music playing in-reverse, although nothing noteworthy appears when analyzed.

[NEEDS AN IMAGE]

Section I: Domain Expansion | Day 2-3 (Apr. 1st-2nd, 2025)

Section I.1 | ClDomains.com

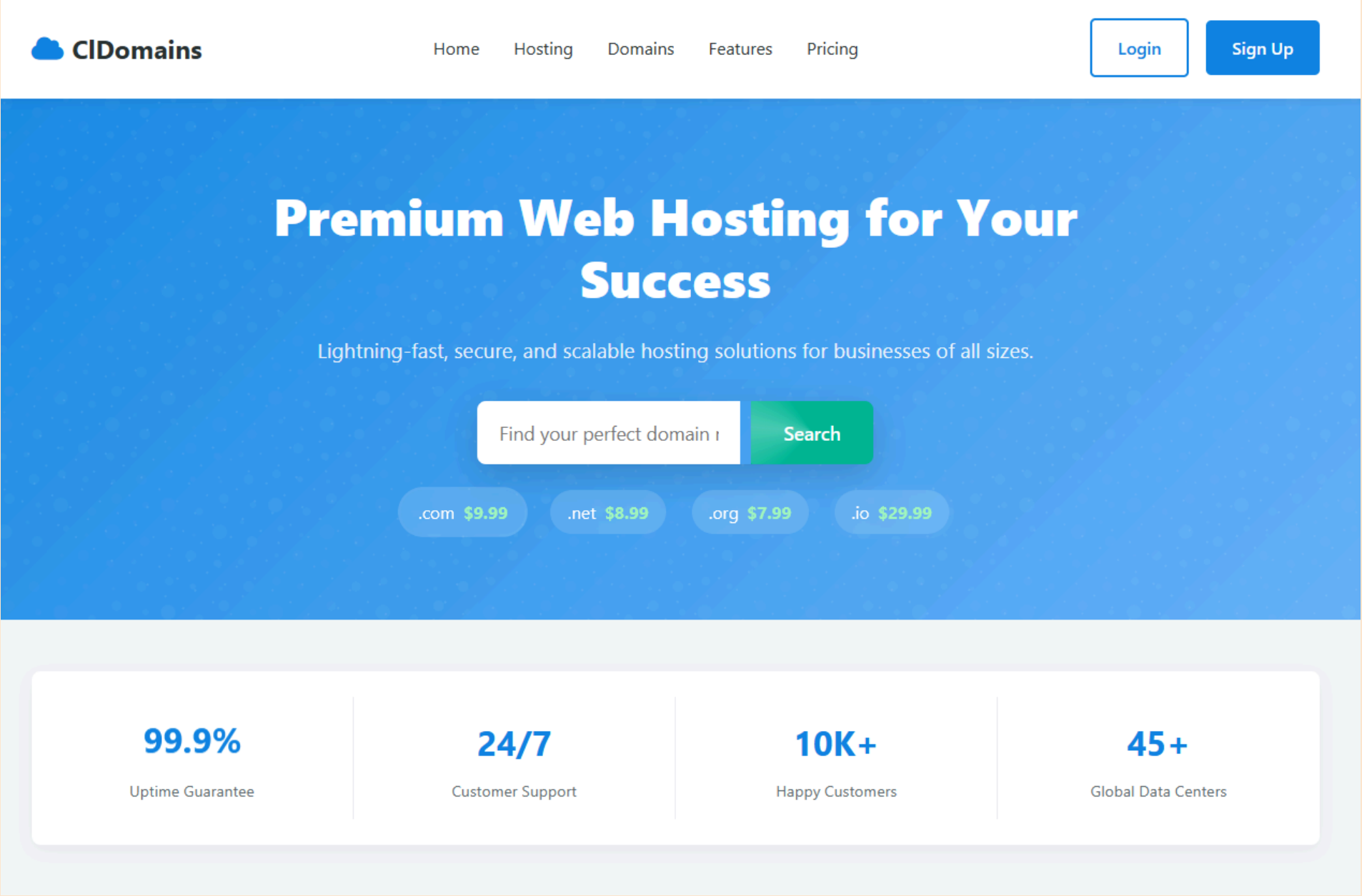


Vecius Did anyone find cldomains.com at the bottom of the page? Their 404 is the single dot page. I think it's related, because I'm pretty sure they're not real

Vecius It's linked at the very bottom of the page

(Credit Discord user @vecius, 4/1/25)

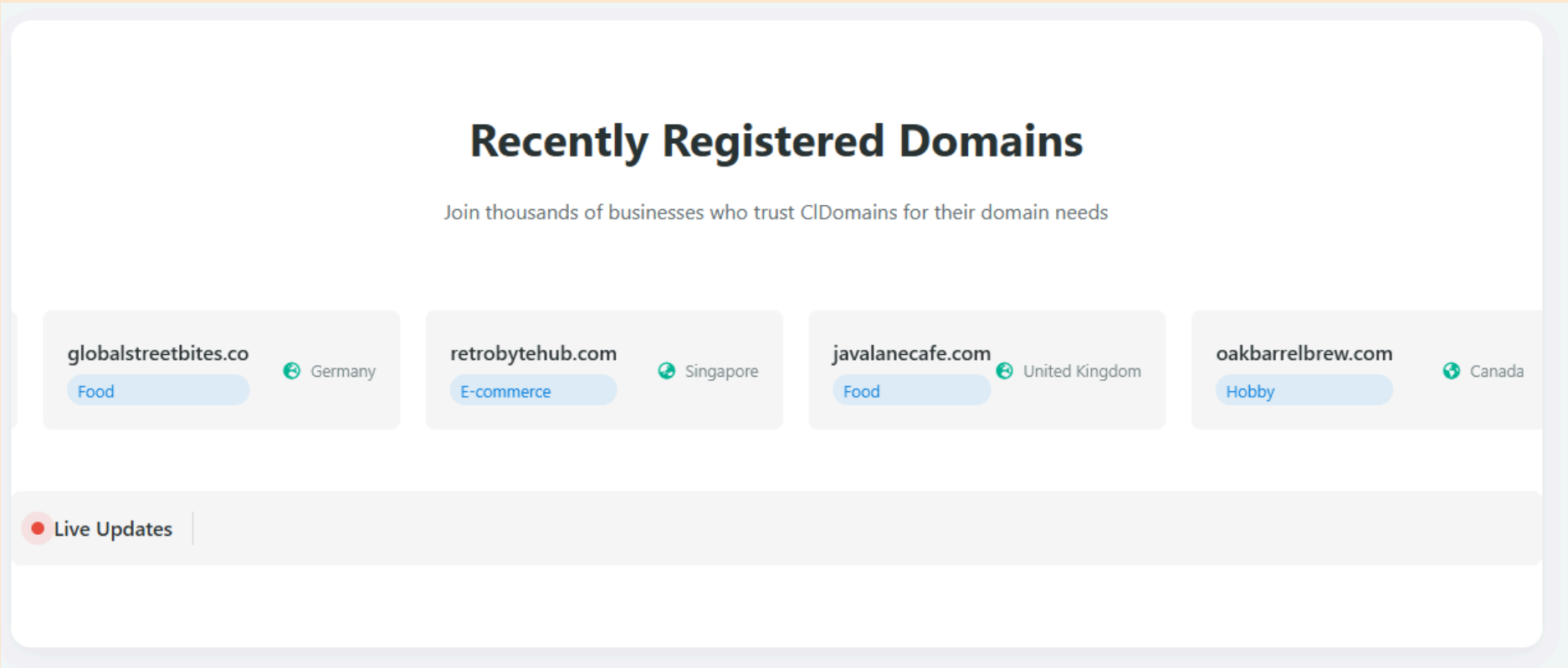
Visiting the link for **ClDomains.com** (<https://cldomains.com/>) displayed at the footer of the **FunKidGamesZone** pages brings us to the landing page for an internet domain hosting site.



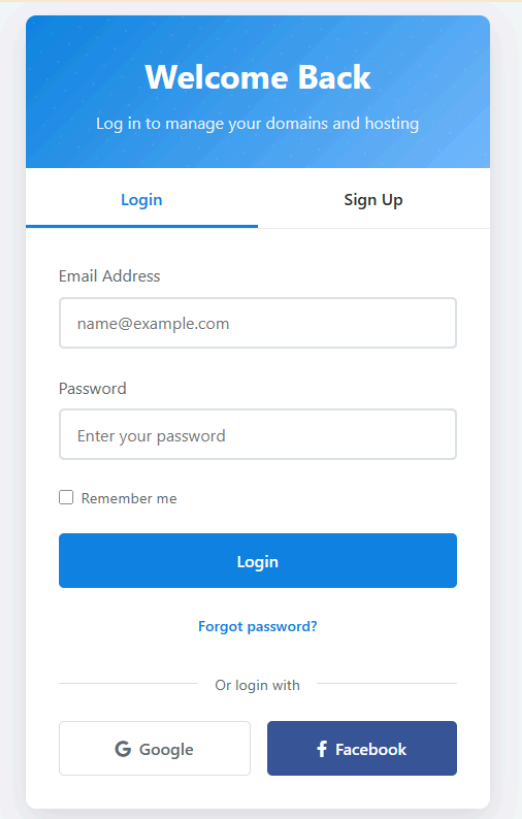
Here, different web-hosting packages and services can be seen advertised, as well as several sites that are currently being hosted through **ClDomains** in their revolving 'Recently Registered Domains' tab.

The domains listed all seem to be relevant. Their titles and URLs are as follows:

- DevSummit 2025** - (<https://devsummit2025.com/>)
- Global Street Bites** - (<https://globalstreetbites.co/>)
- Site Under Construction (Retrobyte Hub)** - (<https://retrobytehub.com/>)
- Javalane Café** - (<https://javalanecafe.com/>)
- Oak Barrel Brew** - (<https://oakbarrelbrew.com/>)
- PWN3D (Yoga in Park)** - (<https://yogainpark.events/>)
- NetWave Status** - (<https://netwave-status.cc/>)
- Street Spice Truck** - (<https://streetspicetruck.info/>)
- Game-Tips** - (<https://game-tips.site/>)
- Gardening with Merry** - (<https://gardeningwithmerry.com/>)



Although at first this appears to be a very real hosting website - and completely unconnected to the ARG - many of the website domains contain very obvious hints that this is not actually the case at-all.

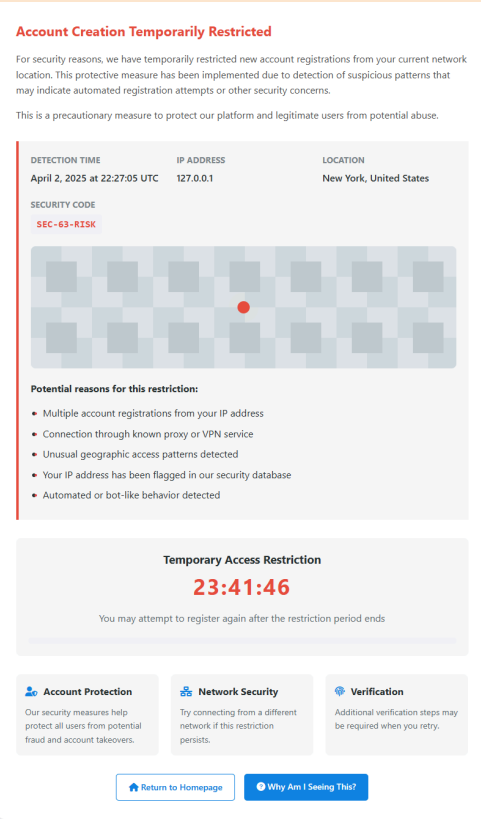


Visiting the **Login** page, users are prompted to either **Login** or **Sign Up** for the site, with relevant spaces for details to enter.

Upon inspection, it appears impossible to successfully **Log in** to **ClDomains**, as attempting to **Sign Up** leads users to a security alert.

//WARNING: The security alert will display your current IP address and approximate location.

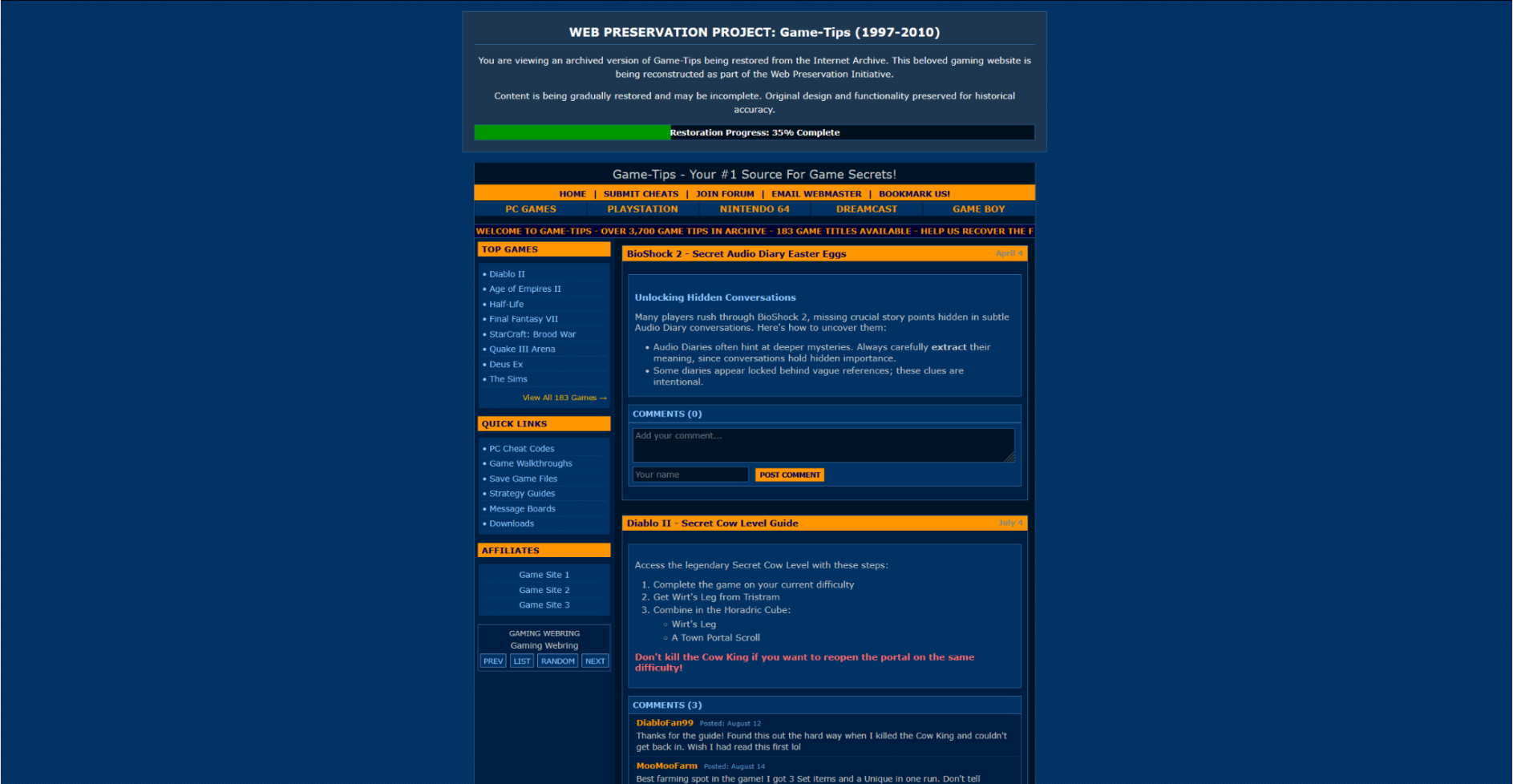
If you wish to avoid releasing either of these to other people, it is recommended to not share this information.



Currently, there is no more information to be obtained from **ClDomains**, however, it is likely that in order to view anything more, we would need to obtain valid user credentials to Sign Up with. It is unknown if this will yield anything useful.

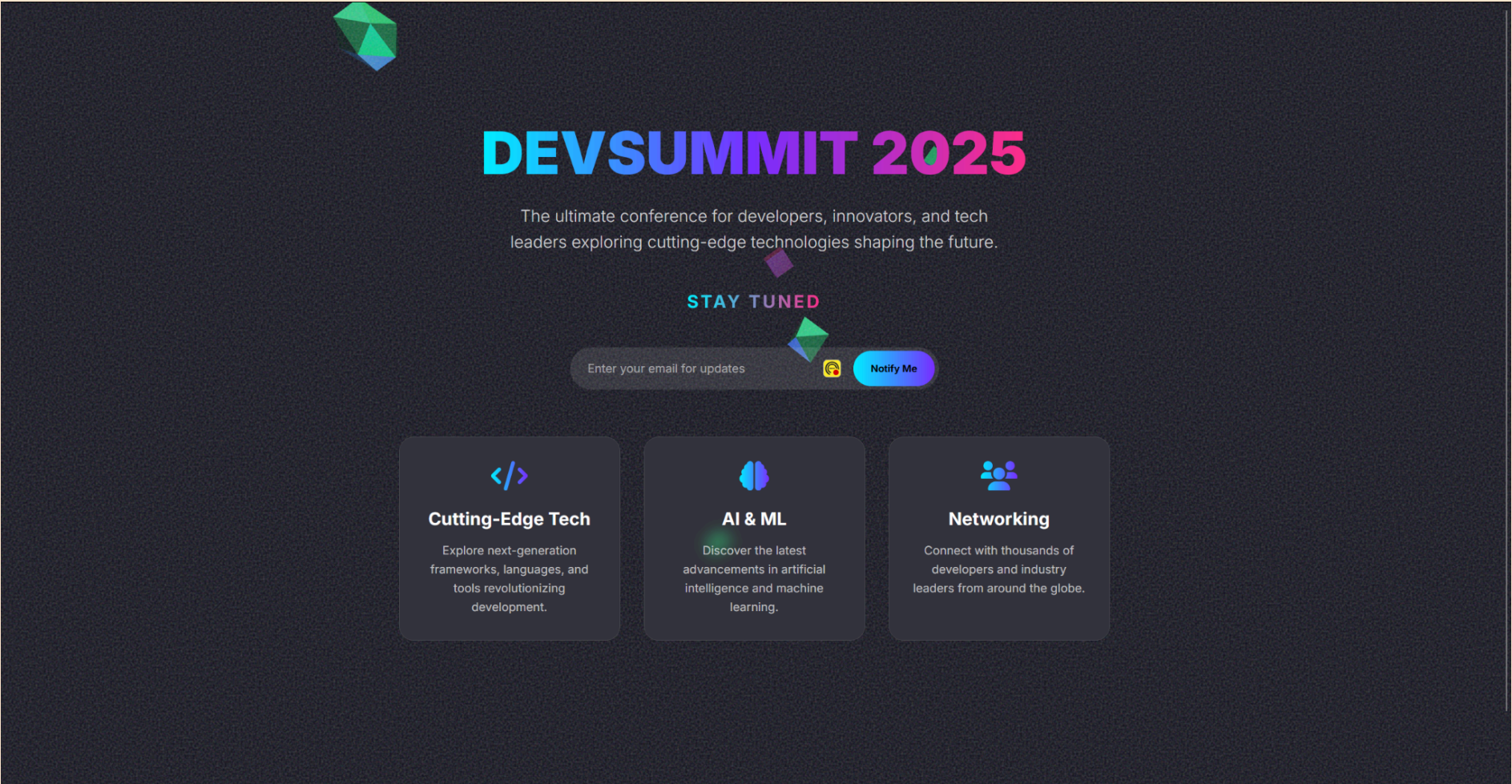
Despite this, it should be noted that the browser temporarily stores the name and email of the account you attempt to register in its session storage, which may imply that this could be relevant later on.

Section I.2 | Game-Tips



- Game-tips.site (Tagged as Gaming, Italy)
 - Description:** A defunct video game guide and cheat code website, detailing various tips and tricks for video games of all kinds. The website is being restored from the Internet Archive according to the announcement at the top of the page, and is currently 35% complete.
 - Relevance:** Mentions a Dev Build of Eliot’s Adventure [game found April 1st, 2025] that allows the player to teleport via a command and X/Y coordinates, as well as activating god-mode. Without the dev-build, it is impossible to identify if any of the numbers on other websites could be coordinates for this “/moveplayer” command. Also, users replying to the post about the dev-build mention that they had been informed there were four more endings in Eliot’s Adventure. On April 3rd, 2025, the website updated to include a new entry about Audio Diaries in BioShock 2. This entry hinted at the solution to conversation.wav having been rushed past by mistake, which was true.
 - Contact Information:** None. Beyond the website being an archive from over two decades ago, the links lead nowhere.

Section I.3 | DevSummit 2025



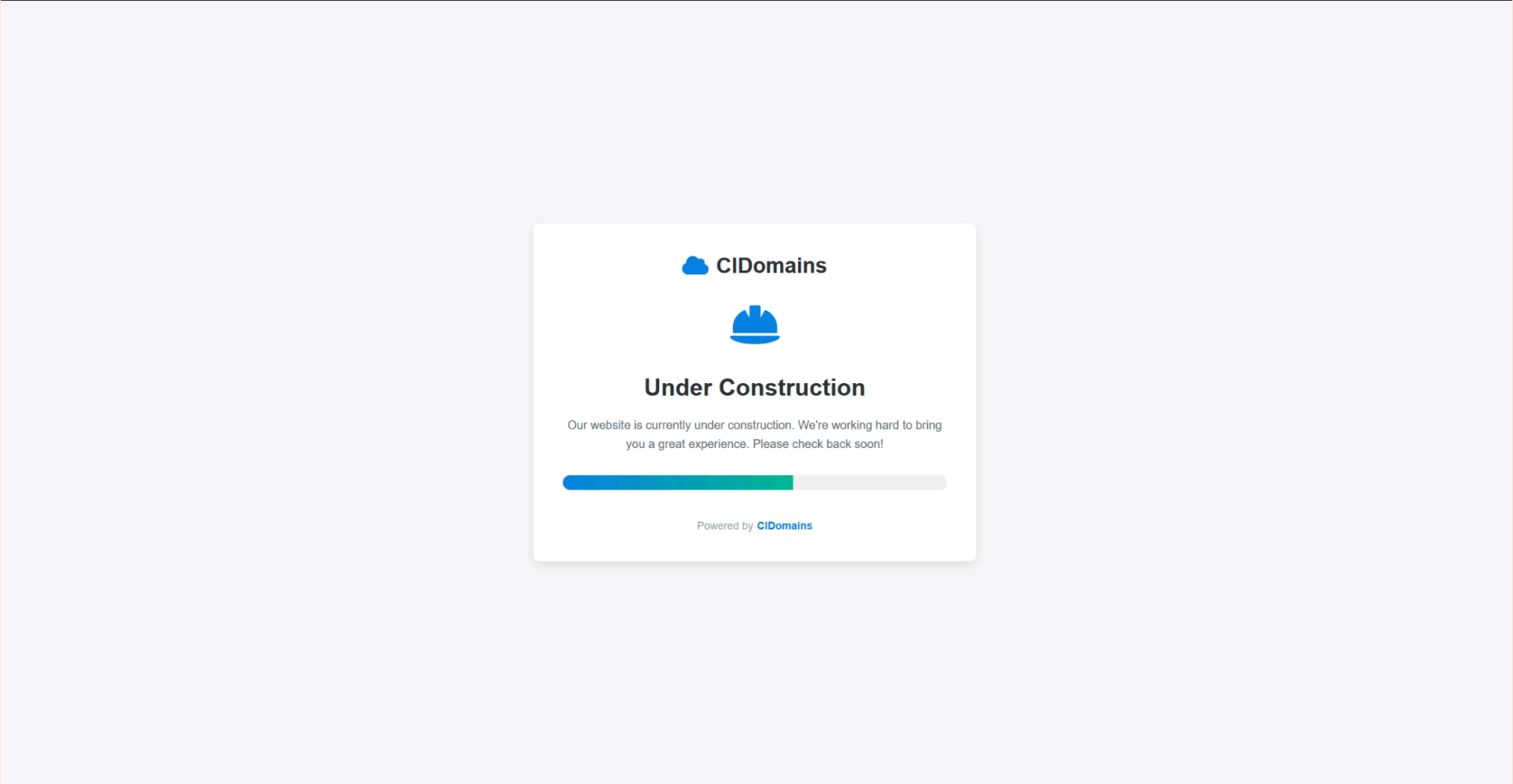
- devsummit2025.com (Tagged as Technology, United States)
 - Description:** Landing page promoting a conference for cutting-edge technology and networking in the industry. Allows the user to enter email for updates on said conference.

- ## Section I.4 | Global Street Bites

[illegible]

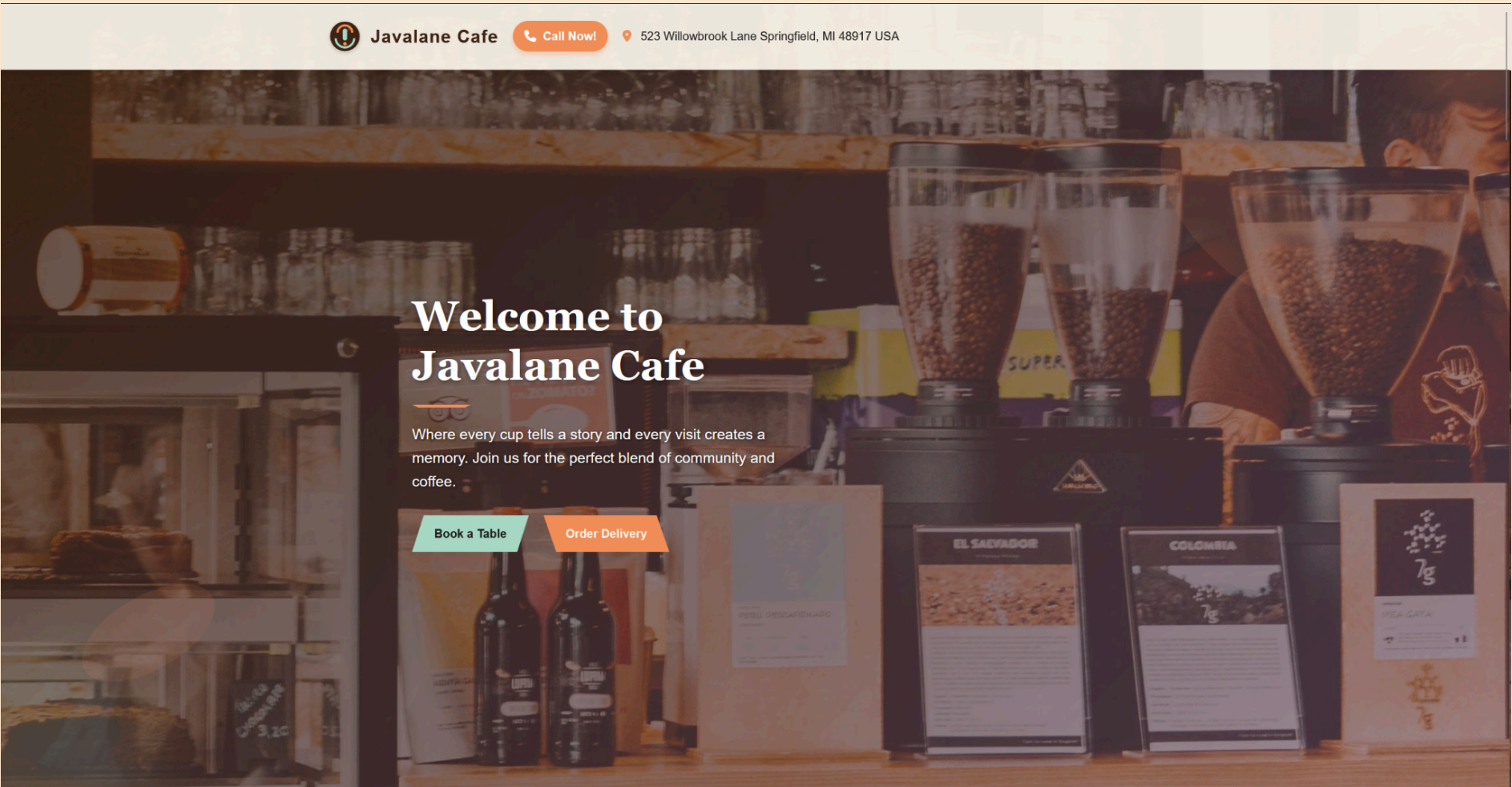
- globalstreetbites.co (Tagged as Food, Germany)
 - **Description:** Similar to Google Maps or to more specific food-locating websites. Has an interactive map with a pointer to "Taste Tower Market" [75 Flavor Avenue, New York, NY, Open Daily: 11am-9pm], "Bay Bites Plaza" [75 Global Street, San Francisco, CA, Open Daily: 10am-8pm], and "Windy City Food Hub" [75 Culinary Boulevard, Chicago, IL, Open Daily: 11am - 10pm]. Each location is seemingly owned by Global Street Bites as part of an international street food effort.
 - **Relevance:** Clicking "Get Directions" for any location leads to <https://globalstreetbites.co/human.html>.
 - **Contact Information:** None. Supposed links to social media do not function. Oddly, links that seem like they were meant to lead to a 404 page [i.e. <https://globalstreetbites.co/#404>] do not do anything at all.

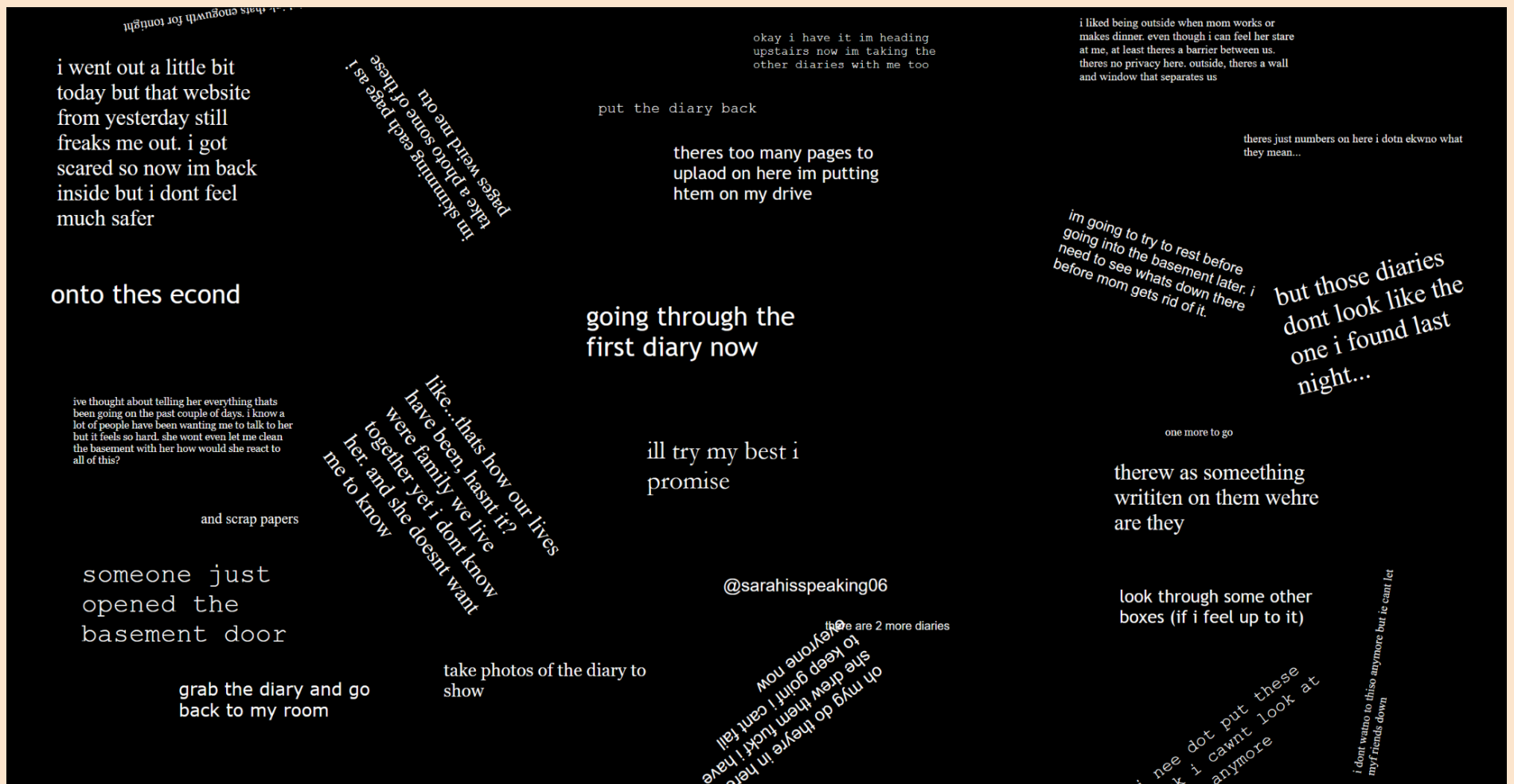
Section I.5 | Site Under Construction (Retro Byte Hub)



- retrobytehub.com (Tagged as E-commerce, Singapore)
 - **Description:** As of April 1st, 2025, uses ClDomains’ default “under construction” page. Bar is currently less than two-thirds full.
 - **Relevance:** Currently unknown. Possibly a red herring. Suggest looking into this in act 3, it might be complete then considering the bar is above halfway full.
 - **Contact Information:** None.

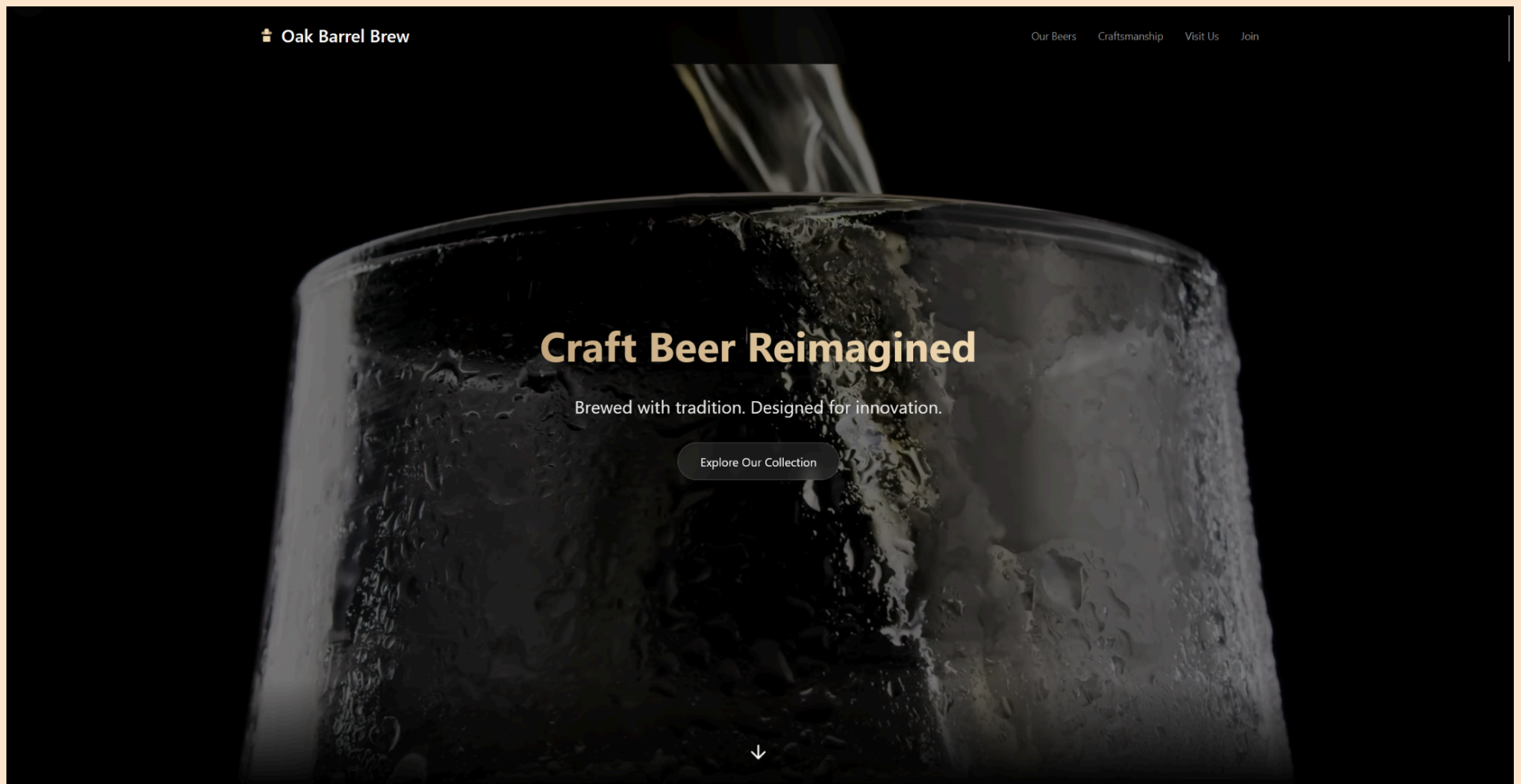
Section I.6 | Javalane Café

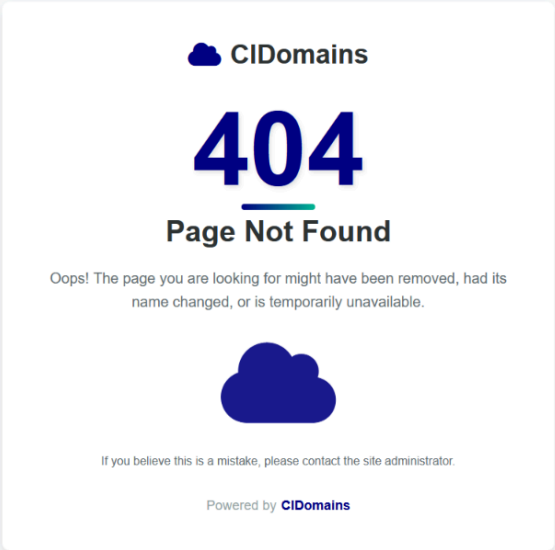




- javalanecafe.com (Tagged as Food, United Kingdom)
 - **Description:** A coffee-shop website with a “cozy” aesthetic. A few parts of the site seem to allude to Sarah-related elements, such as not leaving home, as well as mentioning a birthday party [see: laughinglittleones.com].
 - **Relevance:** Contains <https://javalanecafe.com/sarah.html>, which seems to have some relation to Sarah’s Tumblr, and a review from Sarah T., unknown if significant.
 - **Contact Information:** hello@javalanecafe.com. Phone number is not real. Tumblr link goes to <https://javalanecafe.com/sarah.html>, which shows posts from Sarah

Section I.7 | Oak Barrel Brew





- oakbarrelbrew.com (Tagged as Hobby, Canada)
 - Description:** Formal brewery website, focused on craft beers [supposedly]. Review by Sarah Johnson, beer critic for Craft Enthusiast Magazine.
 - Relevance:** Scrolling beyond the front page to “Visit Our Taproom” leads the user to a story, read through by scrolling. May also email users later, if email is inputted at the end of the page.

I've been reviewing the hospital archives for months now. The old films from the orphanage ward from the 50s. No one questions why. They assume it's for my research on developmental psychology. They don't know I'm looking for something specific.
René Spitz documented it perfectly in 1952: "Infants deprived of their mothers during the first year of life for more than five months deteriorate progressively... *Their face becomes vacuous; their activity is restricted to atypical, bizarre /finger/ movements. They are unable to sit, stand, walk or talk.*"
Those /finger/ movements aren't random. They're communicating. The same message, across decades, across continents, from every abandoned child.
 - Contact Information:** None. All contact or social media links lead to ClDomains’ 404 page [<https://oakbarrelbrew.com/404.html>].

Section I.8 | PWN3D (Yoga in Park Events)



- Yogainpark.events (Tagged as Events, Australia)

- **Description:** Whatever it was originally is gone, unless we’re meant to dig for it. It was hacked by the “W40MP CREW”. We can assume it *was* about yoga practice in a park, but not much else. In its current state, the website states “S1T3 H4S 833N PWN3D” in glowing green letters above ASCII art of the hacking “crew”’s logo. The background is a Matrix-effect that seems to come as a default canvas option with the website. Inside the page source, there is a hidden message: “//LMAO hacking this site was a joke, easiest bruteforce of my life.. ”
- **Relevance:** Unknown.
- **Contact Information:** None.

Section I.9 | NetWave Status

NetWave Status

Refresh

System Status

Last updated: 9:07:57 PM

Major System Outage

Operational

6

Degraded

1

Outages

1

Avg. Uptime

99.27%

Services

SERVICE	STATUS	UPTIME	RESPONSE TIME	LAST INCIDENT
API Gateway	Operational	99.91%	42ms	7d ago
User Authentication	Operational	99.99%	77ms	14d ago
Database Cluster	Degraded	99.27%	156ms	2h ago
Storage Service	Operational	99.45%	63ms	3d ago
Analytics Engine	Operational	99.50%	112ms	5d ago
Content Delivery	Outage	96.76%	563ms	ongoing
Payment Processing	Operational	99.99%	94ms	21d ago
Notification Service	Operational	99.32%	127ms	6h ago

© 2025 NetWave Technologies, Inc.

Service Level Agreement • Status History • API

- [netwave-status.cc](#) (Tagged as Technology, France)
 - **Description:** Relatively ordinary website for checking on the status of another website and its services. Refreshing the status using the in-website refresh button randomizes the status of each service. Oddly, the copyright at the bottom of the page does not mention ClDomains at all.
 - **Relevance:** None, besides checking on the number of websites and updates.
 - **Contact Information:** None. Links at the bottom of the page lead nowhere.

Section I.10 | Street Spice Truck

STREETSPICE

STREET SPICE TRUCK

What you see is what you get.

TODAY'S LOCATION

We're at Arts District!

367 Gallery Row, Eastshore, NY

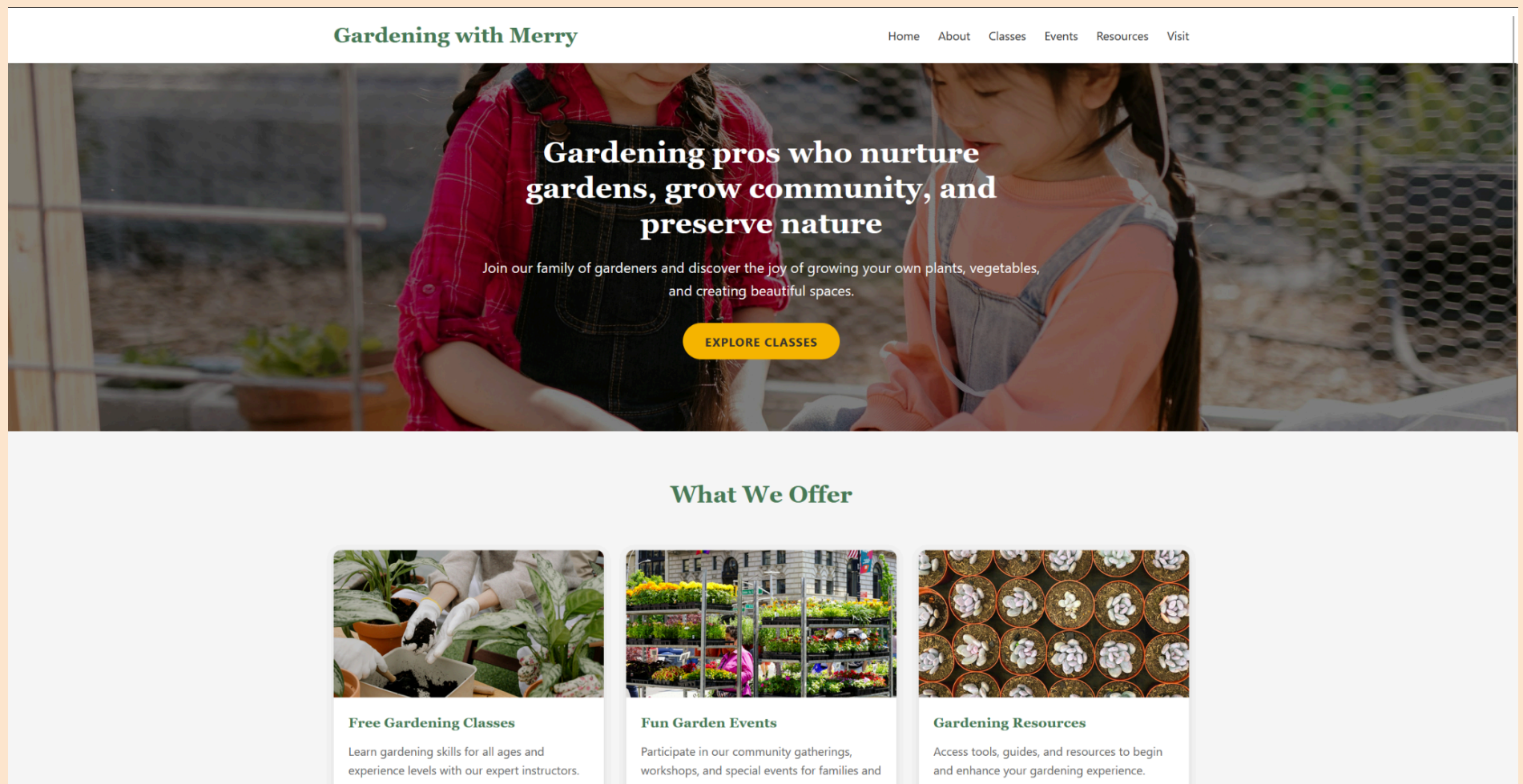
11:00 AM - 9:00 PM

Mon Tue Wed Thu Fri Sat Sun

- [streetspicetruck.info](#) (Tagged as Food, Switzerland)

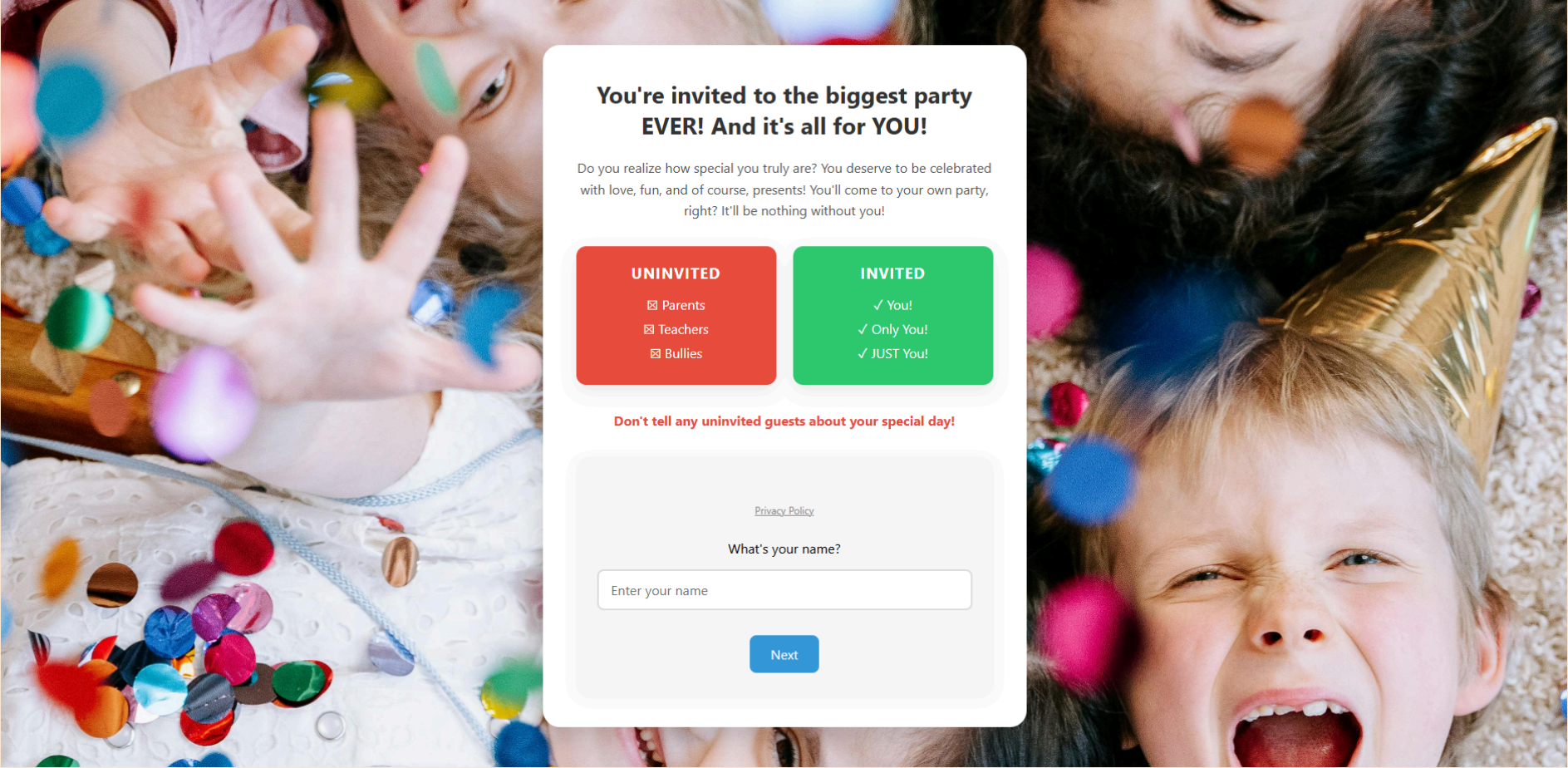
- **Description:** Food-truck website with linked Instagram-adjacent posts about their food. “Load more posts” button fails to load more posts.
- **Relevance:** Unknown.
- **Contact Information:** None. “Click to call” does not work, and the supposed email location is missing any text beyond a single envelope emoji.

Section I.11 | Gardening with Merry



- gardeningwithmerry.com (Tagged as Hobby, Sweden)
 - **Description:** Garden center website for learning more about gardening, including planting, harvesting, pest control, and choosing the best tools and plants for the job. The website also hosts courses for learning to teach others, as well as information on how to introduce your children to gardening early.
 - **Relevance:** In any section containing an interactive map, the supposed location of Gardening with Merry is instead Iowa Soldiers’ Orphans’ Homes. In particular, the instance of the map on the Visit page has a subtitle of “You’re a monster”, lacking any end-punctuation. Framing and phrasing of the founder Rebecca Merry’s intent seems a bit odd when relating to a garden center alone. Interestingly, the HTML for the site refers to this as “contact information”, specifically an email.
 - Alternatively if you try to click on one of the articles listed in resources it will display an 404 error message with the following quote: “If Adam should eat of our tree, there's no telling how he might deceive himself. Not knowing the truth, he might say, 'Whatever I can justify doing is good and whatever I cannot justify doing is evil.' [...] In his arrogance, he might say, 'Why should I have to share the fire of life with all these creatures? [...] I will grow without limit, taking all the fire of life that flows through this garden into myself, and that will be good.' [...] And if any say, 'Let’s put off the burdens of this criminal life and live in the hands of the gods once again,' **I will kill them, for what they say is evil.**”
 - — Daniel Quinn, Ishmael, pp. 165-167.
 - **Contact Information:** info@gardeningwithmerry.com.

Section I.12 | Laughing Little Ones



- [laughinglittleones.com](#) (special party invitation. Found in a Youtube Shorts ad)
 - **Description:** At first, a somewhat-abnormal website dedicated to “the biggest party EVER! And it’s all for YOU!” The “you” in question is specifically singled out as the only individual invited to this supposed huge party, and the user is informed not to tell anyone uninvited about this party. Since nobody else is invited, that means the user is meant to tell nobody. The user can input their name, age, and requests for the party one-at-a-time. Finalizing your input has the page spawn a few instances of [ERR_RUNTIME_EXCEPTION] across the page before sending the user to a pitch-black screen with white glowing text entered one letter at a time. A randomly-generated sawtooth wave sound plays in the background. The URL does not change while this effect is occurring in the slightest, indicating... something, presumably.

Sarah Location: glrejaoa,yonestdegac1

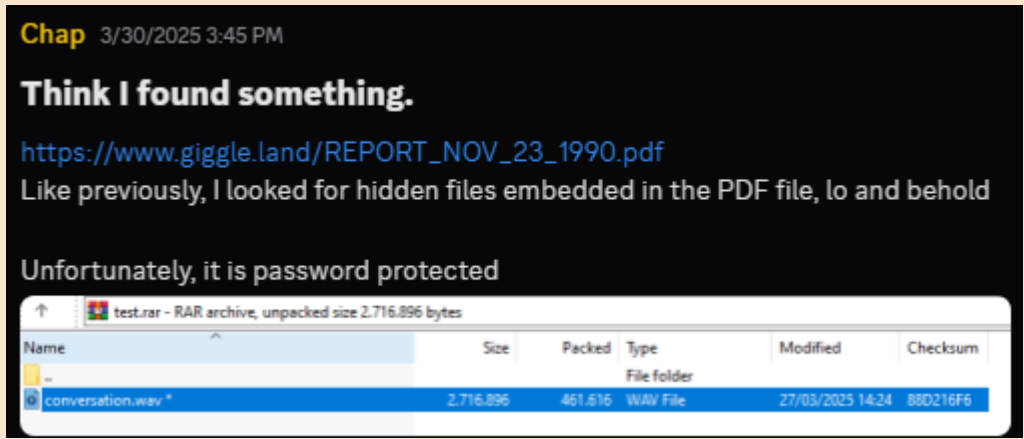
- **Relevance:** The relevance of this should be relatively apparent. It also shares similar phrasing to missing.wav, such as the use of “special day” and references to presents. The audio is not relevant, due to being randomly generated. It is not known how one deciphers the scrambled text, as of April 1st, 2025.
 - **Contact Information:** None. There is a privacy policy, however. It is uncertain whether it is just the Giggleland crew making sure everything’s safe and legal, or if this has more relevance.

Section J: Breaking In | Day 3-8 (Apr. 3rd-8th, 2025)

Section J.1 | Conversation.wav

Visiting `/REPORT_NOV_23_1990` (https://giggle.land/REPORT_NOV_23_1990.pdf) on the *Giggle.land* website, it was discovered that *REPORT_NOV_23_1990.pdf* found in *Part 1* of the ARG had been altered, increasing the file size by a noticeable amount. (See [Section D.1](#))

Upon further inspection, it appeared that this time a different file had been hidden inside the .pdf - this time being an audio file called *Conversation.wav*.



(Credit Discord user @chap_, 3/30/25)

Using the clue of *Fun Brew* from the Pastebin (See [Section G.2](#)), we took the word *lifeless* found via the QR Code from the page on `/fun.html` (See [Section G.3](#)) and the word *finger* from hints on *Oak Barrel Brew* (See [Section I.7](#)). We then both substituted over our clue to obtain the following string:

lifeless finger

This acted as our password and unlocked the archive, allowing us to successfully extract *Conversation.wav*.

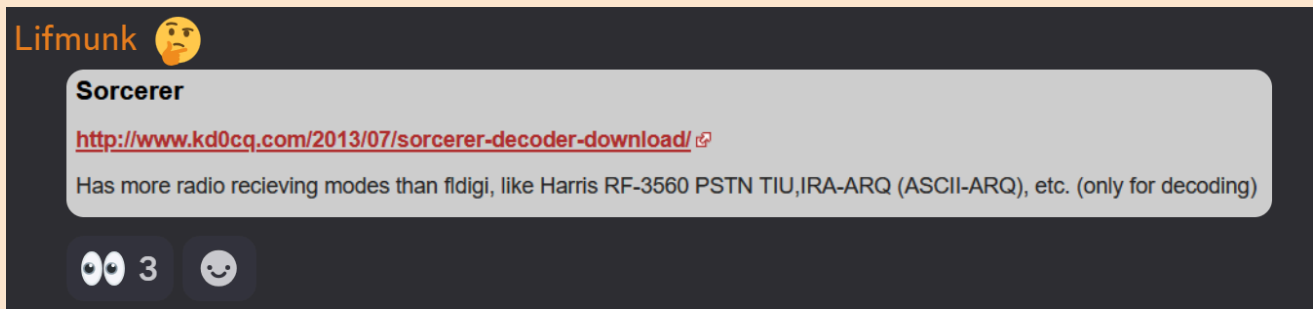


(Credit Discord user @Sensitive, 4/3/25)

A mirror of the file can be found here. ([Download](#))

//WARNING: The contents of the Conversation.wav are very loud - users are advised to turn down their volume before listening.

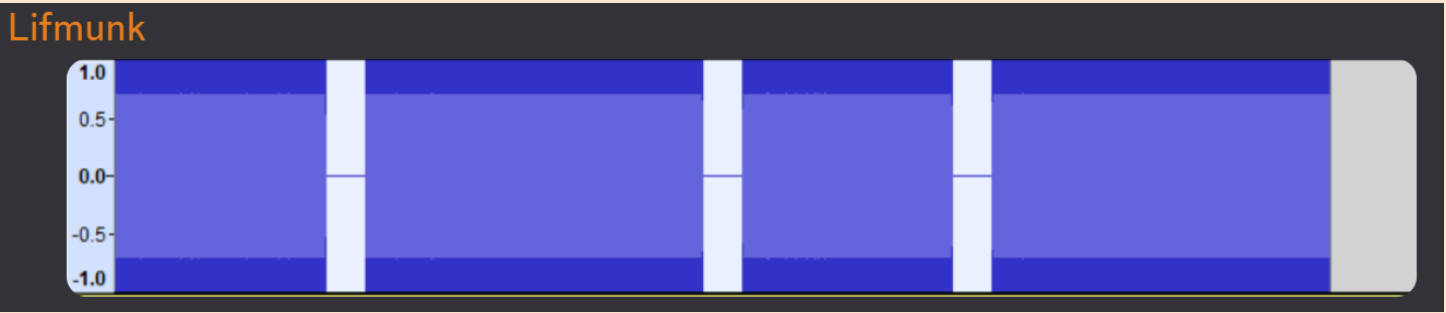
A free audio decoding program named *Sorcerer* was used in solving this puzzle.



([Download](#))

//WARNING: Users have reported false-positives for viruses when downloading this file. No issues have occurred yet, but caution is advised.

Studying the waveform of the *Conversation.wav*, it was noticed that the file contained two sections of data, repeated in an ABAB pattern.



(Credit Discord user @lifmunk, 4/4/25)

From this, it was theorized that as the file is a conversation, the two different participants could have been encoded separately, and therefore would require separating to decode properly.

Lifmunk the file name is called... conversation
Lifmunk meaning... two individuals

Lifmunk they might be using two different types of signals

(Credit Discord user @lifmunk, 4/4/25)

```
k413b.exe 10:46 PM
Part1(minimodem -r 1200 --mark 1600 --space 800 -f part_1.wav (broken?)):

Ã10:02 PMÃ Jen: hey quick q, did kayla mention anything weird she watched on SunnyBee Kids yesterday??Õ
Ã10:05 PMÃ Jen: idk she started freaking out and crying about some creepy orange cat that killed his friends or something. mike checked the tv guide and it wasn't even listed. super weirdÕ
Ã10:07 PMÃ Jen: idk gave me creepy vibes. kinda reminds me of that Channel 10 hacking thing that was all over the news a while back. u remember seeing that?Õ
Ã10:09 PMÃ Jen: yeah I think so, do u still have the link?Õ
Ã10:12 PMÃ Jen: yeah omg exactly!! reading this rn and legit chills wtfÕ
Ã10:14 PMÃ Jen: LOL sorry yeah ok good idea talk tmrwÕ

Part2:(minimodem -r 600 --mark 400 --space 800 -f part_2.wav):

[10:04 PM] Mandy: no?? what happened?\\
[10:06 PM] Mandy: that's rllly weird?? are u sure it was SunnyBee?? maybe she imagined it or something?\\
[10:08 PM] Mandy: oh yeah i remember hearing about that. wasn't it on verge report or something? saw an article about it recently\\
[10:10 PM] Mandy: lemme check\\
[10:11 PM] Mandy: here u go http://www.vergereport.com/article/379914234-tv-hijacking. is that the one u meant?\\
[10:13 PM] Mandy: dude stop im home alone rn let's talk about this tmrw when it's not dark pls\\
```

(Credit Discord user @k413b.exe, 4/4/25)

Using **Minimodem**, an **FSK** decoder that can be used to mimic a modem receiver, it was identified that the parts of this audio were 2 halves of a text chat log.

```
— @Kisu How did you arrive at this, just trial and error?
k413b.exe In reverse, I tried to create a similar sound on my data, and then I decoded the original parts.
There are two repeated pieces of dialog encoded at different speeds
```

//NOTE: It is highly likely the **intended** solution involved using **Sorcerer** to decrypt **Coversation.wav**, however, this solution has currently not been found.

The full chat log can be seen below:

(10:02 PM) Jen: hey quick q, did kayla mention anything weird she watched on SunnyBee Kids yesterday??
(10:04 PM) Mandy: no?? What happened?
(10:05 PM) Jen: idk she started freaking out and crying about some creepy orange cat that killed his friends or something. mike checked the tv guide and it wasn't even listed. super weird
(10:06 PM) Mandy: that's rllly weird?? are u sure it was SunnyBee?? Maybe she imagined it or something?
(10:07 PM) Jen: idk gave me creepy vibes. kinda reminds me of that Channel 10 hacking thing that was all over the news a while back. u remember seeing that?
(10:08 PM) Mandy: oh yeah i remember hearing about that. wasn't it on verge report or something? saw an article about it recently
(10:09 PM) Jen: yeah I think so, do u still have the link?
(10:10 PM) Mandy: lemme check
(10:11 PM) Mandy: here u go <http://www.vergereport.com/article/379914234-tv-hijacking>. is this the one u meant?
(10:12 PM) Jen: yeah omg exactly!! Reading this rn and legit chills wtf
(10:13 PM) Mandy: dude stop im home alone rn let's talk about this tmrw when it's not dark pls
(10:14 PM) Jen: LOL sorry yeah ok good idea talk tmrw

The link in the chat takes us to an article on the news page **VergeReport**.
(<http://www.vergereport.com/article/379914234-tv-hijacking>)

Additionally, this is the first mention of **Kayla**, **Jen** and **Mandy** - it's currently unknown whether this will have any significance or not.

Section J.2 | VergeReport

Visiting the **VergeReport** article, (<http://www.vergereport.com/article/379914234-tv-hijacking>) it takes us to a heavily corrupted news article.

[illegible]

On this page, almost all the content has been rendered indecipherable - with the notable exception of the **sidebar** advertising another site **UploadFiles.cc** (<https://uploadfiles.cc>), more new stories, and their newsletter.

An advertisement for UploadFiles.cc. It features a light blue rounded rectangle with a thin blue border. At the top, the text "UploadFiles.cc" is written in blue. Below it, a horizontal line separates the header from the main text. The text "Upload ANY file up to 2GB - FREE!" is displayed in a large, bold, black font. Underneath, three bullet points are listed, each preceded by a blue circular icon containing a white checkmark. The bullet points are: "No registration required", "Fast download speeds", and "Files stored for 30 days". At the bottom of the rectangle is a blue button with the text "UPLOAD NOW!" in white, bold, uppercase letters.

//NOTE: This sidebar will not appear if you have an Ad Blocker enabled.

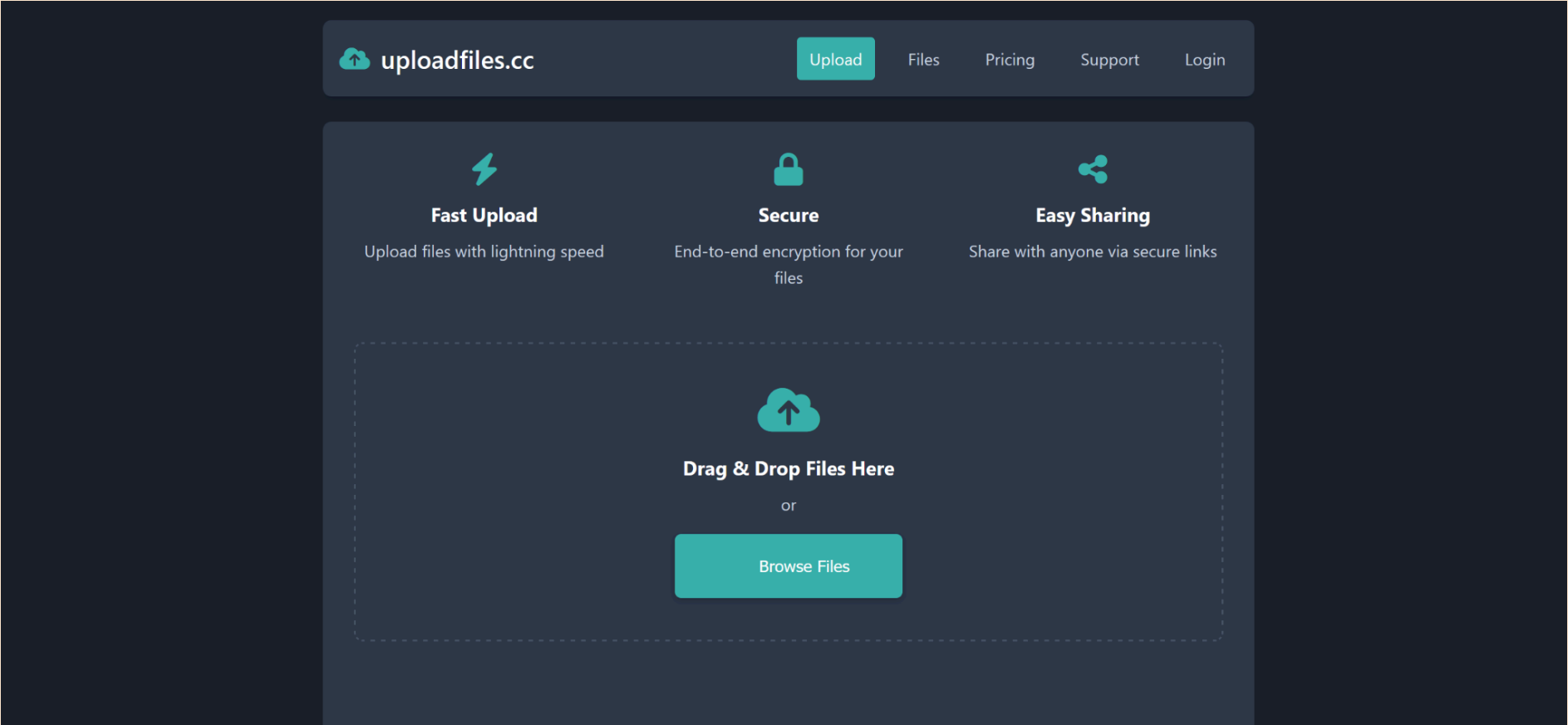
Additionally, removing the URL extension from the page allows us to visit the Homepage of VergeReport, (<https://vergereport.com/>) where several links to other featured articles can be found. The purpose of these other articles seems to be to help date the website to some time in 2010.

Unfortunately, none of these links seem to function, however, this does confirm that the article linked in the chat between **Mandy** and **Jen** was a report on the **Channel 10 Kids Programming Hacking**.

Image failed to load

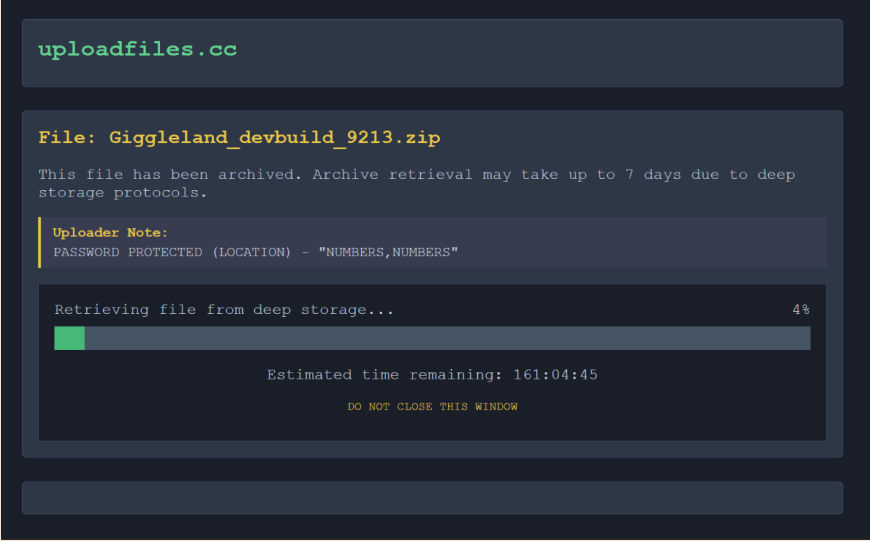
Section J.3 | UploadFiles

Visiting the *UploadFiles* page (<https://uploadfiles.cc>), we see a basic homepage for a file sharing website, where users would be able to upload their own files for secure storage.



When */Giggleland_devbuild_9213.zip* was added onto the end of this URL, (See [Section H.10](#)), the URL https://uploadfiles.cc/Giggleland_devbuild_9213.zip was produced.

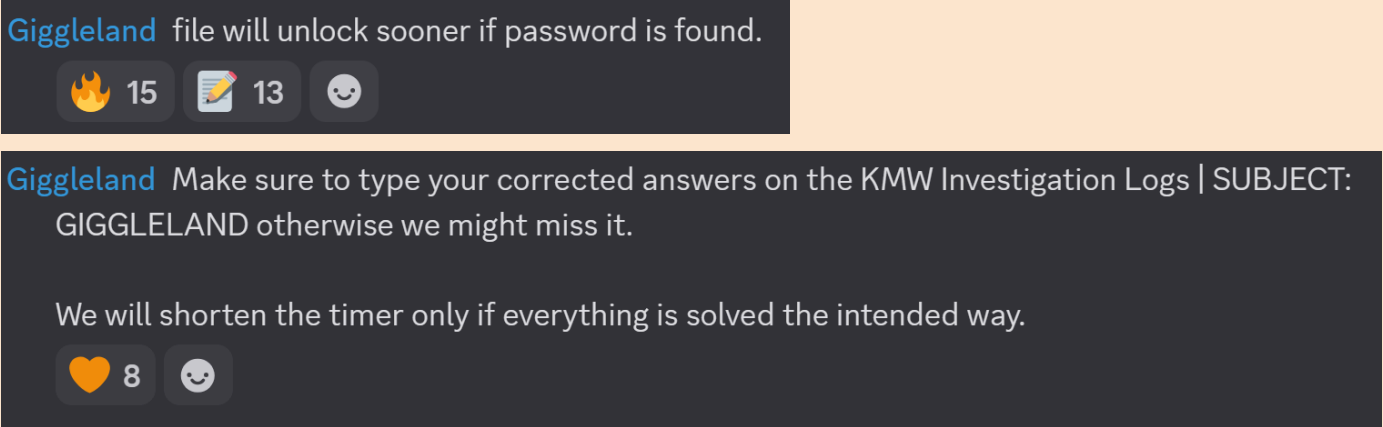
This URL takes us directly to a download page with a 7-day timer for the download of *Giggleland_devbuild_9213.zip*.



Attached to the file was an *Uploader Note* stating:

PASSWORD PROTECTED (LOCATION) - "NUMBERS,NUMBERS"

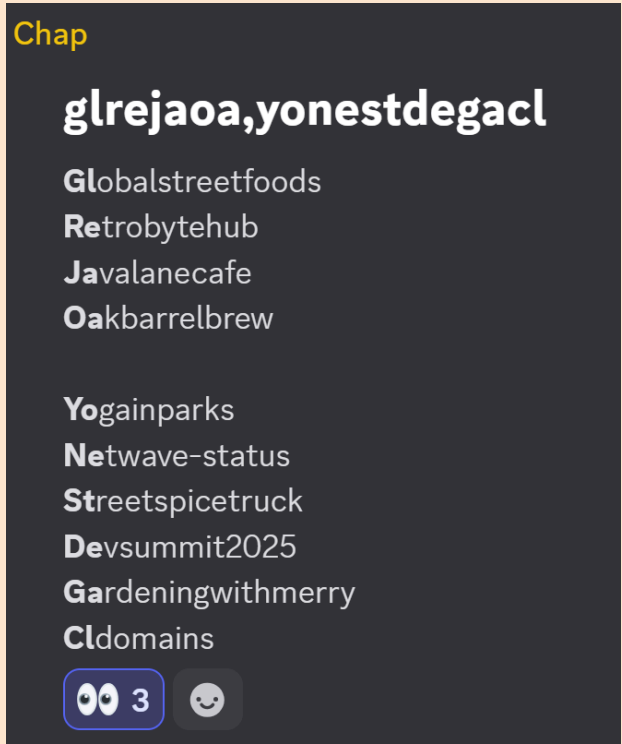
We also received confirmation of this discovery with the following notice from the Giggleland account, stating that if all numbers were found, with the correct reasoning for each



Although it wasn't immediately obvious what *LOCATION - (NUMBERS,NUMBERS)* was referring to, it was speculated that the password referred to the *Sarah location* string (See [Section I.12](#)).

glrejaoa,yonestdegac1

Furthermore, breaking this string down into segments of two letters at a time revealed an interesting development:



(Credit Discord user @chap_, 4/5/25)

Each pair of letters corresponded to the beginning of a URL from the **CLDomains** (<https://cldomains.com/>) domain list, providing us with not only a **source** for these numbers, but a **sequence** for them too.

After a lot of community effort in identifying various numbers on each site that appeared to be correct, **GameTips** updated with the following addition:



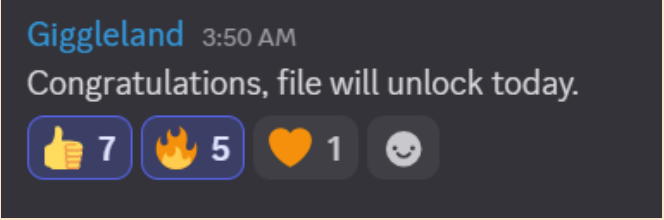
The hint seemed to imply that we had correctly guessed **GL**lobal Street Bites, **JA**valane Cafe, **OA**k Barrel Brew, **GA**rdening with Merry, and **CL**domains.

We had also correctly guessed **RE**trobyte Hub, **NE**twave Status, and **ST**reet Spice Truck, but in unintended ways and wouldn't be allowed to move forward until we did so correctly.

DEvSummit 2025 was currently marked as incorrect, with a reference to 'skipping' over things, meaning we may have overlooked something obvious on the site.

YOga In Park seemed to need a special factor to obtain the number, with references to 'cheating' and 'multiplayer' being made.

With some more searching, the final list was agreed upon, and we received the following message:

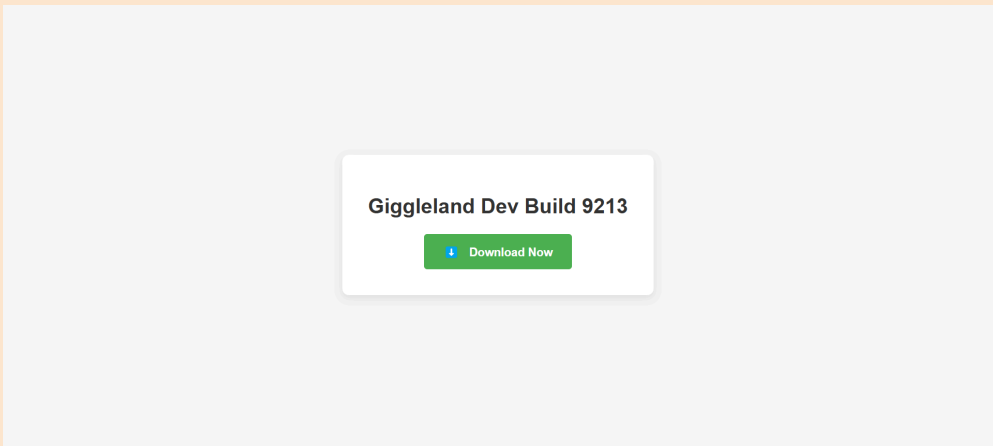


- Global Street Bites** - (<https://globalstreetbites.co/>)
75 - Repeated number for address locations
- Site Under Construction (Retrobyte Hub)** - (<https://retrobytehub.com/>)
8 - The cloud bobs 8 times then stops
- Javalane Café** - (<https://javalanecafe.com/>)
4 - Found on image of Coffee Beans
- Oak Barrel Brew** - (<https://oakbarrelbrew.com/>)
83 - hex for color of 404 cloud
-
- PWN3D (Yoga in Park)** - (<https://yogainpark.events/>)
1-100 - Brute force the number (Brute force referenced in source) **2**
- NetWave Status** - (<https://netwave-status.cc/>)
8 - the number of services
- Street Spice Truck** - (<https://streetspicetruck.info/>)
2 - only 2 posts out of 5
- DevSummit 2025** - (<https://devsummit2025.com/>)
7 - Number of shapes generated for background
- Gardening with Merry** - (<https://gardeningwithmerry.com/>)
3 - Tree misspelled as Three in Classes, Plentiful Fruits
- ClDomains.com** - (<https://cldomains.com/>)
63 - Sign Up Security Error Code

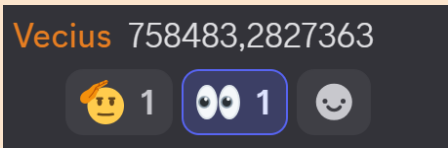
Section K: Developer Access | Day 8 (Apr. 8th, 2025)

Section K.1 | *Giggleland_devbuild_9213.zip*

Once the progress bar hit 100%, the page changed to a simple looking download page for *Giggleland Dev Build 9213*.

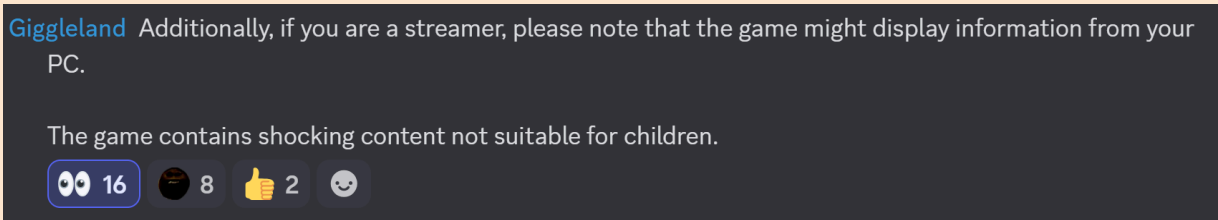


Shortly after the game was unlocked, the final password *758483,2827363* was found.



(Credit Discord user @Vecius, 4/8/25)

//WARNING: Please be aware that this version of eliot’s adventure is able to reveal information from your device’s desktop. Please take this into consideration if you wish to livestream this game.

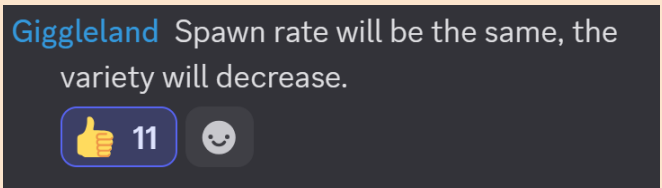


The developer’s version of *Eliot's Adventure* initially appears identical to the browser version, except that the *Developer’s Console* can be activated by pressing ~. So far, a pair of useful commands have been discovered:

/moveplayer (X,Y) - Teleports the player to the given X and Y coordinates.
/godmode - Makes the player invulnerable.

//NOTE: It should be assumed that all content in this section was completed with */godmode* enabled, as this command appears to unlock nearly all the new content.

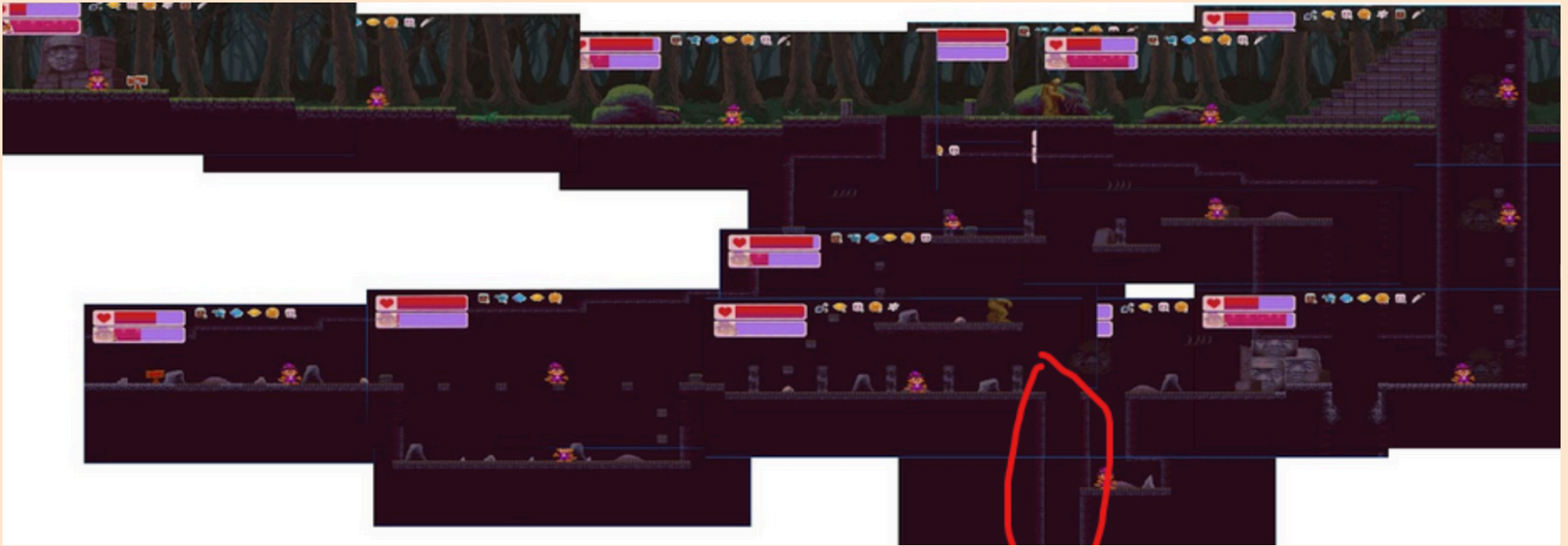
Additionally, it was also confirmed that if one of the quests for a character is completed, the type of enemy that drops the relevant item will not spawn until all quests in that part are completed.



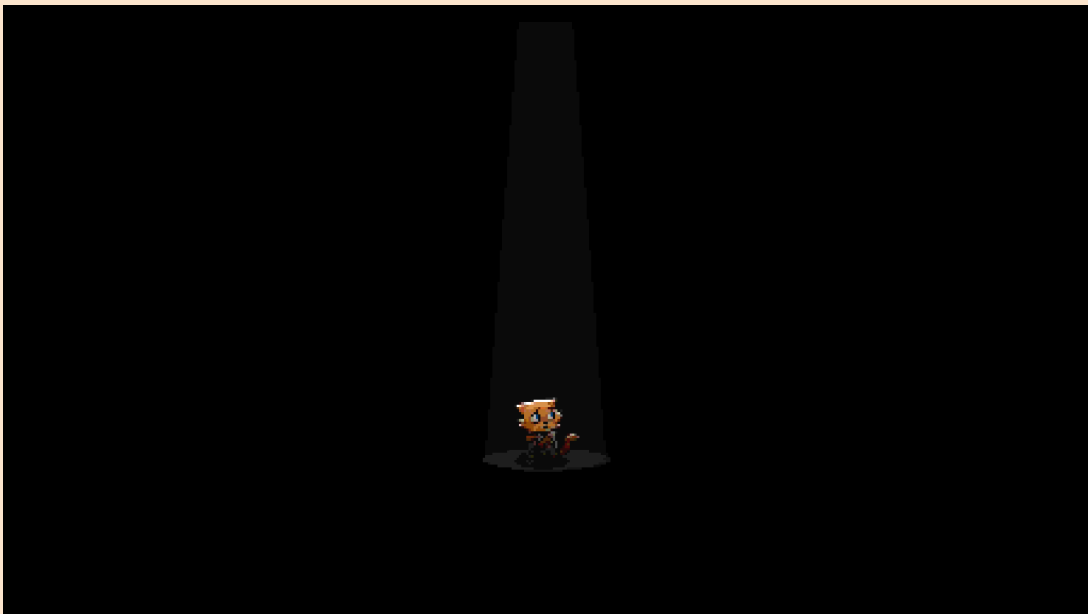
//NOTE: The enemy spawn rate will be the same, but the enemy variety will decrease, allowing you to progress through quests faster.

Section K.2 | Into the Pit

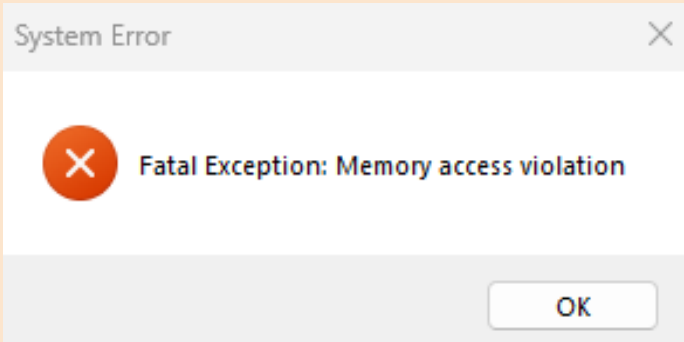
When falling into this pit in [The Dark Forest, Part 2](#), a cutscene will trigger.



In the cutscene, a scared, younger-looking Eliot can be seen in a black room with a singular spotlight pointed at him from above.



After a few seconds, an error will occur and the game will display a **Fatal exception: Memory access violation** error window, prompting users to click **OK**.



Once clicked, a bloodied Eliot will suddenly appear staring directly at the user's screen with a loud noise playing, before the game quickly crashes to desktop.



Section K.3 | Developer Endings

God Ending

Attempting to complete the [Normal Ending](#) with `/godmode` enabled, instead of being asked what Eliot did to the Sorcerer, the ending screen will instead state

YOU ARE A GOD



(Credit Discord user @peder, 8/4/25)

Skinned Ending

When trying to fulfill the [Flower Ending](#) with `Godmode` enabled, Eliot will walk through the Forest towards the Child as normal, except this time it appears to be raining. Once Eliot has finished speaking to the Child, a new cutscene will play where Eliot can be seen grinning at the Child, before the screen cuts to black and the sound of slashing can be heard.



When this cutscene is over, the game resets like normal - except Eliot now appears to be wearing the child's skin.



Additionally, many textures in the game fail to load - including the platforms, ground, walls and enemies. Health pickups also do not spawn, meaning players will have to reach an ending for the game without losing a total of more than 1 full health-bar, without healing, whilst playing completely blind, or they will be forced to restart from the beginning.

//WARNING: It cannot be overstated how severe the difficulty spike of this challenge is, even for those who consider themselves knowledgeable of Eliot's Adventure.

Continuing along this path and entering The Second Village, none of the children will speak to Eliot.

The End of GiggieLand. - (<https://www.youtube.com/watch?v=pflUsqoPp9M>)

When you reach the end of [The Dark Forest, Part 2](#), instead of the normal Exit Sign, there's a computer.



(Credit to Discord user @gamelun1 for completing this ending, 4/8/25)

When interacted with, the camera's perspective shifts, panning away from the game, revealing you've been playing on a computer this whole time.



Whoever we're playing as switches from **Eliot's Adventure** to a new YouTube video, as a fully-3D Eliot slowly walks towards us from the darkness.



At this point, the game abruptly ends.

The video shown in the cutscene is **EliotElla_ep_02_(2010).avi** ([EliotElla_ep_02_\(2010\).avi](#)) - a new video on the **user-jgrherah** channel that premiered on YouTube shortly after this ending was discovered.

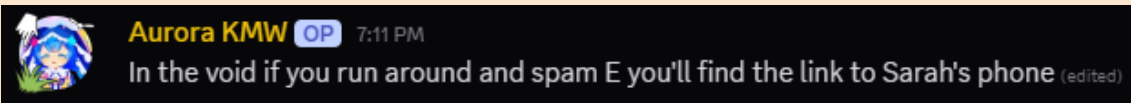
Section K.4 | SARAH LOCATION

Using the `/moveplayer` command and inputting the **password** of the `/Giggleland_devbuild_9213.zip` file as coordinates in the console, the player is teleported into a silent, black void.

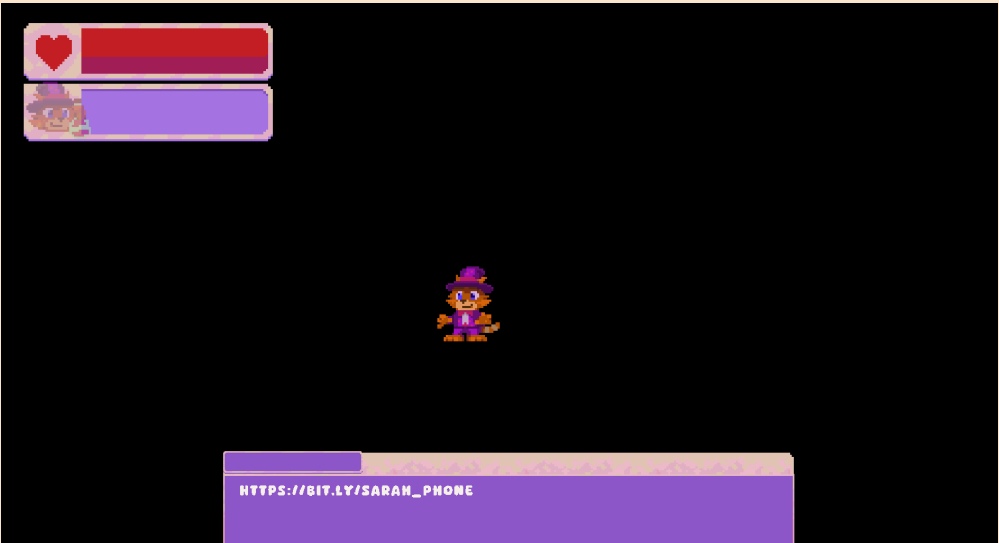
If you then use `"/moveplayer 0,0"`, you'll be moved to an area with a single tile of what looks like a tree.



(Credit Discord user @RiNCHI, 4/8/25)



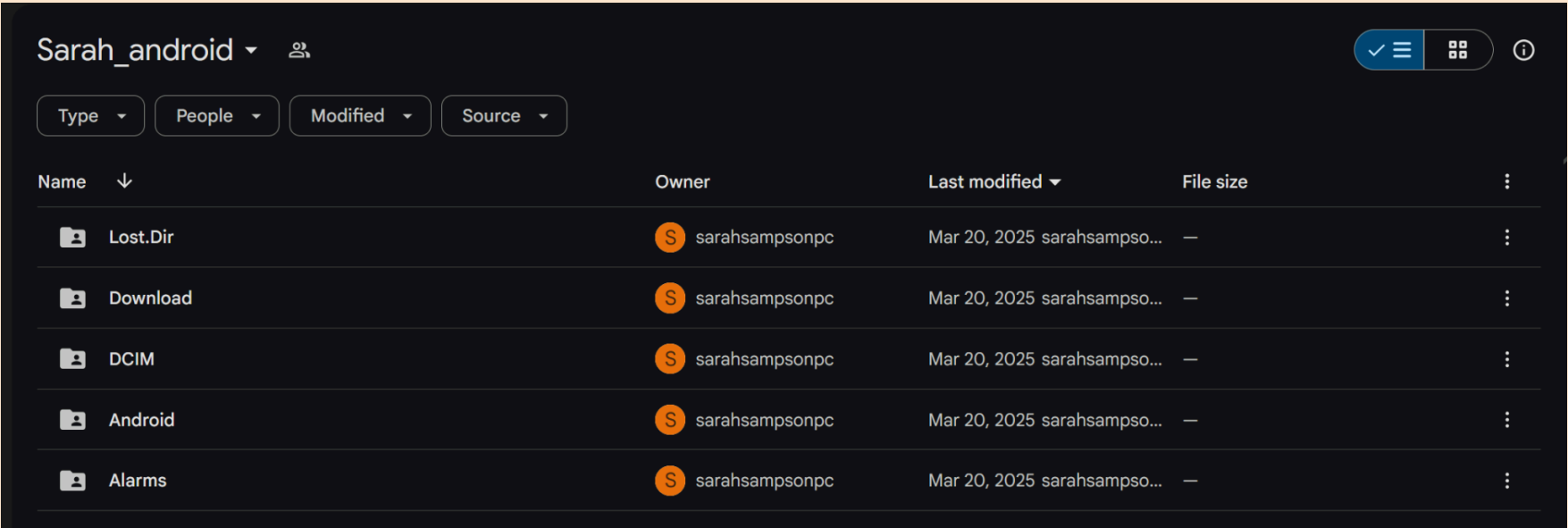
Whilst in this void, if you move around whilst using the **Interact** key, eventually a dialog box will appear with the following text:



(Credit Discord user @Aurora, 8/4/25)

[HTTPS://BIT.LY/SARAH_PHONE](https://bit.ly/sarah_phone)

Inputting this text as a browser URL will lead you to a Google Drive folder labelled **Sarah_android**.



(Credit Discord user @Aurora, 8/4/25)

INTERMISSION: Debbie's Diary

Diary.1 | Sarah's Phone Data

(NOTE FOR EDITORS: summarized by Discord users @degelepanter (Diary 3), @kisu.vula (Diary 1), and @wolvebonez (Diary 2).

Editor's Note To Self:// Don't forget to have either Aurora or SJ go over these to remove any accidental theorizing or speculation.

1.jpg



Pictured: Drawings of woodland critters in a naive drawing style: A bunny holding a flower and holding hands with a chipmunk or bear, as well as a very Bambi-esque drawing. Both signed "Debbie".

2-3.jpg

December 1, 1990
Her first diary entry. She introduces herself as an 8 year old named Debbie. Says she received the diary from her "Uncle Teri" as a means to express herself. She describes living in a compound with Uncle Teri, featuring a barn, which she likes for the animals. She mentions Uncle Teri not allowing dogs or cats for fear of them infecting the livestock with rabies. She laments not being able to pet them.

She continues, saying she likes her new home, that there are a lot of kids to play with and Uncle Teri is always inviting more, and that he wants to make sure they're all happy. Additionally, the school she's attending doesn't give homework, instead reading and working on 'projects' together, as well as tending to the livestock. She mentions Uncle Teri teaching her to draw.

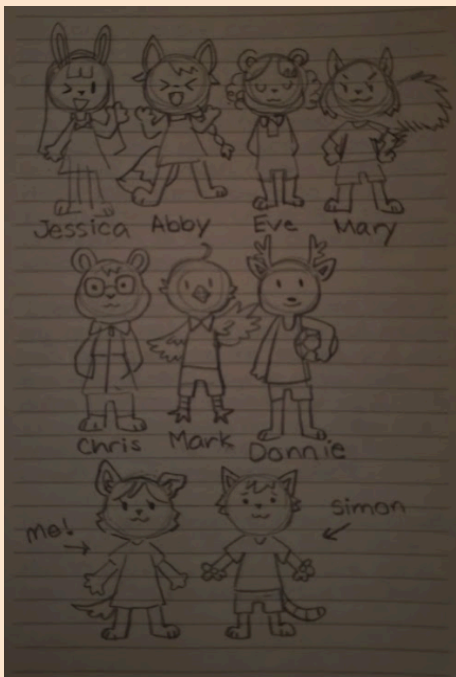
4.jpg

All available space is filled in with a repeated "My name is Debbie."

5-6.jpg

December 3, 1990
Debbie talks about her old school, where she was bullied for drawing, and "teachers would make me sit through boring meetings with bad people". She names her new best friends, Jessica, Abbie, Eve, and Mary. The teachers seem to take a new-age approach to teaching, with "positive reinforcement" and "grounding exercises". There is no bullying, and they occasionally draw with Uncle Teri and his friends.

Simon joins her class earlier in the day. Mention of him warming up to her friend group, additional mention of playing tag with Chris, Mark, and Donnie. She hopes she can play with Simon more.



Pictured: each of the mentioned children as anthropomorphic characters. Her art is already visibly improving. Jessica - Bunny, Abby - Fox, Eve - Bear or Chipmunk, Mary - Squirrel or Wolf, Chris - Bear, Mark - Bird, Donnie - Deer, Debbie - Dog, Simon - Cat.

7. jpg

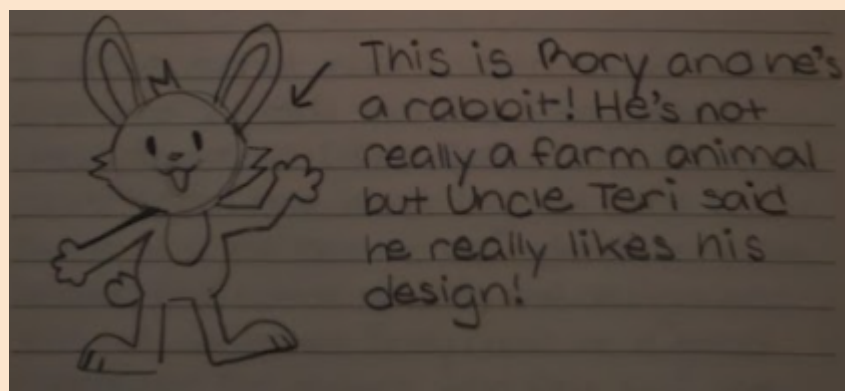
December 7, 1990

Uncle Teri asks Debbie to draw for his TV show. He describes it as a cartoon that will be aired on TV like the ones the children watch during dinner time. The children were split into groups (with no mention of how many) and Debbie is placed in group B, drawing and animating. She laments Simon being in group A rather than hers, where he will write story and dialogue, which he prefers over drawing. Debbie states he's actually really good despite him saying otherwise. He likes to watch Debbie draw and says she's better. She wishes they could draw together.

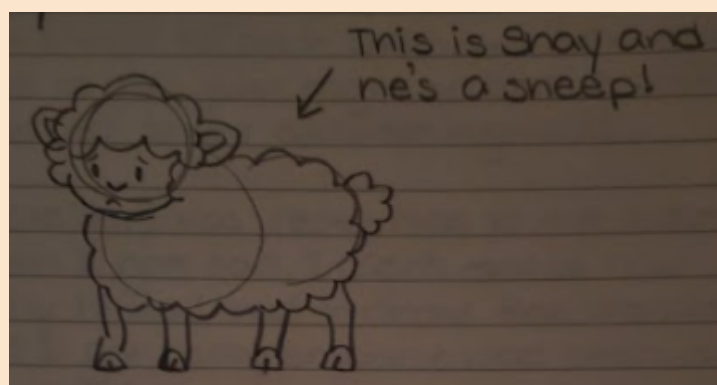
8-9. jpg

December 10, 1990

Debbie begins work on the show, creating characters. She mentions Uncle Teri creating the main character, a farmer with a similar name to Uncle Teri. Debbie's group focused on the side characters, talking farm animals. She mentions drawing inspiration from Winnie the Pooh cartoons, which is shown to the kids at lunchtime. Uncle Teri encourages her to practice drawing for animating later.



Pictured: A drawing of Rory the Rabbit; her linework is more confident, likely due to the repetitive drawing. Uncle Teri mentions really liking his design, suggesting he be the "class clown" and cause mischief, but is a good guy at heart.



Pictured: A sad-looking sheep, cartoon-y but not anthropomorphic, named Shay. Uncle Teri works closely with Debbie on this design and story, having her write about sad things in her sketchbook, having her "use the darkness to make something light". She writes about how she used to feel alone, and Uncle Teri informs her she's a black sheep. She admits feeling like that before moving to the farm. Uncle Teri states Shay will show other kids how to like themselves.

10. jpg

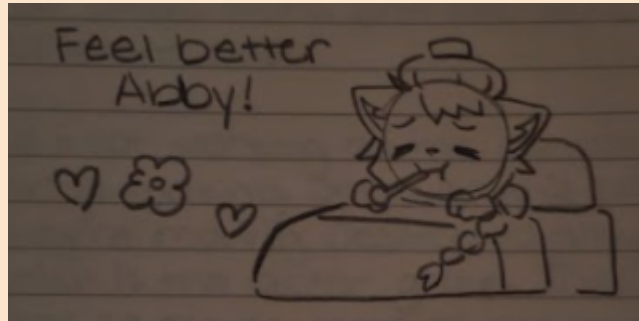
December 11, 1990

Debbie starts animating but gets frustrated and cries. Uncle Teri comforts her and moves her to group C, which draws characters and backgrounds. Jessica is also in the group, and she seems to prefer drawing "real people". Debbie says she prefers drawing cute animals.

11-12.jpg

December 14, 1990

The teachers cancel a party planned to celebrate finishing the show, due to some of the children falling ill. Abby is specifically mentioned as being ill. School is suspended and the children are quarantined to the cabins around the barn. Cabins are separated by gender, which Debbie doesn't understand, and hates since she can't see Simon. Debbie, Jessica, Mary, and Eve make Abby a get-well-soon card, and Teri says it may take a while to deliver since Abby is contagious.



Pictured: A doodle of the anthropomorphic Abby (Squirrel or Wolf) in bed with a thermometer, and "Feel better Abby!" noted beside it.

13-14.jpg

December 17, 1990

School begins again, with smaller classes while teachers care for sick kids. Debbie is in class with Jessica, but Simon, Mary, and Eve are in a different class. They continue working on the cartoon, and move Jessica to the actor's group, Group D. Jessica is stepping in to voice Abby's roles. She enjoys it, particularly voicing a character she created named Pearl (pig), who is similar in personality to Jessica. Debbie steps in and draws background characters for a sick groupmate named Ben. Debbie hopes everyone feels better soon, and the teachers worry the sickness will spread.

15-16.jpg

December 19, 1990

Uncle Teri tells the children working on the cartoon that they'll be attending a fair with him and his friends over the weekend, putting on a play based on the cartoon. Debbie is excited to go since she hasn't been outside much. She mentions Uncle Teri telling her it was dangerous to be outside without an adult. Not all the children can go, so Debbie isn't trying to show her excitement too much, in case the other kids get jealous. Abby is still sick. Jessica and Simon are also in the play. Jessica and Debbie are playing characters they created - Jessica as Pearl, and Debbie as Rory. Debbie mentions thinking Simon would have played Shay due to their similarities, but he was instead the script writer. Simon is nervous about writing with Uncle Teri, but Debbie encourages him. Jessica teases Debbie for having a crush on Simon. Debbie isn't sure, but she doesn't think Simon is interested anyway.

17-19.jpg

December 21, 1990

The children have a dress rehearsal. Debbie is given a onesie and a mask with bunny whiskers. Jessica is disappointed when she gets cardboard ears, a pig mask, a big pink suit, and a curly tail. Jessica didn't want to talk during the dress rehearsal and Debbie is worried Jessica is angry with her. Teri is insistent on the masks, becoming angry when they slip during rehearsal. The masks are taped to their faces despite it being uncomfortable. Debbie describes rehearsal, and how hot her costume was making her. Teri provides water and fruit during her breaks to keep her hydrated. Simon compliments her work and her costume, which makes Debbie happy. She wishes to tell Jessica, but she's "still pouty".

Debbie describes the plot of the play, which takes place the following day: the main character, "Farmer Terry", meets talking animals at his new barn and learns to be a "good farmer". An unnamed teacher plays "Farmer Terry" as a clumsy man who can't use tools. The farm animals are the ones who teach him how to do things right. Teri says the episode is about making new friends and how good it feels to all work together on one goal. When Debbie asks Uncle Teri why he didn't play Farmer Terry, he says he prefers to be behind the scenes.

20-22.jpg

December 22, 1990

Debbie has fun at the fair. Jessica apologizes for being jealous of Debbie's costume and the attention she was getting. Debbie laments that Jessica is great too and wishes she knew that. Simon is backstage helping Teri direct. Debbie sees him shaking and thinks he's nervous. She sees Teri whispering to him a lot.

The show goes well, despite Debbie stuttering and Jessica tripping. The audience seems to like it. Teachers speak with families in the audience after the show. Debbie isn't allowed to speak to them however, and is taken home. She laments not being able to enjoy the fair. She's told it's to prevent them from getting sick like the others. Other children express the same to Teri, who gets "really strict". He says they'll get sick on the rides, and that they wouldn't be comfortable because they

weren't allowed to remove their costumes. He insinuates their attitude is selfish. Debbie says she understands and that Teri always knows what's best, but Jessica is still upset.

23-24.jpg

December 28, 1990

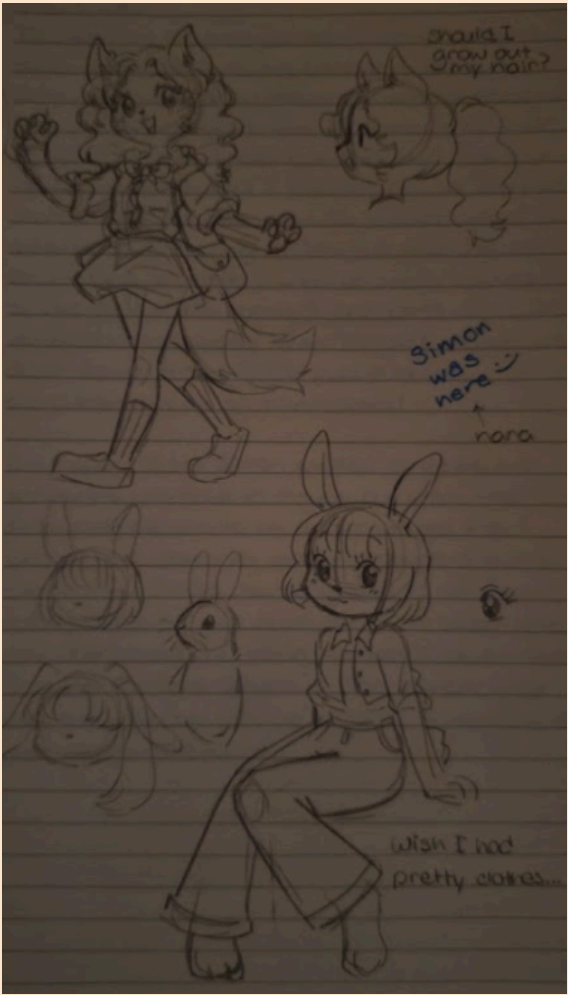
Teri takes Debbie and others out of school to help introduce a lot of new additions to the community. Debbie recognizes some of the new kids from the fair. Teri makes Simon and Debbie "helpers", and has them show groups of new kids around. She mentions going to the "grown up stations" where Uncle Teri's friends live. She describes it as having drawings taped on the walls and lots of sketchbooks, and generally messy but "really cool". Debbie talks about new kids: Monica, Christina, Freddy, and Penn. Simon seems nervous around everyone but Debbie helps, saying Simon smiles at her a lot. Debbie is teased more about liking Simon by the new kids. Teri says more kids are coming later in the week.

25-27.jpg

December 29, 1990

Simon confesses to Debbie that he hasn't been able to sleep well. He hears screams and loud bangs, and it's given him nightmares. Debbie encourages him to tell a teacher, who tells them they should go to Uncle Teri. Simon seems afraid of Teri, but doesn't tell Debbie why despite her asking. She offers to hold his hand and go with him, which made him blush, which Debbie found cute. They find Teri in the barn, and Debbie helps Simon explain what he was afraid of. Debbie says Teri was nice, and wasn't angry they asked. Teri says that on a full moon, animals "get rowdy". When they asked why that was, Teri says there are legends about the moon having power over animals, and influencing their behavior according to the moon phase.

Teri encourages them to write about their feelings and turn it into something positive. Debbie says Teri smiles at Simon a lot, and thinks he "just wants to make sure he was doing okay". Debbie walked a scared Simon back to his cabin, holding hands again. She says she'll check on Simon later, and maybe they can draw together.



Pictured: A more human-like but still anthropomorphic drawing of Debbie's character, with longer hair, and a note that says "Should I grow out my hair?". Another drawing of a bunny girl with fashionable clothing, and a note that says "Wish I had pretty clothes...". A note in blue pen says "Simon was here :)". In pencil (from Debbie), an arrow and "haha" are drawn to Simon's note.

28.jpg

May 7, 1997

(Debbie is approximately 13)

This is the first entry in a new journal, given to Debbie by Teri. (She seems to have dropped the Uncle.) He wants her to write down ideas about the story her and Simon thought of. He and his friends are interested in making it into a cartoon. She's not animating anymore, saying Teri really wanted her to like it. She says it's tedious because Teri has them hand-draw everything and then upload it. She says Simon is excited about working on the script, and gives us a synopsis: "a boy and girl in elementary school learning how to better themselves". She's glad Simon agrees to let her draw animals for characters rather than humans.

29-30.jpg

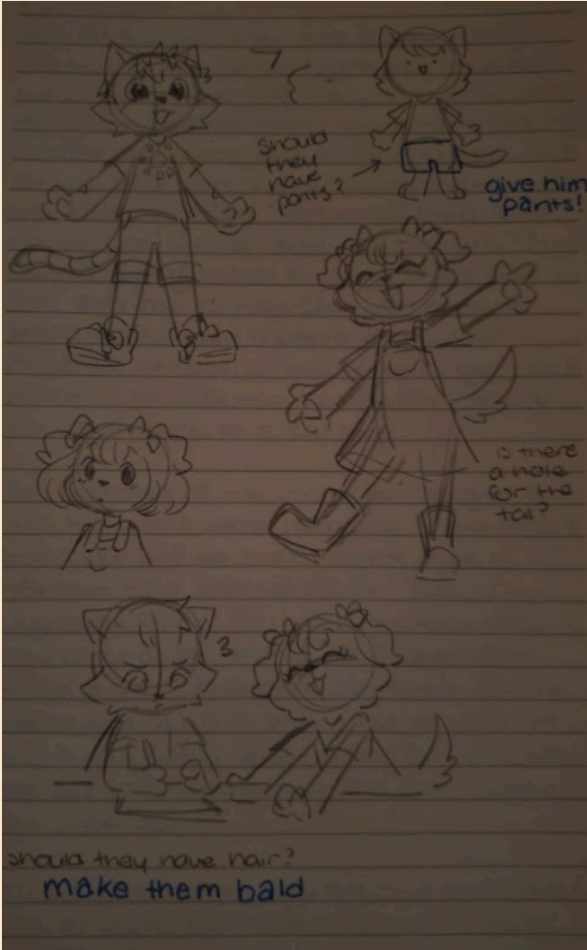
May 10, 1997

Debbie describes the main two characters on the show, noting the similarities between her and Simon, and the two main characters, Eliot and Ella. She also describes Ella as being in "her own world". She also says how she wishes Simon would see himself in a better light, and learn to set boundaries. Debbie thinks these characters will do really well together, and that they remind her of yin and yang.

31-32.jpg

May 11, 1997

Debbie makes bullet points for show notes, mostly about "Cat"'s design and ideas for a name. "Mark? Donnie? Kenny? Elliot? Luke?". Under "Dog", similar notes. Names are "Ella? Goldie? Jess? Molly? Tera?". The next category is named "Pilot Episode" and themes the show could deal with, including: how to deal with bullies, learning to share, divorce at young ages, why fighting is bad, and controlling emotions. Emphasis is given to the fact that the show is for children.



Pictured: Concept art of what seems to be Eliot and Ella, although Debbie and Simon have not officially named them yet. Debbie notes, "Should they have pants?" and Simon responds "give him pants!" and draws pants on the Eliot sketch with his blue pen. Another note from Debbie asks if there is a hole in the dog's dress for her tail. Debbie notes, "Should they have hair?" Simon responds, "make them bald".

33-34.jpg

May 18, 1997

They settle on a theme for the pilot: dealing with bullies. Teri, his friends, Simon, Debbie, Jessica, Mike, and Mary do a reading of the script. They've chosen a name for the characters: Eliot and Ella. Debbie isn't sure why, but Teri insists on Eliot having only one L. The plot is described as Ella helping Eliot stand up to his bullies, and Eliot discouraging Ella from getting revenge and stooping to their level.

Teri approves of the character designs, and likes that it looks different from the style in Terry's Vegetable Patch. He says the kids want something new and fresh to watch, and Terry's Vegetable Patch was ending soon. Debbie is a little sad, since it was the first show she worked on. Debbie is impressed with how the animators are able to work, since they're still hand-drawing the show. Debbie notes how smooth and effortless the animation is, and wished she liked doing it. She wonders if Teri felt proud when he first started making cartoons too. Simon is invested in the project, but is still stressed. Debbie is annoyed that he can't see his talent, when everyone else can.

Diary 2

Editor's Note:// Can someone flesh out Diary 2 a bit more?

35-36.jpg

May 20, 1997

With no other journals to write in, and thinking no one else will read it since the cartoon was approved, Debbie admits she likes Simon. She isn't sure if they're allowed to date, or that he returns those feelings. She again laments his low self-esteem, saying she just wants him to be happy.

37-38.jpg

May 22, 1997

Debbie complains about farm life - chorin' from morning to night, and still working on Eliot & Ella. She then complains about the newer, younger kids, frustrated with their inexperience doing farm work. She knows to speak gently since they're young, but hates having the extra work because of it.

She complains about having to help the teachers keep the children under control at school, and evidently the teachers when they become frustrated. She "feels like the adult" and is overwhelmed by it.

Simon sees this and offers to help her with cooking duty. She can't tell if they were flirting while he was helping or not. She finishes the entry by saying, despite Teri encouraging her to turn her negativity "into something positive", she doesn't always feel like creating; sometimes just wanting to go to bed.

39-40. jpg

May 25, 1997

Debbie is told by Teri that there's nothing left for her to do for the cartoon, and that she should rest for the day. She assumes he saw how tired she was previously. She says she can't see Simon since he's been working with Teri on the script. She's very bored, and writes about wishing she could be a runner and get supplies in town. She wonders if it would be alright to leave the farm and walk around for a bit.

She says the kids are expressing the same sentiment, but Teri is adamant that the kids aren't allowed to leave, even on field trips. When Debbie brings up the fair from previous entries, he says it was different; and she realizes that they were simply there to perform and left right away. She's upset by this, saying it isn't fair to her or Jessica, who wish they could purchase new clothes. She expresses how old and "ugly" their current clothes are. Teri tells her it would be selfish to shop for themselves, and lectures them, which Debbie said was boring. She reiterates: "I just wish we could do more than stay on the farm every day."

41-42. jpg

May 28, 1997

Debbie worries about how many kids are becoming sick. The sick kids are quarantined to their cabins and Debbie isn't allowed to visit. She says some kids come back, but others have been gone more than a week. When she asks Teri, he deflects and tells her not to worry about it.

She asks about Abby (last referred to in Dec. 19, 1990 entry), and Teri tells her she had to go back to her hometown because they couldn't treat her properly on the farm. He insists he told her when Abby left, but Debbie doesn't remember that. He also forgets where said hometown is, so Debbie isn't able to contact her. He tells her Freddy should be recovering soon, which she had forgotten about, citing how hectic things have been the past few days as the reason. She hasn't been able to speak to Simon either. Finished the entry: "Maybe I'm worrying for nothing."

43. jpg

May 30, 1997

"Teri did you read my journal?? NOW I GET TO HELP THE RUNNERS AND I'M GOING WITH SIMON?!"

Jessica urges Debbie to confess her feelings. Debbie worries about things getting awkward, and still having to work together on Eliot & Ella. She also wonders what would happen if they had time alone together, even though Teri's friends would be nearby on the run. She doesn't want to confess in front of others. She says she's more excited to get out of the farm for a couple of hours, if nothing else.

44-46. jpg

May 31, 1997

Debbie is very excited, says Simon likes her too, and that they might be dating; they also get to see the cartoon the next day.

She backtracks and talks about going to town for supplies with Simon and the other runners. She likes the walk through the woods, and nearly asked Simon to hold her hand while they were climbing the rocks, but was too embarrassed. They eventually squeeze into a car and go to the grocery store.

Shopping is boring, and they have to stick to the healthy grocery list Teri gave them. She says she can't remember the last time she had a poptart, and that her and Simon's favorite flavor is cookies and cream.

When they get back, Teri tells her and Simon that they get to be the first to see the cartoon the next day. Simon offers to walk Debbie back to her cabin after they clean the barn, and they talk about their day out. Debbie confesses her feelings. He looks shocked, which worries her at first, but then he confesses he likes her as well.

47-48. jpg

May 31, 1997 (second entry)

Later the same night, while cleaning the barn, they hear screaming nearby. Simon says they're the same screams from his nightmares when he was younger (mentioned in 12-29-90 diary entry). The livestock are

fine, and Debbie says the moon wasn't full, referring back to Teri's explanation back in '90 when they questioned him.

They leave the barn and follow the sounds, and eventually stumble across a large amount of fresh blood in a nearby field. Simon insists they keep investigating and takes Debbie's hand to help her stay calm.

They follow a trail of blood to a shed behind the barn, where they aren't allowed. Simon persists on entering, but before they can knock Teri notices them and asks what was going on. "His shoes were stained red and there were some red spots on his arm." When Teri notices Debbie notice this, he explains he was slaughtering meat with "his friends". He acts surprised that they didn't know this, but Debbie doesn't remember him ever telling anyone they slaughtered the animals.

She remembers that they didn't buy any meat at the grocery, and Teri insists it's because "he doesn't trust how other companies sell their meat". She says he smiled but it seemed more forced. She wants to believe him, but she can't shake the feeling they saw something they weren't supposed to.

49-50.jpg

June 1, 1997

"I think something is wrong with Teri. I don't know what he's doing or what he's on but he's changed and I don't like it."

Teri shows Debbie and Simon the Eliot & Ella pilot. The beginning is the same as Debbie and Simon wrote it, but the dialogue grows dark halfway through, which Simon is upset by. Teri responds by shouting at them to be quiet during the screening. Debbie writes, "I've never heard him yell like that before."

The cartoon becomes violent and bloody. Debbie nearly passes out, which makes Teri angry. He accuses her of overreacting and being "ungrateful for his help". She's left unable to respond, and unable to understand what he did, or why he did it. Teri says this is how cartoons should be: dark, and "showing the human spirit", with a clear division between "right" and "wrong". Simon tries to propose changes, but Teri says it's too late and it would be "shown to the children" tomorrow. (Note: the group of children this refers to is not made clear by Debbie, but is presumed to be other children on the farm.)

June 2, 1997

Teri seeming more Not Okay (reminds me somewhat of a manic-type state), Simon trying to stop it from being shown to kids

Teri shows it to kids anyway & frames it as something Simon & Debbie did

June 3, 1997

Simon & Debbie meet up- discuss theory on children being dead

Diary 3

57.jpg

April 9th, 2006

The diary starts by Debbie saying that they (Debbie and Simon) are having twins. Debbie has been begging Simon that 'this' isn't just about them now, but their children. She asks "How long before Teri does something worse?". Simon keeps telling Debbie that he has been working on it and that she shouldn't worry. She feels like she's the crazy one for being upset about this. She isn't just worried about herself but how the babies are going to feel. Debbie thinks that the stress she has isn't good for the babies. Simon doesn't wanna run away but Debbie thinks that he needs to know that there comes a time and place where this isn't about him anymore and he needs to protect themselves. Simon is trying his best to be strong, but he is just as scared as she is. But Debbie doesn't know how to expect to go on like this and asks how long they are going to keep living at the barn.

58.jpg

April 14th, 2006

Debbie doesn't know how Simon is even able to sit in the creative rooms with Teri and his friends. Debbie can't draw since she is pregnant, it would be too much stress on the babies. But she doesn't think she could stomach what they're doing to the characters in the cartoon. She thinks that the cartoon has gotten worse and that they're so violent and terrifying. Eliot and Ella weren't meant to be like that; they were two kids trying to figure things out and learn how to become better people. She knows that she can't object and that she has to keep quiet to keep the peace, but she doesn't feel good knowing these are the things being shown to children. It disgusts and sickens her that his friends all play along with him.

59.jpg

April 16th, 2006

Simon has started programming. Debbie thinks that it's at least better than writing those cartoons. And she could tell that since the release of that episode that Simon hasn't liked writing as much. He's been focusing on more things that are analytical, and not so creative. And she thinks that's the best thing he could do. Debbie knows that some of Teri's friends were also programmers, they worked on the sites

for KMW and Simon had a hand in those too. She doesn't really understand how it works, but Debbie thinks if it makes Simon happy and it keeps him away from Teri, so be it. And maybe once they leave they can make cartoons like they used to. But she thinks that's impossible.

60.jpg

April 21st, 2006

Simon isn't just doing programming for the websites but now Teri wants to make video games. Debbie knows that the kids have laptops and they get to play games there, but she doesn't think that was something KMW could do. Simon has been coming home later at night and he's apparently supposed to work around the clock to get this game done quickly so Teri doesn't just make your ideas terrifying but he also robs you of any energy you have. Debbie felt the babies kick and she told Simon and he just nodded. She doesn't know what she's supposed to do to make him happy.

61.jpg

April 22nd, 2006

Simon told Debbie that the game is about Eliot. The same Eliot that they made. And Simon said that the player gets to control Eliot in the game. Debbie told Simon that he shouldn't work on that project but he told her that he NEEDS to. But Teri says that Simon doesn't have to do anything. Debbie still wants to go somewhere safer away from this. Debbie told Simon that he should just work on programming the websites but he says that he can't. He hasn't heard from the other programmers and it's all falling on him for the game. Debbie doesn't understand it, even when he tells her this is just to make sure Teri doesn't get suspicious of us. Simon promised her that everything is going to be okay and that something good will happen soon.

62.jpg

April 23rd, 2006

Simon had just taught Debbie a code that wasn't programming code. He calls it "tap code" where you use numbers that can be translated into letters and can be used to communicate with other people. Debbie has never heard of codes like this before and she thinks that it feels good to focus on something that isn't the game. (She also asks if tap code can be used in video games and we have used it to decode the message Simon put in the Eliot's Adventure game). Simon seems to be really into the tap code and it has been a while since she has seen his eyes light up like that and it reminds her of when they made their first cartoon together. And she misses when they were happy like that.

63-64.jpg

April 29th, 2006

Debbie doesn't want to go back outside, she doesn't want to let them see her like that. Some of the girls on the farm threw her a baby shower. She thought it was really sweet at first ; there was good food and games to play. She felt normal, like things could be okay. But then gave the gifts. Everything was handmade and done so wonderfully but they were all themed after the show. Debbie had to force the biggest smile and squint to stop herself from tearing up. She just told them she was feeling nauseous and now she has to go back there and pretend she's thankful to see the shit in her house. And then she asks : "When can I escape this?" She hadn't cried this hard since she was little. It hurts her so much. Simon's eyes kept staring at her, and all she could think of was what Teri had done and that she couldn't use any of the gifts. Simon saw the furniture and just put a blanket over it. Debbie thinks that that doesn't change things and she hates it.

65-66.jpg

May 2nd, 2006

Debbie still doesn't know if that (April 29th) was real. She's alone with her baby girl. The one baby girl. The midwife helped her a lot. Simon and Teri were here for the birth. She didn't want Teri there but Simon wouldn't tell him to leave and she hates him for that. Something happened during the process. She still doesn't understand it. It hurt like hell, but she knew it would. She didn't know how much it would actually hurt. The first baby came out, and the second was shortly after. The midwife told Debbie that the cords became tangled. Teri said that Debbie had to act quickly. He said that only one could survive. Debbie couldn't believe it, she thought it was another delusion from Teri. But the midwife agreed. One of her babies died before Debbie could even hold her. Teri first held the baby and called her 'the miracle child, that her firstborn gave her life to save her sister's life.' Debbie felt sick and uneasy. Teri told her this is what was meant to be, that each life is to be selfless. And now she's alone with her one baby girl and Simon isn't even there. And she says she doesn't know for how long she can do this for.

67.jpg

May 4th, 2006

Simon came home tonight with the biggest smile. He told Debbie the game was almost ready. She didn't care. She doesn't want to play it. She's exhausted and she doesn't need to see Eliot. He's insisting she must play it. He says he put something in there especially for Debbie. She doesn't like this. And she asks : "Teri, what have you done to him?".

68.jpg

May 5th, 2006

The game came out today. Simon is so happy he wants to bring Debbie a "special copy" tomorrow night. She's not sure what he wants and that scares her.

69-70.jpg

May 6th, 2006

Simon brought in a laptop for Debbie to play. It's too late though, the baby and her need to sleep. But Simon told her this was a special copy she'll love. Debbie wants to get out of there. She can't stay, she thinks she has got everything she needs for herself and the baby. She'll read Simon's notes later. And she added : "Simon I'll miss you. But we both know this is the right decision."

71.jpg

May 13th, 2006

All that is written is: "Sarah. Her name is Sarah."