

Tab 1

Slendytubbies Retake

Chapter 1: Investigation

The story starts with the Tubbyland police station getting called to go to Tubbyland because of a mass murdering. White is sent to go to Tubbyland to check out the scene of the crime. When he gets there, he instantly finds a singular tubby custard on the ground. He begins to put police tape around the crime scene. After putting two police tape around two custards, Tinky Winky appears.

Mechanics: as Tinky Winky gets closer to you, the more your vision goes fuzzy. In the distance you can sometimes see a completely normal Tinky Winky. If it is in your vision for too long, it will bring Tinky Winky closer to you and it will vanish.

Tinky Winky has his appearance from the first game but he is wearing a mask instead of the weird face actually being his face. You need to evade Tinky Winky while you put police tape around all of the other custards. While putting police tape at each scene of the crime, you see the dead bodies of the other three Tubbies. Dipsy is decapitated in the TubbyDome, LaaLaa has her eyes scratched out, and Po is hanging from a tree. After putting police tape around Tubbyland, Tinky Winky disappears and you are allowed to explore the whole map. You need to investigate the TubbyDome in order to progress through the story.

While investigating the TubbyDome, you find a hatch under the table, and you open it. A long set of stairs lead down into the darkness. White pulls out his flashlight and walks down.

Chapter 2: the dark

White gets down into a creepy basement area. He pulls out his walkie-talkie and speaks into it. "Hello this is, officer White. I have found a secret basement in the Tubbyland house. I repeat. I have found a secret basement in the Tubbyland house. I will be investigating it." White turns off the walkie-talkie and begins exploring the basement. The basement will be very dark. You will need a flashlight to navigate it. In the basement there will be a lot of unknown machinery, Custard Creation Machines, storage, and deactivated NooNoo's. Tinky Winky will slowly be following you as you navigate through the basement. In this section you need to search for a "managers key" in order to unlock a door. Once you unlock the door, you find a report on a desk about the custards having some sort of weird effect on the consumers as of recently. White realizes that he can't just leave the custards out there for others to just eat. He turns on his walkie-talkie and speaks into it. "This is officer White. The custards in Tubbyland seem to be causing some sort of virus on consumers, such as Tinky Winky. I will be collecting all the custards at the crime scene, and I will bring them back to the station. Make sure no other Tubby's get they're hands on the custards. I repeat, make sure no other Tubby's get they're hands on the custards." And with that he turns off the radio and you need to walk back to the entrance of the basement.

Chapter 3: collect

White gets back up to Tubbyland and now has three missions. Collect all 10 Tubby Custards scattered around the land. While you collect the custards, Tinky Winky will be chasing you at all times. Each custard you collect, he will get faster and faster. The Tinky Winky decoys will begin to become more and more prominent with each custard you collect. Once you collect all the custards one finale sequence will happen. Tinky Winky will let out a loud scream and begin to chase you out of Tubbyland. Once you get out of Tubbyland, White runs back to his

police car and grabs a gun from out of it. Right as Tinky Winky is about to kill you. A quick time event starts and you can either shoot him or let him attack you.

Ending 1: Death

If Tinky Winky catches you then you will wake up in the TubbyDome with a custard right In front of you. Tinky Winky stands beside you as he slams your head into the custard bowl.

Ending 2: Survive

If you shoot Tinky Winky, the bullet will collide with his head, sending him tumbling down onto the ground. White gets in his police car and begins to drive away with all of the custards. As the police car drives away, the camera zooms out to Tinky Winky's lifeless body. 3 seconds pass before his arm twitches.

How to unlock the true ending

In the basement chapter, there are 4 secret papers you can find. They are all documents about the 4 Tubby's and they're creation. There's little notes about them on each one. After you find all the documents, there's a singular digit on each document and there is a panel next to a locked door where you can put a code into. The code will be randomized each time you play. Once you put in a code, a door opens up to you and you walk inside. There are dead Tubbies on the ground and a small glass tube with a blue liquid inside sitting on a desk next to a giant machine labeled as the "Creation Machine". White puts the liquid in a syringe and the game continues as normal until you get to the ending

Ending 3: True Ending

When Tinky Winky is about to kill you, instead of White getting attacked or shooting at him, White pulls out the syringe and shoves it into his arm, which causes him to push you away from him and let out the same scream he has been letting out for the whole game. He holds his head in pain and throws up custard. After throwing up, he collapses unconscious on the ground. White ducks down In front of him and takes the mask off of him. He has a bruise on his face and custard dripping out of his mouth and eyes, but his heart is still beating but at a slow pace. White lays him down in the car and begins to drive to the police station.

Post credit scene

After the credits role, one more scene plays where 3 body bags get sent to a lab.

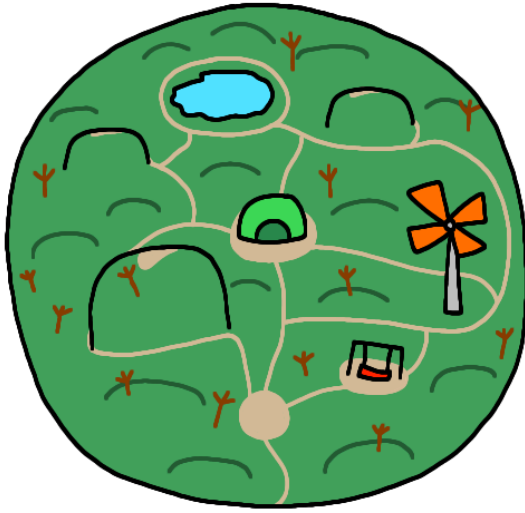
Extras

Tinky Winky design



Tubbyland map

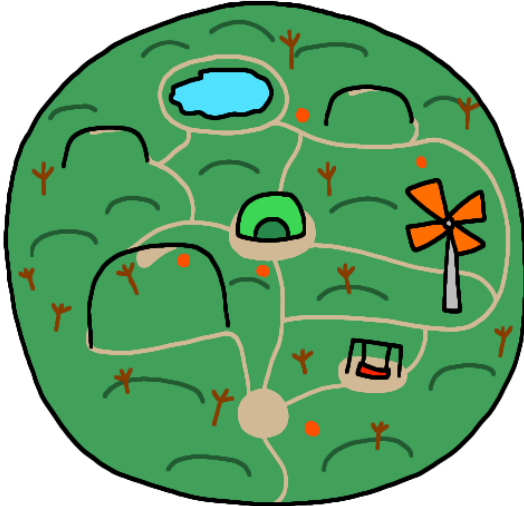
Map of Tubbyland



Locations

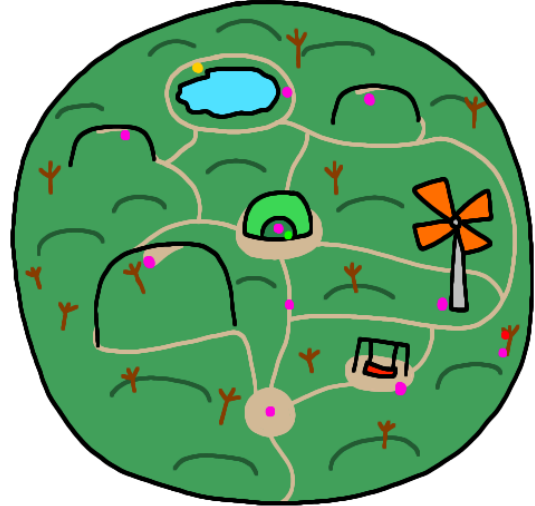
- Tubbydome
- Magic windmill
- Park
- Largest hill
- Pond

Speakers ●



Custard Location ●

Corpse Locations ● ● ● ●



The Basement map



Basement map