

Mr. Sleepy Man 'Critical Path' Walkthrough



So you're having trouble finding where to go next on your sleepy adventure? This guide will go through each task you need to complete to finish the game.

Disclaimer: Mr. Sleepy Man is a sandbox experience that rewards experimentation and exploration. We encourage you to try to get lost in the world before referring to this guide.

Bedtime Town

After waking up for the first time and talking to Teefy, he will let you know where your **Safety Blankey** is. This item will be used as a glider for the rest of the game and is impossible to miss.

Once you grab your **Safety Blankey**, you can pick up a rock and break the window at the top of the stairs to get out and start exploring Bedtime Town.

Teefy's first task to you is to find a pillow - you can't sleep soundly without one! Several moves are gated behind having a pillow, including the ability to attack and the ability to perform a jump-dive.

The easiest pillow to grab* from the start can be found in Grandma Clam's house, pictured below.

*After collecting your first pillow, you unlock the objective "Find EVERY Pillow", and Pillows become another collectible to seek out on your adventures. Only the first one is required to beat the game.

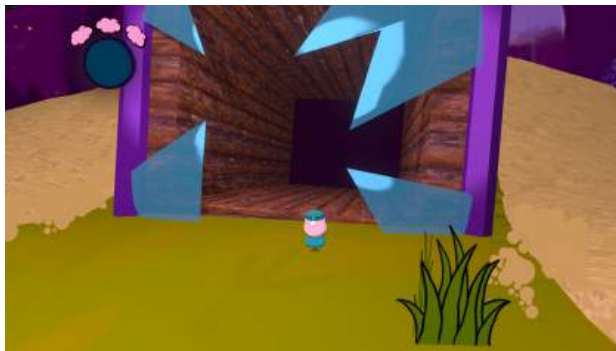


Exploring the World

Bedtime Town is a sandbox playground with many NPCs to mess with, secrets to find, and connected areas to explore. Everything from terrorizing the townsfolk, talking to characters, exploring new areas, and even *dying* all contribute towards your progression in the game. Before diving into the major spoilers, here are some tips on places to explore and some things to try.

Go Back to Bed!

Once you've found at least one pillow, you should return to the smashed TV at the top of Bedtime Town and sleep in the bed in front of Teefy. This will bring you to a new area and ultimately unlock *Deep Sleep*, the ability to restore health (clouds) by sleeping.





Stay Up Past Bedtime!

Those clocks aren't just for show! **Bedtime Town** changes dramatically after **bedtime**. After you've stayed up at least once, you can get to bedtime quickly by sleeping in a bed and selecting **Sleep Until Bedtime**.



Pay For Your Crimes!

By causing enough mayhem in **Bedtime Town** you will become **Wanted!** Getting caught by either of the **Bedtime Patrol** will get you sent to jail, but is this truly the end of your run...?



Explore Beyond Bedtime Town!

There are many things to see and do beyond the confines of Bedtime Town - simply follow this sign towards the Sleep Inn to trek into the great beyond.



Die!

You read that right! In Mr. Sleepy Man, not only is death not the end, but death leads to brand new opportunities!



Main Quest

Major Spoilers ahead for the main quest of the game.

To start the Main Quest of the game, you must have collected at least one "Shiny Thing", and must die at least one time.

Dying at any point in the game will take you to "Nowhere Land", an area where you can restore TVs to jump back to certain in-game events. Once you have visited "Nowhere Land" a single time you can return there immediately from anywhere by pausing and selecting "Wake Me Up" from the menu.

Once you have made it to "Nowhere Land" with at least one Shiny Thing, here is how you complete the main quest of Mr. Sleepy Man.

Teefy's Broken Memory

In **Nowhere Land**, you can find a broken memory card to pick up and bring down to the console. Teefy will mention that the TV is broken and there's no way it will work.



You can fix the TV by inserting one "Shiny Thing," which can be found all over the game.

Once you've fixed the TV and inserted the memory card, you will kick off a story section where Teefy remembers his lost pal, Dinosaur Jones.



Teefy's Home

During this story segment, Teefy will have to find five notes around his house to remember the song Dinosaur Jones allegedly taught him.

The pink note can be found on the Lonely 64 next to the TV.



The green note can be found in the oven.



The orange note can be found in the refrigerator under the cupcake.



The purple note can be found in the bathtub.



The red note can be found in the bedroom behind the family photo.

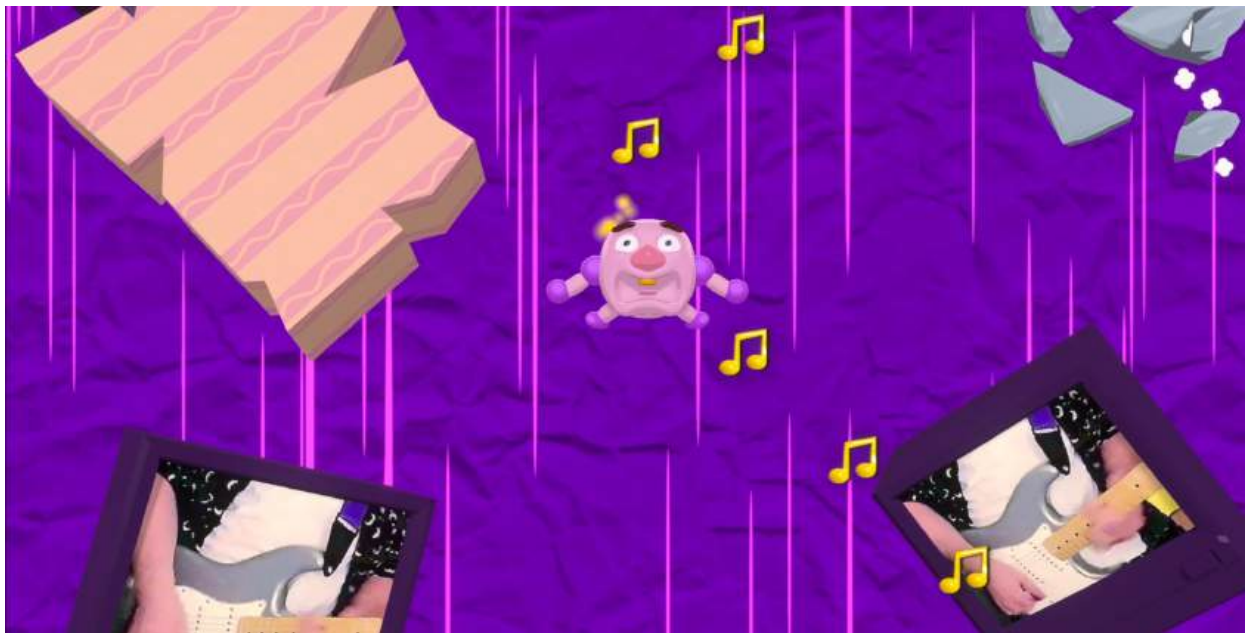


Once you have all of the notes, go back and play them on the guitar to continue on to the "Lost in Dreams" song section.



Lost in Dreams

This next section is a playable music video with Notes to collect and a rhythm game to play. You will be scored based on your performance, but there is no minimum score required to progress.



Strings of Slumber

After finishing "Lost in Dreams", you will receive the **Strings of Slumber**. There are many songs to learn throughout the world which each have different effects. Talk to Teefy again to learn **The Ballad of Broken Dreams**.



Put Bedtime Town to Rest

After you learn **The Ballad of Broken Dreams**, Teefy will reveal that Bedtime Town is already gone, and all that remains is a memory that keeps playing in circles. The only thing left to do, he says, is put that memory to rest. To accomplish this, you will need to cause an ultimate amount of chaos in Bedtime Town and play **The Ballad of Broken Dreams** with the **Strings of Slumber** at just the right moment.

Each of the five main denizens of **Bedtime Town** and its sewers (the Shopkeeper, the Bedtime Patrol, Papa Bear, Grandma, and Smash Mouse) can have their dreams ruined, and be made to hate Sleepy so much that they chase him down as part of an Angry Mob. Upon reaching this state for a given denizen, the player will receive their **Broken Dream Piece**.

Depending on how you have been playing, you may have already collected a few **Broken Dream Pieces** by the time you reach this part of the game. Once you've learned **The Ballad of Broken Dreams**, a special Red TV appears in **Nowhere Land**, with each of the

five **Broken Dream Pieces** needed to unlock it. *Unlocking this TV with the **Broken Dream Pieces** will immediately send you to a version of **Bedtime Town** where every single denizen is out for Sleepy's head, which is the state you need to ultimately progress.



*While the Red TV is the most straightforward way to achieve this full Angry Mob state, it is possible to rile every Bedtime Town denizen into a frenzy in a single loop, which will achieve the same thing.

Collecting the Broken Dream Pieces

The Shopkeeper - Broken Dream Flower

The Broken Dream Flower can be collected by stealing the cash register from the store. Once you enter the store, hop up on the counter and grab it.



Run out of the store and jump across the water so the shopkeeper stops chasing you. You're now free to grab a nearby rock and throw it at the cash register to break it open and pick up the Purple Flower.



Grandma - Broken Dream Clam

The Broken Dream Clam can be obtained by crashing Grandma's car. There are multiple points in the game to obtain the keys to her car, but the simplest is by stealing them from her while she is in the store.



Once you see her car outside the store, go inside and swipe the keys from her hands. If you're quick enough, you can enter the car immediately and crash it into the river, or a few times into the first solid object you see.





Once you crash the car, the Purple Clam will appear from the wreckage. Two down, three to go!

Bedtime Patrol - Broken Dream Donut

The Broken Dream Donut is obtained by destroying the Spotlight partway up the Clocktower that oversees Bedtime Town. The easiest way to do this is to steal the Keys to the Spotlight from the Bedtime Patrol, and to use the Spotlight to make the Moon cry.



Notably, however, it is very challenging to steal these Keys.

Upon entering the building, you will start to get chased by the police man. There are a number of ways to get past him:

- You can use the coffee pot from the store to sprint past him and get to the top.
- It is possible to juke him with good movement and well-timed rolls.
- You can give yourself a headstart by throwing a donut behind you, waiting for him to go pick it up, and then running.
- You can also make yourself slippery using the Creamed Corn in Grandma's house to give yourself an additional chance to escape his grasp.
- By holding the (B) button (the sleep button) and moving, you can sneak. Sneaking past the Patrolman lets you reach the key without waking him up.

As you run up the building, you'll spot a key; avoid it for now. Once you make it to the top, you can cross the wooden plank to where the spotlight is.

Beside the spotlight is an hourglass; rolling into it will unlock a shortcut back up to the top of the clock tower. These hourglasses are permanent shortcuts that persist loops - you can now come back here on another loop while the Patrolman is still asleep, use the shortcut to head into the Patrol Tower from the top, drop right onto the key, and take it up to the spotlight without him noticing.



Once you have the key, you can unlock the spotlight. Aim it to the left of the town, and you will see a satellite dish. Hold the light over the dish to reflect light onto the moon and make him cry. This will unlock the Broken Dream Donut and help us in obtaining the next **Broken Dream Piece**.



Broken Dream Portrait

This collectible is obtained by ruining Papa Bear's marriage.

Disclaimer: One of the most straightforward ways to unlock this collectible is to make the moon cry, like how you did when collecting the Broken Dream Donut. This will flood the attic of the Bear family house and give you the setup you need.



You can now climb to the top of the clock tower and glide down into the attic. The moon will be crying causing the attic to flood. Once inside you can see Grandpa Bear trapped inside. Push the red lever in the center of the room to get out and unclog the attic.





This will cause a "Dirty Magazine" to land on the bed which Papa Bear will run up to check out.

Interact with the bed again and when you see the icon with three lines pop up, that's your indication to press "Y" or whichever button your "Snore" action is on.



Papa Bear will start to get angry and shake Sleepy. Once again when you see the icon with the three lines, press your "Snore" action.



Doing this for a second time will cause Mama Bear to come upstairs and notice the magazine.

Papa bear will say it's Sleepy's magazine. At this point the icon with the three lines will pop up again. **DO NOT PRESS IT** and instead, let Papa Bear take the blame.



The house will then start to crumble and you will wake up in a platforming level. You are unable to use your safety blanket here so just make your way through the level and pick up the Shiny Thing at the end.



Once you pick it up, exit the level using the tunnel and this will unlock the Broken Dream Portrait.



Broken Dream Hammer

This is the last collectible you need to unlock the game's ending. To obtain the Broken Dream Hammer, you need to defeat a boss down in the sewers. You can do this by getting thrown in jail and flushing yourself down the toilet.



Once down there you'll need to find a way to get your handcuffs off. Walk over to the red button to trap the mouse, allowing you to proceed.



Making your way through the sewers, there will be another locked gate that you can unlock by pushing another red button. If you get stuck in the cage while unlocking the gate, you can jump inside the cage to hit the button on top and break free.



Continue on through the sewers and you'll get to the area with the giant mouse.



Jump up onto the machine and use the sawblade to remove your handcuffs. This will start the boss fight.



This fight is pretty straight-forward. You need to avoid his attacks until he does a spin attack. Once out of this spin, he will get really dizzy. You need to run up to him and grab his shoelace.

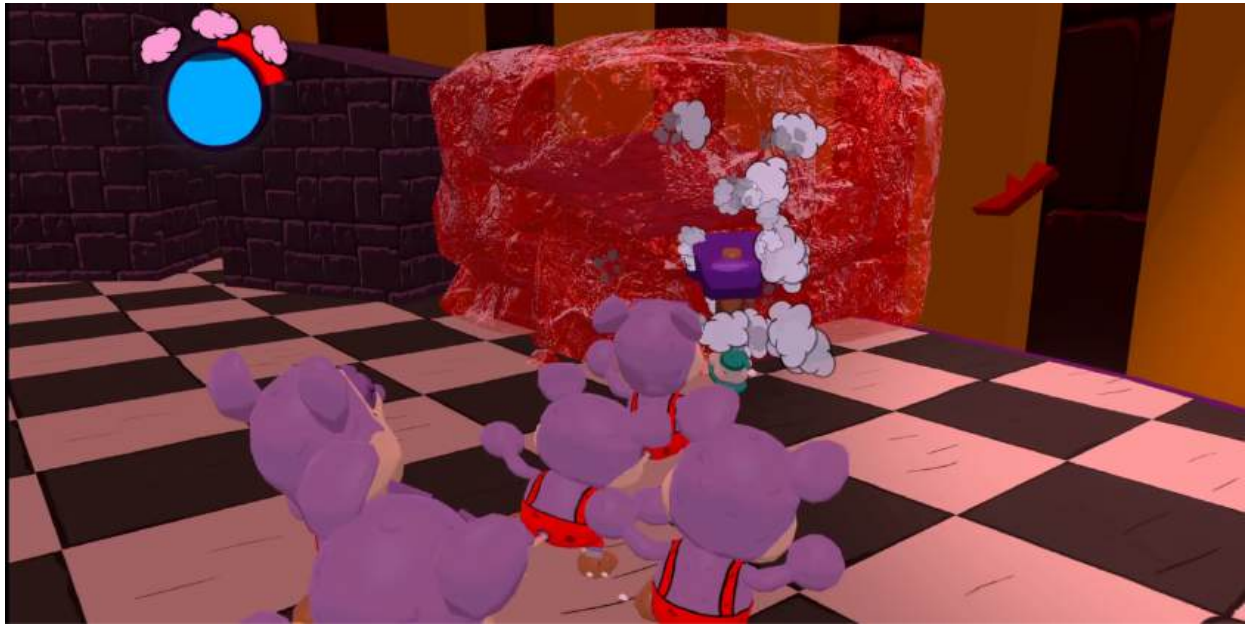


Once his shoelace is untied, the next time he tries to swing, he will slip and drop his hammer.

Make sure to lure him to the "X" in the center of the room after untying his shoelace so that he's in position to have the cage drop on him.



Pick up the hammer from the ground and use it on the big red crystal cube to access the button for the cage.



Keep the hammer and jump across the cage to break through to another area of the sewers.

There will be a shiny thing in here to collect. After picking it up, use the hammer again on the crystal in front of you to flood the sewer and make it back to Bedtime Town.



This will unlock the final **Broken Dream Piece**.



Start an Angry Mob

Now that you have all five pieces you can return to Nowhere Land by sleeping in a bed, selecting "Wake Me Up" from the pause menu, or dying. Interacting with the big TV will start a new loop, with the Angry Mob fully formed and ready to go in Bedtime Town.



Once you're in, you'll need to lure the angry mob to the very top of the clock tower. Shortcuts won't work in this section, so you'll have to lead them up there all by yourself - up the Bedtime Patrol tower and up the Clock Tower (careful of the barrels and ghosties).

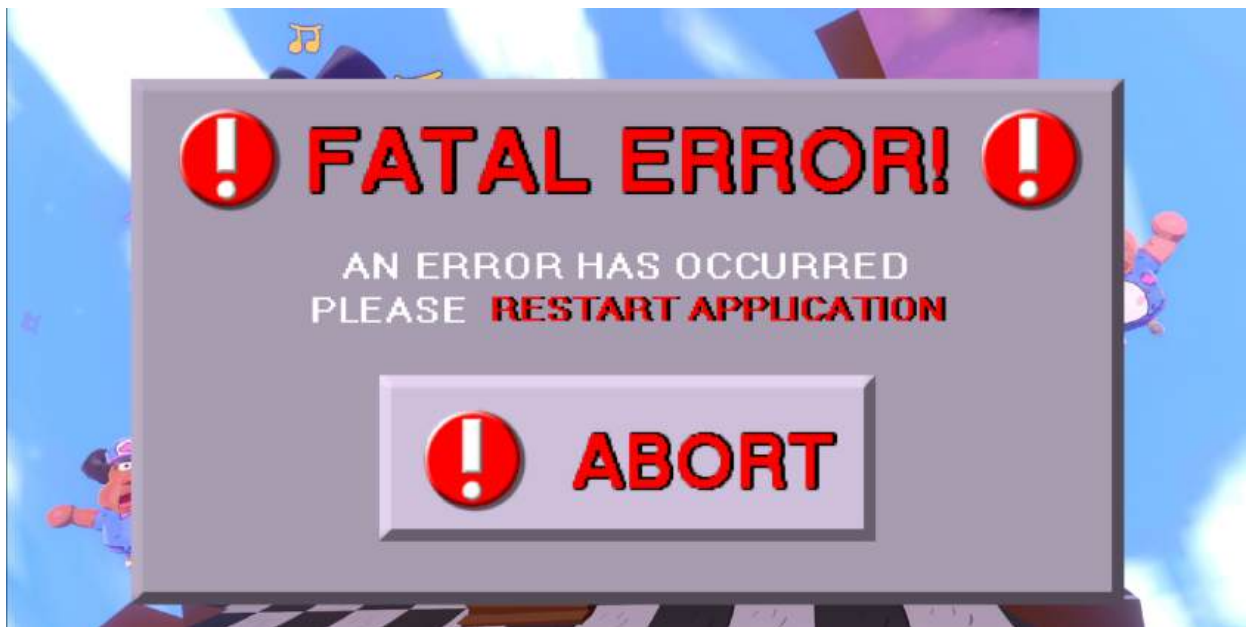
Once you get to the very top, there will be a bell that's frozen in ice. Run the mob around the bell to melt the ice with their torches. Once the ice is melted, bait the giant mouse into hitting the bell with his hammer. Once the ice is melted, bait the giant mouse into hitting the bell with his hammer.



You can now play your guitar and play the melody to put Bedtime Town to sleep for good



This will cause a fatal error and crash the game, prompting you to restart the application.
(If it isn't abundantly clear, this is intended)



If Dreams Remain

When you launch the game again, something has gone horribly wrong.



Go ahead and walk up behind the Lonely 64 to plug it back in. This will reveal a broken TV that you can walk into and reunite with Sleepy.



Once you gain control again, you will be in a maze of hallways. Your goal here is to follow the music that's coming from a colorful TV within the maze.



Reaching this TV will progress the story and ultimately kick off another playable music video sequence. Just like with "Lost in Dreams", there is no minimum required score to progress.

The Final Boss Begins

Once you're out of the music section, Teefy asks you to help Dinosaur Jones. Head up to the staircase to see him, but pick up the broken memory card on the way up there.



Insert the Memory Card into the Lonely 64, and interact with the console to turn it on.



This goes very well for everyone involved.



Your goal in this fight is blind the eyeballs on either side of the arena. This can be done by reflecting their projectiles with your pillow, or by throwing rocks at them. While Teefy is blinded, you can run up to the red plug and rip it out of its socket.



You'll need to do this twice, once on both sides of Teefy. After getting both plugs, Teefy will grab you and throw you into the next phase of the fight.

The Lonely 64



This is the final boss of the game. The Lonely 64 will throw boulders at you, while smaller enemies chase you around the area. Hitting these smaller enemies with your pillow will spawn a projectile that flies into the boss, damaging it. Additionally, some of these boulders will contain things you need to create a bowl of cereal. If you are able to fill a bowl with milk and cereal, and hit the boss with it, you will deal massive damage.



Once you have dealt sufficient damage, the Lonely 64 will try to throw out its hands to grab you. Make sure to line this attack up with the floating TVs around the arena to make him smash them instead. Once he's stunned, run behind him and unplug him. This will progress the fight, but will also allow him to freely move around the arena.

Repeat the steps from the first phase - continue hitting his spawned enemies, or make a bowl of cereal to throw at him. Make his grab attack hit a background TV to stun him once again. This time, you hit the button on the back of him to knock him over.



Once he's down, run over and yank the memory card out of him to end the fight.





At the end of the fight, Teefy will ask you to jump down the hole to help Dinosaur Jones. Jump down the hole using your safety blankey and interact with the headphones to learn the **Sweet Dream Serenade**.

Head back up to Teefy, pull out your guitar and play him the new song.



The End



You will wake up in a green field. Run up to the big tree in the distance and roll into it.

And that's it!

You just beat Mr. Sleepy Man!!



CREATED BY
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