

THE AUGURY HOUSE DEVELOPMENT HANDBOOK





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SECRETS

TIMED TRIGGERS

I. Miniature Neighborhood

- Stand in front of mini neighborhood for 5 seconds.

I.



II. Return from Miniature Neighborhood

- Stand in front of car with head for 10 seconds.

II.



III. Enter Attic

- Stand under the attic entrance for 12 seconds.
- You will now control **SHRUNKEN CHARACTER** which jumps with "spacebar".

III.



IV. Enter Wind Room

- Enter the metal house in the attic
- Upon returning, the time changes to **EVENING**.

IV.



SECRETS

TIMED TRIGGERS

V. Unshrink Character

- Go into the upstairs gambling room and jump on the dresser with the panel light.

V.



VI. Enter Credits

- Stand in front of black monolith for 10 seconds.

VI.



VII. Exit Credits

- Approach glowing house.

VII.



SECRETS

KEYBOARD TRIGGERS

I. Enter Speakers Room

- Go into the downstairs living room and press R eight times in a row.

II. Exit Speakers Room

- Press R eight times in rapid succession.
- Press F to toggle the radio.

V.



VI.



SECRETS

NEIGHBORHOOD

I. Trailer Music Room

- Go into the Gold House and open the door to the bedroom. Touch the Gold Head on the floor to enter the Music Room.
- Wait for the music to end to return.

II. Production House

- Look for the house with the production equipment and the bathtub in the front lawn.

III. Production House - Sleep Concert

- As the Shrunk Character, jump on the shelf and touch the black box.
- Press F to exit cinematic. Character uses WASD to move and Left-Click and Right-Click to change the camera's focal length.
- You will return to the Production House after 55 seconds.

I.



II.



III.



SECRETS

GALLERY

I. Galley Enter

- Stand in front of white cube for 8 seconds.

I.



II. Exit Gallery

- Enter the white house. You will return to the main house after 30 seconds

II.



III. Gum Museum

- As the Shrunk Character, jump up the ladder that leads to the attic

III.



IV. Enter Wind Room

- Enter the metal house in the attic
- Upon returning, the time changes to EVENING.

IV.



SECRETS

POSTCARD EASTER EGG

I. Find the Postcard - Location 1

- Go to the coffee table near the miniature neighborhood.
- Press B to pick up the card.

I.



II. Find the Postcard - Location 2

- Go to the wall shelf in the front hallway.
- Press B to pick up the card.

II.



III. Find the Postcard - Location 3

- Go to the upstairs bedroom and find the suitcase next to the dresser.
- Press B to pick up the card.

III.



IV. Enter the Painting

- Shrink yourself in the attic.
- Jump on the table with the phone, then jump into the painting.

IV.



SECRETS

POSTCARD EASTER EGG

V.



V. Return to House

- Find the postcard laying under a boulder.
After ~20 seconds, the postcard will be illuminated by a light.
- Press B to pick up the card.

SECRETS

FROG EASTER EGG

I. Frog Easter Egg - Start

- Stand next to bathtub and press F.
- Go to bedroom and wait.

I.



II. Frog Easter Egg - Video House

- When videos finish, exit the house.
- Exit the swirling dome.

II.



III. Frog Easter Egg - Dream

- Walk towards the tall plants that glow bright to return to house.

III.



IV. Enter Wind Room

- Enter the metal house in the attic
- Upon returning, the time changes to EVENING.

IV.



SECRETS

RADIO EASTER EGG

I. Play Radio

- Stand in front of the radio for 10 seconds.

I.



II. Enter Radio

- Stand in front of radio and press 1 to enter **ORANGE**.
- Press 2 to enter **SPOOKY DREAM**.

II.



III. Exit Orange

- Stand next to Radio for 3 seconds.

III.



IV. Spooky Dream

- Additional inputs: Numbers 1, 2, 3.
- To exit, stand next to radio for 3 seconds.

IV.



SECRETS

RADIO EASTER EGG

V. Prime Blue

- Go to Gallery and stand next to blue box for a few seconds.
- Blue rods will appear out of the ground. Gently tip them over.

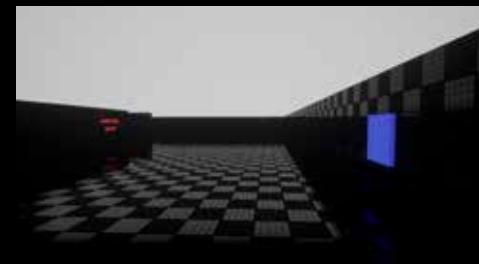
VI. Enter Blue

- Upon returning to the house, a blue rod will be near the radio.
- Tip over the rod, go to the radio, and press 3.
- **ADDITIONAL COMMAND:** Press F to toggle visibility of the floor.

VII. Return from Blue

- A glowing house will fall from the sky and bounce within the level. Touch the house to return.

V.



VI.



VII.



DEVELOPMENT NOTES

PLAYER CHARACTER

Default Character

- Can get stuck inside door when opening/closing door.

Shrunken Character

- After entering the attic, you will shrink into the Shrunken Character.
- The camera can clip through the floors, walls, objects, ect.
- You can enter the miniature neighborhood as the shrunken character. We are thinking of ways to incorporate new secrets that can only be accessed via the shrunken character.

GENERAL NOTES

Community

- The Augury House is an evolving project that is centered around collaborations and experimentations.
- To give feedback/suggestions, hang out with the Augury House developers, and to check out our creative process, don't hesitate to join our discord community!
- Discord: <https://discord.gg/Q8KP24avTU>

Beta House

- Curious to see some of our in-progress spaces? Head over to the miniature neighborhood and look for the house that's wrapped in a strange bubble.

.....I believe that camera clipping is a natural indicator.....of
the.....virtual space.....

.....Camera clipping should be embraced, not rejeced!.....

.....There is one super secret hidden within

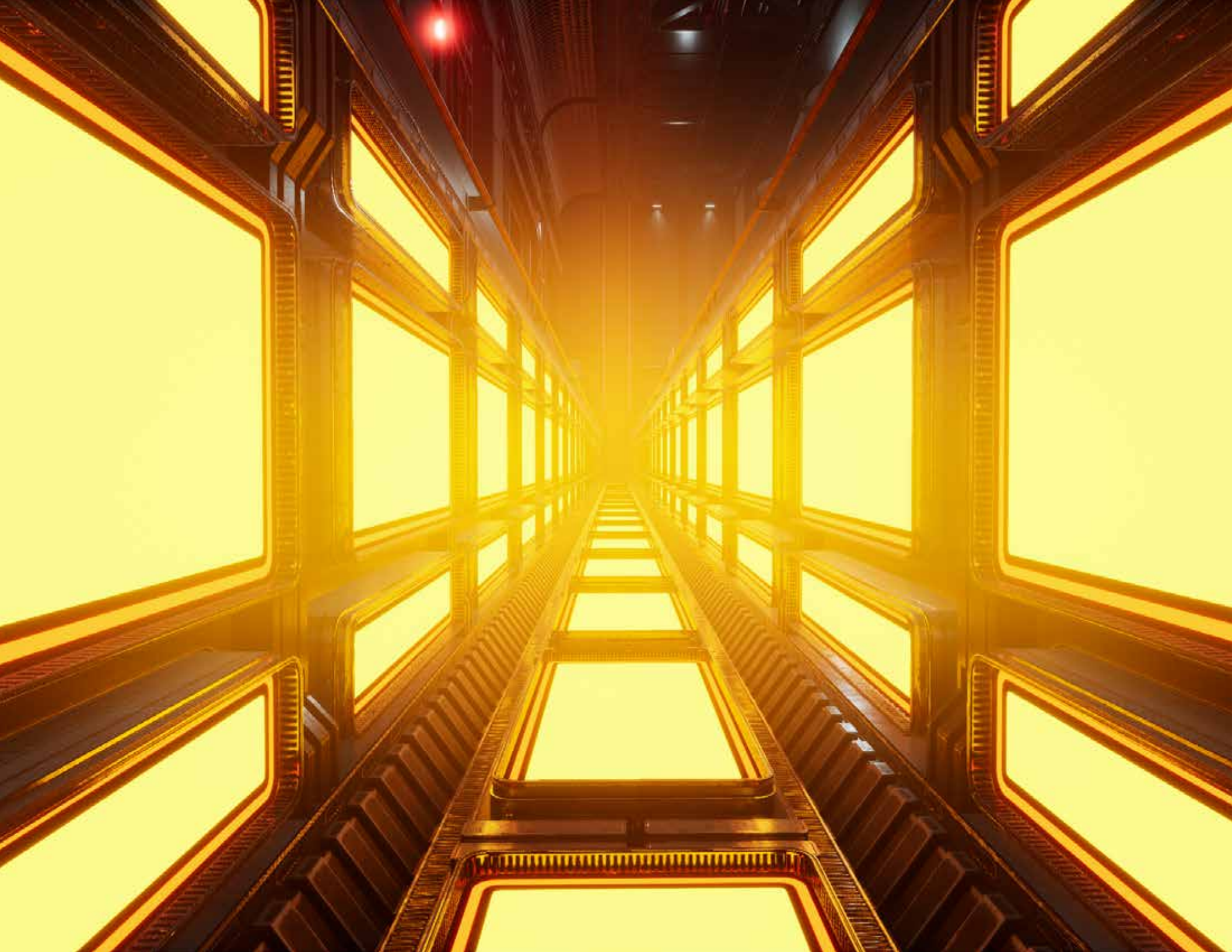


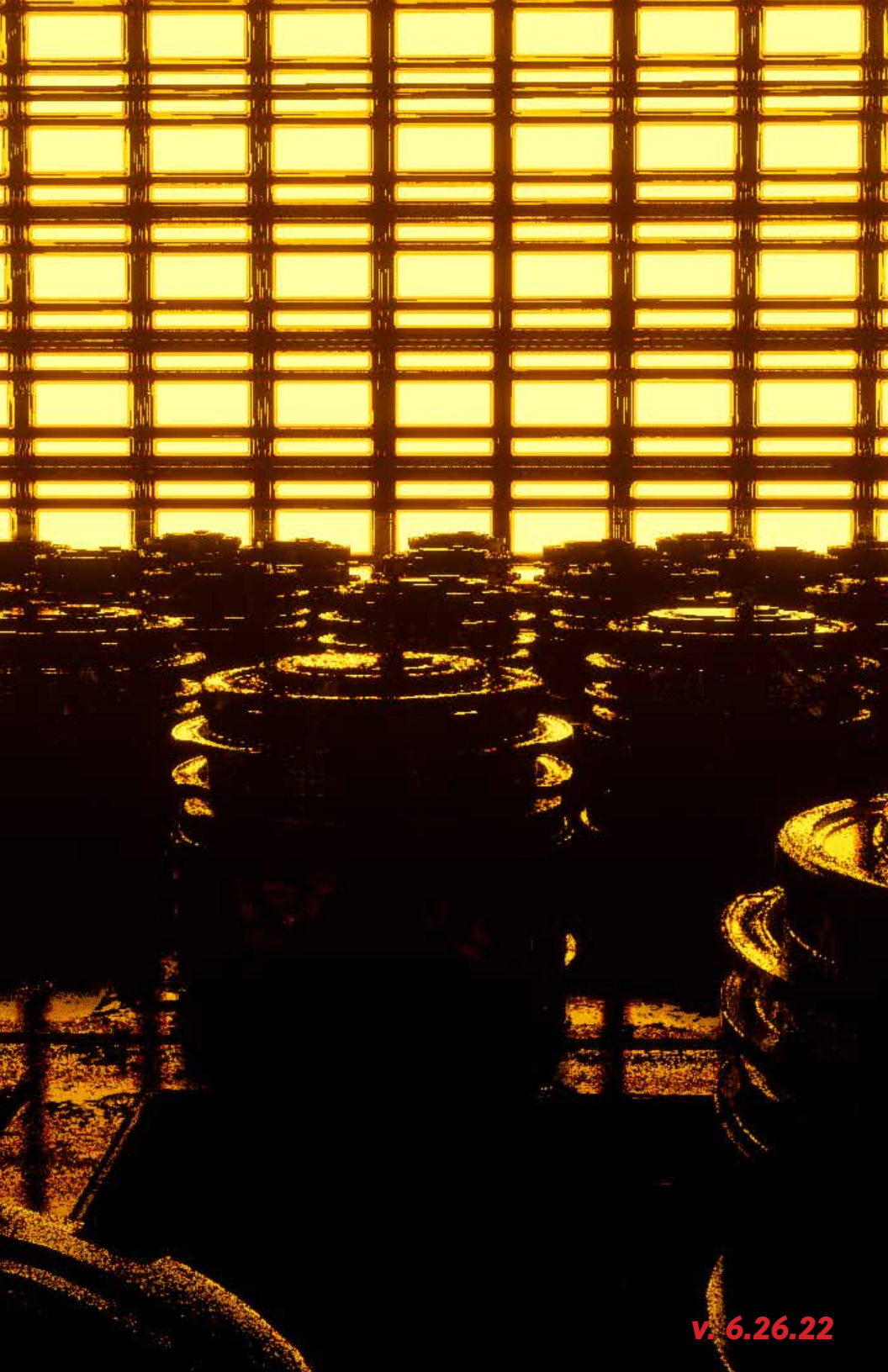
.....The Augury House.....

.....If you find it, take a screenshot and share it under the #super-secret channel

.....in our [community discord](#).....

.....The first discoveries will earn
a special prize!.....





v. 6.26.22