STRATEGIES | SECRETS | STORY

LEAN SIMULATOR: DESPERATION

OFFICIAL GUIDEBOOK



WRITTEN BY
TOASTEDPERFECTION

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NAVIGATION

Title Screen



Aside from the Warning Splash, this is the first thing you see when you boot up the game.

The options are as follows:

1) Achievements
 - Guage how much of the game has been experienced.
2) Changelog
 - Find out what changed between updates.
2) Campaign
 - Access to main gameplay.
3) Options
 - Change Visual, Auditory or Gameplay Options.
4) Profiles (Full Game Only)
 - Save/Load Save Data across up to 3 profiles.
5) Credits
 - Learn the names of the epic people are who assisted the game's development.
6) Extras (Full Game Only)
 - Access Cheats, Glossary, Statistics, Dev Archive, or the Model Viewer.
7) Exit
 - Closes the game.



FUN FACTS WITH LEAN MONSTER GAMING!

Gaining certain Achievements will add up to 3 Stars to the Title Screen to emphasise certain milestones!

Star 1 = "Phase 1 Complete"

Star 2 = "Model Viewer"

Star 3 = "Unbeatable"

Options





The Options Menu is split up into 3 sub-menus, each with their own options:

Visual Options:
1) Achievement Notifications (Yes/No)
- For enabling/disabling the notification you get at the top of your screen when you get an Achievement.
2) Brightness (Dim/Normal/Light)
- For making the game more or less visible. Only 3 options because the game is intended to be dark, and you're insane if you want it to be even darker.
3) Resolution (There's 7 options, too long to list on one line)
- The game offers a few resolutions in 2 different aspect ratios. Setting the game to a lower resolution will improve performance on lower-end devices with the trade-off of the game looking worse.
- Supported 128:75 resolutions: 256x150, 512x300, 1024x600
- Supported 16:9 resolutions: 320x180, 640x360, 1280x720, 1920x1080
4) Fullscreen (Yes/No)
- For setting whether the game is in fullscreen or windowed mode.



FUN FACTS WITH LEAN MONSTER GAMING!

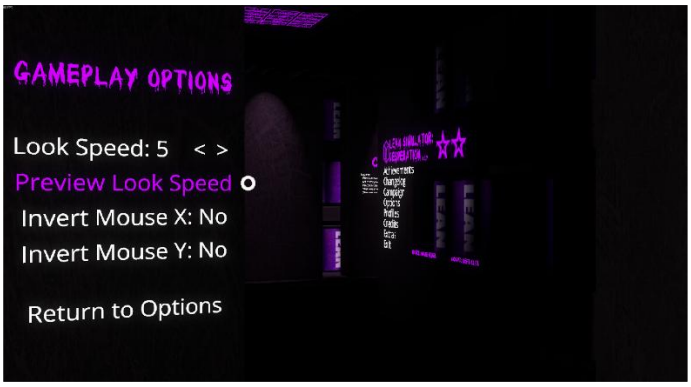
As a gamer who loves Lean, I found it strange that the game supports the 128:75 aspect ratio. It's a very strange aspect ratio to support.

Turns out, the game was accidentally developed in 1024x600 resolution! So the 128:75 is what the game was designed for.

However, due to how strange it is, 16:9 aspect ratios were also included in the Options Menu because it was more natural for epic gamers— like me!

Options (Continued)





Auditory Options:
1) BGM Volume
- Changes ambience volume
2) SFX Volume
- Changes everything else volume

Gameplay Options:
1) Look Speed
- For changing how much the camera moves in-game. This is NOT a mouse sensitivity option, and as such will have no effect in menus which just use your mouse speed.
2) Preview Look Speed
- Takes you to an area where you can look around to see if you like the Look Speed & Invert Mouse options that you set.
3) Invert Mouse X:
- Reverses the direction that the in-game camera moves when you move your mouse left/right.
4) Invert Mouse Y:
- Reverses the direction that the in-game camera moves when you move your mouse up/down.



FUN FACTS WITH LEAN MONSTER GAMING!

The game caps out at volume level 5, which is still far too quiet!

This is because many of the raw audio files were recorded at a very low volume which causes an issue where increasing the volume further causes distortion in the audio!

For a bonus fun fact, you can go into the Save Data yourself and increase the volume past what the game would normally allow to hear the issue for yourself!

If you don't think it's an issue, you could always leave it like that. I personally play with volume on zero so that it doesn't interrupt my favourite song: "24 hours of Lean on Me!"



FUN FACTS WITH LEAN MONSTER GAMING!

The Cheat Codes are exclusively found in this guidebook!



There are 5 things to find in the game's Extras Menu:

1) Cheats
- For inputting Cheat Codes which mainly allows for skipping parts of the game that may be tedious.

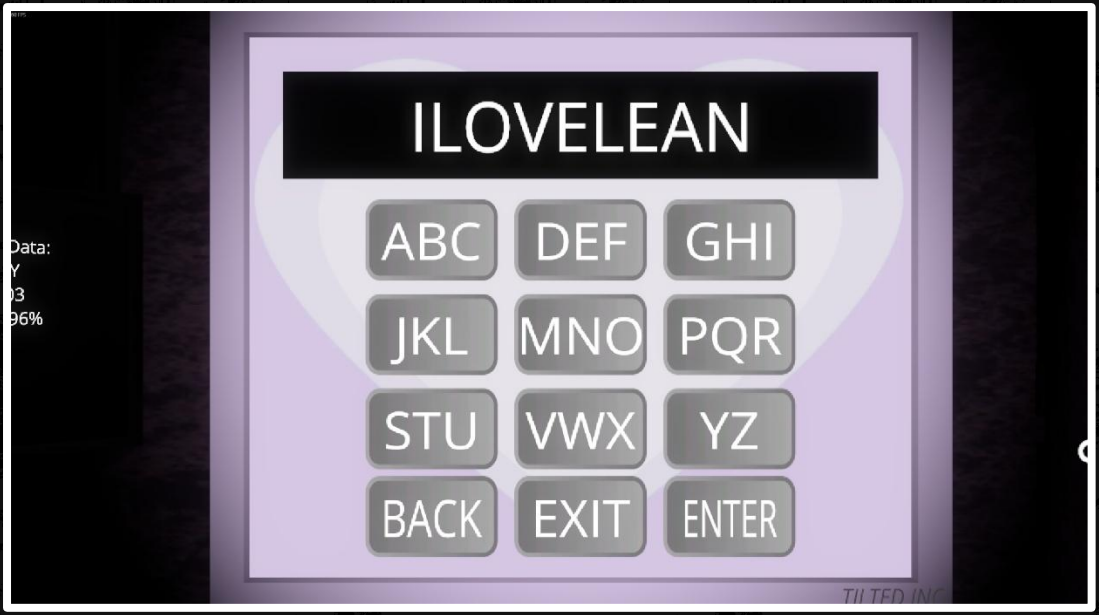
2) Glossary
- The game's primary method of expanding the world that the game takes place in. There are 15 Glossary Entries, they are unlocked by reaching a certain amount of PTSD (Potential to Stack Dough) in-game.

3) Statistics
- Shows you the following stats:
- Highest PTSD you've earned in a single run.
- Amount of runs of the game you've played.
- Amount of Lean you've sold to the Lean Monsters.
- Amount of Upgrades you've Purchased at the Upgrade Interface.
- Amount of times you've pressed the Lean Machean Button.
- The most amount of time (minutes) you've survived in The Craig.
- The most amount of time (minutes) you've survived in a single run.

4) Dev Archive
- Has various developer documentation about:
- The original concept of the game from the early Alpha phase of development.
- BakedPotat0's concept art that helped shape the game's atmosphere.
- The ways the game would have been expanded on if it gathered more interest.
- The way the developer feels about the game in retrospect.

5) Model Viewer
- View My Models.

Extras (Cheat Menu)



Below is every Cheat Code in the game:

Input	Effect
IMTHIRSTY	Unlocks every Special Lean Type.
CUBOID	Unlocks every Lean Skin.
LORRRRRRRE	Unlocks every Glossary Entry.
GAMING	Adds a Lean Monster Gaming live reaction.
GUILT	Force-activates a rare event.
EWJPJPBA	Replaces the credits screen with the canon credits.
TEASER	Shows you 1 of 2 teasers for my next game project.
KCRIMSON	Gives you 8k PTSD, skipping the progression tied to it.
CHEATMODE	Enables various cheats to use mid-run with keybinds

CHEATMODE keybinds:

Key-bind	Action
/	Damage Door
<	Decrease Addiction
>	Increase Addiction
;	Decrease Hydration
‘	Increase Hydration
P	Spawn Lean Monster In-Room
[	Spawn Lean Monster
]	Trigger Lean Monster Attack
1	Spawn Emily Tauren
2	Spawn Shadow hands
3	Start Lean Simulator: Remastered
Space	Give yourself 100,000 Bread



FUN FACTS WITH LEAN MONSTER GAMING!

Using Cheat Codes does not give you Achievements for what they do.

As such, you will be locking yourself out of certain Achievements by using certain Cheat Codes.

It's highly recommended to avoid using them on your main Profile and to use a separate Profile for them instead!

Preparation



When clicking “Campaign”, you’ll first be brought to this Preparation Screen where you see or set many things related to the main game before starting:

1) Challenges (Unlocked at 500 PTSD)
- Toggle various challenges for a PTSD multiplier.

2-4) Bonuses (Economy, Resistance, Atmosphere)
- Allows you to allocate PTSD toward starting with more Bread, slowing down how fast you become addicted, or slowing down Lean Monsters.

5) Custom Game (Unlocked at 5k PTSD)
- Adjust many variables about the game to customise the experience.

6) Highscores
- Shows highscores across all 3 Profiles.

7) Lean Storage (Unlocked after obtaining your first Special Lean Type)
- Select a Special Lean Type to use.

8) Replay Tutorial
- Begins main gameplay but with tutorial prompts from the first time you played.

9) View Controls
- Shows game controls in case you forgot them.

10) Return to Title
- You’re not going to believe what this does.

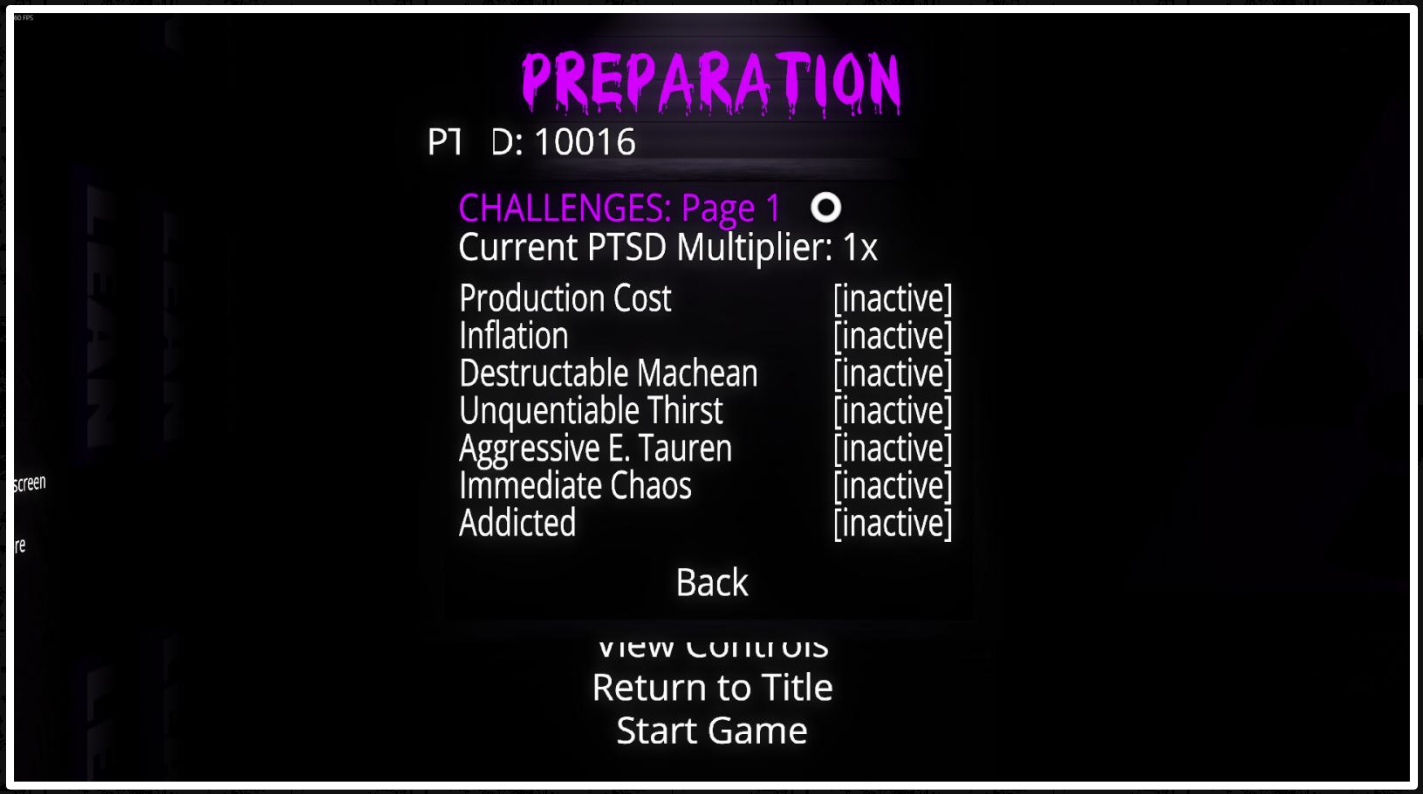
11) Start Game
- Begins normal main gameplay.



FUN FACTS WITH LEAN MONSTER GAMING!

First time players will instead see a controls screen with only a Start Game and Return to Title button, where the Start Game button starts the tutorial!

Challenges



Over the course of the game, you'll unlock Challenges which when enabled, add a 2x multiplier each to the amount of PTSD you'll earn at the end of the run. These are all the challenges that can be applied:

Name	Unlocked At	Description
Production Cost	500 PTSD	Generating Lean costs Bread.
Inflation	850 PTSD	Costs increase over time.
Destructable Machean	1200 PTSD	If the Lean Machean fully destabilises, it becomes unable to be fixed.
Unquentiable Thirst	1550 PTSD	You're constantly dehydrating.
Aggressive E. Tauren	1900 PTSD	Emily Tauren appears in your room periodically.
Immediate Chaos	2250 PTSD	The run starts at a higher spawn rate.
Addicted	2600 PTSD	Addiction effects are permanently active.
Permanent Shadows	2950 PTSD	The Shadow Hands constantly drop down.
Leanless	3300 PTSD	Regular Lean no longer generates; Special Lean Types still do.
No Indicators	3650 PTSD	Many pieces of information are withheld from the player.
Inversion	4000 PTSD	The screen and controls randomly flip throughout the run.
Epic Gaming	4350 PTSD	Lean Simulator: Remastered is constantly active and failing it results in an instant end of run.



FUN FACTS WITH LEAN MONSTER GAMING!

The Epic Gaming challenge gives more screentime!

Custom Game



Custom Game allows the player to customise A LOT of game variables.
It also allows you to Randomise these variables for quick gameplay variety.
Next few pages detail every variable that can be customised across every tab:



FUN FACTS WITH LEAN MONSTER GAMING!

There is no penalty to using Custom Game over the regular game!
It can be very helpful for aiming for specific objectives such as collectables, secrets, and grinding!

Player:

Dehydration Rate	Higher speeds make you Dehydrate quicker.
Addiction Rate	Higher speeds make you get Addicted to Lean quicker.
Lean Gen Rate	Higher speeds generate Lean quicker.
S. Lean Gen Rate	Higher speeds generate Special Lean quicker.
Price Multiplier	Higher multipliers increase Upgrade Prices.
Fuel Efficiency	Better levels causes the Lean Machean Fuel Meter to decrease slower.
Destabilise Rate	Higher speeds cause the Lean Machean to destabilise quicker.

Custom Game (Continued)

Lean Monsters:	
Spawn Rate	Higher values cause Lean Monsters to spawn more frequently.
Aggression	Higher values cause Lean Monsters to have a shorter wait before performing their actions.
Lethality	Higher values increase the chance of Lean Monsters giving you an instant-game-over.
Attacks Door	Higher values allow the door to be able to withstand more attacks.
Ceiling Rate	Higher values increase the chance of a Lean Monster being on the ceiling while you Drink Lean.
Hatch Count	Higher values increase the number of Lean Monsters that will block off Pipes during the Maintenance Minigame.

Waves:	
Wave Frequency	Higher values increases the frequency of large of bursts of Lean Monsters spawning in.
Wave Length	Higher values cause Lean Monster spawn bursts to last longer.
Wave Difficulty	Higher values increase how many Lean Monsters are present during large bursts of spawns.
E. Tauren Freq	Higher values increase the chance of Emily Tauren spawning in during Waves.
E. Tauren HP	Higher values increase the amount of Lean Emily Tauren is required to be given before being defeated.

Other:	
Shadow Freq	Higher values increase how often the Shadow Hands drop down.
Shadow Count	Higher values increase how many Shadow Hands appear when they decide to drop down.
Shadow Duration	Higher values increase how long the Shadow Hands stay dropped down for.
LeanSimR Freq	Higher values increase how often Lean Simulator: Remastered boots up on the Upgrade Interface.
LeanSimR Level	Higher values require more Bread to be acquired in Lean Simulator: Remastered to consider the minigame won.

Custom Game (Continued)



Boss: (Unlocked by beating the Secret Bossfight)

Interface Trap	Toggles whether the Upgrade Interface has the trapped buttons from the Secret Bossfight.
Aerial Trap	Higher values increase how often the Aerial Attacks from the Secret Bossfight drop down.
Jumpscare Cancel	Toggles whether you can cancel Lean Monster attacks.
Monster Summon	Toggles whether Lean Monsters summon re-enforcements if they linger outside for long enough.

The Craig: (Unlocked by beating the Secret Bossfight):

The ultimate final challenge. The maximum difficulty preset of Custom Game. All PTSD earned is multiplied by 100. Surviving 7 minutes (420 seconds) will earn you the game's final Achievement and final Title Screen Star.



FUN FACTS WITH LEAN MONSTER GAMING!

The Craig was named after and made for content creator and friend of the developer: Craigzie!

Lean Storage



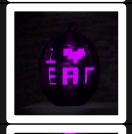
The Lean Storage can only be accessed once you've first unlocked Grean, there's no indication on how to do this in-game, it's assumed you'll get it naturally eventually while playing.

Once you unlock Grean, you'll gain access to the ability to unlock the rest of the Special Lean types as well as hints on how to do so, here's the list of them all:

Special Lean Type	Unlock Condition	Effect
Lean	Game Start.	None.
Grean	Purchase 20 Upgrades in a single run.	Earn extra Bread from Lean Monsters.
Goldean	Keep the Lean Machean Fuel Meter low for an entire run.	Hits Lean Monsters with an area-of-effect.
Infinitean (Full Game Only)	Constantly Throw Lean for an entire run so that the Lean Counter's Infinitean Meter never drops to zero in a run.	Does not become consumed if Thrown in quick succession.
Water (Full Game Only)	End a run with zero Addiction.	Can be used to restore Hydration without becoming Addicted.
Tobias Lehnen's Medicalean (Full Game Only)	After acquiring Goldean and Infinitean, a randomised secret code will appear in the Glossary Menu. Input this code in the Lean Storage.	Clears your Addiction and causes Lean Monsters to spawn less frequently.

Lean Storage (Continued)

There exists Secret Collectables in the Lean Storage, which are unlockable Lean Skins.

Name	Image	Unlock Condition
Cuboid		Default.
Rust		Reach the Hero Ending.
Legacy		Manually Restabilised the Lean Machean directly after it was just Manually Restabilised 20 times.
Platinum		Unlock all other Lean Skins and 100% Complete the game.
Mug		In Custom Game, set Lean Machean Fuel Efficiency to Very Low and fuel the Lean Machean from zero to max exclusively by Throwing Lean.
Carton		Hit Emily Tauren with Lean 38 times in a row without defeating her or any other Lean Monster.
Bottle		Start The Craig with Water as your selected Special Lean Type.
Styrofoam		Gain 2,000 Bread in Lean Simulator: Remastered.
Egg		Play the game on April 20th for Easter.
Present		Play the game on December 31st for Christmas.
Lean-O-Lantern		Play the game on October 31st for Halloween.
Cake		Play the game on November 7th for the game's Anniversary.



FUN FACTS WITH LEAN MONSTER GAMING!

Lean is usually associated with Styrofoam Cups, so it's strange that the default here is a Cuboid Can design. The reason for that was to give Lean a more mass-produced vibe!

GAMEPLAY MECHANICS

Basic Controls



The first and most important thing to learn about any game is what buttons are to be pressed, here's the main keys you should know about:

Action	Mouse	Keyboard	Xbox Controller
Look around	Move Mouse	WASD	Left Joystick
Interact	Left Click	E	A
Throw Lean	Right Click	Q	B
Pause / Title		Escape	Start
Fullscreen (temporary)		Alt + Enter / F11 / F	Back

If you want your fullscreen setting to save, you'll have to do that in the Options Menu. The keybind is just for quickly switching.

Special Lean Types are Thrown by using the Interact button when there's nothing in front of you to Interact with.

You can also Return to Title by holding down the Pause Key for several seconds.



FUN FACTS WITH LEAN MONSTER GAMING!

The keyboard controls are actually kind of a secret thing!

The game was never designed for keyboard, so the keys were mostly implemented for debugging purposes while implementing controller support!

Lean Machean



The Lean Machean is one of the most important elements to the main gameplay, by extension, it's also one of the more complicated.

You repeatedly press the big purple button to raise the Fuel Meter. The higher the Fuel Meter, the faster the Lean Machean generates Lean— a mandatory resource.

Over time, the Lean Machean will destabilise, which can be tracked on both next to the Lean Machean and on the Upgrade Interface.

The Lean Machean's Stability impacts how likely it is to successfully generate Lean. If either the Fuel Meter or Stability are too low, the Lean Machean will not generate any Lean.

The Lean Machean can be Restabilised either by purchasing Fix Machean Stability on the Upgrade Interface or by accessing the Maintenance Hatch to the right of the Lean Machean and completing the Manual Restabilise minigame.

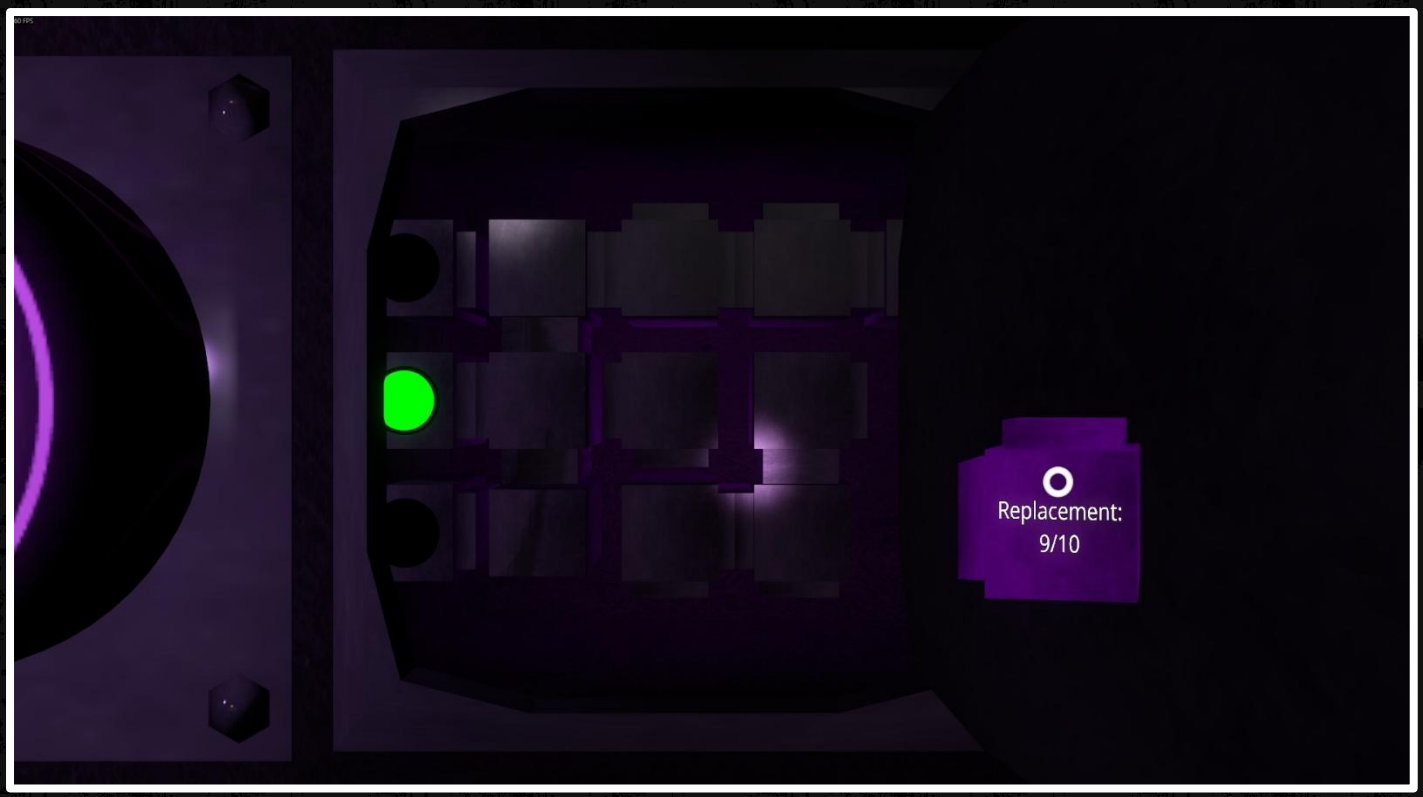
The former is faster, but the latter doesn't require you to spend Bread.



FUN FACTS WITH LEAN MONSTER GAMING!

The Lean Machean button can be held down rather than repeatedly pressed, but it drains Stability a lot quicker and Fuels the Lean Machean a lot slower. Highly recommended to spam-click if you can!

Manual Restabilise



The Manual Restabilise minigame is a bit complicated to explain, but the idea is that you need to connect one of the pipes on the left side, to the pipe in the top right corner without letting the Lean leak out along the way,

One of the most important things to understand is that the Lean prioritises travelling in specific directions: Down, right, left, up.

This means it will first attempt to travel down, if there is no where down for it to go, it will travel right instead, etc.

To guide the Lean though the Pipes, you're able to do the following:
1) Change starting position by clicking one of the 3 lights on the left side.
2) Rotate Pipes by clicking on them.
3) Replace Pipes by clicking on the Replacement Pipe and then the Pipe you wish to replace with it. You can only use up to 10 Replacements; you gain back 5 Replacements by successfully Restabilising the Lean Machean (Manually Fixing & Purchasing a Fix both work).

Later in the game, you'll also have Lean Monsters intervening to prevent you from Rotating and Replacing certain Pipes.

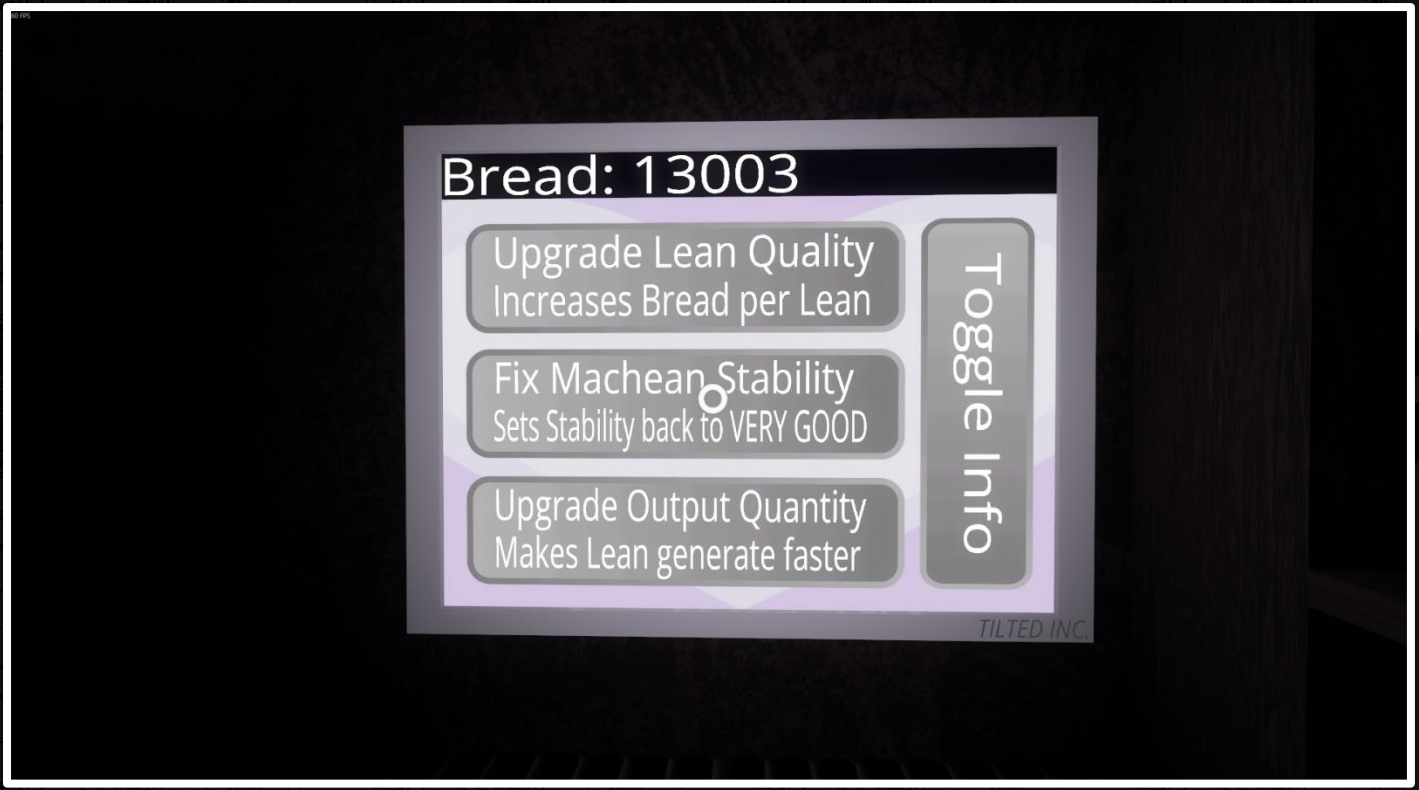


FUN FACTS WITH LEAN MONSTER GAMING!

If you get EXTREMELY lucky, you'll find that the Lean Machean will be instantly restabilised just from entering the Maintenance Hatch!

If you do get that lucky, then you'll also come face-to-face with a certain enigmatic Grean Guy!

Upgrade Interface



When you hit Lean Monsters with Cuboids of Lean, you'll earn Bread.

Bread is a currency that can be spent at the Upgrade Interface on 1 of 3 options:

1) Upgrade Lean Quality
- Increases how much Bread you get from hitting Lean Monsters with Lean.

2) Fix Machean Stability
- Restores Lean Machean Stability to max without needing to complete the Manual Restabilise minigame.

3) Upgrade Output Quantity
- Increases the speed that the Lean Machean generates Lean.

There's also a 4th button on the right side for toggling what information about the Upgrades are shown, either showing the number of times you've purchased the upgrade and its price, or a short description of the Upgrade to remind you on what it does.

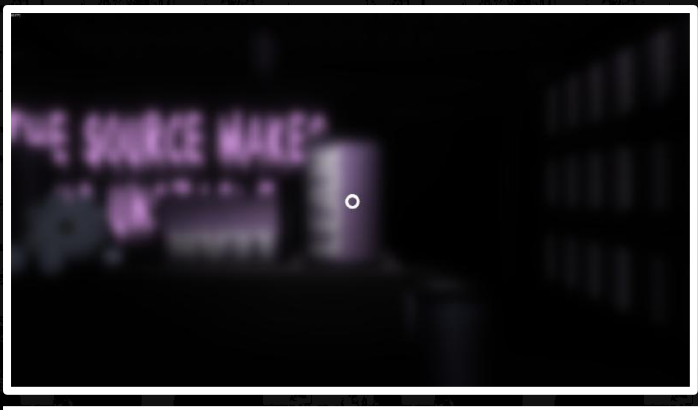


FUN FACTS WITH LEAN MONSTER GAMING!

The prices of a purchase increase every time you buy it!

Even moreso, the Fix Machean Stability purchase is the most expensive and by extension, grows in prices significantly more than the other purchases. Highly recommended to Manually Repair the Lean Machean when you can rather than relying on the purchase!

Drinking Lean





Over time, your vision will start going dull & blurry, this is a sign of Dehydration. If you're Dehydrated, you need to Drink Lean.

Behind you, there is a Cuboid of Lean just for you. Drink it to Hydrate yourself.

However, Drinking Lean will also make you more Addicted, especially if you Drink Lean unnecessarily. You'll know when you're becoming Addicted when your vision starts turning purple.

If you get too Addicted, you'll start seeing other effects such as seeing text and hearing whispers prompting you to "Drink the Lean" accompanied by occasional visions of Lean.

If you click any button while a vision of Lean appears in front of you, you'll end up Drinking Lean even when unintended which can be disorientating and will make you even more Addicted than before.

Becoming too Dehydrated or too Addicted will cause your run to end, so if you start seeing visions, it's probably almost over.

Basically, Drink Lean to stay Hydrated, but don't drink too much to avoid getting Addicted.

Also, there's a chance when you Drink Lean that a Lean Monster will be above you, if this happens, keep in mind that it will attack you if you Drink Lean for too long while it's there. It's recommended to stop Drinking and try again shortly after.



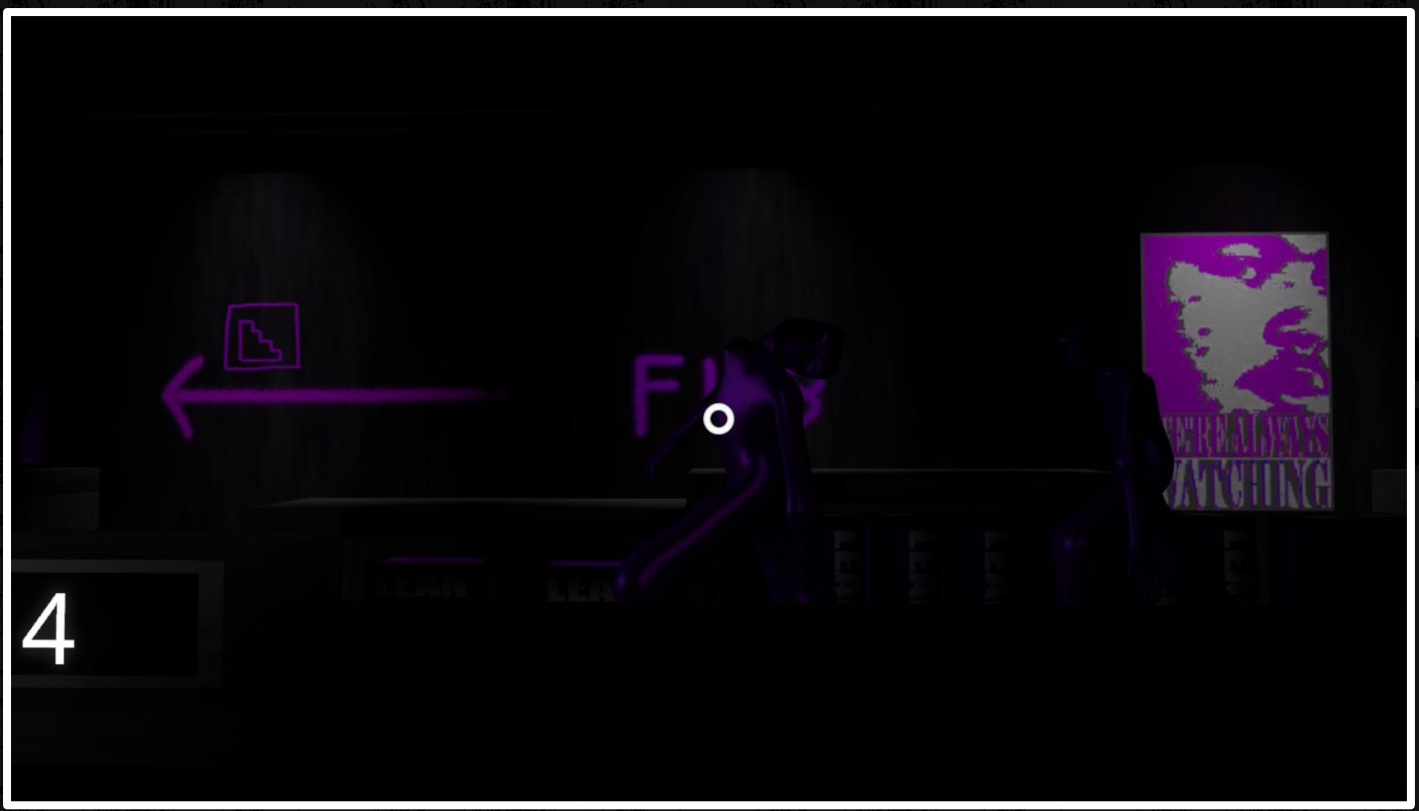
FUN FACTS WITH LEAN MONSTER GAMING!

Sometimes, the Cuboid of Lean behind you will change into a Special Lean Type you've unlocked, it can also change into Infinitean rarely even you haven't unlocked it!

Also, if you have Tobias Lehnen's Medicalean unlocked and your Cuboid of Lean becomes it by chance, you might notice that the rainbow effect usually associated with Tobias Lehnen's Medicalean isn't present.

This is because the Cuboid of Lean you drink from isn't actually having its contents changed, the only thing changing is the Cuboid itself!

Lean Monsters



The Lean Monsters are coming for you!

Hit them with Lean to defend yourself. Successfully defending yourself will also give you Bread to spend at the Upgrade Interface.

If they reach you, you'll gain significant Addiction which will lead to the end of your run, or if you're less lucky, they'll just end it on the spot.

They also might just— not reach you at all. Sometimes the Lean Monsters are simply chill dudes. Don't bet on it though.

Over time, the Lean Monster spawn rates will increase, and they'll take less time to become aggressive.

They'll also periodically show up in waves, usually with a slight calm moment before and after.



FUN FACTS WITH LEAN MONSTER GAMING!

They're literally me but without the gaming. That makes them objectively inferior!

Source Monsters







In addition to the main threats, new threats get introduced later in the game to catch you off guard just in case you were getting too comfortable with the game.

1) Emily Tauren
Begins appearing once you hit 1000 PTSD.
Unlike other Lean Monsters, she requires multiple hits from Lean to be taken out, Special Lean Types can take her out in one shot, but she is immune to their unique effects. Only has a chance of appearing during Lean Monster Waves.

2) Shadow Hands
Begins appearing once you hit 2000 PTSD.
They exist purely to get in the way. Hitting them will just spawn more in unless you hit them with a Special Lean Type. They'll go away on their own.

3) Lean Simulator: Remastered (Lean Monster Gaming)
Beings appearing once you hit 4000 PTSD.
Once the game boots up, it'll make your Upgrade Interface inaccessible until you beat the game.
The objective of the game is to reach a certain amount of in-game Bread before your opponent (Lean Monster Gaming) does.
Do this by spam clicking the Lean in the centre of the screen to gain Bread and spending Bread to increase your Bread Per Click.
Beat the game and you get the ability to leave and return to the Upgrade Interface.
Fail the game, and you've lost your Upgrade Interface for the remainder of the run.



FUN FACTS WITH LEAN MONSTER GAMING!

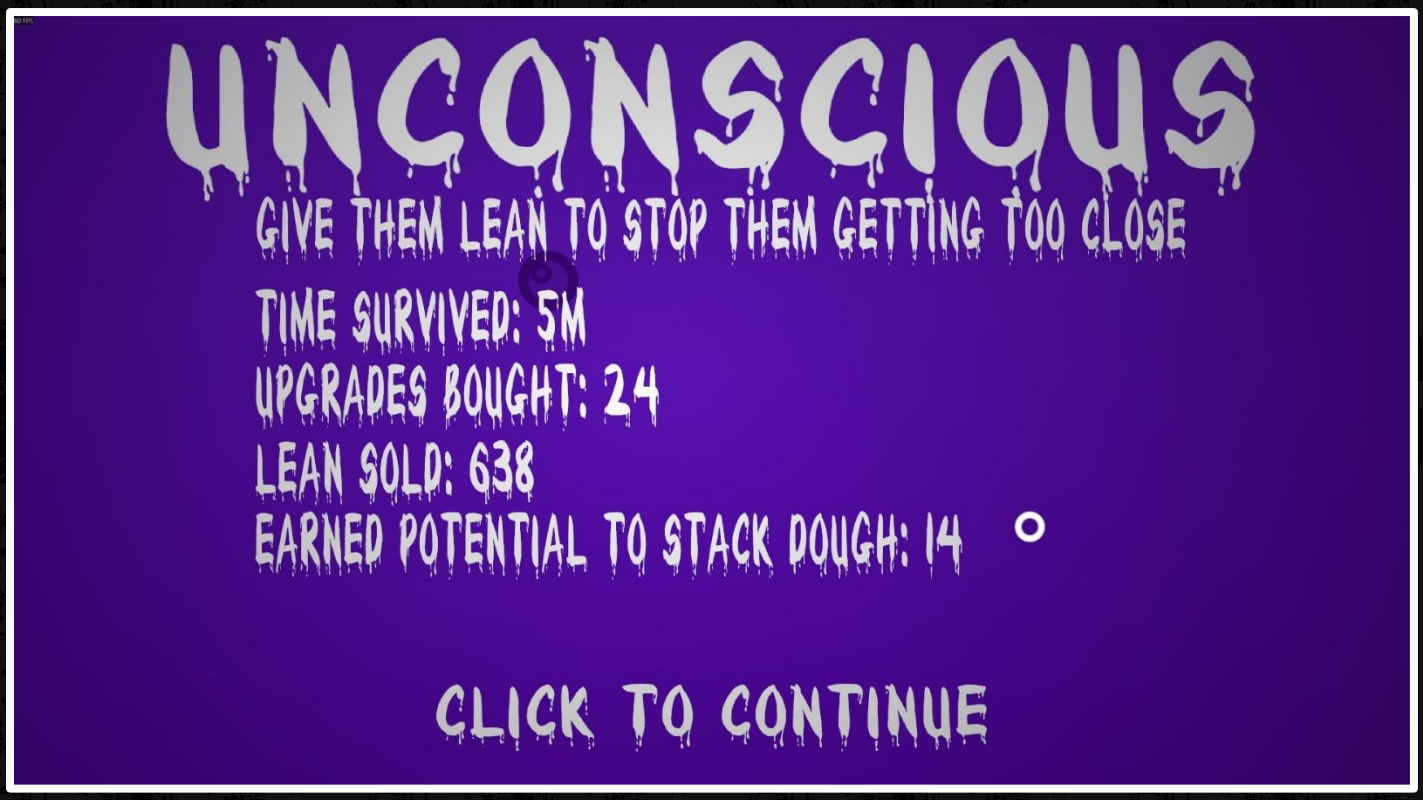
I am not technically a Source Monster, that term is used specifically for unique monster mutations in the story, however, I do serve the same purpose of providing an extra threat in the game, so I'm included anyways!

I love Lean and Gaming!

I do not have any concern about whether my gaming causes you any problems for your survival.

Your survival is not my problem, it is yours!

Potential To Stack Dough (PTSD)



At the end of every run, you'll be rewarded with PTSD (Potential To Stack Dough) to allocate on Bonuses on the Preparation Screen.

The amount of PTSD you earn is linked to:
1) How long you survive
2) How many Upgrades you've purchased
3) How many Challenges you have active

More of the game will become available as you accumulate PTSD, here's a list of all additions:

PTSD	Event
20	Lean Monsters can spawn above you.
60	Lean Monsters can sometimes one-shot you.
100	Glossary Entry 1
200	Cuboid of Lean Easter Egg can occur.
350	Glossary Entry 2 (all future Glossary Entries unlocked at intervals of 350)
500	Lean Monsters can enter even when being watched.
500	Challenge 1 unlocked.
850	Challenge 2 unlocked. (all future Challenges unlocked at intervals of 350)
1000	Emily Tauren can spawn.
1500	Lean Monsters can break down your door.
2000	Shadow Hands can spawn.
2100	Tobias Lehnen & Shadow Monster Easter Eggs can occur.
3000	Lean Monsters can obstruct the Manual Restabilise minigame.
4000	Lean Simulator: Remastered can spawn.
5000	Custom Game Unlocked

STRATEGIES (Co-written by Craigzie)

Regular Gameplay Strategies

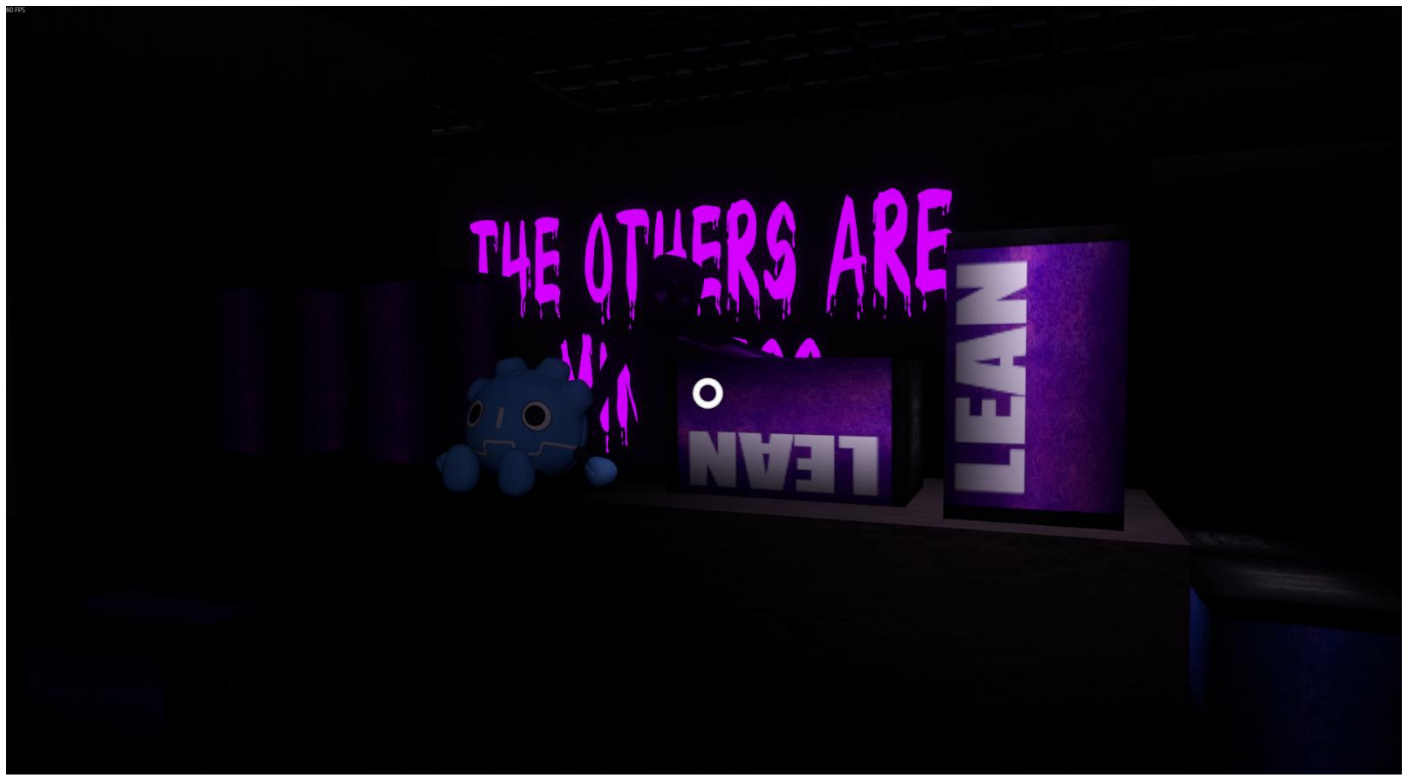
There are multiple strategies that can be utilised in-game, but here's some basic ones that I and content creator Craigzie thought would be worth sharing to most players:

1) Use multiple Inputs
Nothing is stopping you from hitting both Q and Right Click to Throw Lean quicker, nothing is stopping you from hitting E and Left Click to spam the Lean Machean button faster either, absolutely take advantage of that.

2) Use Pause button
The game allows you to reposition the camera while the game is paused, which may assist in some of the more chaotic scenarios.

3) Check your surroundings
Lean Monsters will usually speak if they get close enough to be inside your room, but sometimes, they'll enter completely silently. Sometimes, it might be good to check around you just to make sure none have gotten in while you haven't been paying attention.

4) There's no disadvantage to clicking fast
If you miss your shots, the Lean or Special Lean (except for Infinitean) will come back in a few seconds, so there's no real punishment to missing shot. Feel free to prioritise Throwing Lean quickly in tougher situations without worry of there being any punishment. You may need to be more careful in post-game challenges though.

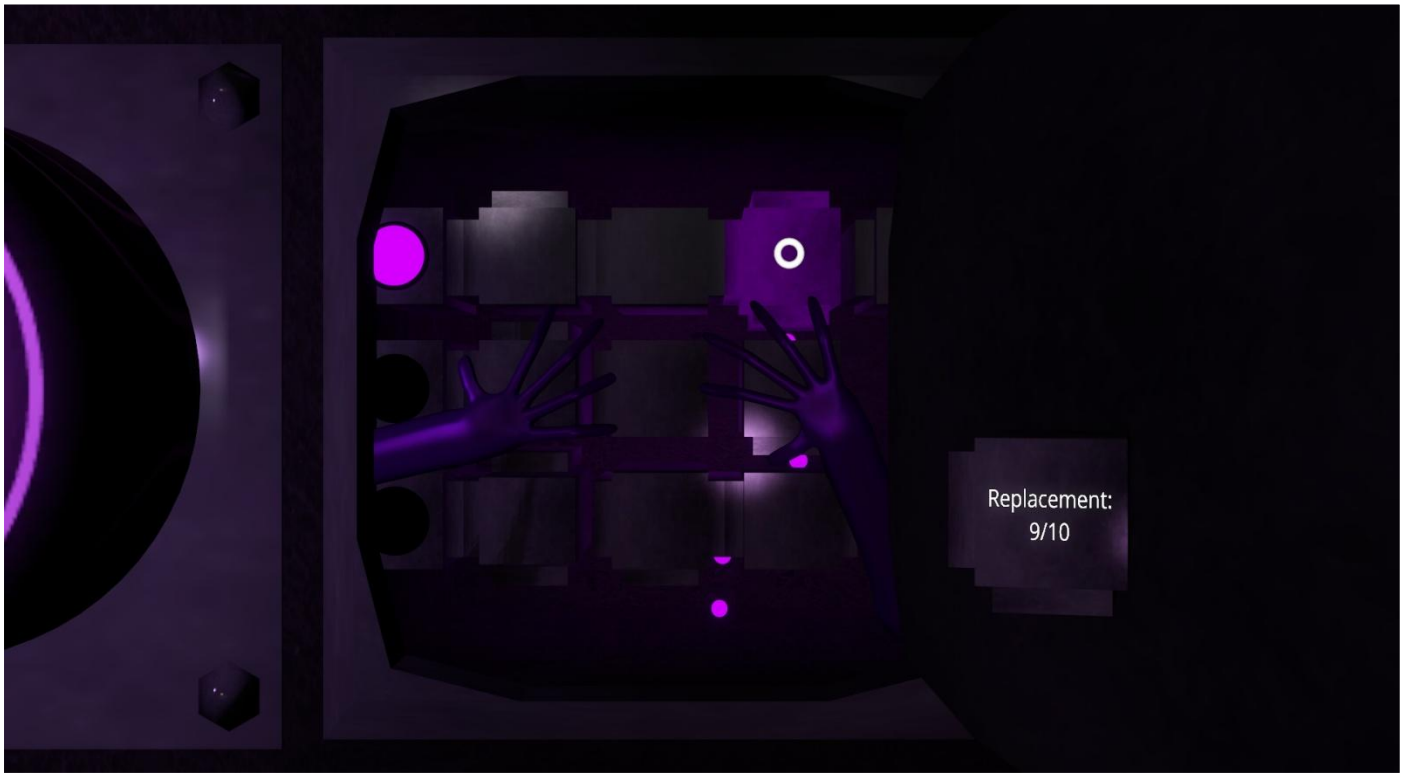


Regular Gameplay Strategies (Continued)

5) Save Special Lean Types
The game has no shortage of chaotic moments due to ever-increasing Lean Monster difficulty and the periodic waves where Lean Monsters will spawn in batches. Having Special Lean types during these moments make them a lot easier, so try and save some Special Lean for these scenarios rather than using it immediately.

6) Sip Lean periodically rather than fully Drinking when you're already Dehydrating
When you fully Hydrate on Lean, there is a timer between then and when you start to Dehydrate again. Therefore, if you quickly sip Lean while you are still fully Hydrated, it will reset this timer. If you periodically sip Lean while still Hydrated rather than waiting to start Dehydrating, you will not only never become Dehydrated, but you'll also significantly decrease the amount of time you need to spend Drinking Lean and by extension, you'll become less Addicted to Lean throughout the run.

7) Preparing the Manual Restabilise
Your progress in the Manual Restabilise minigame saves, so you can leave and come back to it later, this can be used to your advantage. If your Lean Machean is already quite stable but you're at a chill moment in gameplay, it might be a good idea to spend the time to setup the Manual Restabilise minigame in a way that you can fix it quicker later (e.g. leaving it so that only one piece needs to be rotated to complete it). This way, if your Lean Machean Destabilises at an inconvenient time later, you can restore it a lot quicker with much less worry.



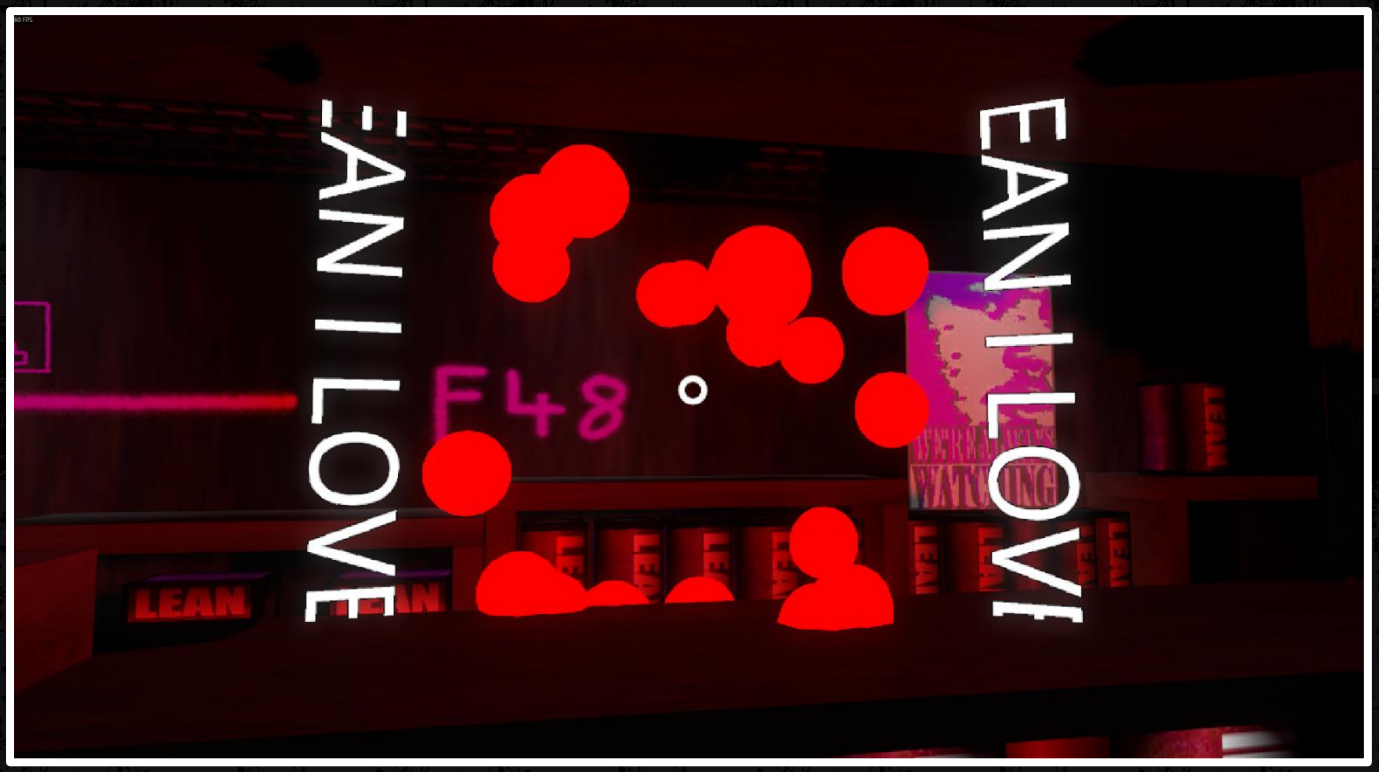
Endgame Gameplay Strategies

Some of the game's later challenges involve unique threats that aren't involved in main gameplay and as a result, require strategies of their own, here's some that I and Craigzie thought would be worth sharing to help get you on the right track on how to approach them:

1) Resistance isn't super important during The Craig
You only need to last 7 minutes to get the final achievement, so it's better to allocate majority of your PTSD into either Economy or (most importantly) Atmosphere. However, some PTSD into Resistance is still recommended, just don't worry about allocating a lot if you're just going for the achievement.

2) Throw Lean in short bursts between aerial attacks
You'll need time to react to any attacks dropping down, so it's best to not continuously spam, but you'll also need to fend off a lot of enemies, so using both Q and Right Click and alternating them ~3 times quickly may be a good balance.

3) Wait until after the Shadow Hands leave to use Infinitean
If you're using Infinitean during The Craig, it's important to know that the Shadow Hands can be a big problem, as they force you to stop what you're doing and by extension, stop you from being able to keep up the Infinitean timer. To get the most out of your Infinitean, you should use it shortly after the Shadow Hands disappear, as they cannot appear in quick succession.



Endgame Gameplay Strategies (Continued)

4) Keep Lean Machean Fueled right before restabilising
The Lean Machean Stability will drop very quickly, you should have set up the Manual Restabilise minigame so that you only need to quickly hit 1 button to complete it, then re-fill the Fuel Meter on the Lean Machean just before doing that final click to fix it. If you do this, the Lean Machean will still be mostly Fueled when you've restabilised it, which saves on Stability from immediately attempting to re-fuel.

5) Don't do more than you must
It can be very difficult to manage everything going on, it'd be to your advantage to try and minimise how much you need to pay attention to. The Lean Monsters at both sides will always be a priority, but you won't need to worry about the Lean Machean for an entire run if you just make sure you have generated enough Infinitean to carry you through the run. Similarly, Lean Simulator: Remastered will boot up on the Upgrade Interface early on and it may be highly impractical to manage it while playing, the Upgrade Interface isn't integral to your survival so it may be worthwhile to ignore it entirely after making some early Output Quantity and Machean Fix purchases.

6) Don't spend too much time on any particular thing
Everything is at maximum difficulty, you simply do not have time to leave any important aspects of gameplay ignored for long periods of times. Don't spend too much time defending yourself on one side. Don't spend too much time trying to Restabilise the Lean Machean, cancel it and come back later if you need to. The Lean sip strategy (Regular Strategy #6) is incredibly important to mitigate most time Drinking Lean.



STORY

The Toasted Universe

Before I go into detail on the story elements of the game, I think it's important to first establish why the game has a story in the first place.

Truth is, this game was made with gameplay first in mind, the story came not second, but totally last. The story was so late in development that the public Demo had already released before the game's story was decided on.

The game did not need an in-depth story, and I'd still say the story is near non-existent, so why did I implement any story at all so last minute?

It's a silly thing, but the reason is because I want every game that I make to take place in the same universe. I want all my games to be able to overlap in larger or smaller ways that feel meaningful, I want to build up something bigger than just a game.

So, while this game did not need a story, in my eyes, it DID need lore and some minor story elements to ground it within the Toasted Universe and to begin fleshing out said universe.

The idea of a meme game being the first game to introduce my universe is an idea I really like. It really sets the tone honestly.

List of currently released games that are canon to the ToastedUniverse in timeline order:

1) Lean Simulator
2) Lean Simulator 2
3) Another Story: Michelle
4) Lean Simulator: Desperation
5) Lean Simulator: Desperaceon



FUN FACTS WITH LEAN MONSTER GAMING!

Lean Simulator: Desperation is the first released game by ToastedPerfection in the Toasted Universe. Therefore, it has the highest chance of being referenced again in the future!

The idea is that the Toasted Universe will be further explored in each game I make, so covering it in-depth is outside the scope of this guidebook.

There is 1 thing that I think is important to bring up though:

There's a large game project that I've always wanted to make. Something far outside my skill and budget. It'll realistically never get made, but I hold it very close to me.

I consider it the "core" of the Toasted Universe. Even though it'll never see the light of day, it's going to impact everything I make. It defines all the rules that everything part of the Toasted Universe must abide by.

When I say that a game needs to be grounded in the universe, what that really means is, that it needs to conform to the vision & worldbuilding that I've already thought about for the universe which stems from that "core" project.

Characters



Name: Tobias Lehnen

Status: Alive

Age: 28

Occupation: Game Developer of Tilted Incorporated's Marketing Department

The main character of the story.
Created Lean Simulator: Desperation as a training simulation.
While not involved with the "Null User" running the Simulator, he highly benefits from their involvement.

His goal is to create a cure for the Lean Monsters, as his old friend Samantha Jay became one of them.



Name: Emily Tauren

Status: Mutated but alive

Age: 33

Occupation: Board Director of Tilted Incorporated

Basically, it's all her fault.
Caused the Meltdown of the Power Production Project that mutated everyone involved with the Project.

Further still, created and remotely handled the distribution of Lean to mutate even more people, manipulating them for herself and the company's gain.



Names: Forgotten

Status: Mutated but alive

Age: Various

Occupation: Nothing but slaves now

They love Lean.



Name: Lean Monster Gaming

Status: Lean Monster Gaming

Age: Lean Monster Gaming

Occupation: Lean Monster Gaming

Loves Lean— and Gaming!

General Timeline

There are story elements etched into many corners of the game.

The story isn't the focus of the game by any means, so I didn't want anything to be super in-your-face like cutscenes.

I still wanted to make the story super clear though, I didn't want ambiguity. I wanted everything to be clearly laid out, which is why I included the Glossary Menu. Straightforward raw text "here is what is going on" and unlocked over time so that it wasn't super overwhelming.

In addition, story elements are etched into secrets and the environment, I thought this was a fun way to "clue" people into it so that they felt the impact of the story even outside the Glossary Menu, that way people know that story elements do exist, it's just not the forefront.

While I don't want to go too in-depth, I wanted to use this guidebook as an opportunity to lay out the general timeline:

1) Tobias Lehnen makes the original Lean Simulator games.
2) Tobias Lehnen becomes employed at Tilted Incorporated as a game developer for their Marketing Department.
3) An enigmatic Delivery #12 was sent to Tilted Incorporated.
4) Tobias Lehnen steals Delivery #12, keeping it for himself.
5) Tobias Lehnen is assigned to the Power Production Project.
6) The Power Production Project has a meltdown, mutating everyone assigned to the project, except Tobias Lehnen. This also creates The Source.
7) The remains of The Power Production Project are sealed off from the rest of Tilted Incorporated.
8) Emily Tauren experiments and finds a way to use The Source to her advantage; using The Source to create Lean, then distributing Lean, turning people into Lean Monsters, and using the Lean Monsters as slaves for Tilted Incorporated.
9) Tobias Lehnen creates Simulation Programs (including Lean Simulator: Desperation) to train himself and to iterate over plans to put an end to The Source.
10) The events of the game; Lean Simulator: Desperation is being operated by a Null User.

More specifics can be found in-game.



FUN FACTS WITH LEAN MONSTER GAMING!

Every story deserves a sense of closure!

If you're looking for that closure in this game, you should start by acquiring Tobias Lehnen's Medicalean and then look for a newly opened door. There, you will find the sequence to the game's secret Hero Ending!

THANK YOU

Final Developer Commentary

This guidebook was written for the Lean Simulator: Desperation's 1 Year Anniversary.

The game was never supposed to be as much as it was.

The original Lean Simulator games by my friend Snaximillian were funny little meme games made in roughly an hour. He pitched the idea to my friends that we would all make our own silly little Lean Simulator games. This game is the only one that really went anywhere, but there were no grand plans for this game. It was a small little thing I made for my friends in a few weeks.

Then somehow, it became more.

After those weeks were over, I realised I really enjoyed working on the game. It stopped being a tiny Alpha build I had intended to just abandon once the joke was over, it started being a whole fleshed out game.

2-3 years of development later, and the game released publicly. Not many people bought it, but I had the pleasure of having a small community of people on Discord that DO talk about the game, I also got the pleasure of watching multiple people on a few different platforms play the game.

It was a really nice thing to see. The whole concept of watching people play my game, and seeing people get excited about the next update. Even if it's only a few, it means a lot to me.

I am unsure how long I'll continue supporting the game for, but at the very least it's been a nice year. A nice year of updates, watching people play it, and talking with people about it.

To everyone who has played the game or interacted with the community in some way, past and future, I thank you. You mean a lot to me.

Hopefully, I'll see some of you again when my next project comes around.

- ToastedPerfection


LEAN