



A B C D E F

z6 r3

x0 k2

t2 b6

d4  
m0  
h6

e7  
g7  
c8

t3  
r2  
j0

r7  
z9  
c7

x5 g7

v2  
r5  
x1

z8 z9

i4  
r4  
x8

g4  
x8  
h2

p6  
e8  
t7

t9 m0

r0 t4

KNUSPER  
KNUSPER  
KNÄUSCHEN

z9 v9

v0  
h8  
b3

r0 p4

m1 h4

# Hansel & Gretel

## A GINGERBREAD HOUSE Adventure

Hansel has been caught by the witch! She accuses him and his sister of having gnawed at her gingerbread house. Gretel could escape, but Hansel was not as fortunate. Now Gretel has snuck into the witch's house to free her brother. Can you help her?

At the left, you can see the witch's gingerbread house, roaming with various other fairy-tale characters. Like a classical point&click adventure for the computer, this demo game lets you interact with **characters** and **objects** in the house. During the course of the game, you will also receive cards that you can combine with the objects. Some actions may change the state of the house so that you will be instructed to cover parts of it with cards to reflect the new situation.

**IMPORTANT!** Always look only at the reverse side of the cards in the deck and take cards from it only when instructed. You may look only at the front sides of cards that you were instructed to get from the deck.

Now take card 20, the magnifying glass, from the deck.

### COMBINING A CARD WITH AN OBJECT

In order to advance in the story, you will need to combine cards you get with objects in the house. The objects (including characters) that you can interact with show a so-called **code banner**. (Like a speech bubble, some code banners point towards the object they belong to.)

The cards that you will get also show a code banner on their left side, containing four rows, of which three show a two-character **code** and one an **arrow** (a pointing finger). To combine an object and a card, place the card to the right of the object such that both banners align. The arrows will then point at a code in the respective other banner.

**Concatenate these two codes** (top left code + bottom right code) to get a four-character code. Then read the text for this code on the following two pages. (We recommend you remove the inner two pages from the magazine to place them next to the house on page 10, so you do not need to flip pages constantly.)



**Example:** To find out more about the King's Horse, place the magnifying glass next to it to retrieve the following code: h8p5.

### SIMPLE OBJECTS

Some objects cannot be combined with cards. These objects simply show the four-character code right away. Check the text for this code on the following two pages.



**Example:** To find out more about Pinocchio, read the text for code r0t4.

### TRIGGERS

This demo game is mostly linear in that the story unfolds in a particular order. Occasionally, you can decide about the order in which you do things. To let the game know where you stand in the story, you will be instructed to cross off so-called **triggers**. When the game does so, mark the corresponding box on the roof of the gingerbread house.

Some texts depend on whether or not you have crossed off a certain trigger. At the start of the game, you can only act in the ground floor and the part of the first floor above the stairs. The elevator, the second floor, and the room in which Hansel is held captive are off limits, locked behind triggers, until the game instructs you to cross off the respective trigger. The codes and texts for these areas are on page 13. **Do not read any of these until you have crossed off the appropriate trigger!**

### YOU ARE READY TO GO!

Now you should know everything you need to free Hansel. So get to work!



- e8i0** If D is crossed off: Read t9p4. Otherwise: The elevator to the third floor. I need to get over there somehow.
- e8m5** Good idea in principle, but I'm afraid of heights.
- e8r1** If D is crossed off: Read x6y3. Otherwise: I can't get over there. But generally not a bad idea.
- g4b0** You unleash The Wind, The Wind, The Heaven-Born Wind upon Rapunzel. Remove card 01 from the game. Place card 11 in the house. Cross off E.
- g4p8** As tempting as it is, I should hold on to this.
- h8e9** Nah, he's coming with me.
- h8k1** Hey, need something to clean up after yourself? No? Nevermind then.
- h8p5** Read Conversation 3 on page 14.
- h8v0** I don't want to make things worse for him.
- h8x2** What's that? Your cousin is allergic? Who's your cousin?
- i4p0** As tempting as it is, I should hold on to this.
- m1h4** I'd best not attract her attention.
- m3i0** Hey, that almost looks like a bridge! But it's no use ... I'm way too heavy to walk on that.
- q1q1** Hi, this is Friedemann Findeisen, songwriting coach, YouTube creator, and now designer of the point&click series at lookout. The mini game included in this issue is really just a hint at what's to come in the near future. The "real" game, with a playing time of several hours, lets you explore a non-linear story in a huge world, full of stuff to explore and with plenty of thematic riddles to solve—just like in the old point&click adventure games for the PC. After eight years of development, I can't wait to share this world with you, coming this fall. Stay tuned!
- r0p4** A treasure chest. Unfortunately it's locked. Oh no, wait, turns out we had to cut that riddle due to card restrictions. Let's see what we have here. Receive card 06 from the deck.
- r0t4** Read Conversation 2 on page 14.
- r4e9** Nah, he's coming with me.
- r4k1** I could use the bucket to blindfold the basilisk but I think he wouldn't like that very much.
- r4p5** A sleeping basilisk. Probably dreaming of a chamber of sorts. But I guess that'll remain a secret.
- r4v0** If E is crossed off: Read z6z5. Otherwise: I probably shouldn't do that. Although, now that I think about it ... Maybe this will work. I just have to take care of something else first.
- t9m0** I don't think I can jump that and, if I fall, the witch will see me! Think, Gretel, think! How do I get across?
- t9p4** This goes up to the third floor. Unfortunately, I can't reach the buttons. Shoot, now I wish I would've brought my high heels.
- v0c3** You know, if you were smaller, you'd be able to handle these kind of operations with a lot more precision. What's that? The last time you drank a potion you ended up in here? Ok, nevermind then.
- v0i2** I probably shouldn't feed those to him. Who knows what they'll do to his digestive tract?
- v0p0** Hey yeah, the booger might actually be sticky enough ... let's see ... This goes here and this goes there ... Voilà! You're coming with me. Remove card 05 from the game. Receive card 03 from the deck.
- v0p3** Hey, couldn't you eat Hansel and poop him out during one of your bathroom breaks outside? No wait, that would mean I'd still be stuck in here.
- v0r2** See that? This is how you fix an egg! With boogers and opposable thumbs. I mean look at those hoofs! Someone really should've told you that surgery isn't a career path for you.
- v0z1** Can you believe the witch thought it was us who nibbled on her house? I mean, do I look like I eat gingerbread? Seriously, do I look fat in this?
- x5g7** A bucket on a hook. Correction: A bucket on THE Hook. Seems like Peter Pan can retire now. I'll just take the bucket. Receive card 04 from the deck.
- x6y3** Read Conversation 7 on page 15.
- x8i0** If E is crossed off: Read m3i0. Otherwise: Read Conversation 4 on page 14.
- x8m5** Hey Rapunzel, here's a bucket which has been hanging right next to you for the past couple of years that you totally could've gotten at any time if you wanted to. What, you don't want it? Shocking.
- x8r1** Nah, he's coming with me.
- x8t4** Already tried that. She didn't even notice. Her hair is like a helmet.
- z6z5** There, this should wake him up. You hit the basilisk over the head. He awakens in shock and his eyes find Rapunzel, immediately turning her to stone. Another swing, and the basilisk is knocked out before he spots you. There, that's better. Remove cards 06 and 11 from the game. Place card 12 in the house. Cross off D. Let's see if it's sturdy enough to carry me ... Yes! Perfect. You can reach the elevator now.
- z9v9** Read Conversation 1 on page 14.

## Second Floor (Only If B Is Crossed Off)

**d4e2** HD, wanna hold on to that? Yeah, just like that. The trap door doesn't budge. Ah, rats. He's not heavy enough.

**d4p8** Ew, gross!

**e7c0** I should leave him alone. Maybe he's allergic to those as well.

**e7e2** Hey, out of curiosity: If he was broken, would you feel compelled to put him together again? Yeah, that's crazy, right? It doesn't make sense.

**e7i4** I don't think it's made for magical creatures.

**e7p8** Hey, want a booger? No? Ok, sorry to bother you.

**g7i0** Read Conversation 5 on page 15.

**g7i5** If A is crossed off: Read p7e2. Otherwise: Why would I do that?

**m0i0** Shoot. If only I was taller. Then I could use the rope to lift the trap door. Guess I'll have to figure out another way.

**m0m5** There, that looks as if it goes here. Remove card 04 from the game. Place card 14 in the house. Unfortunately, the bucket alone is not heavy enough to lift the trap door. Cross off A.

**p7e2** Hey, does this hair smell like allergy to you? The Gold-Ass sniffs and his eyes start to water. You tickle his nose with the hair. Are you ticklish? [The Gold-Ass sneezes golden coins. Oh wait, use this bucket! Sneezing more and more coins, the Gold-Ass slowly fills the bucket. As it gets heavier, the bucket lifts the trap door, finally clearing your path to Hansel. Remove cards 08 and 14 from the game. Place card 15 in the house. Cross off C. You may now climb downstairs into the room where Hansel is being kept.

**r2k1** Nope, that won't fit in there.

**r7c3** I don't think it's made for magical creatures.

**r7p0** Wait ... You want to shudder ... You want to put it back? Gross!

**r2p5** This leads to the flue.

**r7i2** I could probably grow it in his snot, but without sunlight that would be difficult.

**r7p3** Just so you know, if we didn't need to escape, I'd drop you into one of his nostrils.

**r7r2** See HD, this is where I got the stuff that's barely holding you together right now. Beautiful, isn't it?

**t2b6** A trap door. Unfortunately, it's completely flush with the floor. I can't open it. I think the idea is to pull the rope.

**t3c3** Why would I do that? That would only call attention to myself.

**t3i2** If F is crossed off: Read x9x4. Otherwise: That's a really great idea, but not without my brother!

**t3p0** Sounds like fun, but I don't want to call attention to myself.

**t3p3** I could let him climb outside, but then I'd still be stuck in here. We need to find a way to get rid of the witch!

**t3r2** Humpty, you will have to be a very brave egg now, ok? Gretel needs a cat hair, and you're going to get it for her, understand? Here, climb up the chimney and get me some. Humpty Dumpty nods, or rather shakes his entire body empathically. He disappears into the dark of the chimney, out of sight. Look at card 16, then remove it from the game. After a few moments of silence, you hear the loud scream of a cat, then a hiss, then Humpty Dumpty flies by, tumbling down into the kitchen. You hear a soft \*crack\*, and the crackling of the fire downstairs stops. Then, someone cursing and coughing. You smell smoke and quickly close the flue. Just before you do that, a single cat hair floats down the chimney and lands in your outstretched hand. Whoops. Sorry about that, HD! Remove card 03 from the game. Place card 17 in the house. Receive card 08 from the deck.

**x0k2** Look out! It's a Rosenberg.

**x9x4** This is either incredibly clever or a terrible waste of seeds. You throw the beans up the chimney and listen as they scatter all over the roof tiles, roll into the rain gutter and down the pipes. Peeking out a window, you watch the seeds end up at the witch's feet, where they magically dig their way into the ground. Seconds later, a giant plant shoots from the soil and swallows the witch whole. Remove card 09 from the game. Place cards 18 and 19 next to the house. Congratulations! You have saved Hansel and both of you have escaped!

**z6r3** Oh, look! It's Alice ... Hm, she's sleeping. (Seriously what is it with everyone sleeping in this game?) I'm sure she won't mind me having this flask. Receive card 07 from the deck.

**z9k1** I could get more boogers, but why would I?

**z9p5** A sleeping ogre. Ew! What's that coming out of his nose? I'll take some. Receive card 05 from the deck. Ugh, it's really sticky.

## Hansel's Prison (Only If C Is Crossed Off)

**r5p5** Read Conversation 6 on page 15.

**v2c3** Here, drink this. It'll slim you down. Hansel drinks and shrinks to the size of a fat mouse. You reach through the bars and grab him, tucking him away in your sock. Remove card 07 from the game. Receive card 10 from the deck. Cross off F. Good. Now we just need to get out of here.

**v2i2** I think he's had enough to eat.

**z8z9** What's that? A box with seeds for some kind of plant. The box says it's from a store called "My Little Horror Shop" ... They should seriously overthink their branding, who in their right mind would buy at a store with that name? Receive card 09 from the deck.

## CONVERSATION 1



YOU!

What the hell was that earlier? You just ran off! The witch didn't believe a word we said! And I can't even blame her, who in their right mind would believe that the wind was munching away at her house? THE WIND, FOR GOD'S SAKE!

Uh-oh!



I'm sorry.

Oh you're sorry, are you? She locked Hansel up and has almost eaten him! I could get away somehow. Still, we missed the season finale of Game of Thrones!

Everyone dies.

DON'T! Tell me that. Jeez. You're worse than my step-mom. Anyways, you're going to fix this! We have work to do. Hansel isn't gonna save himself.

Receive card 02 from the deck.

## CONVERSATION 3



Hey, Steve. Why the long face?

Oh no, oh no! The witch is gonna kill me if she sees this!

I told him! I told him the wall was a bad idea.

Who?

Humpty Dumpty! I told him that this was going to backfire, but he wanted to sit on that wall so badly. And now he's a big yellow blob on the floor and I can't fix him. Cricks OH NO, I BROKE SOMETHING!

Did you consider the possibility that your hooves might not be the best instrument to repair an egg?

But someone has to help him!

Whatever. I'll see what I can do.



## CONVERSATION 2

Buon giorno signorina! Che bella ragazza! Che amore sei!

AAH! A talking puppet!

Ouch! Nooo, nooo, nooooo! Non è vero. I am just a real boy looking for love, no strings attached.



I find that hard to believe. And why the long no's?

Is it growing again? O, non di nuovo. Sai ... just imagine the possibilities!

Thanks, woodpecker, but no thanks. I have a brother to save. But I'm taking you with me. Maybe you'll be able to help.

Receive card 02 from the deck.



## CONVERSATION 4

Hey, you, yes you, with the thick calves, farmer girl. Did you see any dapper princes on your way here? Anyone mention they were trying to save me maybe?

Still no. Why are you even here? The witch decided long ago that you're too scrawny to eat. You could probably just walk out that door and find yourself a mentally challenged prince dumb enough to put up with you.

Oh, you innocent little doe, just you wait until you're my age. You're certainly not gonna get any princes by waddling around in this used dress from last year. Princes are looking for action, they're looking for a damsel in distress they can save. And if that's what it takes to get a prince to marry me I'll sit here until I turn to stone.

Sure, whatever floats your boat.

I accept frogs, too. Send them my way if you see any. Anything that might be jinxed or cursed, I'm open for business, you hear?

I hear, I just wish I hadn't.



## CONVERSATION 5



Hey! sniff You godda hankersheef? My allergies sniff are gilling me.

I don't. But I'll let you know if I find one.

Shank you. sniff .



## CONVERSATION 6

Gretel! What are you doing here? Hide! The witch might come back any second!

Relax, she's baking. What happened to you? You look ... bigger.

Oh yeah? Doesn't surprise me. That witch knows how to cook. I think she's trying out her recipes on me.

WHAT!? Hansel, wake up! She's fattening you to turn you into one of those recipes.

Don't be ridiculous. She's real nice. Although she does get angry sometimes when I pass her back the bones after I'm done eating. But it's probably just a misunderstanding.

Gosh, why did I have to be the smart one of the family? She was reaching for your finger to see if you're fat enough! You're lucky she's almost blind. Trust me, bro, she's trying to eat you. Her instagram is full of her creations, look! Wölpertinger Burger, filet d'Arielle, and this morning she posted a blurry picture of a steak tarzan.

She's on instagram? You're following her?

Er, well, yeah, I mean, ironically. The picture quality ain't great and her plating technique could improve ... to be fair, she's almost blind. And she doesn't understand how hashtags work quite yet, I mean #aladdinner? Really? It's like I travelled back in time to 2017 ... But that's beside the point! We gotta go!

Oh, yeah, about that ... I don't really fit through the cage door anymore. Sorry, sis. Maybe I shouldn't have eaten all three pork chops today?

Gosh, Hansel, you doofus. I'll figure something out.



## CONVERSATION 7

Shoot, it's no use, even if I hold him up, we're still too short. Guess that one was too on the nose. Although... that gives me an idea. Hey Pinocchio, you said you were a real boy, right?

Naturalmente!

Great! ... So you can help me with my taxes, right?

Taxes? Magical beings don't have to pay taxes. ...Right?

Of course they do! Gingerbread taxes, magical power taxes, mystical aura taxes, and so on and so forth. What, did you think you'd get to keep all this royalty money you've made from all those movies?

I don't?

That is, if you did get that money, of course. Because if you assure me that you never saw any money from Disney, I'll just pass that along to the officials and you will NEVER hear from them again.

Va bene, certamente, of course! I never saw a penny! Not me, nuh-uh!

As Pinocchio starts arguing about trust funds and declining gold rates, his nose starts growing. You pick him up and press the elevator button with his extended nose. The elevator sets in motion and you reach the third floor: Remove Card 02 from the game. Place Card 13 in the house. Cross off B. You may now take the elevator to the top floor.

