

# A Day in Tuscarora: Owner's Manual

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*Due to a combination of the cryptic nature of the Minecraft adventure map [A Day in Tuscarora](#), and the built in possibility of multiple endings, dasbuttocks production team has written this map walkthrough to detail all four possible story lines.*

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## 1. Plot Description

A Day in Tuscarora tells the story of a businessman, John Johnson, who ends up reluctantly being relocated to work in his small hometown. When he arrives he is only concerned with leaving as soon as possible, but he is in for a surprise when he realizes he is stuck in Tuscarora in both space and time. John soon realizes that he is stuck in a seemingly endless cycle by reliving the same day over and over again. Whether he goes to sleep, tries to leave, or even dies, he wakes up right back where he started again like nothing ever happened. What does John Johnson need to do to move on with his life? That's for you to find out.

## 2. Gameplay Mechanics

*A Day in Tuscarora utilizes carefully thought out and thoroughly tested redstone to allow the player to interact with the environment over the course of a "day".*

A Day in Tuscarora uses command blocks to give the impression of naturally advancing time. You may notice that most of the doorways in the game have pressure plates next to them. Whenever you step on a different pressure plate, the time of day advances 1.5 hours (unless you see a movie. Then it advances 3.) So, for example, if it is currently 12:00 and you enter the library, the time will advance to 1:30. If you keep running in and out of the library the time will stay the same, but if you enter the bank the time will advance to 3:00. Certain events are triggered at certain times of day, so it's important to keep track.

### Note:

- You can always tell the current time by looking at the clock tower on town hall.
- The actual time of day in Minecraft time is adjusted whenever a new pressure plate is stepped on, but naturally advancing Minecraft time does not affect the map.
- The map runs from 9:00AM to 9:00PM in 1.5 hour increments which gives 9 available time "slots."

### 3. Game Hints

- Learn the layout of the town, not only in location, but in time.
- Pay extra attention to named characters.
- Don't try to do everything at once. There are multiple correct paths.
- People can say different things at different times in different situations.
- Try starting your day in the office or library.

**WARNING: MAJOR SPOILERS AHEAD!**

### 4. Timed Event List

Here's a list of all the events in town and when they occur organized by time:

The Diner, Lake, John's House, and the Town Hall (if you can afford it) are always open.

- 9:00 AM:
  - Gwen is available in the upstairs library room
  - Kevin Steckel taking investments
  - Open buildings: Bank, Library, Market, School, Office, Barber
- 10:30AM:
  - Gwen is at High School
  - Kevin Steckel taking investments
  - Open Buildings: Bank, Library, Market, School, Office, Barber

- 12:00PM:
  - Kevin Steckel taking investments
  - Gwen is at Diner
  - Open Buildings: Bank, Library, Market, School, Office, Food Bank
- 1:30PM:
  - Kevin Steckel taking investments
  - Open Buildings: Bank, Library, Market, Office, Food Bank, Auction House, Barber
- 3:00PM:
  - Kevin Steckel taking investments
  - Movie matinée
  - Open Buildings: Bank, Library, Market, Office, Food Bank, Auction House, Barber, Theater
- 4:30PM:
  - Kevin Steckel taking investments
  - Open Buildings: Bank, Market, Office, Food Bank, Auction House, Theater
- 6:00PM:
  - Kevin Steckel returns on investments
  - Evening movie plays
  - Pick up Gwen for date (if available)
  - Bank Robbery!
  - Open Buildings: Bank, Market, Office, Food Bank, Auction House, Theater, Astronomy Center, Butterfly Park (if available)
- 7:30PM:
  - Kevin Steckel returns on investments
  - Open Buildings: Market, Office, Auction House, Theater, Astronomy Center
- 9:00PM:
  - Carbon monoxide alarm goes off in residential area
  - Dr. Nimchips's back yard opens (if available)
  - Everything else closes

## 5. Walkthrough

To save time and energy, each walkthrough will skip the opening city scene and will begin with John Johnson waking up in his house for the first time. Each walkthrough will list the most straightforward method of completion, but because of the money system interacts with different elements the same way regardless of how the money was acquired, there are slight variations of these lists that can be used to finish the map.

The methods of acquiring money are:

Cashing the paycheck from the office - \$500

Robbing the bank -\$1 million

Finding the lake treasure- \$1 million

Invest \$500 with Kevin Steckel- \$1 million at 6pm

Invest \$1 million with Kevin Steckel- \$1 billion at 6pm

**Rob the bank by going counterclockwise to 6, clockwise 9 times, and counterclockwise 3 times, then press the button. This is only actually useful for buying the treasure map or taking the redstone tour.**

### Prison Endings (BAD)

**Any method of completion done by robbing the bank the day you finish will send you to prison.**

### Love Ending (good)

This ending only takes one day to complete, but has two slightly different versions. In one version, John heads straight for the library, where in the other version, John goes to the barbershop instead.

Time	Action (version A)	Action (version B)
9:00 AM	Talk to Gwen in Library upstairs.	Get a haircut.
10:30 AM	Meet Gwen at the High School.	
12:00 PM	Go to diner. Make a date for 6.	Go to diner. Make a date for 6.
1:30 PM	Go to office, pick up bonus check	Go to office, pick up bonus check
3:00 PM	Cash check at bank.	Cash check at bank.
4:30 PM	Purchase boat (left) at auction.	Purchase boat (left) at auction.
6:00 PM	Pick up Gwen at brick building by store; take to Butterfly Park behind the High School.	Pick up Gwen at brick building by store; take to Butterfly Park behind the High School.
7:30 PM	Cross the lake by boat.	Cross the lake by boat.
9:00 PM	Enter cabin.	Enter cabin.
Next Day	Return to town square.	Return to town square.

### Charity Ending (good)

The charity ending also only takes one day to complete, but it's likely the most difficult to figure out.

Time	Action
9:00 AM	Acquire check at office
10:30 AM	Cash check at bank
12:00 PM	Buy groceries at store
1:30 PM	Take groceries to food bank (find keys)
3:00 PM	Watch a movie (you don't actually have to do this, you just have to kill time until 6)
6:00 PM	Take keys to Astronomer in observatory
7:30 PM	Press button to help Homeless Pete, giving him the astrolabe from the astronomer
9:00 PM	Go behind the first house on the left in the residential district. The homeless man helps you jump up to the roof and through the window.
Next Day	Return to town square

### Combo Ending (good)

The combo ending is just a combination of the previous two endings taking advantage of the open time slot gained by either getting a haircut or finding a treasure.

9:00 AM	Get a haircut
10:30 AM	Get treasure from lake
12:00 PM	Meet Gwen at diner
1:30 PM	Purchase boat at auction
3:00 PM	Invest with Kevin Steckel
4:30 PM	
6:00 PM	Pick up Gwen, take her to Butterfly Park
7:30 PM	Pick up investment money from Kevin, hit button to help Homeless Pete with fortune.
9:00 PM	Take Gwen across to cabin.
Next day	Return to town square.

### Greed Ending (bad)

The greed ending is you choosing to be the bad, greedy John Johnson.

9 AM	Find lake treasure
10:30 AM	Invest with Kevin Steckel
6:00 PM	Receive investment money from Kevin Steckel; go upstairs to talk to employee in office.
5 years later	Just walk outside