

The protagonist, Walter Walters, will attempt to create a potion of immortality in a platformer environment. First, he must obtain the recipe. The player must grab the key and unlock the vault. The treasure chest is a decoy and will turn into a monster if touched. Once the recipe is obtained, the player must grab the three ingredients, an eyeball, snake skin and water. The snakeskin can be obtained by killing a snake that will appear if the bush is disturbed. The eyeball is obtained by killing the laser eye. To obtain water, the player must ask Yvette Yonders for a cauldron and fill it up at the waterfall. Once all ingredients are completed, the player must make the potion by adjusting the heat and adding ingredients in a specific order. This is to ensure that the player actually obtains and reads the recipe. There will be at least two endings: One where the potion is made correctly and one where the potion is not. Additional endings for different variants of wrong potions may be added if time permits.

