FEZ

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INTRODUCTION

Welcome, visitor, to the world of Fez!

Before you lies a document that contains ancient wisdoms which are sometimes written sdrawkcab.
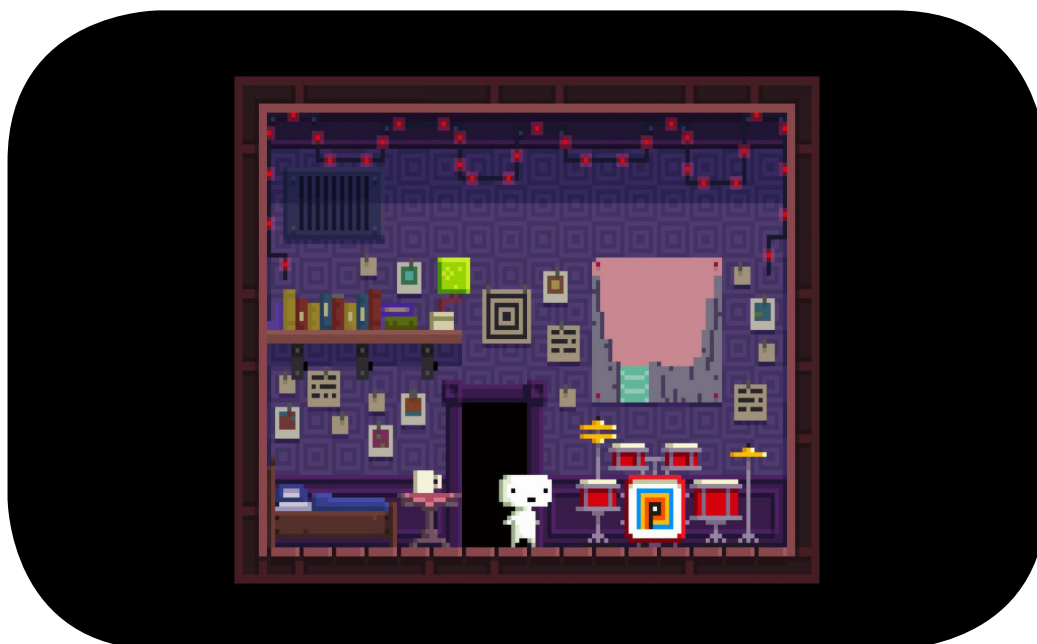
This is not to upset you but to preserve an authentic experience of this lifeworld, which is a rather fragile one that needs special handling.

This scroll has been digitallized for your convenience and for purposes linked to accessibility. A true guide is there for you when you need him the most but does not hold your hand all the time either.

Hints will be given in the first section. More weighty tips are jotted down backwards.

Take your time with this game; the universe wasn't created nor solved in one day either.

Good luck!

CONTENTS

CONTROLS

Field Commands

360 Controller	Keyboard	Action
Left Analogue/D-Pad	Arrows/D-Pad	Move
Right Analog	I J K L	Look (Up, Left, Down, Right)
Right Analogue (Press)	Right Shift	Center Camera
A	Space	Jump
B	Left Shift	Talk/Cancel
X	Left Control	Action
Y	Tab	Inventory
RB/RT	D	Rotate Right
LB/LT	A	Rotate Left
Back	Escape	World Map
Start	Enter	Pause

World Map Commands

360 Controller	Keyboard	Action
Left Analogue/D-Pad	I J K L	Look
Right Analog	Arrows/D-Pad	Pan
LB	W	Zoom In
RB	A	Zoom Out
LT	S	Spin Left
RT	D	Spin Right
B	Left Shift	Back/Exit

HINTS & TIPS

○ Avoid spoiling FEZ. Do NOT watch videos, DON'T browse forums (not yet).

○ Use this guide, which has been crafted in a very specific way. It provides hints and general advice in the main walkthrough section, but it will never give away FEZ's secrets.

○ This guide gives three types of hints:

1. General advice.
These are written in a normal fashion and can be read without having to worry about spoiling anything. Information on how many cubes or cube pieces are located in an area also fall under this category.
These directions are indicated by a (zero-dimensional) dot: ○

2. Clues.
These point you toward more specific solutions, without giving away the surprise. You'll most likely still need to re-think the puzzle, but if you were completely stuck, these clues may help you progress.
These are indicated by a (one-dimensional) line: —

3. Specific hints.
These will point out something you most likely hadn't noticed before, usually allowing you to fully solve a puzzle. They don't fully give away the secrets of FEZ, but they're as close as it gets.
*They are written sdrawkcab and are indicated by a (two-dimensional) square:* ■

► World Map

○ FEZ's worldmap consists of various 'floors'. These are connected by nodes. Bigger nodes connect several rooms to each other. There are three room sizes: Large, medium and small. Large nodes/rooms contain warp gates.

Tip: It's easier to understand what is meant by a 'floor' when you pull the right analog stick down, wiggling it slightly left and right.

○ The room you're currently in resonates white hexagon beams, allowing you to orient more quickly.

○ A golden coating indicates that a room has been fully cleared.

○ Depending on which side a room is connected to a node, their entrance will correspond to that side of the (main) area. For example, the reason why six rooms are lined up on one side of Gomez' village and only one on each of the remaining three sides, is because the entrances match up in the actual village; on the side of Gomez' house are indeed five other entrances to other houses.
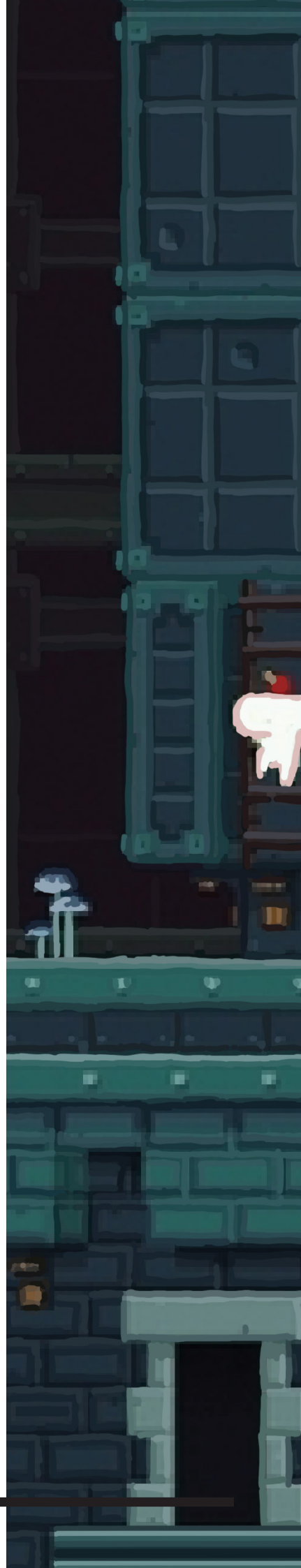
○ Several icons can appear next to rooms:

Icon	Description
Warp Gate	Allows teleportation to other nodes with warp gates. There are five nodes that have warp gates, but these must be activated first before one can use them.
Small Gate	These transport Gomez back to the floor/level's main node, which contains a warp gate. They essentially allow you to fast travel without having to backtrack long parts through (cleared) levels, but they're one-way only.
Treasure	Indicates that the room contains a (hidden) treasure chest.
Locked Door	Indicates that the room contains a locked door.
Cube	Indicates that the room contains a (full) cube.
Bits	Indicates that the room contains at least one cube bit/piece, and possibly more than that.
Secret	Indicates that the room contains an unsolved secret. What could it be?

▶ Hints

○ The main walkthrough contains hints of three types. This short section will first provide you with general playing advice, and depending on how much you want to know during your first playthrough you can skip certain hints (as indicated by lines and squares):

○ If you can't find a specific cube or cube piece, consult this walkthough to try and find it.

○ FEZ is meant to be overthought and reflected on. Even though the information you need can be harvested from the evergrowing internet, try and restrain your feelings and force yourself into trying a more 'organic' approach. If the answer doesn't come RIGHT NOW, perhaps it will tomorrow? And if it doesn't come tomorrow, perhaps a few hints in this guide will open up new dimensions for you?

○ Not all entities in FEZ speak the same language, as you'll notice early on in the game.

— One of FEZ's challenges is to learn that language and as such, in-game clues are given. You'll just have to look for them.

— Note down the things that you are told. They may or may not be told again.

■ .sebuc raluger lla gnitcelloc yb tsrif emag eht gnitaeb tuohtiw selbitcelloc terces lla tcelloc ot elbissopmi si tI.

◪ ?!...noisnemid driht A ?eht tahW

WALKTHROUGH

▶ Home

- Gomez wakes up in his house. Go outside, read your mail and proceed to the top of the village to meet up and talk with Geezer.

- A cube known as the Hexahedron appears. Gomez receives the FEZ hat and the game will 'glitch' and reboot.

Note: Unfortunately, sometimes the game really DOES glitch at this point, forcing you to restart your console. If it continuously happens, keep trying until you get past this point.

- After the game has rebooted you can now rotate the area with RB/RT or LB/LT.

- Head outside and you'll be accompanied by Dot, who informs you that the Hexa-hedron has been fragmented into bits and pieces. It must be restored at all costs, or the space-time continuum will rip itself apart into nothingness. Something to that extent anyway. He'll also show you a purple door that leads to the outside world, which is sealed. Opening it will require one cube, and there are more doors beyond it that require more cubes for them to open up. 32 cubes must be found to finish your journey, so Dot concludes.

- 8 cube bits (pieces) can be found in Gomez' village, which together form a full cube that unlocks the door below. Here are their locations:

   1. Directly to the right of Gomez' home.
   2. Climb the ivy up and turn the area 180 degrees to spot this bit in a recess.
   3. Inside the elementary classroom (above the small windmill).
   4. Outside, in a recess at the same height as the platform with a treasure chest.
   5. In the vacant room directly on the backside of elementary school.
   6. Inside the kitchen, on the second highest floor.
   7. Inside the vacant room on the second highest floor.
   8. At the top of the village.

<p align="center">ACHIEVEMENT: GET A CUBE (10 G)
Find your very first cube shard.</p>

Other points of interest right now are:

- The house to the upper right from Gomez' house contains a treasure chest with a **[KEY]**. Keys can unlock any locked door, but they can only be used once.

○ Head inside the locked house above the one with the family portraits and hidden treasure room. You'll find yourself in a purple cabin room with a **[TREASURE MAP]** in the middle.

■ .tsrif ofni erom deen uoy tub lufgninaem era llaw eht no seton ehT

○ The floating platform outside, in the upper region of the area, contains another **[KEY]**.

○ Climb all the way down to unlock and enter through the purple doorway.

► Leaving

○ As you climb the limestone tower, Gomez nearly automatically collects all eight cube bits in this room. Good for you and him, since you can now open the purple door at the top, which requires two full cube shards!

○ This door leads to one of the most central nodes of the game, which contains purple doors that require four, eight and sixteen cubes respectively to open. For now, make your way to the top and head through the doorway to reach a new 'world' or 'floor', which we'll term 'Azure'.

○ There are only two cube bits in this central node room, which contains a warp gate and also grants access to various other rooms. The bits are located here:

1. In the recess on the floating platform with a small tree on top.
2. Floating above the small limestone column next to the (inactive) warp gate.

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- You're free to explore the adjacent rooms in any order you like. Here's where the doors lead to:

Lighthouse Area:	Head through the door on the ground level of the platform with the large tree on top of it; the door is located under the ivy.
Waterfall Area:	Head through the door on the upper level of the platform with the large tree on top of it.
Floating Platforms Area:	Head through the door on the center structure of the area by climbing the ivy.
Bell Tower Area:	Head through the door of the small structure with a small tree on top of it.
Inside The Tree:	The doorway in the tree on top of the gate leads to a new area, so we'll save it for last.

Tip: You can also see where a door leads to by looking at the area in the background, which reflects where Gomez is headed.

- We'll start by exploring the Bell Tower area.

► Bell Tower and Localities

- At the ground floor there's a small purple door that leads to a small isle with a tree on it.

— There's nothing you can do here.. for now.

- Collect two cube bits as you ascend the bell tower and go through the door at the top; this leads you to the next area.

- There's a cube bit on the other side of the structure you start at.

- The purple door below leads to a seemingly empty room.

— Hmm, looks like the cubes can be moved in this area. And what's that pink glow emanating from the platform?

- Back outside, climb the structure and use the bomb to continue. You'll find two more cube bits as you ascend.

- The door leads to a new room. There's a cube bit on the bottom side of the structure and a second clearly visible in the middle of the area.

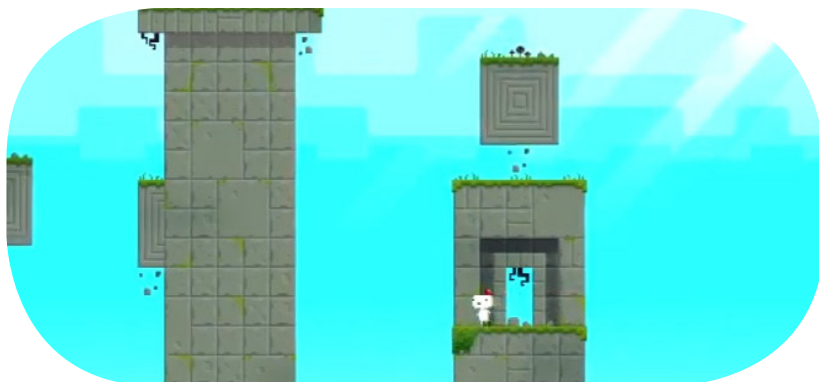— There's a treasure chest with a **[KEY]** on top of the structure.

- ○ The door on the middle walkway leads to another room. There are black holes here; touch them and Gomez is sucked in, so you'll need to avoid them.

- ○ There's a cube bit on the other side of the structure that you can reach by smart rotation.

- ■ .elgna thgir eht morf pmuj wol a yb dediova eb nac daeha pu seloh kcalb ehT

- ○ Collect the other two cube bits as you ascend; at the very top is a full cube shard. Collecting it activates a small gate. Before using it, first go through the door underneath the tree on the other side.

- ○ This leads to the Totem area, a place in which you cannot change your perspective. Collect the three cube bits and look for the small purple door.

- ■ .metot eht nrut nac uoY

- ○ The purple door leads to a mysterious room.

- — Hmm, what's up with those cubes?

- ○ In any case, the small gate warps you back to the Azure gate.

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► Floating Platforms Area

- As mentioned before, this is accessed by going through the door on the center structure, almost immediately below the Azure area's gate.

- In this area, ignore the (next) door for now and collect the three cube bits.

- The chest on top of the structure contains a **[KEY]**.

— A switch and a crate. Hmm.

— There also seems to be a treasure chest on top of the distant floating platform. Hmm, perhaps we need a clue first?

- Head through the secret passage that the switch opened.

- Collect the two cube bits and figure out how to reveal another secret passage (which goes hand in hand with getting the second cube bit).

— There's a crate in this area.

- Head through the new door. Another switch, hmm.

- The next room contains a full cube shard. Collecting it also activates a small gate that brings you back to the main gate of the Azure area.

- Since you weren't done yet in the floating platforms area, return there and head through the door directly underneath the crate.

- The first small (purple) door leads to a room with a treasure chest that contains a **[TREASURE MAP]**.

- Back outside, collect the three cube bits during your ascend.

- On the top of the area is a full cube shard and a small gate.

► Waterfall Area

○ There's a cube bit on top of the column.

○ Head to the top of the area and enter through the doorway of the large tree.

○ There's a cube bit in this area, as well as a treasure chest that contains the rather important [**WRITING CUBE ARTIFACT**].

ACHIEVEMENT: MIGHTIER THAN THE SWORD (10 G)
Find the Writing Cube artifact.

— So this artifact was used to write, hmm?

— Then at least you now know - whatever they've written with it - how that looks like.

— Looks like you can rotate the Writing Cube, and it seems to have something on the top and bottom sides as well.

■ .detator eb nac ebuc eht taht rebmemeR .flesruoy rof nwod meht eton dna yrT . egaugnal UZ tneicna eht fo slobmys rettel elbissop eht lla sniatnoc ebuc gnitirw ehT

■ ...god gnivom ylwols a revo ylkciuq rehtar gnipmuj si xof a erehw raen shpylg eht rehpiced dna yrt dluohs uoy spahreP

○ Back in the waterfall area, head through the small (upper) destroyable wall to reach a pillar with two cube bits and a full cube shard.

— There's something strange about this place, isn't there? It seems to loop over and over... but why?

○ Collecting the cube shard activates a small gate, but you'll want to head back to the waterfall area first, so go back through the door.

○ Go through the destroyable wall (ground floor) to reach a mining area.

○ There's a cube bit behind a destroyable wall.

○ Head through the (destoyable) door on top to reach the second mining area.

○ There are two cube bits behind the destroyable walls.

○ Head through the small (destroyable) door.

○ In this room is a cube bit behind a (destroyable) wall. The top platform houses a treasure chest with a [**KEY**] inside. Return to the previous room after collecting it.

— Hmm, how to continue? Think of how *causality* works.

- ■ .ereht spots ti yhw fo kniht dna spots noisolpxe eht erehw kooL

- ■ .elgna tnereffid a morf dehctaw tseb si erif semitemoS

- ○ There's a full cube shard at the top of the area. The small gate will activate after collecting it as usual.

▶ Lighthouse Area

- ○ There's a cube bit you can easily collect in this area.

- ○ Unlock the locked door of the lighthouse (you should have more than enough keys at this point) and head inside.

- ○ There's a cube bit and a **[TREASURE MAP]**.

- — Inspect the map. Hmm, does that look familiar? Where have we seen that before?

- ○ Head through the other door to enter the lighthouse's interior.

- ○ Climb to the very top to find a cube bit. Head through the doorway to reach the top of the lighthouse. (Ah, so *that's* how you get there. Indeed!)

- ○ There's a cube bit on top of the lighthouse.

- ○ Hope over to the floating platform and go through the door to reach the next area (with a cabin on top).

- — Use the pivot to reach the ladder and head inside the cabin.

- ○ At the top you can find a cube bit.

- — There's a 'hidden' door here as well as a regular door. The 'hidden' door is marked by two overlapping squares (you should think about what that means) and is a shortcut to the main node with purple doors. You can ignore it for now, but remember it as a useful way to quickly backtrack to there (or to here).

- ○ The regular door leads to a new area with a lightgreen background. We'll refer to it as the 'Industrial' zone.

► Industrial Zone

○ There are several areas you can access from the main industrial zone:

   WINDMILL: The door below the ivy leads here.
   PIPE AREA: The door below the single, large orange tree leads here.
   LIFT PLATFORM AREA: The door below the warp gate leads here.

○ The wooden door of the white house nearby rotating platforms (and with a lizard on top) leads to a room with a cube bit inside.

○ The door of the white house on top of the area (just below an orange tree) leads to a glitched room with a cube bit inside.

○ Head into the windmill area. There's a cube bit on the pipes down below.

○ Turn the pivot(s), collect the cube bit, then make your way up.

○ Unlock the locked door of the windmill, go inside and head through the 'hidden' door.

○ Inside this area you can find a treasure chest with a full cube shard, as well as a cube bit.

○ Back in the windmill area, head through the door below the windmill.

○ In this area, go up and collect the three cube bits.

— The pivots are there for a reason.

■ .yek eht si reddal ehT

○ There are two doors in the area. Head through the door on top of the large pivot screw first.

— Make your way to the top (easier said than done) and collect the cube bit by turning the pivot.

○ Back in the previous area, head through the other door in the middle of the area (at the back of the small windmill).

— Make your way to the top of the area and collect the full cube shard by first revealing the hidden door.

○ Use the small gate to return to the Industrial Zone's warp gate.

○ Head to the pipe area (by going through the door under the large orange tree).

○ Make your way up, collecting three cube bits in the process.

○ The treasure chest contains a [**TREASURE MAP**].

— Hmm, looks like it has something on its back as well. And what are those symbols in the corners trying to tell us?

— Perhaps the Writing Cube can help us somehow?

■ .syaw tnereffid ni gniht emas eht gniyas era srenroc eht ni slobmys ehT

○ Head through the door at the top of the area to collect another cube shard. Use the small gate to return to the warp gate.

○ Go through the door below the warp gate to enter the lift platform area.

○ Head up and ignore the locked door for now. Instead, head through the door at the very top of the area.

○ Collect the two cube bits and head through the door on top.

○ Here, collect the cube shard at the top, use the small gate to head back to the warp gate, and return to the locked door you just passed.

○ Head to the top to find a well.

— Hmm, what's a well doing here? This isn't Mario, after all.

■ .aera wen a ,srewes eht retne ot llew eht no gnidnats elihw nwod sserp ;tnatropmi os s'ti ecniS

► The Sewers

○ That's not water you're seeing, but acid. Lower the acid level to reveal a door that leads to the sewers' main node, warp gate included.

○ There are two cube bits in the main node/room with warp gate.

— Use the pivots to move between levels.

○ Door on middle level, middle tower: Leads to an area with a cube bit and a treasure chest with a full cube shard inside.

○ Door on lowest level, below lowest pivot: Leads to a room with a treasure chests that has a [**KEY**] inside.

○ The locked door (on the same level as the warp gate) leads to a room with a cube bit and a mysterious QR code.

■ .won rof eb siht evaeL
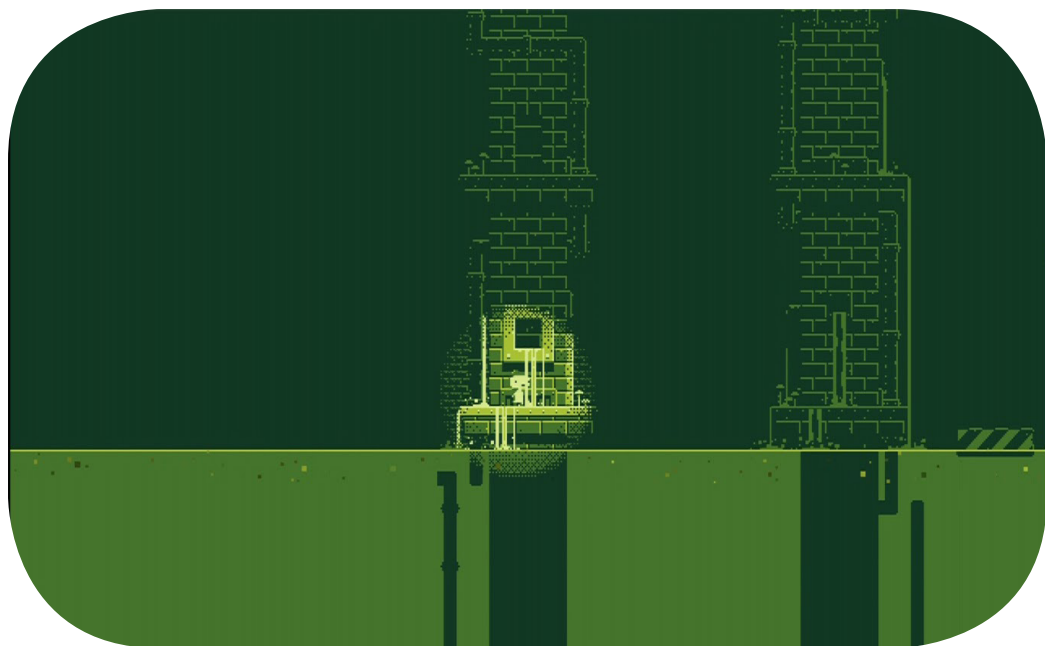
- Door below warp gate: Leads to area with gushing platforms.

- There's one cube bit in the area with the gushing platforms. Head through the single door here.

- There are three cube bits in this area, and three doors (one of which is locked).

- The uppermost door leads to a room with a full cube shard (and small gate).

- The (normal) door somewhere halfway the area leads to a room with a treasure chest that contains a [KEY].

- The locked door on the lower level leads to a mysterious room with a cube bit and a strange magnetic object.

— Hmm, why does the controller vibrate strangely as you approach this magnet?

■ .setarbiv rellortnoc eht erehw ot noitnetta esolc yaP

- There's also a 'hidden' door with two overlapping squares that leads back to the area's main warp gate.

- The door below the uppermost pivot leads to a room with a cube bit, a mysterious door and a 'hidden' door (with two overlapping squares) that leads back to the room with black holes (and thus provides access to the industrial zone).

- You've done the most important things in the sewers for now, so use the warp gate to travel back to the 'Azure' gate. Here, climb the gate and enter through the door in the tree on top to enter a new area.

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▶ Nature

○ Climb the pillar to reach an area with a cabin.

○ The locked door underneath the small white pole leads to an area with a cube bit and collapsing platforms leading to a treasure chest with a **[TREASURE MAP]** inside.

○ The cabin leads to a new area, the Cemetary.

○ The door at the top of the large pillar also leads to a new area, with a dark blue sky.

▶ Dark Blue Sky Area (Zu Ruins)

○ We'll first go through the area with the dark blue sky.

— Hmm, how to reach that chest in this first area? Do we need a clue first?

○ The second room contains a cube bit at the very top of the purple structure.

○ The small room on the high side of the structure leads to a puzzle room that has several movable blocks in it along with a purple tablet with tetris-like figures etched in it. What's this all about?

○ The door in the middle of the structure leads to a room with two cube bits inside. Head through the wooden door to reach the area's main node with warp gate.

○ There's a treasure chest on the floating platform at the top of this area, and there are various doors leading to a variety of rooms.

○ Warp gate's azure side showing; door next to the ivy leads to a room with a single cube bit inside.

○ Warp gate's lightgreen side showing; door on the platform immediately below leads to another room with a single cube bit inside.

○ The door on the platform below this leads to a room with a QR code inside. Hmm, what's this about?

○ Warp gate's sewers/dark green side showing; the door two platforms lower leads to a throne room with a cube bit inside.

○ The small door next to the destroyed purple door leads to a room with a single cube bit inside.

○ The destroyed purple door (which looks like it previously required a lot of cubes to enter) leads to a destroyed gate and two cube bits.

○ The door on the floating platform with a pink tree on top of it leads to an area with a clock in it.

○ Door on the lowest floating structure leads to a new large area with a telescope.

○ With only the clock area and telescope areas left to explore in this region, we'll start with the clock area.

○ As you ascend the tower, head through the first door to reach an area with a museum.

○ Here there's a 'hidden' door underneath the pink tree on the floating platform that links back to the warp gate. There's also a cube bit on the museum's roof.

○ Inside the museum you can do something according to your map. But what?

— Never hurts to inspect everything in a room, right?

■ ?koob doog a daer uoy emit tsal eht saw nehW

■ .**[EMOT]** eht htiw tsehca si aera terces eht edisnI

ACHIEVEMENT: HAIKUS NOT EPICS (10 G)
Find the Tome artifact.

○ It looks like a book, Dot tells you. Indeed it does.

— Books can be read, right?

■ .ti ni rettel taht sah taht drow euqinu dna gnol a fo kniht dna x na rof kooL :tnih a s'ereh ,yawa thgir gniyrt no tsisni uoy fI .tey tebahpla eht wonk t'nod uoy fi tluciffid rehtar si emot eht gnidaeR

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○ Return to the clock tower and head to the top to find a full cube shard.

— Note how the clock has four clock-hands? Wait, what's that? An Anticube seems to appear when the clock-hand for seconds hits 12 o'clock. What does that mean? Hmm. Best to overthink this with a good night sleep.

○ Head back to the warp gate by using the small gate. From here, make your way to the telescope area by going through the door on the lowest floating structure.

○ In this area, make your way up and enter the small door on the first floating platform you come across.

○ Here, make your way up. You'll have to do this fairly quickly and it may take several attempts, but it (obviously) can be done.

○ Enter the doorway under the pink tree to reach a mysterious room with an interacting device.

— Hmm, what are all the interaction outputs it can give? Best to note these down for yourself!

— And what is the purpose of that purple stone on the other platform?

■ .enots fo sepyt eseht otni dehcte slobmys eht dniheb yretsym eht gnivlos ot yek eht dloh yllaitnesse uoy ,detalsnart stupni eht lla htiW

■ .tseb skrow rorre dna lairt semitemoS ?evitcepsrep gnidaer thgir eht si tahw ,si noitseuq laer ehT

<div align="center">

**ACHIEVEMENT: CRYPTOGRAPHER (15 G)**
Break the code.

</div>

○ Back outside, enter the temple to reach a library with a solar system model inside.

— Hmm, there are symbols marked on the walls. What's this about?

■ .tcafitra gnitirw dna emot eht ni seno eht sa emas eht ton era slobmys esehT

■ .ZEF fo taht dna dlrow ruo ni emas eht snaem lobmys = ehT

■ ?krow senil esoht od woH .erutcurts 'slobmys eht woh ta kool doog a ekaT

○ Head through the door on the opposite side to find a treasure chest with the Counting Cube inside.

<div align="center">

ACHIEVEMENT: A NUMBERS GAME (10 G)
Find the Counting Cube artifact.

</div>

○ Dot tells you that it was used to count.

■ .taht yltcaxe si ebuc gnitnuoc eht no lobmys tsrif ehT

■ ?ereht enil taht yhW .sah ti erutcurts eht sah ti yhw fo knihT

○ Go back outside and climb the structure to find a full cube shard. You can use the small gate to go back to the main warp gate. The hidden door also leads back to a room with direct access to the warp gate area.

○ Instead of going back to the warp gate, backtrack to the previous area and continue the ascent.

○ There's a full cube shard on a floating platform at the top (which also activates a small gate, of course).

○ You can enter the building and look through the telescope. But what are you supposed to do here?

— Hmm, perhaps we need some hints first?

○ Head back outside and enter through the 'hidden' door with two overlapping squares to quickly transport Gomez to a room at the beginning of this entire area. This allows you to quickly backtrack to the room with the cabin (which is down a level).

○ You'll have to go through the room with the floating platform that has a treasure chest on it.

■ .spam erusaert ruoy fo eno tlusnoc ot emit doog a s'woN

○ Back at the cabin, head through to reach the Cemetary.
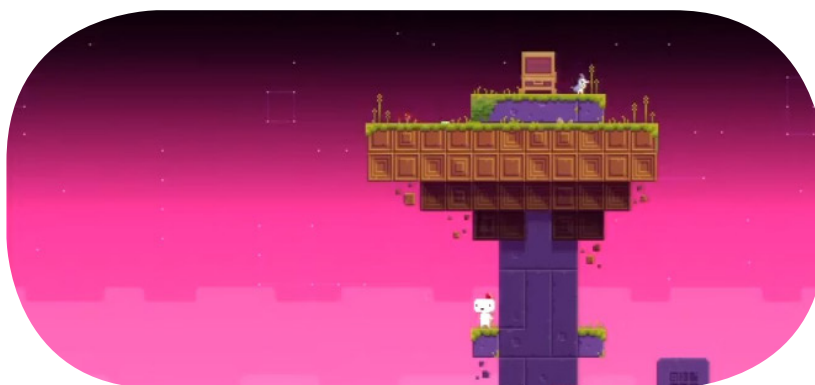
► The Cemetary

○ There are two cube bits in this area. Head through the wooden door to access the area's main node.

○ You can find a total of seven cube bits in the main node area. If you've accessed all other warp gate nodes you'll also unlock an achievement at this point.

ACHIEVEMENT: WARP ZONE (15 G)
Reactivate all 5 warp gates.

○ Head through the wooden door on the lower side of the large main structure. This leads to a mysterious place with a cube bit and a statue of an owl that rotates its head as you rotate the area. What's this about? Owls?

○ The door on the floating platform besides the warp gate (on the same level) leads to an area with four cube bits and a treasure chest that contains a treasure map.

○ The door on that highest platform (with treasure chest) leads to a small area with two cube bits.

○ The door on the floating platform on the same level as the main crypt leads to an area with separate floating platforms. There are three cube bits here in total.

○ Enter through the first door in this area (on the first platform you reach next) to reach a tower with two cube bits and a full cube shard at the top (along with a small gate). Head back to the area with the separated floating platforms and continue to the top.

○ At the very top, go through the door to reach a small area with a cube bit and a full cube shard (plus a small gate). Since the locked door at the crypt requires a key (which you may not have yet), warp back to the main node.

○ Head through the door on the top floating platform with the skull.

○ This leads to an area with three cube bits and a large skull that rotates along with the area. Hmm, how to get behind it?

— Perhaps Dot knows what to do? Monitor him closely.

▶ Ancient Ruins

○ In any case, you now have more than enough cubes to return to the area with the purple doors (which required cubes to open up). Time to go through them. The easiest way to get there is to warp to the Azure sky area and going through the purple doorway down below.

○ Head through the door that requires four cube bits and you'll reach limestone ruins with ivy. There's one cube bit on top of the large structure and there are several doorways leading to smaller rooms.

○ The door on the ground floor of the central structure leads to a room with a cube bit inside.

○ The same applies to the door on the first floor: another single cube bit is in the room behind it.

○ The door on the second, uppermost floor leads to a room with a large black hole and no other items. (You'll want to visit it to get a gold coating.)

○ The doorway in the small building to the right leads to a room with another cube bit inside. Is that an owl the ancients were worshipping on the wall?

○ The fifth room (in the left building) contains more wall paintings.

▶ Polytron HQ (Nu Zu)

○ Head through the door that requires eight cubes.

○ The door on the first floor (nearby a ladder) leads to a room with showers and a single cube bit.

○ The other door on the first floor contains a generator but is otherwise vacant.

○ The door on the second floor leads to a classroom.

— Hey, wait a second. If this is a classroom inside Polytron HQ, what were they teaching here?

■ .noiger yks eulb krad eht ni deretnuocne uoy taht ecived xob gnitcaretni eht fo kniht dna draobkcalb eht ta kool doog yrev ,yrev a ekaT

■ .tnatropmi yrev si sihT .desu slobmys rehto wef eht ot noitnetta yap oslA

○ One of the last two rooms contains a single cube bit, the other is empty.

— While you're at Polytron HQ, take a good look at the neon signs. Think of what they could mean. Perhaps there's some kind of hint in the environment pointing you towards their meaning?

■ ?gnihtemos su llet ot gniyrt srepoleved eht erA .noitcerid cificeps a ni daer ylsuoivbo era sngis esehT

■ .srettel ruof ylno sniatnoc dna elddim eht ni srettel emas eht fo owt sesu sngis eht fo enO

► Majestic (Zu) Village

○ Head back to the purple doors and go through the one that requires 16 cubes in total. This takes you to an ancient village.

○ There are two cube bits to be found outside. One all the way down, the other all the way up.

○ One of the small doors on the second floor leads to a room with a single cube bit and an unfinished QR code.

○ One of the other small doors on the second floor leads to a throne room with another single cube bit.

○ The small door next to the door that requires 32 cubes to open (also on the second floor) leads to a room with a statue of an owl.

— Looks like you can talk to the statue. It says: "Hear the owls. See their effigy. Assemble the parliament." I'm sorry good sir, but could you repeat that? What's it all about? Hearing owls, effigy, assembling?

■ ?yawyna detacol slwo eht era erehw ,tey retteB ?ygiffe lwo na nees uoy evah esle erehW .slwo eht raeh dna rof kool ot deen ll'uoY

○ One of the small doors on the third floor leads to a room with a treasure chest that has a **[KEY]** inside. There are also wall paintings in this room.
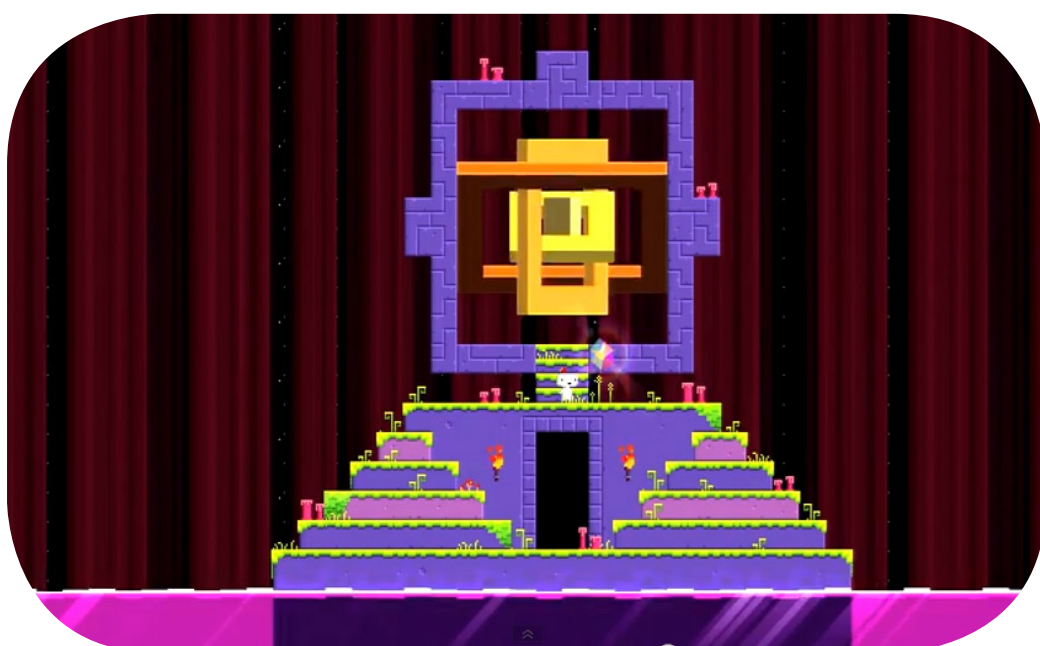
○ (You can now unlock the locked door in the cemetary if you hadn't done so already. A puzzle lies beyond.)

— Pay close attention to how many figures receive "something".

○ The other door on the third floor leads to a classroom with a cube bit.

— Hmm, a classroom? What's there to learn this time?

— Chalk is white. Ink is dark.

■ .ebuc dedlofnu na swohs draobkcalb ehT

■ .ZEF ni si ti sa dlrow ruo ni emas eht si lobmys = ehT

■ ?enil a si *snoisnemid* ynam woH

■ ?serauqs gnippalrevo fo ngis taht evah psla tcafitra emot eht t'nseoD

■ ?erauqs a rO

■ .lobmys rehto eno tsael ta revocsid ll'uoy dna derutcurts era slobmys eht woh ta kooL

■ !kcul dooG .lobmys = eht dniheb elbissop rewsna lacigol elbissop eno eb ot smees ylno erehT .draobkcalb eht no smus eht gnivlos yrt ,derehpiced slobmys evif evah uoy ecnO

FEZ

► Beyond The Real

○ When you're done and have followed this walkthrough so far, you're only missing one cube bit. (It's quite possible, indeed likely, that you've found at least one Anticube, so you can enter the door that requires 32 cubes anyway.)

○ If you don't have any Anticubes, well, you're going to have to get at least one. For now, my advice would be to check out the achievement list. Looks like there's a code on there for one of the achievements. Hmm.

○ With 32+ cubes, enter through the door in the Majestic Zu Village, then enter through the star gate to reach gigantic extraterrestial ruins. Make your way to the top in order to finish the game for the first time.

— FEZ has a New Game+ mode in which Gomez is granted glasses that allow first person view. This is required to solve some of the mysteries we've left untouched for now.

— Beating the game also unlocks flying. Quickly tap [Up x4] followed by [Jump] and hold down the jump button to fly. Release the jump button and Gomez will fall, but be sure to descend too quickly or it'll become the death of him.

— Below you'll find a list with the locations of Anti-cubes. At this point you'll need to start working on translating the FEZ alphabet, number system and tetrominoes.

■ .selzzup gnivlos ni esoprup on sevres dna kcimmig nuf a tub gnihton si sihT .(der/ eulb) sessalg D3 steg esla zemoG ,(sebuc 46 lla htiw) emit dnoces a emag eht gnitaeb retfA

# LOCATION AND ACHIEVEMENT LISTS

▶ Anti-Cube Locations

#	Location
1	Have you taken a good look at the Achievement list yet? Looks like there's a code on there. Hmm.
2	In the Cemetary there's an area with a turning skull. Solve the puzzle and see what happens. ■ .aera siht ni stovip era erehT
3	There's a tuning fork (or is it a magnet?) in the sewers. Make sure you have controller vibration turned on.
4	Beyond the Bell Tower lies a room with a puzzle that can be solved fairly easily (it obviously involves moving the blocks).
5	Beyond the Totem Room also lies a room with a puzzle. The block inside has holes in the middle and there are several blocks lying around. You'll figure it out soon enough.
6	In the Azure Sky region there's an area with floating platforms (also termed as such in the walkthrough). One platform seems inaccessible. — Time to check out one of your treasure maps, perhaps?
7	Revisit the room with the resonating box and solve the mystery of the tetrominoes. (Many other puzzles revolve around this enigma.)
8	Head inside the boiler room (inside Gomez' home village) and solve the mystery by closely looking at the scribbles on the walls. ■ .smetsys onimortet dna rebmun eht fo egdelwonk seriuqer sihT
9	Head inside the painting room (inside Gomez' home village) and interest yourself in the art inside to solve the mystery. Alternatively, this anticube can also be gotten by decoding the QR code in the Dark Blue Sky Area (Zu Ruins).
10	There are two throne rooms in the game, one in the Majestic (Zu) Village and one in the Dark Blue Sky Area (Zu Ruins). Solve the mystery and you'll get the anticube. Hint: You'll need to beat the game first to effectively solve it. Tip: Keep in mind that the throne rooms are the same, except in different timezones. An alternative to the throne rooms is to decode the QR code in the sewers. This also requires you to beat the game. ■ .weiv nosrep ts1 seriuqer noitulos tsrif ehT

#	Location
11	Inside the Polytron HQ/Nu Zu classroom.
12	There's a sealed door in the sewers. Manage to open it and you'll reach a red lava/steam level. In this level is a room with a tuning fork (or is it a magnet?). Be sure to turn on controller vibration.
13	Make it to the top of the red lava/steam level.
14	Solve the puzzle of the Bell Tower. Take a good look at the glyphs on each side of the bell and you'll figure it out soon enough. Note: You can ring the bell. ■ .metsys rebmun eht fo egdelwonk seriuqeR
15	Manage to open the secret door which glyphs only appear during night at the waterfall area and you'll reach the Sync level. Somewhere inside Sync level is a tuning fork (or is it a magnet?). Be sure to have controller vibration turned on.
16	Make it to the top of the Sync level.
17	Solve the mystery of the infinite tower (at the waterfall region). ■ .metsys onimortet eht fo egdelwonk seriuqeR
18	Below the lighthouse a tuning fork (or magnet?) can be found. Be sure to turn controller vibration on.
19	Solve the mystery (of the pier) at the Lighthouse. ■ .weiv nosrep ts1 seriuqer dna metsys onimortet eht fo egdelwonk seriuqeR
20	In the area that has a cabin leading to the industrial area, head inside the room below the original water level to find an owl statue. Solve the mystery here. Alternatively you can decode the QR code on one of your treasure maps, which is gotten in the area linking between Nature and the Dark Blue Sky Area. (There are two chests in that area. You might've already opened up one of them.) ■ .weiv nosrep ts1 seriuqer noitulos tsrif ehT
21	In the area where you have to climb a ladder leading up to the industrial zone, a secret platform can be found all the way at the top. — How to reach it? Take a look at one of your treasure maps.
22	Enter the Glitch level (located underneath the Bell Tower) and make it to the end.
23	There's an area linking the Nature area with the Dark Blue Sky Area (Zu Ruins) which has/had a treasure chest on a floating platform. Solve the mystery here. ■ .weiv nosrep ts1 seriuqer dna metsys onimortet eht fo egdelwonk seriuqeR

#	Location
24	There's an area inside the Dark Blue Sky Area with several platforms and a small white pole. Solve the mystery here.
25	The Clock Tower's red hand needs to reach 12 o' clock (takes a minute).
26	The Clock Tower's blue hand needs to reach 12 o' clock (takes an hour).
27	The Clock Tower's green hand needs to reach 12 o' clock (takes a day).
28	The Clock Tower's grey hand needs to reach 12 o' clock (takes a week). **Note:** Fiddling with your internal clock is possible, but you might not get credits for it on the leaderboards...
29	Solve a mystery at the telescope room in the Dark Blue Sky Area. **Tip:** Stars aren't visible during the day.
30	In the Dark Blue Sky Area is a room that has inscriptions that look like tetris blocks. Solve the mystery. ■ ?ebuc a dlof ot wonk uoy od syaw ynam woH
31	In the Nature area with the cabin, look for a white pole and solve the mystery. ■ .weiv nosrep ts1 seriuqer dna metsys onimortet eht fo egdelwonk seriuqeR
32	There's a room with an Owl statue in the Cemetary (not to be confused with #20; that one is near the industrial zone). Solve the mystery of this room to get the last anticube (plus last cube bit as well). ■ ?slwo htiw os ot gnihtyna evah siht seoD
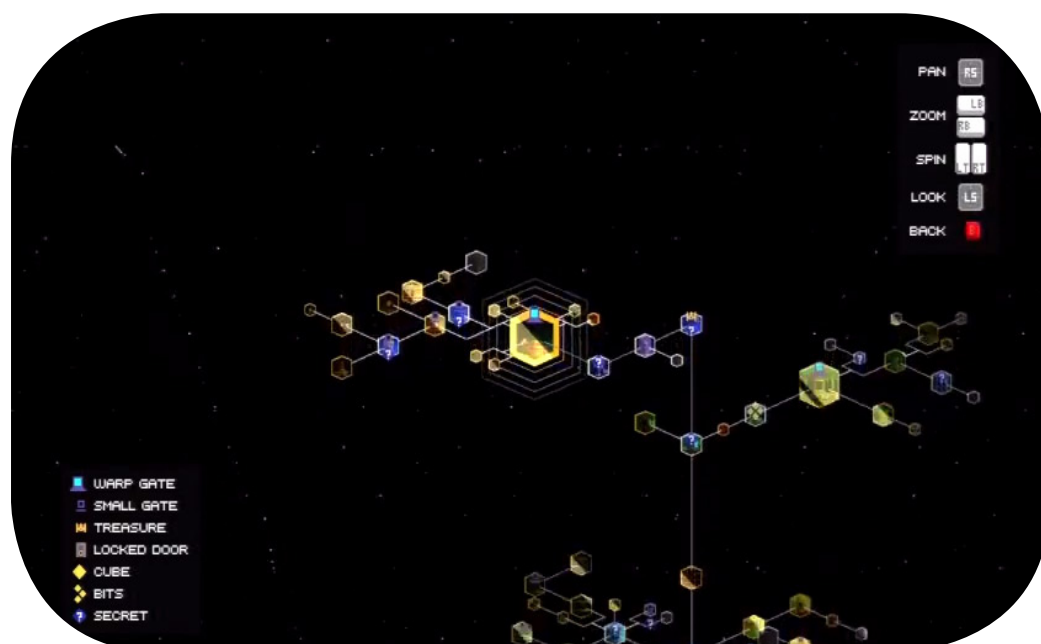
▶ Artifact Locations

Artifact Name	Location
Writing Cube	Azure Blue Sky Area: Waterfall area, inside large tree.
Counting Cube	Dark Blue Sky Area: Inside Visitor's Temple (which has a library and a solar system model inside).
Tome	Dark Blue Sky Area: Inside the museum's library.
Skull	The Cemetary: Found in the crypt (doors puzzle).

▶ ????? ????? Locations

????? ?????? #	Location
#1	Solve the (second) mystery in the telescope room (Dark Blue Sky Area [Zu Ruins]).
#2	Solve the "Security Question" puzzle.
#3	Solve the Black Monolith puzzle.

▶ Owl Locations

○ "Hear the owls. See their effigy. Assemble the parliament."

— Owls can be spoken to. For a clue as to where they're found, visit Geezer's house in the starting village.

■ .thgin ta raeppa ylno tub seert no gnittis era slwO llA

Owl #	Location/Mysterious Clue
#1	Waterfall level. "The many are one. The one is many."
#2	Windmill level. "Hexahedron. Octahedron. Decahedron. Her sacred geometry."
#3	Nature cabin level. "A point of origin. After and beyond."
#4	Visitors Temple (Dark Blue Sky Area). "The thirteen circles. The 64-bit name of God."

▶ Achievement List

FEZ has a total of twelve achievements with a total of 200 points.

Name	Points	Description
Sum Total	40	Find ALL collectibles.
Get A Cube	10	Find your very first cube shard.
Kill Screen	25	Get to the end.
Hexahedronaut	25	Collect all 32 Golden Cubes and 32 Anti-Cubes.
Haikus Not Epics	10	Find the Tome artifact.
Phrenologist	10	Find the Skull artifact.
Mightier Than The Sword	10	Find the Writing Cube artifact.
A Numbers Game	10	Find the Counting Cube artifact.
Equal And Opposite	15	Find an Anti-Cube.
Warp Zone	15	Reactivate all 5 warp gates.
Cryptographer	15	Break the code.
Achievement Unlocked	15	RTRTLTRTRTLTLTLT

OFFICIAL SOUNDTRACK ANALYSIS

The original FEZ soundtrack is composed by Disasterpeace (Rich Vreeland) and consists out of a total of 26 tracks. There are a few (very short) tracks and sound effects that are not on this soundtrack, most notably the scene in which Gomez is drumming, but also nightversions of songs (such as Puzzle) and unique short soundscapes such as "Loom" (used in the room with the Star Gate ruins and black holes).

#	Song Name	Played At [Location(s)]
1	Adventure	Credits.
2	Puzzle	Various puzzle rooms.
3	Beyond	Area beyond the stargate.
4	Progress	Industrial (lightgreen clear sky) area.
5	Beacon	Lighthouse area.
6	Flow	Sewers area.
7	Formations	Mining area (linked to the waterfall area).
8	Legend	Title screen.
9	Compass	Azure sky area.
10	Forgotten	Ruins beyond the Bell tower.
11	Sync	Sync (blue/red) level.
12	Glitch	Glitched area.
13	Fear	Cemetary area.
14	Spirit	Waterfall area.
15	Nature	Nature area (with the cabin and trampolines).
16	Knowledge	Museum where you find the Tome (in Dark Blue Sky/Zu Ruins).
17	Death	Crypt (Skull artifact puzzle room).
18	Memory	Dark blue sky area.
19	Pressure	Red Lava/Steam area.
20	Nocturne	Polytron HQ.
21	Age	Limestone ruins behind 4-cube door.
22	Majesty	Ancient village.
23	Continuum	(First) Ending.
24	Home	Gomez' hometown.
25	Reflection	After leaving Gomez' hometown for the first time.
26	Love	64 cube temple.
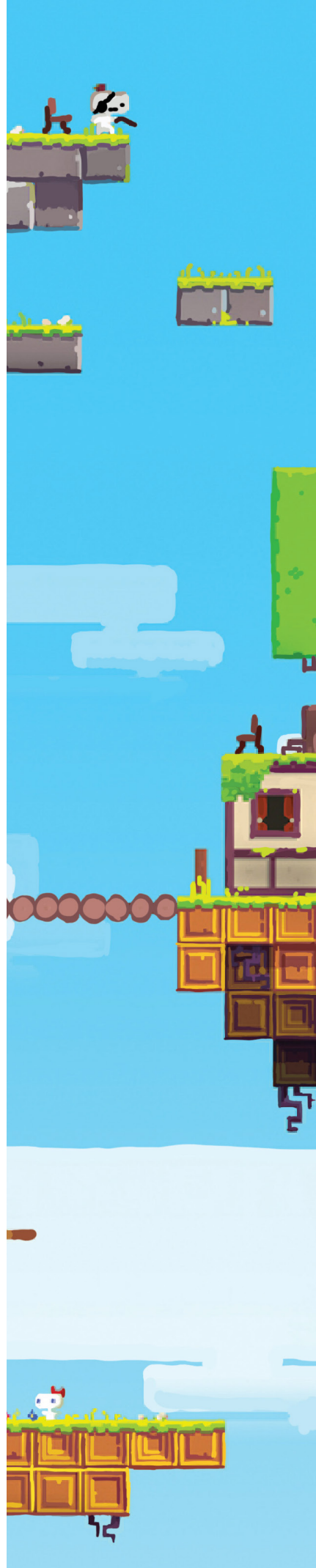
Fez Official Soundtrack - Cover Art

The original soundtrack can be purchased here: disasterpeace.com/album/fez
The official remix of the soundtrack here: disasterpeace.com/album/fz-side-f

Various interesting things have been said about FEZ's soundtrack by Disasterpeace himself, so it's worth our while to take a look at his comments. Here's the official track-by-track commentary. I have added notes with additional information on several entries.

Adventure
"This track is an anomaly; it's the first track I wrote for the game, and I had experimented early on with running it through tape. I initially wanted to run everything through tape, but this turned out to be too impractical, because of the way we were syncing audio to things in the game (recordings on tape tend to fluctuate in tempo ever so gradually). Within a few days of meeting Renaud (FEZ evil genius programmer) in Montreal, I wrote this track. It represents my first feeling about how I thought the music in the game might sound. This was before any deliberation with Phil about the music direction, and it was inspired by some of the music concepts associated with FEZ pre-2010. Despite the majority of the music in the game being atmospheric, there are still a few spots where you will find some more upbeat, percussive tracks. If you look."

Puzzle
"This track evolved out of messing around with a new instrument I picked up at the time, called Synplant by Sonic Charge. It's got a real unusual but ingenious interface... if you're into synths I highly recommend checking it out. This song is a mockup of how the music behaves in the game. In game, this song is broken up into 27 individual assets, and plays phrases periodically, and moves through different keys depending on the time of day in FEZ."

FEZ

Beyond

"I tried with this song to create the notion of a massive pulsating structure that controls and manipulates rather indifferently. Despite that, there is an upswing in the mood, because contextually, Gomez has really happened upon something special."

Progress

"The seed of this song is actually an idea for a piece of music that starts in a center location and expands out into 8 or 9 different directions. Each level would have its own key and as you move around this area the music would move with you. For the soundtrack edit, I tried to convey this same idea, where you're surrounded by these machines that are in repetitive motion that evolves slowly over time."

Beacon

"This song started as two chords played while drinking a bit too much while trying to pronounce words in a Cantonese dictionary. There is a second version of this song that only plays at night, and you can only hear it in the game."

Flow

"I've always loved the idea of a track that starts as a single note, builds all the way up, and then crumbles back down to nothing. That was the idea here. I tried to make everything wet and airy to match the context in game. This is one of the few places where I use some more complex instruments, like synthetic flutes and tube percussion."

Formations

"I wanted to mimic the sound of water dropping from stalactites and other things happening in distant underground places."

Legend

"This track started as me messing with chords continuously moving up major 3rds, which is a sound I like. I tried to do something almost flute like with the melody. I think I was probably inspired a little by the Shire theme from Lord of the Rings."

Compass

"There was something about "Distant Worlds" by Sam Hulick (the map music from Mass Effect) that I always liked, and for some reason, I kept envisioning Shepard standing at that map screen in his ship when I was writing this track. It has a stability to it, like "Love on a Real Train" by Tangerine Dream, that I wanted. I also wanted it to feel really warm and sunny, and somewhat important."
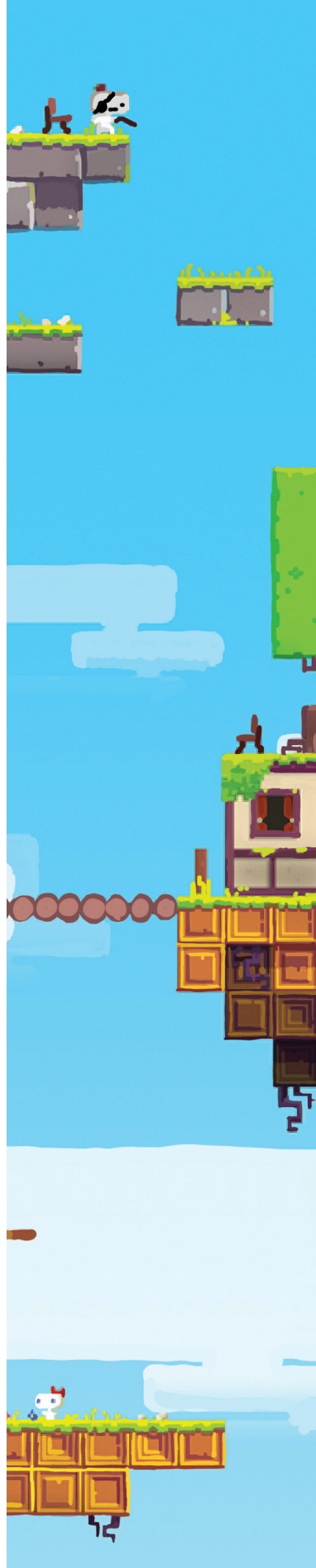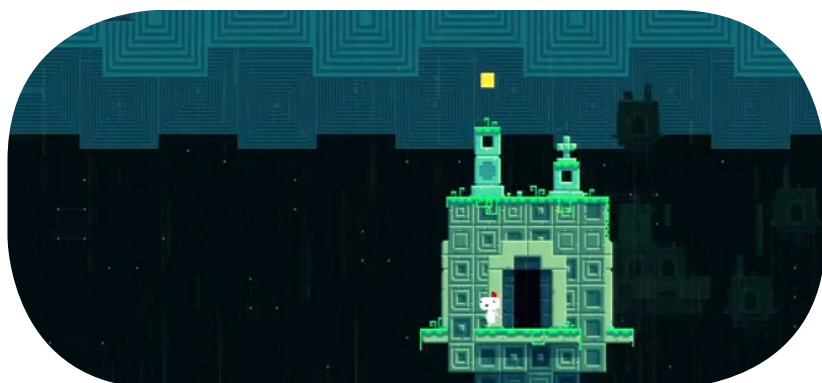
Forgotten

"During the game, the music from this track takes on a different form, depending on where you are and what time of day it is. This version is edited down to incorporate portions of each. The "shaky" distortion present here is a result of modulating the amplitude of various parts with a noise signal."

Sync

"This one sort of just came out randomly. I was working on another track, and one of the ideas that I started vamping on was this riff. I held onto it and came back a year later to make it into a song. Towards the end of the song you'll hear some pulsing parts. I like to label those "Reich" in my song session (for Steve Reich)."

Glitch

"This song is made entirely out of elements from other songs in the game. How many can you spot?"

Answer: There are eight elements used in total:

Element #	Sample From Song
#1	Sync (beat; regular + reversed)
#2	Forgotten (melody)
#3	Fear (effect)
#4	Puzzle (Night Version; not on soundtrack)
#5	Loom (Broken Portal Room; not on soundtrack)
#6	Home (percussion)
#7	Beacon (melody)
#8	Knowledge (effect)

Fear

"This song is actually three separate cues in the game. I wanted to mimic the sound of a bunch of bats, and then I wanted to mimic the sound of rain and thunder. In game, the "thunder" strikes are programmed to trigger at a random time, to keep the player on his or her toes."

Spirit

"This song is composed almost entirely of black keys, which when playing by themselves, created a major pentatonic scale. The entire song is an improvisation, making sure to only play one note at a time. The other notes you hear are also black keys, but were added as a MIDI effect."

Nature

"This song uses a single instrument. During the day, critters scurry here and there, going about their business. But come nightfall, they come out to dance. The first section is a bunch of overdubbed improvisations, without tempo."

FEZ

Knowledge
"This song is made up of a bunch of short parts in different time signatures.
Try counting them!"

Death
"I originally came up with this melody on my Aunt's upright piano during Christmas.
Then I recreated it with basic chord accompaniment using the keys on my laptop, while
on a bus, headed from Boston to Hartford. I definitely tried to tap into the 80s horror
mystique a little with the arrangement."

Note: This song's a candidate for being played at my funeral.

Memory
"This track is a foreshadowing, but it also has to do with something that already
happened, so I was planning on calling it "Aftshadow". But that sounds dumb. The game
plays these phrases based on a random time scale, to help convey a sense of vague
memory... something like saudade."

Pressure
"This is one of the more literal musical treatments. Do you feel hot? Don't listen to this
song if you're in an oven. Don't be in an oven."
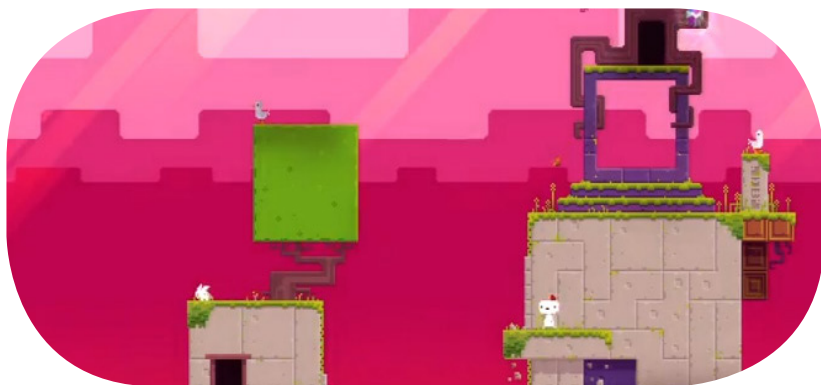
Nocturne
"I've been sitting on this nugget for about 6 years. It started as the second half of a piano
improv, where the first half sounded a bit too much like Beauty and the Beast. But I
finally found a good place for it. The dungeon music from Legend of Zelda was always a
favorite of mine as a kid. In an odd way this is sort of a tribute to that."

Age
"I wrote this song at a local game jam (TIGJam) for my friend Randy who was making a
game about Sarajevo. But secretly I was experimenting with some early sonic ideas for
what the game might sound like. I later revisited it, improved the structure a bit and
added some lovely bitcrushing effects. It has this slow molasses feel to it, that to me felt
like a really old, really abandoned and forgotten place."
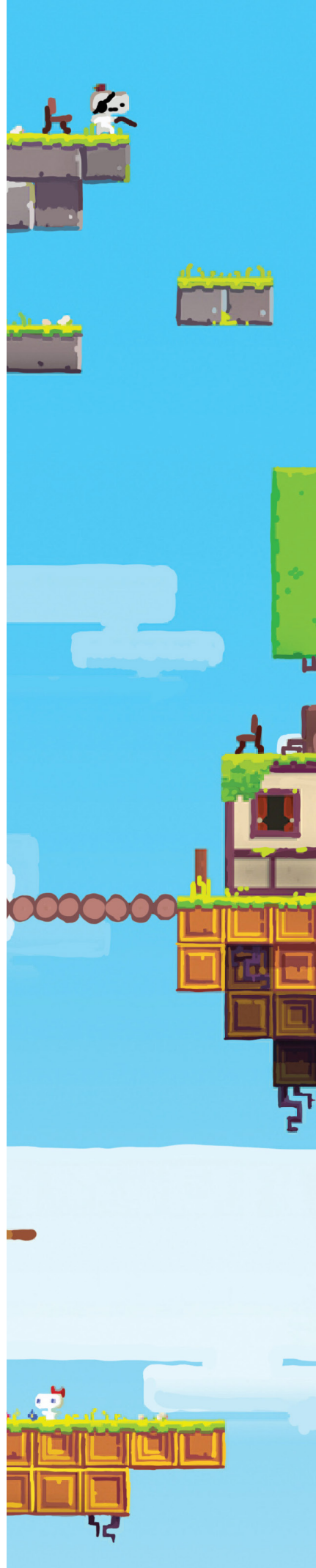
Majesty

"The motif this song is based around was something I wrote down in a Reason file 5 years ago. I never expanded on it until I made this song. I really wanted to try to make acoustic sounding taiko-ish percussion using synths, and I think, relatively speaking, it worked out. If you're wondering what memory "Memory" is about, this here might be it."

Continuum

"Phil had this idea to end the game with Moonlight Sonata, but I decided to go with my man Chopin instead, because I liked the movement of this song better. I worked from a MIDI file I found somewhere on the internet and spent a lot of time getting the pacing how I wanted. The arrangement does a lot to mimic what's happening on-screen."

Note: The melody is written by Frédéric Chopin and is called "Prelude in E-Minor" (op. 28 no. 4).

Home

"This track was heavily inspired by a certain strand of music from the demoscene, and a game called "Jasper's Journeys", which both use tracker software. In these instances, each note falls onto its own channel, and you are limited in how many channels are available. If you listen closely, you'll notice that the arpeggio instrument that runs through the entire song, never overlaps itself too much, because it only ever allows 4 notes to play at once. This helps to keep things clear."

Reflection

"I wanted the moments after Gomez leaves his village to be reflective, so I continued with the Home idea, but stretched it out and tried to make it sound more solitary and inward. Ironically, this happens to be one of the longest songs in the game, but it only plays the first time you leave the Village, and if you're not totally horrible at platform-ing, you can get to the next area of the game way before the song is over."

Love

"I was messing with a minimoog one day and wrote this randomly. It was probably the most complete piece of music I had ever written entirely to be performed in one go at a piano or keyboard. (Also might be the shortest, haha)"
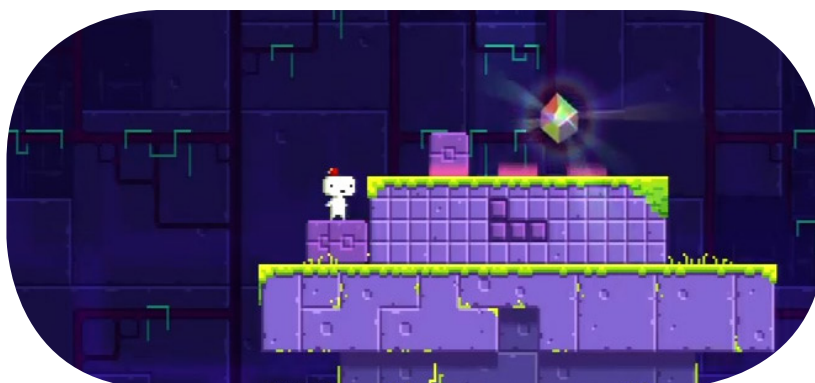
▶ Interview With Disasterpeace

April 22nd 2013

Absolute Steve: **Hi Rich, thanks for taking the time to answer a couple of questions for us! These will be featured in my FEZ guide. To start with, could you tell us a little about yourself?**

Disasterpeace: I'm 26 years old and grew up in Staten Island, NY. My parents played music and had band practice in my basement. I didn't start playing music until high school, when I started taking guitar lessons. Tool and Rage Against the Machine are what got me into writing music back when I was a teenager.

AS: **When did Phil Fish contact you for the first time, when was the first meeting, and when did you start to work on FEZ's soundtrack?**

DP: I actually met Renaud first, at a concert I performed in Montreal. He asked me if I was interested in contributing to the game, and I suggested I write all of the music. I'm guessing this meeting happened with Phil's blessing. I started working on the soundtrack right away, in the fall of 2010.

AS: **Could you give us a sketch how it was working with Phil and Renaud?**

DP: Renaud was fantastic to work with, and helped to build a lot of the dynamic music tools that I requested for doing interesting music things in the game. Phil and I didn't have to work together too much, because I think we were on the same page aesthetically, and for the most part he loved everything I did. I was definitely fortunate.
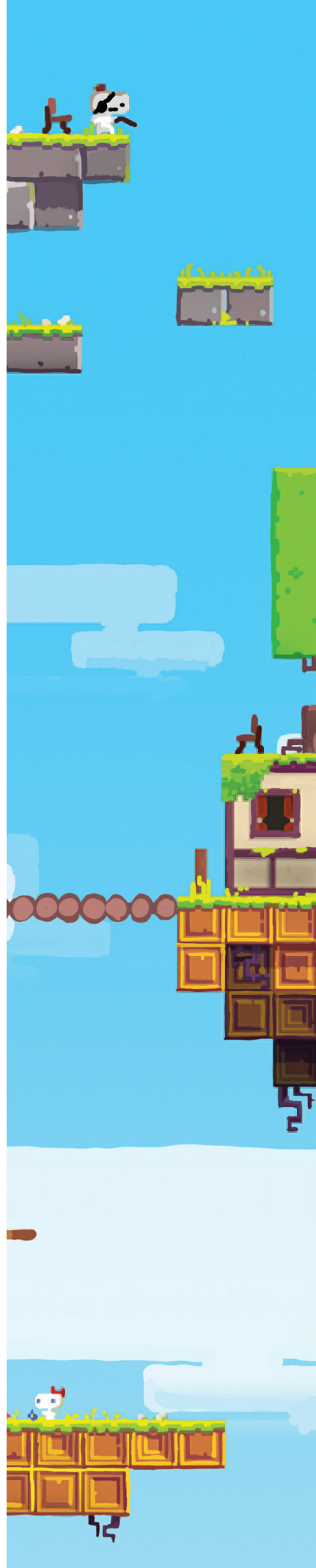
AS: Did you do all of the game's sound effects, such as the "jump" sound? Could you tell us something about FEZ's sounds and their sources of inspiration? Do they have distinct/official names?

DP: No, Brandon McCartin did the sound effects, although I created some of the ambiences. I was inspired by the concept of contemporizing retro-sounding music. This turned out to be fairly natural for me, because I've always felt my aesthetic style is influenced by retro videogames more than my compositional style is. The FEZ "sound", musically speaking, is raw waveforms, bitcrushing, reverb, delay, and slow pitch LFO to emulate the sound of a bad cassette tape.

AS: Some of the tracks have a night version. How many of those are there? Any chance on a HQ release in the nearby future? People have been asking, y'know.

DP: What is an HQ release? ["High Quality" - AS] The only track with a night version that was left out of the soundtrack was Beacon. I will be releasing it soon with some other tracks from the game.

AS: Some tracks (such as "Loom") are not on the official soundtrack. Which other tracks aren't on there, and what are their "official" names?

DP: "Fin", which is the ending song. There also some variations on "Home" that play during the end sequences. There are also a couple of trailer songs that I'm planning on releasing.

AS: On the track "Death" (one of my personal favorites) you mention you tapped into the 80s horror mystique. Do you have some concrete examples to illustrate what you mean with this?

DP: I definitely meant the soundtrack work of the Italian band Goblin, first and foremost.

AS: Continuum is based on a Chopin composition. What made you overrule Phil's decision (Moonlight Sonata) to go with Chopin instead?

DP: I thought Moonlight Sonata was a bit too popular and a tad overused. I also thought the Chopin piece had more of a spiraling feel to it, and a certain finality. They did play it at his funeral, after all.

FEZ

AS: **FEZ's soundtrack can be uplifting and melancholic, but the latter seems to set the game's overall tenor. How would you typify FEZ's overall sphere? Better yet, what kind of world *is* FEZ?**

DP: There's a certain loneliness about the game. I tried to capture a certain sense of wonder, but I think the melancholy comes from the loneliness. You're this single being traveling more or less alone through this huge world that is more or less abandoned.

AS: **I won't ask you about the mystery itself, but do you know how to solve the Black Monolith puzzle from A to Z? Or is it a secret even to you?**

DP: Yes, I know how. There are other puzzles though that I do not know how to solve, and I'm pretty sure no one else besides Phil and Renaud know, either.

AS: **Did you help with implementing the audio spectrogram secrets? Should we analyze the remixes for secrets too?**

DP: Yes, the spectrogram stuff was my idea. The nature of the puzzle though was completely Phil's work. I don't actually know how to solve the spectrogram puzzle, I just did the work of implementing the images into the music.

AS: **One track on 'FZ – Side F' contains lyrics (The Impartation). What are the exact lyrics?**

DP: Thanks for reminding me to include those on the album page! The thought hadn't even crossed my mind. I actually have to ask Jay Tholen for them. Once he sends them along I'll post them.
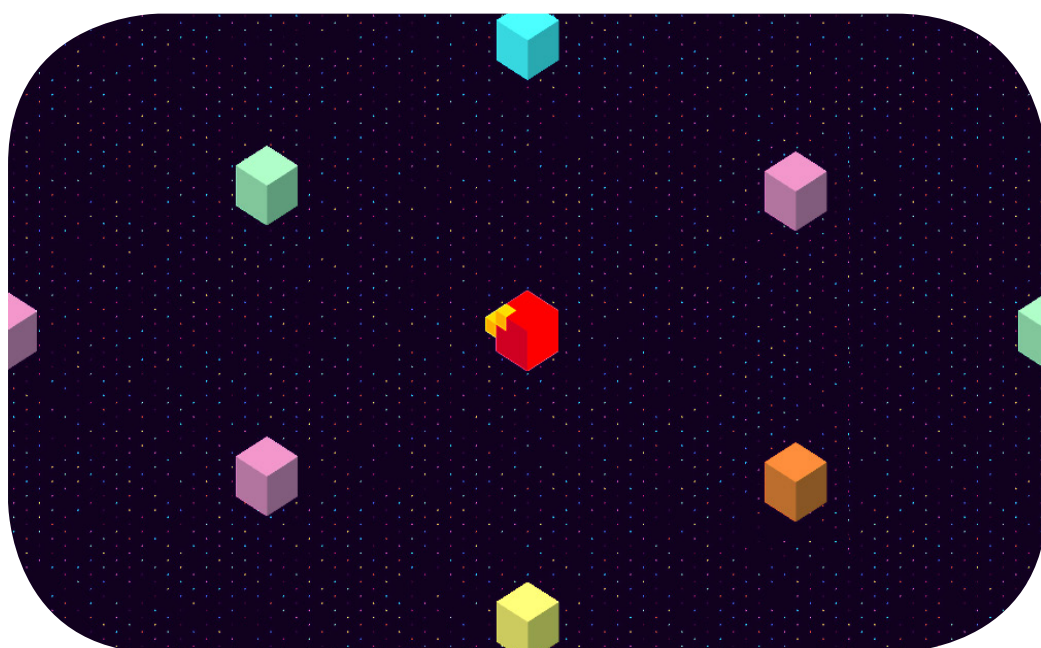
FZ: Side F Soundtrack - Cover Art
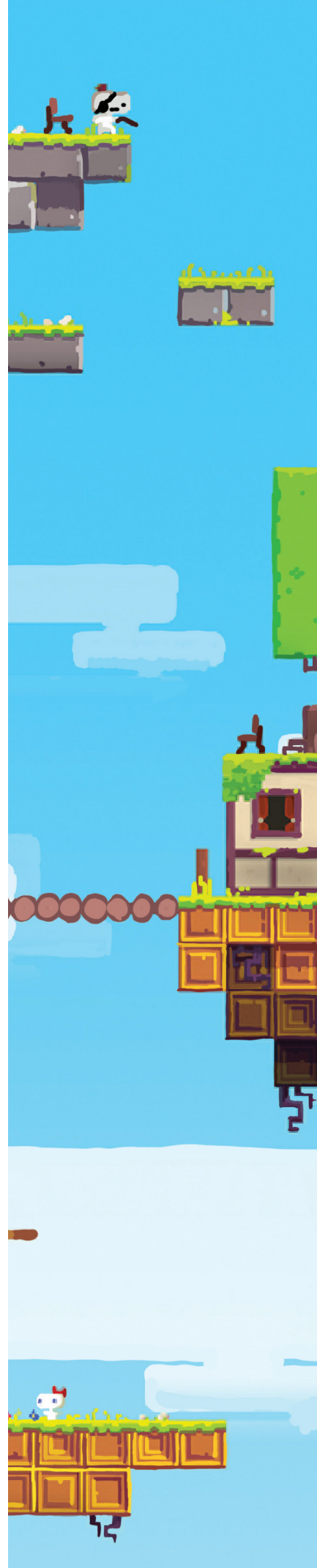
'*The Impartation*' lyrics:

as the red descends
as it's crowning me
i'm enraptured by
transcendent majesty

something's changing me
and it's wondrous
all I thought that I knew
is irrelevant

something's lifting me
and it's glorious
it's as white as the sun
and it's beautiful

as the red descends
as it's crowning me
i'm enraptured by
transcendent majesty

AS: **What's your favorite and second-favorite FEZ track? What about the remixes?**

DP: It's hard to say. I really like Beacon, and maybe Progress. I think the One-Two Quickstep Lighthouse Keeper by Hyperduck Soundworks is phenomenal. Stemage's cover of Flow is also spectacular.

AS: **Do you have any projects at the moment you can tell us about?**

DP: I'm working on some games: Cannon Brawl, The Floor is Jelly, and Monsters Ate My Birthday Cake. I'm also hoping to set aside my game work for a bit and make an album soon.

AS: **I'd like to thank you again for your time!**

DP: No problem, you're welcome.

FEZ

FREQUENTLY ASKED QUESTIONS

Q1: **Hey Steve, I'm missing one last cube bit. Where is it?**

A1: It's normal to be missing one cube bit if you've thoroughly searched all rooms with regular gold cube icons next to them. There's a room in the Cemetary area that contains an owl statue. Solve its mystery to claim your final cube bit piece (along with an Anti-cube).

If you've already gotten that cube bit, you'll have to search all other rooms until you find it. Most of the time it's an oversight, but it'll always be visible on your map as a room without golden plating.

Q2: **What's up with all the hate for Phil Fish?**

A2: I'm not going to delve too deep into this, but he has an outspoken opinion on things and some gamers are easily offended.

Q3: **Why should I support someone I don't like?**

A3: Mozart wasn't a likeable person, but that doesn't entail one should dislike his masterpieces. Anyone who refuses to purchase FEZ because they dislike its creator needs to rethink this fallacy and find a legitimate reason instead (although it's doubtful such reasons exist). These people are missing out on one of the best games ever created.

Q4: **Shit! I accidentally looked at the solution of some of FEZ's mysteries. I've completely ruined the entire FEZ experience now haven't I?**

A4: Well... not really. While I've done my best in this guide to make player progression as natural and 'organic' as possible, sometimes people WILL get stuck. And if you get stuck for a very long time, it's simply frustrating if this prevents you from completing the game. But even if you were simply too curious and found out about the game's secrets (for example by looking at the solution sheet in picture form at GameFAQs; it's quite in your face), you'll still be able to appreciate how well the game's puzzles are put together, not to mention the fact that you'll most likely have solved most platforming/rotation puzzles on your own. You've also enjoyed the game's aesthetics and marvelous soundtrack. The only thing you're missing out on is that 'Eureka!' moment for *some* puzzles. Besides, you have to realize that the hardest puzzles in the game were pretty much solved by a collective effort from players all over the internet.

Q5: **I recall a certain room having a mystery, but all of a sudden it was golden plated. Is this a glitch or what?**

A5: Some rooms (such as the throne rooms, or the owl room near the industrial zone, or the monocle/painting room in Gomez' hometown) have alternate solutions (QR codes). If you decoded and used the QR codes instead, those rooms automatically turn golden.
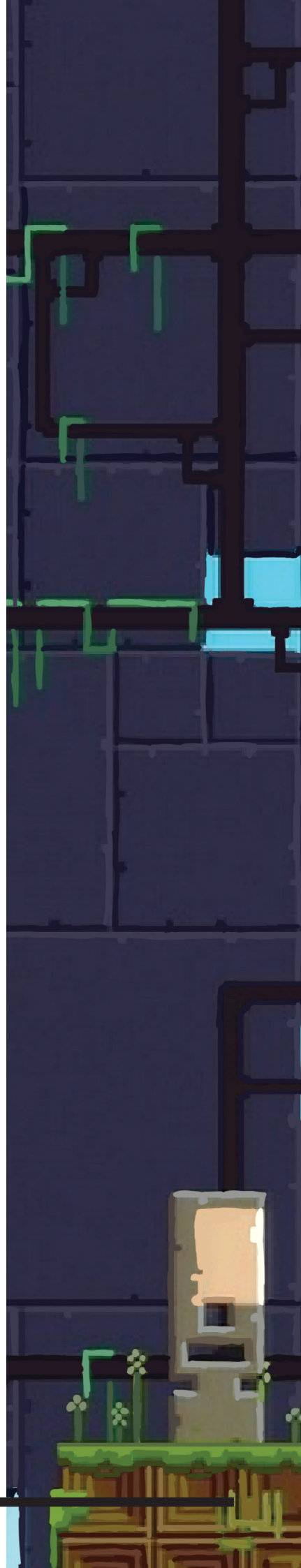
Q6: **What's the maximum percentage one can get on the leaderboards?**

A6: Legitimately, 209,4% is the current maximum. Some people have gotten a 33rd glitched Anti-cube from the monocle/painting room in Gomez' hometown, boosting their total to 212,5% but that can mess up the official ending. Any other strange amounts are also due to exploiting glitches.

The real maximum could be different as there are other puzzles that no one has ever solved. It's quite possible the real maximum is 300% .

Q7: **How many units did FEZ sell?**

A7: As of April 13th, 2013, FEZ has sold over 200,000 copies on XBLA. The PC version is expected to greatly boost sales, possibly doubling that amount over time.

Q8: **Is it possible to finish a first playthrough of FEZ with 32 Anti-cubes and zero regular cubes?**

A8: Yes, it's possible. Someone did this and told Polytron about it. They said they didn't pay attention to it and apologized for not implementing a special ending for it (the ending remains the same).
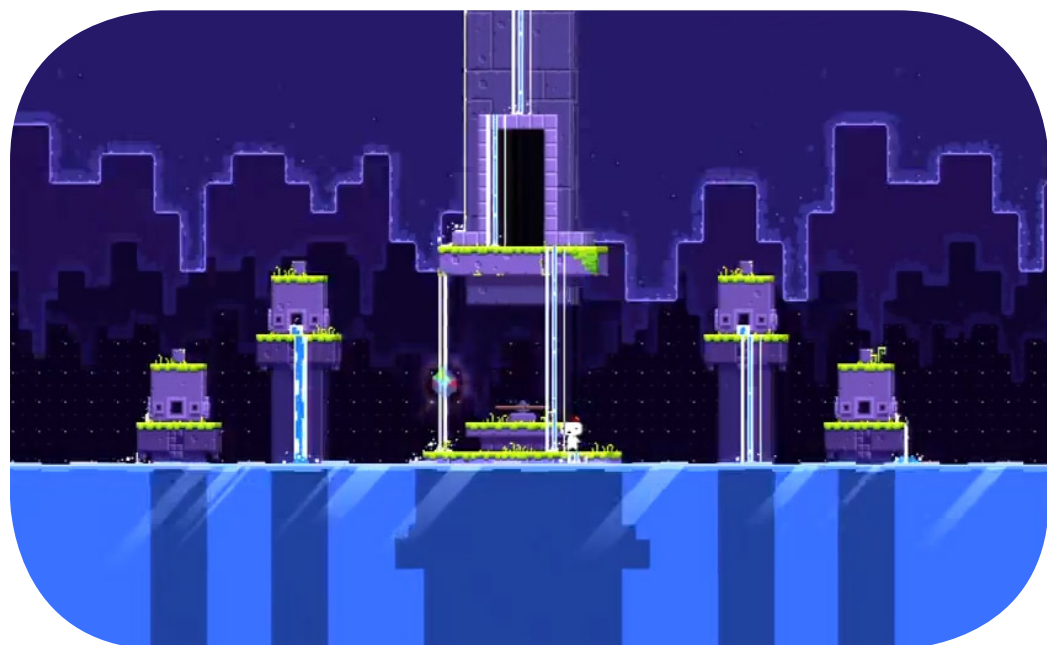
THEORY

▶ The Black Monolith

The Black Monolith puzzle is undoubtedly the most enigmatic in the entire game. Summoning the Black Monolith is something you'll probably be able to figure out on your own (have a good look at that burnt treasure map of yours), but solving AND comprehending its mystery is not public knowledge at this time.

There are various theories on how to solve the Black Monolith puzzle. Some are promising, others wildly speculative and ... less promising. One thing's certain; FEZ draws inspiration from Stanley Kubrick's 2001: A Space Odyssey, a movie in which the iconic black monolith is featured. A scene in which the main character transcends space and time was the inspiration for FEZ's ending. And is it a mere coincidence that the name Kubrick phonetically falls apart in [Cube] and [Brick]?

What we know for certain is that the puzzle's solution has nothing to do with the spectrogram pictures the soundtrack revealed. [For more information, see my interview with Disasterpeace in the section above.]

▶ Audio Spectrogram Secrets

FEZ's official soundtrack contains hidden images encoded as strange soundscapes. It is currently not known what the exact purpose of these images is, but it's fairly safe to assume that they're not used to solve any of the in-game puzzles, but rather serve as semantic references analogue to FEZ. For example, the photograph of Buzz Aldrin's legendary lunar footprint refers to a (second) great step for mankind (but a small step for man). The same can be said about FEZ in the sense that it explores new dimensions of the landscape of possibilities in the videogame world. An image of Locke (from Lost) refers to the philosopher John Locke, one of the first leading figures of the Enlightenment, who has written a great deal on sense data and how the world around us is built up from primary and secondary data.

VERSION HISTORY & CREDITS

► Version History

18 Apr. 2013 - **[v1.00]** - Initial release.
23 Apr. 2013 - **[v1.01]** - Minor fixes. Added the interview with Disasterpeace.
Updated information on the Black Monolith puzzle.

► Credits

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Gameplay screens and FEZ artwork © Polytron
Track-by-track commentary by Disasterpeace.

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WARNING: NEWCOMERS GO BACK!

► Table of Contents +

► Hints & Tips

◘ In truth, this guide contains FOUR type of hints, the 4th being hidden in this section and indicated by (three-dimensional) dices: ◘
These hints reveal the secrets of FEZ in full clarity and are writtenbackwards. It is strongly recommended to first consult the main walkthrough if you've stumbled here.

◘ ANTICUBE #9: .gnitniop era stah ZEF eht noitcerid hcihw kcehC

◘ ANTICUBE #10: .sega eht hguorht rehtohcae tnemelpmoc llaw eht no sedoc ehT

◘ ANTICUBE #20: (.edoc RQ a esu ro) weiv nosrep ts1 ni slobmys eht ta kooL

◘ ANTICUBE #30: .gnippalrevo seno elddim eht htiw ,edis reppu eht no eerht ,edis wol eht no eerht si hcihw ,ebuc a dlof ot woh yaw gnissim eht si erugif tcerroc ehT

◘ HEART PIECE #1: .topkcaj tih uoy litnu nrettap siht ot gnidrocca etator dna noitacol 'srats eht no gnidneped R ro L gniton yb nrettap eht nwod eton ylkciuQ .renroc tfel reppu eht ni ffo dna no gnirekcilf srats/stod owt sah (thgin ta) seiks eht fo enO

.TL ,TR ,TR ,TL ,TL ,TR :edoc evitinifed eht otni gnitalsnart gnirts yranib gnol 69 eht edoced tsum eno ,ytilaer nI

◘ HEART PIECE #2: .ynapmoc s'repoleved eht ,nortyloP fo flah dnoces eht si norT .laitnerefer-fles si ateM .nortateM :si rewsna ehT

◘ HEART PIECE #3: .pU ,pmuJ ,TR ,TR ,TL ,nwod ,nwoD :sserp dna (lobmys '1' eht) elddim s'elcric cirtnecnoc tcerroc eht ni gnidnats elihw ,tupni nehT .elcric cirtnecnoc tcerroc eht fo elddim eht ni gnidnats yb htilonoM kcalB eht nommus tsriF

▶ Tetromino Input System

Up	Down	Left	Right

Rotate Left	Rotate Right	Jump

The inputs are read from top to bottom, and you'll need to tilt your head to the right in order to correctly interpret the line. The tetrominoes are all attached to each other and will need to be separated. These mechanics are all explained in the Polytron HQ (Nu Zu) classroom. The button inputs are learned in the area with the resonating box/'rosetta stone'.

FEZ
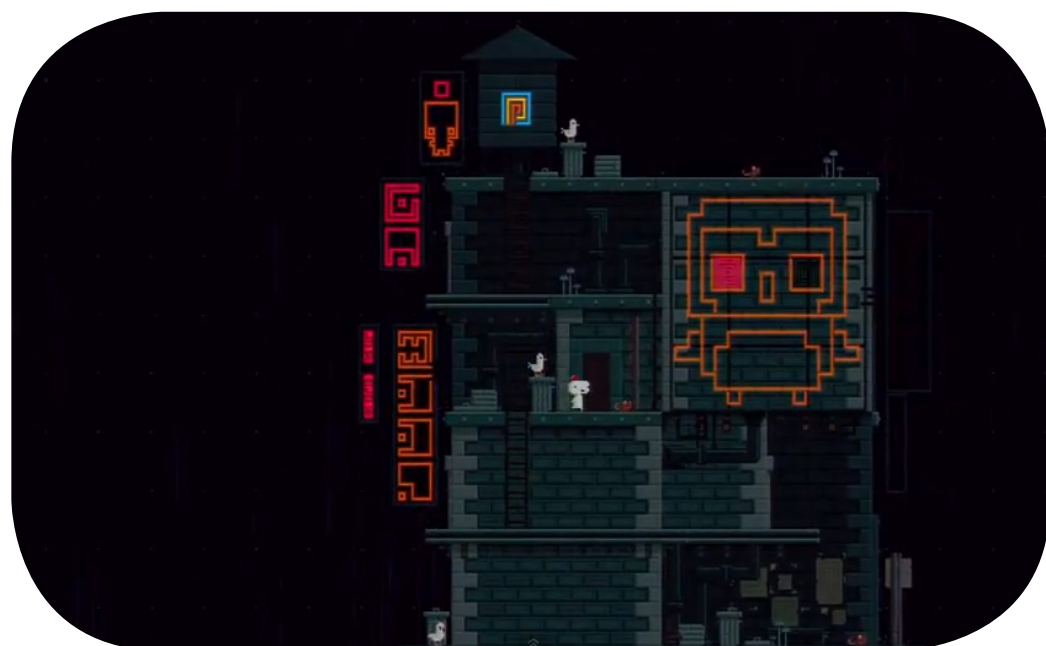
► Number Cipher System

Numbers are marked by lines in squares. Basic elements of notation are numbers 1 through 4, which are marked as a single line. Other numbers (up to ten) are multiples of those basic elements. You can count the placement of the lines to figure out which number each symbol is. Due to the mechanics of this system, some numbers have two ways of writing them.

There are various hints in the game pointing toward the meaning of the numbers. The Writing Cube teaches players what numbers look like (compared to letters) and there's a classroom in Polytron HQ (in which players learn how to interpret tetrominoes) where the numbers 1-3 are used. The classroom in the ancient village unravels the mystery even further.
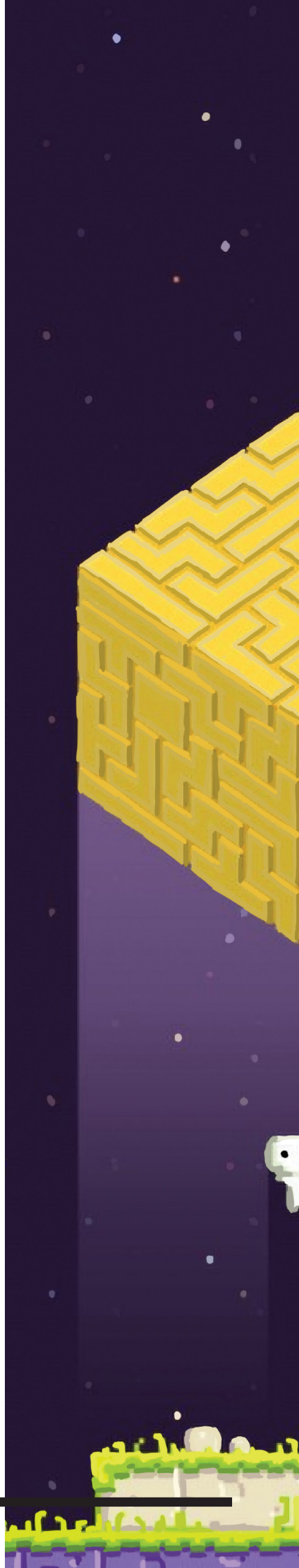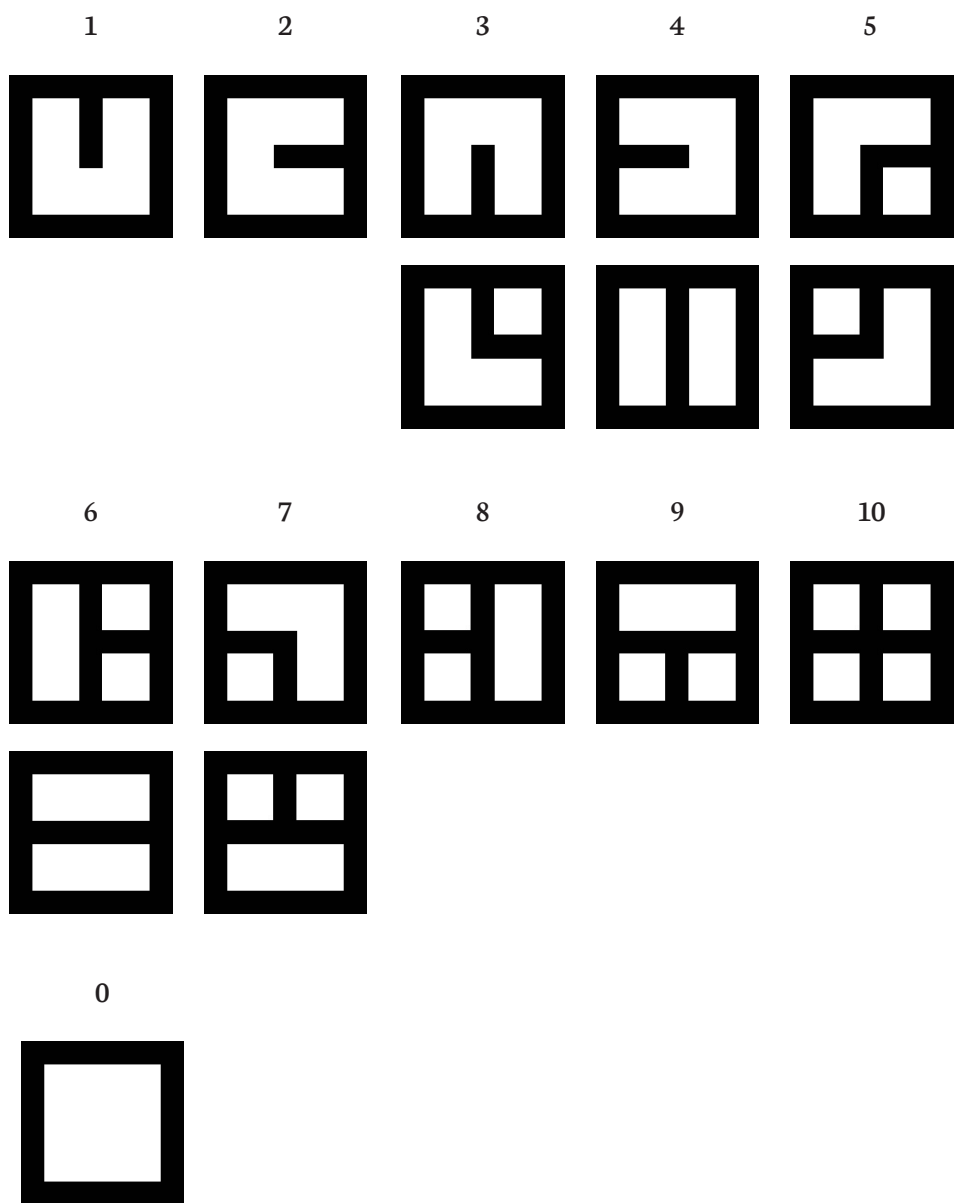
▶ Letter Cipher System

The player can learn the alphabet by noting the following pangram (a sentence which contains all letters of the alphabet) in the nature area (accessed from the tree in the waterfall area):

"The quick brown fox jumps over the lazy dog."

Other hints are:

The Writing Cube.

The "WARP" sign next to the warp gate in the (light green) industrial zone.

The "GOOD FOOD" sign at Polytron HQ.

One of the treasure maps has 'CUBE' written on it, along with the below figure:

FEZ

Letters are read from top to bottom, from right to left (see example below). Some letters (U/V, and K/Q) are recycled because there are only 24 ways to construct symbols by having a line pattern rotate (as illustrated below):

Here s a writing example:
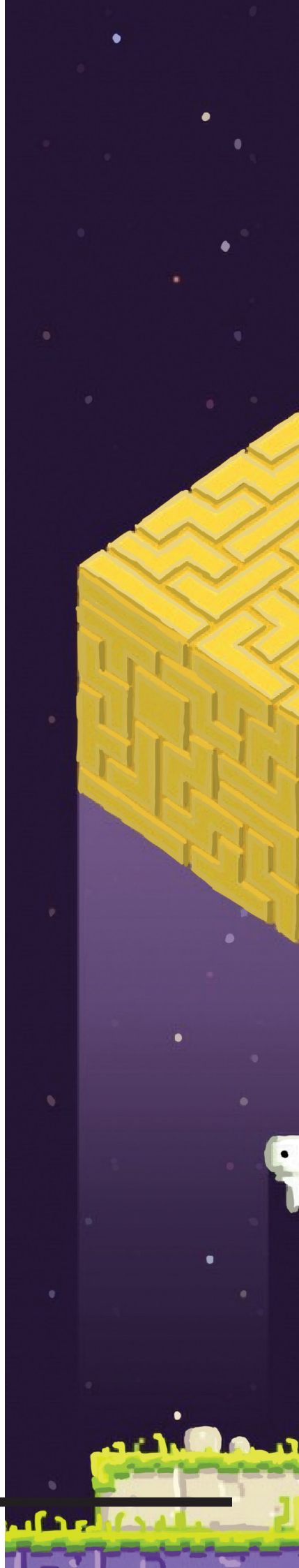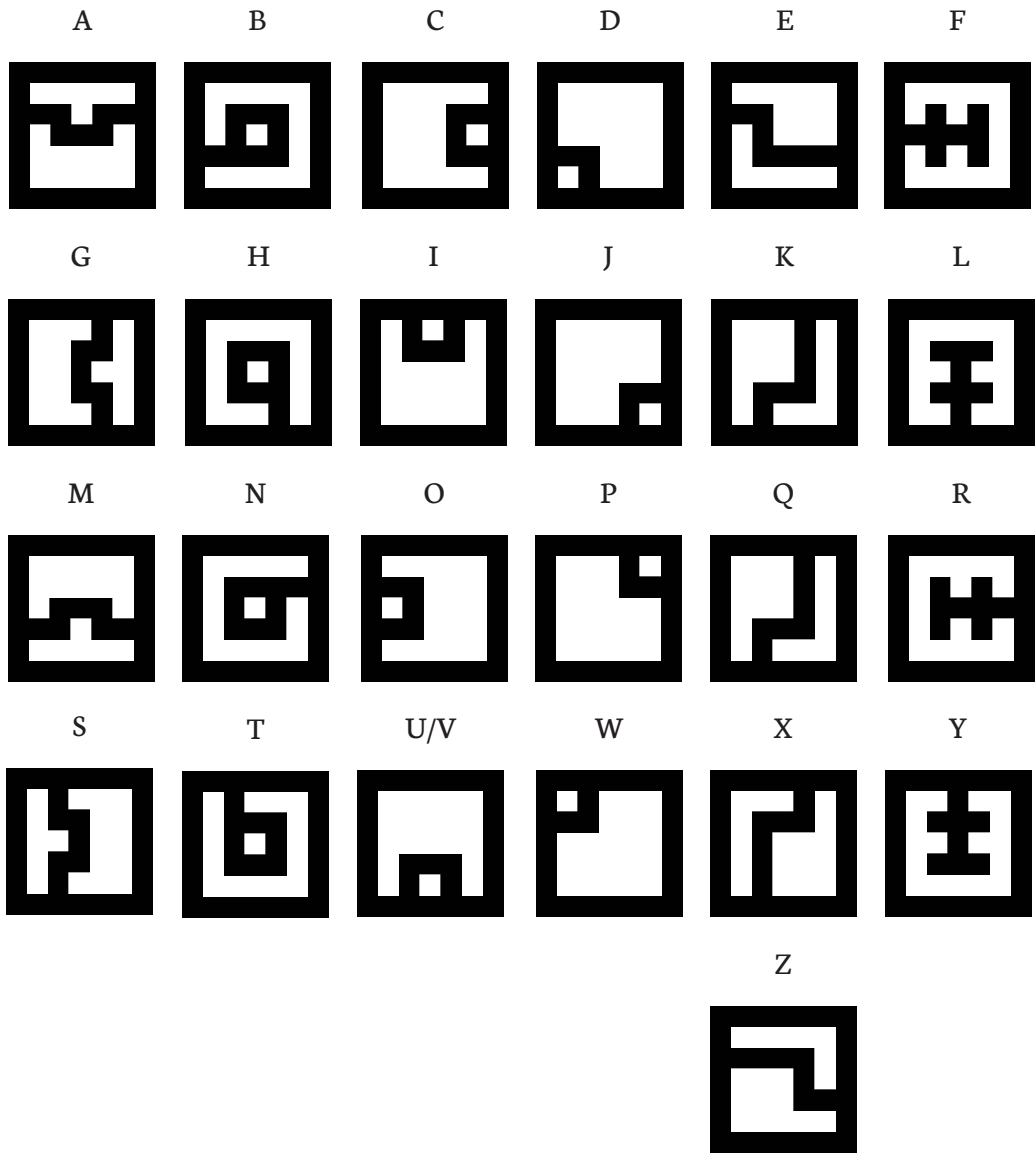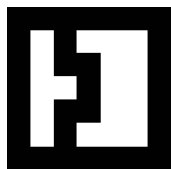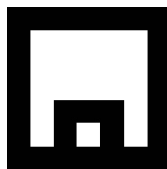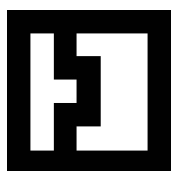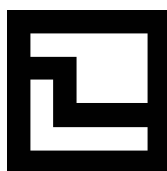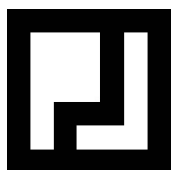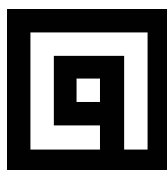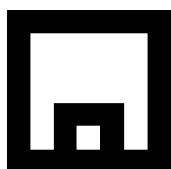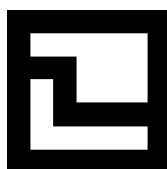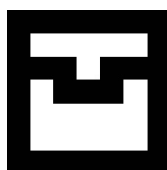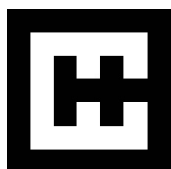
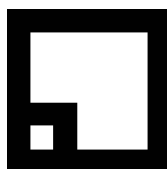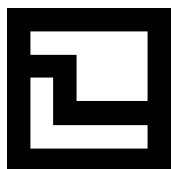| Symbol	Letter	Symbol	Letter
	I		C
	S		U
			B
	S		E
	Q		H
	U		E
	A		A
	R		D
	E		

▶ Tome Artifact Translation

FROM OUT OF NOWHERE
IMPOSSIBLE VISITOR
SOUR BENEFACTORS

WATCHING OVER US
IN THE HIDDEN FOLDS OF SPACE
IN FRONT OF BEHIND

GIVE THE GOLDEN GIFT
A DEEP REVELATION
OUR EYES WIDE OPEN

SHAPES TO TESSELLATE
WITH SACRED GEOMETRY
AN EMPIRE TO BUILD

A NEW PERSPECTIVE
THINGS UNSEENS BUT ALWAYS THERE
A NEW DIRECTION

THE HEXAHEDRON
THE SIXTY FOUR BIT NAME OF GOD
THE POINT OF ORIGIN

A PATTERN A CODE
A DEEP UNDERSTANDING
A GATE TO THE STARS

ALL OF TIME AND SPACE
AND THE SPACE OUTSIDE OF SPACE
WHERE DOES IT END