



This text was not intended as a walkthrough.
It is a collection of some of my postings on F95. Can be used as a WT ofc.

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I am no expert of this game, what means I am still learning more and more while exploring in the depths of what Mobum had put into it.

So, after more playthroughs (PT), the text could be corrected, extended, whatever.

Please note, also, that what follows is only valid for the present version (0.2 beta). Next version (0.3) will include substantial changes. Mobum already anticipated that we will not be able to use saves of older versions with version 0.3. So we have been advised that we will have to replay the game from the start. We will do our best to update this text in due time after new version will be released.

Suggestion: Don't be shy to explore for yourself.

There is nothing you could do wrong.

Ofc, you could be too slow in your first PT and miss some quests, but with the hint of using the console (decreasing "day" variable), not much can go wrong.

Prolog

With different answers in the Prolog, you gain different stats.

The following are the exact ones (Version 0.2)

Note. Before playing please note that on **perks** we have this comment from the dev in person: *"regarding the perks, some perks are useful, like innocent face or smooth talker.. But blunt, drink like a fish, or voyeur are not good at all because it limits your choice. (You're forced to say what you know, you're forced to drink if you have a mug of beer in your hand, and you're forced to see what's going on..)"*

Grandpa: "Are you finally up? Come to breakfast, and let's go to the lake for fishing!"

"I have to move wheat sacks to the barn today..":

```
--- $ Player.perk.append (heavy_load)
--- $ Player.strength += 1
```

"Can I just relax on the rock and have some sun on me when you fish?":

```
--- $ Player.perk.append (mr_sunshine)
--- $ Player.intelligence += 1
```

"I'll rather swim in the lake while you fish":

```
--- $ Player.swimming += 10
--- $ Player.constitution += 1
```

"Sounds good!" [help with fishing]:

```
--- $ Player.fishing += 10
--- $ Player.dexterity += 1
```

"Last time you cut the flesh out of fish and ate without cooking, how was the taste?
Is it safe to do that?"

"Yes, I am curious how it tastes..":

```
--- $ Player.perk.append (sashimi_lover) [able to eat all kind of raw food, even potatoes]
```

"Yuck! I don't want to eat a raw fish!":

```
--- $ Player.perk.append (good_eyesight)
```

"You may get infected by parasite, I read it from a book!":

```
--- $ Player.intelligence += 1
```

"Try to impress your grandparents by eating greens":

--- \$ Player.constitution += 1

"Greens are yucky!": "(I'll try to hide them and pretend I ate them all instead..)" --- \$

Player.dexterity += 1

"Politely decline":

--- \$ Player.perk.append (smooth_talker)

"Handsome?":

--- \$ Player.charisma += 1

"Intelligent?":

--- \$ Player.intelligence += 1

"Threatening?":

--- \$ Player.perk.append(eyes_of_tiger)

"Like a child?":

--- \$ Player.perk.append(innocent_face)

"Sounds good!" [to go outside]:

--- \$ Player.strength += 1

--- \$ Player.constitution += 1

"Let's stay inside, I'll read you a story, Elly!":

--- \$ Player.intelligence += 1

"Reading the book of elvish, some of the words were very hard to pronounce!":

--- \$ Player.perk.append (elvish)

"I love to read a lot so it's too hard to pick one.. I really read fast!":

--- \$ Player.perk.append (quick_study)

"A book about etiquette, it tells me what to do when you meet lords or ladies..":

--- \$ Player.perk.append (man_of_etiquette)

"Come on, Elly. I'm here, I won't go anywhere ...":

--- \$ Player.charisma += 1

"We don't have time for mourning. We have to survive first..":

--- \$ Player.intelligence += 1

"I'll work hard on the field and orchard.":

```
--- $ Player.strength += 1
--- $ Player.constitution += 1
--- $ Player.agriculture += 10
```

"I'll hunt animals, and help you growing crops too..":

```
--- $ Player.constitution += 1
--- $ Player.dexterity += 1
--- $ Player.hunting += 5
--- $ Player.agriculture += 5
```

"Did you forget that I'm a good fisherman?":

```
--- $ Player.dexterity += 1
--- $ Player.charisma += 1
--- $ Player.fishing += 10
```

"By the way, you look extremely tired.. What did you do last night?"

"I had to drink some liquor..":

```
--- $ Player.perk.append(drink_likeafish)
```

"I had to go to the village and watch happy families.":

```
--- $ Player.perk.append(voyeur)
```

"I went to the village and talk to people about the situation we're facing..":

```
--- $ Player.perk.append(blunt)    [better avoid this]
```

"I had to ask what was the cause of grandpa's death, I was so curious!":

```
--- $ Player.perk.append(curious)
```

Edit: strength and constitution seems quite important to me, specially for fighting. But we should not overestimate these stats. Every combination works somehow.

But consider that different actions have different effects. While from most actions MC gets tired (more or less), fishing is relaxing and he is even less tired after it.

These are the possible Perks [in brackets are my own comments]

```
--- $ blunt = Perk ("Blunt", "You can't help but tell people what you think.") [always!]
--- $ curious = Perk ("Curious", "Because you must know..")
                    [!... less choices, you are forced to be curious!]
--- $ drink_likeafish = Perk ("Drink like a fish", "You like to drink! Not water by the way.")
--- $ elvish = Perk ("Elvish", "Elen síla lúmenn' omentielvo, Mellon..")
                    [google translate does not help here, and the princess likes you more]
--- $ eyes_of_tiger = Perk ("Eyes of tiger",
```

"You have 30% higher possibility of making people scared.")
 --- \$ good_eyesight = Perk ("Good eyesight",
 "You have 50% higher possibility of noticing creatures
 you're going to encounter in distance.")
 --- \$ heavy_load = Perk ("Heavy load", "You can carry 20% more things than your
 strength.") [higher inventory capacity]
 --- \$ innocent_face = Perk ("Innocent face", "You have better chance of deceiving
 people.") [Ppl believe you more]
 --- \$ man_of_etiquette = Perk ("Man of etiquette", "Bonjour madame? ...

 --- \$ mr_sunshine = Perk ("Mr. sunshine", "You get HP slowly healed under the sunlight.")
 --- \$ voyeur = Perk("Voyeur", "I love to watch people!

 --- \$ smooth_talker = Perk ("Smooth talker", "Your talent in language skill have higher
 possibility of persuading people.")
 --- \$ sashimi_lover = Perk ("Sashimi lover", "Mmmm, sashimi! You can eat raw food.")
 [All kind of raw food!]
 --- \$ quick_study = Perk("Quick study", "You have better chance of learning what you
 learn or read, and you learn more from it too.")
 --- \$ weird_name = Perk("Weird name", "People who hear your name may laugh at you..")
 [like Gaylord]

Mini Walkthrough about Phase I (home and village).

First, I want to emphasize that Mobum (dev) did a real excellent work, being absolutely diligent with creating content. May be 3 or 5 times more than some other devs in one update.

Only severe problem is the timing. Now, we have 10 days until we have to take the princess out of Elly's room, and another 2 days until the journey starts.

That's really a pity, coz we will miss more than half of the quests and content of what the dev has created.

To succeed with most of the quests from Phase I, I personally needed 25 days (as a quite experienced player with Phase I).

Normally I would prefer a different coding - with more available time to prepare for the journey. But that's not happening, coz Mobum wants to work on version 0.3 first, also adding new content.

So, we have to live with the current version for the next weeks and months.

The only possibility to experience most quests is to work with the console and to manipulate the day counter. Open the console (shift O) and type "day".

Console gives the value for the ingame days counting from day 0).
When value is 10, set it back to 5 (day=5). Do this 2 times.

Then wake up the princess ("day 10").

Asking her when you will leave for the journey, she answers: "Day after tomorrow" (which is day 12 then).

At day 11 or 12, reset the day back to 10 again, (and again) until you are ready to leave for the journey on "day 12" in the morning.

Count your real days (mine was 25), coz next PT, you might need less days, with more experience with the game.

Hint: After inviting Kelly for a date at the lake, you can choose if you want to go with her alone, or if you want to go together with Elly and Kelly's brother.

If you do 2 PTs, you are able to experience both events.
(Or save before the decision and reload, to have both paths).

Mini-Walkthrough for the journey

As someone already said, the journey is quite easy and self explanatory.

The game like it is now (0.2) has the following phases:

Prolog (grandparents and young Elly)

Phase I (home and village)

Phase II (journey)

Phase III (Dewsburry)

In the Prolog you will create a combination of stats. They are all more or less useful, and every combination will work in some way.

In Phase I, there are lots of quest, and you are able to earn lots of money (selling food in the village and buying healing potions).

The journey (Phase II) is mainly fighting and looking for gold and stuff. It's also resting, drinking, cooking or roasting, eating.

At the start of the journey, talk to the princess.

A menu will open: Ask about basic travelling info. Lady Jester appears and explains everything what you should know while travelling.

That's kind of a mini-tutorial and quite sufficient.

My personal strategy is: In the evening, when everyone is too tired to go on walking and fighting, have a rest.

Click in the middle of the screen. The resting place appears. Send one for hunting (Marika or are good in it and like it).

Send the princess to look for Water. At last, decide to gather wood by yourself.

One hour later visit the water place as a group. Then start a fire, tell someone to cook or roast meat /fish.

Let the other 2 rest for one hour.

Now its time for eating.

If there is roasted food, go on menu "trade" and divide the food among the 3 persons. The one who did the roasting puts the roasted meat /fish to the right side, and from there put it back to the left side (left click on item).

Switch from one person to the next with the + and - beside the name.
Btw. in the inventory you can also switch between page 1 and page 2.

Now its sleeping time.

You have the possibility to let all 3 sleep at the same time - without guard
(and I did never experience anything special while doing this, but that was may be just luck).

Sleeping with guard, I did with 3 shifts of 3 hours each.
So, everyone had one shift as a guard.

If the 3 are tired already in the afternoon, let them rest earlier.
No problem with walking during nighttime after that.

Most funny and sexy thing on the way is a fountain with special water which makes ppl incredible horny. Let everyone drink at the same time (but be aware that there are also poisoned fountains - good to have enough healing potions in the luggage).

During fights, you and your companions concentrate on the left one of the enemies.

Click on healing potion when your HP are less than half while the battle will still take some time. Otherwise click on your sword and choose the enemy (you have to activate sword before in your inventory - left click).

Don't be too much afraid of losing. Even if MCs HP goes down to zero, I never lost a battle.
Remember, take Kelly only as a companion, if you want to try a hard difficulty level,
btw. I never did that up to now.

After the battle, when you walk again, and your HP are less than $\frac{3}{4}$, talk to the princess and she will ask if she may heal you.

She can also heal the 3rd companion, but cannot heal herself.
Therefore most oft the groups potions she will need for herself.

When you meet Valentina after defeating the crazy monks, best is to save your game and then play through all her story versions when talking to her. Before continuing the journey, take into consideration that you will meet her a lot in Dewsberry, and that your decision now will have some influence on your relationship with her.

I guess that's all. At least the main things you need to know about the journey.
Soon you will enter Dewsberry.

Some more hints:

- Don't hesitate to buy Elly the skimpy nighty.
She pretends to be mad at you, but she will like it somehow.

- The perk "blunt" has some disadvantage: It forces the player to tell the truth, and nothing but the truth. This might lead to a break with Wendy (-50).

Help Kelly at 13:00 every day in the garden. Then quest with her will continue (incl. swimming).

I am not sure if it is necessary to be friend of this slimy Randy, but when you do (like I did once) you can corrupt Kelly a bit.

When you decide to go with her to the lake, and take also Elly and Jonny with you, then you will see more content also with Elly (quite a lot of pics).

Have fun Rolo

OK: apparently Rolo didn't complete this part of the game yet so I will try to write down something. Hope I will be at least half as good as he has so far.

Mini-Walkthrough for Dewsberry.

Welcome to Deswberry! A lot of activity expects in our village. So: be prepared to explore it to meet with the villagers and a few other new characters.

Beware: the plot will be different according to the companion you had picked for the journey. Don't worry: you won't have to restart the journey again! Mobum sent the lovely fairy Sylvyre to assist us. When you finished playing with one of the girls (and Lady Jester will let you know when it's the end) just go to the park, call Sylvyre (don't misspell her name, please: it's S-Y-L-V-Y-R-E!) and she will change the present girl to another one of your choice.

Getting familiar with the village is no complicated process at all so I'll leave to you to look around by yourselves (but be sure to ask the innkeeper, before starting).

Just two tips: there are only two places to earn money and they are the Bathhouse and the Blacksmith Shop. You can work in the Bathhouse at 12:00 noon, where Joan, the Blacksmith will make you work both in the morning (9:00 am) and in the afternoon (3:00 pm) --- but if she's too busy it's better you don't disturb her.

As in real life the money you earn (100 Gold/day from each job) is essential to buy food: in the inn breakfast is free of charge where lunch and dinner cost 20 golds; in the tavern you pay 25 for a meal. You will also need gold to buy items at the Tailor Shop and the Blacksmith Shop, to enter the Bathhouse and for a beer at the Tavern.

Probably the simplest way to give you a clue to play while in Dewsberry is to tell you something about each of the (several) new characters you shall encounter in the village:

1. **Valentina:** hope you saved before abusing her while she was tied on the cross (`cause u did it, didn't you?) because she will be the first villager you will meet in Dewsberry and be sure she recognizes you and remembers well what you did! Quite a lot of interacting with Valentina, but I am afraid that if you didn't get the chance when you first saw her you won't be able to go too far yet. Still, you can have some fun with her: spy her when she's taking a bath (22:00), watch her dressing and undressing in the inn and note that she might be even available to clean your room naked if you pay enough ...
2. **Matilda** (the innkeeper): she will answer your queries when you arrive. Nothing more, but she will tell you all you need to know to explore Dewsberry .
3. **Joan** (the blacksmith, Marika's friend): besides working for her, as I said, you can buy items she sell, visit her house (not much to do there, though) and try to beat her in the tavern (at 18:00) in armwrestling. Which is not that easy to do, unfortunately: to beat a strong blacksmith you definitely need someone's help. Maybe Aelrue?
4. **Amelia:** a "generous" lady who handles the bathhouse together with her man, **Batista**. Besides giving you a job she can be extremely ... kind with you. Why shouldn't one take advantage of such opportunity? A hint: go to the bathhouse at 17:00 when it's ... mixed.
5. **Wendy:** the waitress at the tavern has a rather interesting role in the plot. Chat with her, be friendly. You'll find out she also lives in the same inn as you. Then, one morning at 10, go the tavern and "look inside the storage" to find the truth behind the strange name of the place ... You obviously have to rescue the poor girl, but be prepared, as that won't be so easy: you must be strong enough to defeat your opponent! To kill him, you should

buy all the "strong healing potions" (brown) you can get (and save them for this fight). Before that fight, save the game, coz it seems that you have just this one chance to kill him. Fortunately the price for the winner is worth the efforts.

6. **Brian** (the tailor): one event involving Genni, the thief (support her in carrying out her plan) and one involving Kelly (less rewarding, in my view)
7. **Derrick** (Genni's former party member) and **Lily**: You can find them at their table in the tavern at 19:00. Not much, though: according to lady Jester more action might be expected in next versions.
8. **Ichika**: (mysterious girl) another short appearance, for the time being: you will see her "landing" on a rooftop at 19:00 one day and then again, a couple of days after, same time, inside the tavern. That's all.