

Quick guide as a good goblin.

The advances of technology from year to year is something to be amazed of, particularly to develop our own game, thanks to the use of diverse tools at our disposition, which simplifies and facilitates the way to express our own ideas thanks to development tools like RPGMaker, thus increasing the number of projects that are available to the public. Therefore, a question raises “*With a huge number of games, how can we tell which games are good?*” Most of the time we have to opt for an empirical approach, “*play the game*”.

Semiageya projects are a good example, from the “paladin sisters” and their spin-offs, to our currently talker goblin game. But I digress here is the guide.

FIRST AND FOREMOST, NEVER STASH MORE THAN 10 FOOD OR YOU WILL TRIGGER A LORD CUTSCENE THAT WILL PUT YOU IN A 5 DAY GAME OVER.

ALWAYS PICK THE FOOD FROM THE FOREST, NEVER IN THE FARMS.

DON'T RAPE PEOPLE OR YOU WILL GET GAME-OVERED EARLY. WE ARE NOT BAD GOLBINS.

DON'T HELP A LOT OF PEOPLE OR YOU WILL TRIGGER A CUTSCENE FROM THE LORD'S DAUGHTER AND YOU WILL BE GAME-OVERED MID-LATE GAME.

The main game flow should be like this:

Blacksmith → Fisherman's wife → Mother and daughter mushrooms → Mermaid → Elf → Sorceress.

FIRST DAY:

1. Enable fast running on your item menu, don't worry NPCs won't react to you if you are close to them, **ONLY** when you talk to them so you don't have to worry for a game over early on.
2. On your camp go to your right side on the screen, at the end of the trees, you will find a rock, interact with it.
3. Go to the item shop and peek through the window, this will enable the wolf hunting.
4. Travel to the forest from your left side on the screen, enter the maze and find a garden of mushrooms, pick 9, don't worry about hunger, you can eat every two days.
5. Go at the entrance of the forest and go south you will find a jar, speak with it, ask about "interception map" and get the 100 traps. **(TRUST ME YOUR SANITY WILL THANK ME LATTER)**
6. Fight the wolf at the south, thus ending the day 1 and we go to night 1.
7. Go to the Blacksmith, talk to her twice to help her, the options are 2-1-1. Thus, ending the night 1 and begins day 2.

SECOND DAY:

1. You will be hungry, eat a mushroom and save the rest. And if you got the stone early you will make a stone axe automatically.
2. Go to the forest and grab **ONE** mushroom (we will need it later) and fight against the wolves two more times, and begins the night 2.
3. You can't do much here so relax.

THIRD DAY:

1. Set the traps on your camp, make you place all of them



2. Relax.

SKIP TO FIFTH DAY:

1. A cuscene will play focusing of the lord's daughter.
2. Go to the upper-right corner of the beach, you will find a body, interact to get a black robe.

SIXTH DAY:

1. A warning will say something about the heat, this means the fisherman's wife is unconscious, eat if you are hungry and go to the beach.
2. You will find her south of the beach, help her, do not pick the rape options, follow this sequence 2-1-1. Talk to the husband after this. Thus ending the day, go and relax.

SEVENTH DAY:

1. Talk to the Fisherman's wife, she will thank you and will express her gratitude.
2. Go to the forest of mushrooms, you will find a mother and daughter (make sure you picked a mushroom before) pick second option to talk to them. This will trigger a scene where you fight a monster, if you have the stone axe pick the first option, then after defeating the bat pick the first option again to give the food (mushroom) you have.

EIGHTH DAY:

1. Eat if you must, pick some mushrooms and save NO MORE THAN 10, then relax.

NINTH DAY:

Again, the lord's daughter will appear, on this cutscene you will see that there is less villagers, this is because we helped some of them, remember if we help a lot of people, she will get suspicious and will call the royal knights, we don't want that at this moment.

1. Go south to the beach, you will find a mermaid on the shore. Help her.
2. The fisher lady will tell you to collect holy water, go to the forest and find a sparkling pond, then after you got the it, go to the fisher lady.
3. Go and get another holy water for tomorrow.
4. Relax.

TENTH DAY:

1. Go to the fisher lady's tent, and give her the water. Thus, saving the mermaid.
2. The mermaid will give you a ride to an island, go and collect the fruit from the tree.
3. Go back home and collect another holly water, this will help us to pass the magic barrier of the elf's home.
4. Give him the fruit, and don't rape or kill anybody.
5. You will be placed at your camp and end the day.

ELEVENTH DAY:

1. Go back to the elves' home, he will give you a broken sword. We have to bring this item back to the smith.
2. Before you go, interact with a notorious pink bush at the left side of the screen, it will give you a bouquet.



3. Go to the blacksmith and give her the sword, she will commence fixing it, it will take some days. Talk to his father to know more.
4. Pick some mushrooms and relax.

SKIP TO THIRTEENTH DAY:

Same as always eat if you are hungry. And if it happens watch the lord's daughter cutscene again.

SKIP TO FIFTEENTH DAY:

1. Go to the blacksmith, she should have the sword ready.
2. Now go the lower-right side of the village but do not enter to the beach, you'll get a cutscene, the mother and daughter you saved past days will tell you about some monsters appearing on the mushroom field, this will only occur if you have the sword.

3. You will find the sorceress fighting a monster, talk to her and pick the second option to help her.
4. She will then use her magic to telepathically speak with you, pick these options so you don't rape her 1-1-1.
5. Go to her shop and talk to her.
6. End the day and relax.

SIXTEENTH DAY:

1. Eat if you must, at this point we have completed the blacksmith's route, you can marry her if you want.

SKIP TO EIGHTEENTH DAY:

At this point you practically do the rest of the game; what do I mean by this? Your main point should be helping people, make sure to check the lord's daughter reaction every four days, so she doesn't get suspicious. You can:

- Interact to the circle next to the mature lady, since we have the black robe, we can relieve her. She will know you are a goblin but it won't matter, pick the options 1-2-1.
- Go to the shopkeeper and interact with her, if you have already beaten the wolves she will be thankful and will help you to appraise items, we don't need this anymore.

We go for this lady first because every night we can go to her home and sleep with her, NOT FUCKING HER, if we do that we will wake up at her home and she will feed us, thus, we won't need to pick mushrooms again. Please make sure to help the lady being harassed by the dudes first, after you help her last part by scaring the guys a second time AND after the lord's daughter cutscene, those guys will talk with the lord, and will ask for the adventurer's guild to help exterminate you.

- There's an interaction behind a house near your camp where you see a woman getting approached by two guys, just scare them, at night peek through her window next morning check on her, do this a couple of times until the guys show again and scare them again.

You will face the first subjugation team which consist on only one person, if you placed the traps, you will see her unconscious, free her, then go to the item shop, you will find her with another adventurer.

- Go and steal a cabbage from the upper-right farm, this will trigger a cutscene from the poor farmer girl, you will feel bad for stealing her food, so at night you can place a food at her door (always give her one, it doesn't matter if you give her more). Next day go to the farm girl's house and listen to them, then go to the lord's mansion, and you will see the farmer girl entering, you will know what she is doing, then go to her home at night and place one last food item, she will confront you, and you tell her to stop selling her body.
- The little girls needs some friends interact with her, then go to the beach and look for a drifted wood, interact with it and create a wooden doll, there's no way I can say this without sounding questionable. Approach to the little girl and give her the wooden doll, become her friend.
- Check on the trio of ladies and her them, at night go to the jewelry shop, talk to the lady and give her the bouquet you picked.
- Theres a house with a farm that you can enter at night and see a woman eating something interact with her and scold her, she will change her ways and work at the farm in the morning, she can give you food.
- Theres a young couple of newlyweds that you can help, peek the window and you will see the husband doesn't have enough confidence so you device a plan, go to the forest and pretend to attack them, the husband will hit you and you will flee, this will give him enough confidence to become a good and proper husband.

After this you should've already been invaded by a single party of adventurer, then the lord's daughter found about your presence and called the royal knights, then after 3 days they will chase you, and they will get trapped, free them. ***(If you get the royal knights first and not the single adventurer raid, at the end of the encounter the lord will prepare an execution ground and you will get an ending depending on how many people you helped).***

Then a cutscene will play from an actual 4-woman party members. After that, skip some days, make sure you helped all of the people, because the next scene will depend on your behavior and how you interacted with them.

The lord knowing the royal knights got defeated gets angry and will commence executing people for treason, if you helped all of them, they will vouch for you.

Thus, you will be awarded with a happy ending.