

Princess in the Tower 2
Walkthrough (WT)
Version 0.2.4c
2025 June 11

Some principal remarks. In 2023 X-Dew started his game "Princess in the Tower". He stopped to update it one year ago. Unfortunately, no one heard about him for months. 2 months ago, he came back and explained himself on Patreon in a detailed way:

<https://www.patreon.com/posts/news-01-princess-126291007> **2025 April 10**

The text is absolutely self-explanatory and comprehensible (impo).

"Princess in the Tower 2" is in its very early state, more like a technical demo than having much content. We learn the base of the game play, get used to the UI, to the graphics ...

Like the first game, it is a slow burner (fortunately). But "slow" is not for everyone's taste. On the other hand, many ppl like it exactly because of that. Be patient, sexy scenes already start with v0.3

Development of the scenery takes its time. There are many different kinds of responses, MC can choose. And these responses – and the according stats - have an impact on how the princess reacts. It is a finely tuned, balanced system of actions and reactions with many resulting possible paths and story developments. MC needs to use lots of strategical and tactical moves to reach his aims. There are many outcomes, depending on the choices of MC and princess reactions.

About the UI: There is a wide range of resolutions. Many screens can be zoomed in and out, and moved in different directions. The partly transparent text field can be moved to anywhere in the screen. After clicking on "Esc", you find tons of infos and options and stats. Hoover over the buttons.

This is the first version of the WT for PitT2.
I will be happy about any feedback, to make it better and more useful.
Do you think you need more screenshots to understand the game better?
Have fun.
Regards
Rolo

Prolog

The game starts with kind of a prolog. Rumble, the goblin from game 1 is instructed by the evil queen. Rumble should collect 2 NPC girls from former times and a young goblin for a new mission. Victoria, the princess in the tower from game 1 has a daughter named Sophia, who is the princess of game 2 now. The young goblin (MC, Grubby) is the only one who can enter the tower.

Sophia is accepted as a Goddess, coz there is no human male involved in her procreation, genetically (Immaculate Conception). Sophia (like her mother) is promised to a prince (Sebastian) of an foreign country, to be the future queen. But the evil queen (Evelin) has other plans for her.

Game actually starts when Grubby enters the tower to fulfill lots of quests.

Day 1 (Sunday)

Grubby cannot enter the door to the princess. He needs a key. The door on the left is open. Entering there, he has to fight his first combats.

Red bar is his life. Short before he dies, he gets a warning (red broken frame). To your security, there is an autosave before every battle, in case you have ignored the warning.

Stamina (yellow bar) is consumed a bit while sprinting and attacking. But not much of a problem, coz - since version 0.2 - the stamina is going down only slowly, but regenerates fast.

Nevertheless, when you are going to attack many monsters at once, care for a full stamina bar before attacking. Go close and then wait and let them approach by themselves is a good strategy.

On level 0 of the dungeon, there is no danger at all. You harvest stuff for the kitchen (incl. chickens). You also find feathers and the missing key.

There are stairs to go down. For that you need torches. You will go downstairs asap.

Now enter the tower – since you have the key in your inventory, you are able to enter the door on the bottom. Go upstairs to the princess (red carpet). When Grubby (MC) talks to the princess, he can response to her in different ways, like: “Respectful, Flattery, Sassy, Authoritative”. Every kind of response might have different outcomes, like increasing her trust or her anger.

After leaving her, click on “Esc” and you get to the UI with lots of stats and options. Look in the questlog. Atm there is just one quest available. The ones you have finished have a green marker.

On the right side the temperature is shown of the different 3 places.

Click Esc again to leave the UI and to get back to the map again.

Go to the mailbox at the bottom of the map. Take the letter with “space”. Take the apple in the kitchen. Click “G” to increase your wickedness against the princess (optional, but recommended, hehe).

Since you are already there you should use the opportunity to roast 3 chickens for your own nutrition. Your cooking skill increases. To eat, you enter your inventory, click “consumables” and click on a chicken. The orange bar (bottom left of the map) indicates your hunger. When you are starving, your stamina regeneration is reduced by half. But don’t worry. Unless you have a boss fight (not yet in 0.2.4c), you will not run out of stamina so easily.

After leaving the princess, you can see 5 time slices of the day (bottom=sunrise ... top=night). To skip an hour or a time slice, click “t”.

Sophia gave you a torn pillow to repair.

You have the key for the tailoring, but you don’t have enough feathers.

Your sleeping place is the “Commanders Room” below the stairs. Go there.

Inside, on the right, there is a bag with 3 torches.

Do you remember: you need torches to enter the lower dark dungeon.

Don’t lose time and go there. Let’s go for monster hunting in the lower floor.

After going downstairs, stop and let your stamina recover (from sprinting).

Let the cock approach you and hit space multiple times when he is close enough to reach him with your weapon. Avoid to get hit yourself. Kill him before he he

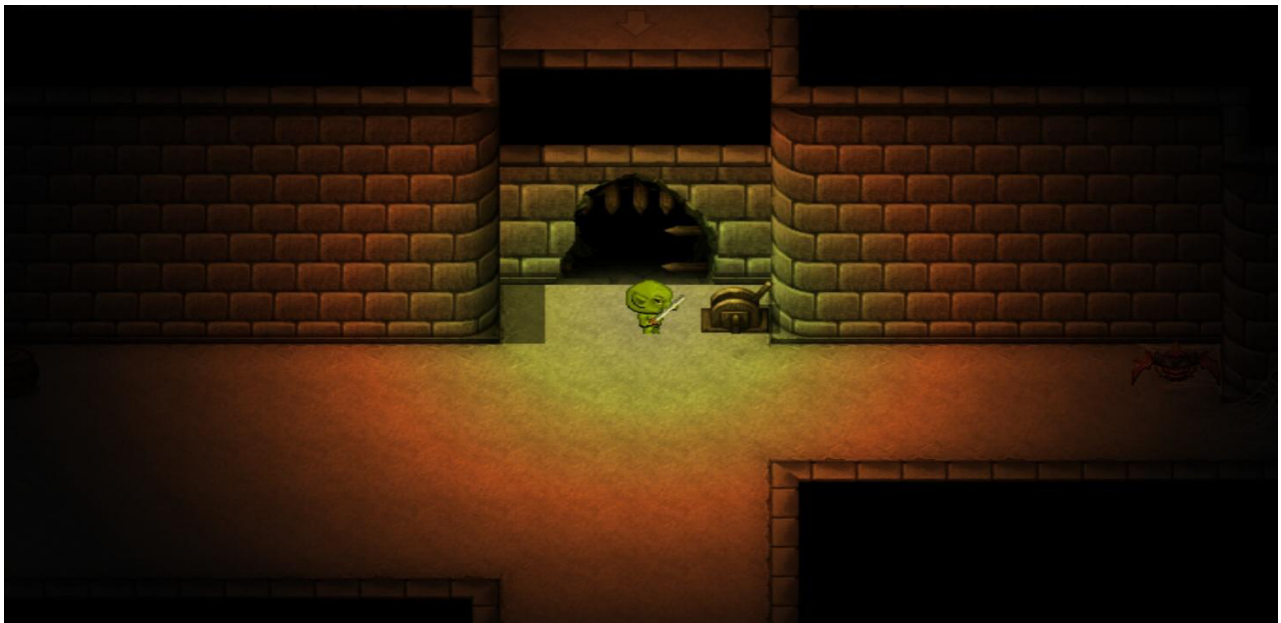
When you are careful enough, you might harvest all the monsters of the lower dungeon in one visit (or at least, almost all).

First serious obstacle are the 3 barrels with tons of mice behind. This is one of the few points where you better collect your full stamina. Then hit space as fast as you can. Collect the resources. Watch out for the big rat coming next. Not really a boss, but still a hard enemy (hardest single one up to now imho).

In case enemies hurt you, retreat asap, flee out of their reach (they will not follow you). Collect stamina. Then approach them again and hit them as fast as you can, while you still keep out of their reach. Like that you will be hurt very rarely, if at all.

Don't forget to harvest all the wood on your way (barrels, boxes and other wood).

Going straight to the top, you find a gate to a closed room. You need a wooden lever arm to open it. Later - as soon you can - craft a lever, go there and open the gate.



Now turn to the right. There are spider eggs, watched by groups of huge spiders.

Finally, there is a room with a burned red-black spider (weak).

Take the book (Destiny quest) and the papers.

Now go back and hunt the monsters on the left side. Be careful not to die, after you got the warning. (you still can hunt a while, but watch out and don't risk to much).

Take down as many monsters as possible. In case you die, reload the last autosave (as mentioned before).

There is a turtle. This is an animal who doesn't take any harm, but also is not able to attack you.

First day of the game is Sunday, and the new week starts on Monday.

Mondays is the day when new monsters spawn in the dungeons.

Like that, for a good start, you have 2 days in a row to harvest stuff in the dungeons.

Harvesting is possible at the days 1, 2, 9, 16 ... (every Monday and for the rest of the week).

Go for sleep in your room.

In case you are interested in the exact time (hh:mm), click Esc and look for the digital clock top left.

Day schedule of the Sophia:

6 am skin care (in v0.3)
7 am she goes down for breakfast
8 am breakfast at the table
9 am praying (cannot be disturbed)
10 am girl things (mirror)
11 am she goes down for lunch
12 lunch at the table
1 pm washing in her bathroom
2 pm putting off her shoes
3 – 5 pm lying on the bed
6 pm locking door, changing (in v0.3)

Parts of the day (when clicking “t”):

Sunrise 6 am 1st timeslice (green)
Morning 7 am 2nd timeslice (turquoise)
Noon 12 3rd timeslice (orange)
Afternoon 2 pm still 3rd timeslice (orange)
Not in “t” menu 5 pm 4th timeslice (red, -> Evening)
Not in “t” menu 8 pm 5th timeslice (dark blue, Night)

Clicking “t” with one of these options:

“Until the next hour” means until the beginning of next hour (e.g. from 7:20 am to 8:01 am).

“Nap” means rest until the beginning of next hour (with only minimal effect).

“Sleep” means sleep for (up to) 10 hours (e.g. from 8:10 pm to 6:00 am)

Watch out: When it is e.g. 6:10 (Sunrise), and you chose “t” Sunrise, you skip almost 24h, but without the rest and HP restore effects.

Day 2 (Monday)

On the left side of the map, you find hints about the open quests.

Atm there is written something about: “See your friends in the hideout”.

You can do that, or go for other quests which are available first.

Let’s go outside. Click “Cave exit”. A snowstorm awaits you outside.

Go right and enter the hideout and talk with your friends.

After the girls leave, go to Rumble and ask him about the girls.

Spoiler (light grey on white): This is important. Ask him about ALL FIVE GIRLS. Do not forget any of them. Only then you get the stat “insight”, which will be useful later for the continuation of the story. (if you missed this, you can return to Rumble any time and finish this task, asking about the 5 girls).

Go back to Sophia

Atm. don’t bother about this quest: “Find and save the princess Victoria...”.

This will come in later updates.

You need feathers for Sophia's pillow. Go for hunting hens, but not for monsters atm, coz you are still exhausted from the last adventure there. The sleep of one night was not enough to fully recover.

Now you can repair the torn pillow and bring it to the princess. In case her door is locked, she is busy in the kitchen. Click "t" to pass some time, then try to enter. If this doesn't help, try save and reload.

She has her daily routine. If you cannot see her, she might be in her bathroom.
Go there (nothing special to be seen) or wait another hour in her sleeping room.

When she sits on the left side of her bed, approach her (space). Help her with her shoe.
There is an easy minigame. When the circle moves from left to right, follow it with the mouse.
When you succeed, you get one point "gentle touch". This is a "one-time-reward".

When she lies on her bed, approach her again (sparkling spot) and hand her over the pillow.
She gives you a new quest (and a key for the workshop – go, repair her comb).

After that (or any other time), talk to her. Chose "talk" and "curse".
She informs you partly about the curse.
More important she gives you the key for the research room (no matter how you response).

Craft the comb in the workshop and enter the research room.
Right of the circle, you see an exclamation mark.
Go in front of that and click on the low drawer.
You find the blueprint for G.E.N.O.V.A (which is a quest for later).
Now go in front of the circle and open research.

Your resources for researching are "fury, willpower and desire". Desire is extremely rare atm.
Most important is "artisanry – homecraft" (costs 10 willpower). It's useful to have the washtub early.
Next one is "utility" to get the lever arm (for opening the gate in the lower dungeon).
Look for other talents you can get with the rest of your resources.

Bring Sophia the comb (in case the door is not locked yet after dusk). You get the next quest (garden).
You have the chance to respond in one way or another.

Before that talk, you might want to save and then try different responses,
to see what are the consequences of each response.
Like that you will learn a lot about the game mechanics.

You will find that being the nice guy is not always the best. She is an unexperienced bratty little girl.
Definitely she needs a "strong hand" who leads and guides her (without exaggerating atm).

Spoiler: Best result for reward points is to respond "authoritative". She will feel guilty!
That makes it easier to transform her into a submissive girl, in case you have this intention.

Its already evening, and – out of curiosity –
you want to peek on her to see some skin while she is changing clothes.

Skip some hours while standing there (until 6 pm), caring for having a good view.
She goes to lock the door and starts to change beside the wooden wall.

Surprisingly she isn't aware of the fact that you are still in the room (busy with girly stuff). Right next to her there appears a sparkling spot, to indicate the best place for peeking her.

In version v0.2.4c this event ends here, (looking forward for v0.3).

In case you want to peek her from another place, after some hours, she will – although being almost nude – catch you and hold you. This stops the game and you have to reload the last autosave. Nothing to see anyway (beside an avatar in underwear).

After you planted the seed in the garden (lettuce), you can see the % of growth (0% atm). Come back and harvest when it is 100%. Questlog still shows that this quest is not finished, coz there will come more.

Look at the HP bar (red), if you are (almost) recovered (if not, go sleeping for another time). If yes, go for monster hunting in the lower dungeon. Make sure you have crafted a lever arm (workshop) before going down.

Also craft a fur tunic (armor). Then chose "equipment" (helmet) and "optimize" - to be best equipped for the fights. You should have 4 items now as equipment.

Harvest the monsters in the lower dungeon, including the room behind the gate. The big bird at the end of this room doesn't react and cannot be destroyed (atm). Like the turtle.

Back in the tower, you might want to check, if you can do more research.

When you come back in your room, and you have crafted a washtub (and a bed may be), you can find the spots to place them.

Day 3 (Tuesday)

Next morning visit the princess to tell her about your success with gardening. When you have the chance to request something from her, request that she should teach you to read. Remember, she needs a strong hand (without degrading, humiliating or hurting her, at least atm).

Fetch the red book from the library and bring it to her,

When she is on her bed (afternoon), she accepts to teach you reading (first lesson – no reward yet). Assuming, you washed yourself before and are still clean enough.

Normally you could wait now until she is ready to change clothes. But this doesn't make sense in this version. Therefore, go sleeping.

Before going to sleep you can go to the workshop and craft stuff, since you have collected enough wood now.

Craft a bed. Craft a ladder, a paddle (both optional). Your skill level will not go up to level 2 (above 25/25) atm. This means it is a waste to craft stuff beyond 25/25. Same with cooking.

Day 4 (Wednesday) and after

While she is on her way to the kitchen, it might happen that you bump into the princess.
This can be accidentally, or you do it out of fun –
to force a heavy contact with her fragile body and enjoy to see her falling hard on the dirty ground.

However, this doesn't have much effect, except you might get the task to clean the hall with the broom from her room, in case you easily accept her penalty. But you can try to talk yourself out of this.

Wait some hours until afternoon.

Approaching her, when she has trouble with her shoes, doesn't have any effect in the stats (after you got "gentle touch" the first time, when you were helpful with her shoes).

Wait until she is on her bed (sparkling on bed). Now request again for reading lesson.
(It seems she doesn't take the book of Destiny from you, but that is coz this is the end of that event).

There is a kind of minigame: you should type some letters in a given time (extremely easy!).
With that you avoid to get punished with her stick. You get some "friendly patting" on the head instead.

In case you want to know to where it leads when you play dumb: You get some hits with her stick.
No chance to avoid this (at this point of the reading lessons). She enjoys hitting you. No consequences.

With succeeding, you get a desire point (pink).
Chose well for what you invest it (research). Atm it's the only one.

You still could go on until day 9 (next Monday) or later –
to harvest more resources in the dungeons, but there is not more content atm.

Looks like you finished all options for 0.2.4c
Open the Quest log.
2 quests are finished, the other 10 "on hold".
Partially marked as (locked). Others with a white line of text at the end of the list.

Let's see:

- 1 Victoria we cannot find atm
- 2 Book Destiny (locked)
- 3 Sophia doesn't want to talk more about the curse (atm)
- 4 Peeking not possible yet
- 5 Not ready
- 6 7 8 10 (locked)
- 9 More reading lessons to come.

Available (10)

Completed (2)

Failed (0)

All Quests (12)

-Quests (7)

The Letter's Secret

In Service of Her Highness

The Family Secret

Between Her Thighs

Against the Cold

The Tower's Secret

Project G.E.N.O.U.A.

-Activities (3)

Too Hot to Handle

Princess's Lesson

Garden Duty

The Letter's Secret

The Letter's Secret

Description:

Objectives:

- ✓ Ask Rumble to read the letter for you
- ★ Find and save Princess Victoria from captivity