

Anne of the Stolen Islands – Walkthrough

This may seem like an odd choice for a game. Anne Shirley may seem like an odd choice for a heroine. But, here we are. Something is about to happen to Prince Edward Island, where a twelve-year old girl who's finally living the best part of her life (after years being pinballed between families and an orphanage or two) is going to have to be the hero. Were you expecting a white forest spirit, a White Priestess, or some kind of masked bug knight? Sorry to disappoint.

Due to the nature of this game, there aren't clearly defined "levels" as some games have. This walkthrough is therefore chopped into "chapters", that are named by us.

Chapter 1 – Anne Shirley is Surprised

First thing, just watch the starting cut scene. And then it seems straight enough. But walk to the LEFT for the first achievement, "*too cool for school – NOT!*" It's one of those "intro" parts where the game is linear. You have to go right. So continue to the right, you'll see a few opening credits. Shortly after the bridge over the lake, you'll meet Diana. Continue right, and go over the hill. You'll be hit by sudden tremors and freak wind. The music changes, but don't worry about it, nor the weird patterns in the sky. You may notice "archways" in the trees, as well as a couple of places that look like you could jump down, but for now, just stick to the path.

Finally you'll get to school. The next part is mostly cut-scenes, except for a brief "interlude" where you have control of Anne and can talk to your classmates during lunch. Everyone's talking about the strange events, even though the teacher said there was nothing too strange about it. Once school's out for the day, go to the left and talk to Diana again (you can't pass until you do so), and sit on the bench there. Like a certain other game that this game will reference, benches are where you save.

It's time to head home, there's still more that needs to be done (this is a farm in the 1800s, every little bit helps) You may notice that there are now creatures. And they attack. Don't try fighting the Poe, the vicious ravens that is, just tumble out of the way (Diana will tell you how) if they dive-dash. Then there's also Tiggies, or hedgehogs. Which, among other things, aren't native to Prince Edward Island. But also, you have to jump over them, you can't actually fight back, yet. Diana will warn you about swarms, when they come, just duck, they seem pretty stupid. After you say goodbye to Diana, you just have a bridge to go over. You're startled by barking, and a dog will appear to the right, you HAVE to go left (in fact we have our first, thankfully rare, automatic scrolling section), and I hope you paid attention when she told you how to run, because, believe me, you have to run. You'll also notice branches covered in thorns have fallen, and a few other obstacles are now in the way. As well as those darn hedgehogs, and even a Poe. You have to know when to jump, and when to slide. Jump, jump, slide, slide. The dog will eventually give up (and thankfully, the automatic scrolling ends, IT ENDS!)

Marilla is waiting at the front, and told you about a vicious rabbit that attacked her. Vicious rabbits? After the other creatures, you realize something's not right. Enter Green Gables, you'll see the rabbit, and it will run upstairs. You may be tempted to follow it, but instead, go

left, into the kitchen. There, you can get a couple of **raspberry cordials**, which are healing items.

Now it's time to go upstairs. Just enter a hallway and you see the rabbit. You'll also hear that the piano has stopped, and a banjo or two has been added to the music. And you'll see that the door slammed shut behind you. You're trapped. Also, if you hear this music, you're either fighting, or are close to, a sub-boss.

SUB BOSS: RADDIT

First things first, you're defenseless. But there's a broom all the way to the left. At first, he's mostly just bouncing around. When you take the broom, the broom-head falls off. It's an improvised staff! Also gives you the "*Donatello me Anne thinks she's a ninja*" achievement. So now it's time to actually fight the boss, that's theoretically some bunny, but it has a longer neck and is slightly bigger, and has strange growths. It's more like if a rabbit was designed by H.R. Geiger, except it's still covered in fur. It normally rests a bit on its third or fourth hop, that's the ideal time to strike it. It's also ideal if it jumps on one of the end walls, before it jumps to do a downward attack. It can also dash along the floor, and the walls and ceiling, when it dashes, avoid it, but if you jump over it and hit it as it passes, it will take damage. Before you know it, you'll have succeeded...in causing it to grow spikes and glow, with short-range lightning? This is not as common with SUB-bosses, but just be aware that when something like this happens, usually for the more prominent bosses, and the music changes, things are about to get intense. If you've played *Mega Man X8*, *Ender Lilies*, *Ender Magnolia*, or the *Sonic Advance* games, you'll know that the enemy is entering a kind of enraged or "pinch mode" state. Raddit will start rolling while bouncing, with short-ranged erratic lightning. During this state it will NOT take damage at all, so stay out of the way. Not to mention this is the most damaging attack, and all you've got to your name is a couple of cordials. Once it's stopped its rampage, it will mostly fight like before, except if it extends its ears upward. When that happens, look for the "preview" sparks on the floor, and make sure you're not too close, because that's where lightning will strike. A few more hits, and it will jump onto the ceiling, cause a drop-down staircase to drop down, and disappear, but it will also drop a glowing "Faerie Orb." And just like that, you've gotten a life extension. You'll also obtain the "*A Holy Hand-Grenade would have helped right now*" achievement.

Chapter 2 – Anne Shirley is Now Armed

Go upstairs, not much you can do yet, but you'll find a hammer, which may come in handy soon. Go downstairs, and talk to Marilla in the living room. Keep talking, when you tell her about the boss, she'll say it's as ridiculous as flying jellyfish with claws, or fighting blood-sucking undead with a bullwhip. This will give you the "*Marilla indirectly genre-drops without meaning to*" achievement.

The next scene will be Anne cleaning up and patching the walls, Raddit was a jerk. And then Marilla will tell you how to change clothing and weapons. Right now you have the broom-handle staff, a sensible hat, a sensible dress, sensible bloomers, sensible stockings, and sensible boots. Do you notice a pattern here? Also, just for your information, with the exception

of this “sensible” set, having multiple items that are in the same “set” give special synergy bonuses to your stats. Kind of like in *Diablo II*. So it’s not only fashionable to wear matching clothes when possible, it’s very helpful.

You’re also now able to explore more of the island.

So naturally the first place you’ll want to go is your bedroom. Among other things, your bed is another save point (you want to use every save point you can, also). Make sure to look through the window. It’s Orchard Slope, Diana Barry’s house. A bit later, you will see flashing light through here, but not yet. But also, you find a gift from Diana. A **Wish Brooch**. Think of them as being like Energy Tanks some games have. You can only use it once each time, but it gets recharged by using a Bench, you can also recharge them through a certain item you’ll sometimes see in the wild, or, later in the game, even dropped by some enemies! (Important to keep in mind if you’re trying a “No Bench Run”, or more accurately, “only Bench when Required Run”, as at various parts you will automatically rest) Now you’ll want to explore the rest of the house. Outside, on a clothes line, you’ll find a **Nice Dress**. Besides puffy sleeves, it will improve your protection. Nice!

There’s also a barn, but there’s nothing more to do than say hi to the horses so far.

Outside your house, you can meet Matthew Cuthbert, Marilla’s brother, and he has a horse and cart with him. Take a lift to Carmody. Matthew will comment that things are different, the sounds are different, and he and Anne will be pointing out plants and flowers that weren’t there before. This should be a straight forward, right? But then Matthew will shout “WOAH!” because there’s some fallen trees just outside the town itself. There are no detour signs, and it’s not like you can get a crane, so this is the end of the line. Please ensure you have all your personal belongings as you leave the buggy. There’s a couple of people there warning you about monsters. Head to the right, and you’ll see that there are also creatures to deal with. Now that you’re armed, you can fight off the Tiggies and Poes, as well as a new enemy, Bushy. Bushies disguise themselves as small shrubs until you’re close. Also, on the way you see a log resting up against a wall, forming a triangle. You can jump down from the log, where there’s a **Hidden Bag** that also has some money in it. It’s actual Canadian money, as opposed to the strange coins dropped by enemies, but collect it all, there’ll be no difference soon enough.

Now you’re in Carmody, the “downtown” for many villages in the area, such as Avonlea. The reason you’re in town is to buy something sweet for Diana and your other friends. But before you hit the bakery, check out the two general stores. Blair’s has two women behind the counter, and quite a few things for sale, but you can’t really afford anything yet. Lawson’s, on the other hand, has an infestation problem.

Sidequest: Exterm-Anne-Ator!

When you say yes, you’ll be prodded by Lucilla Harris to the back storage room. It has a staircase going to an even bigger basement. And you’re hearing lots of noise. At first, it just seems like Tiggies. Except that some of them are on the ceiling. They seem to be endless, but are not. When you take out enough, a random box will burst, and out will come another hedgehog enemy, this one larger, the Winkle. Despite its whimsical name, right now this is one of the most dangerous enemies that isn’t a boss. Once it unrolls, strike it a few times, then back off, because it will retaliate by shooting spikes in multiple directions. It can also roll up and roll at you, and

this will literally knock you off your feet, so pay attention. It can even climb walls when rolled up, so take care. And if it's on the ceiling, it may decide to roll past you while dropping spikes. Once Winkle is defeated, any remaining Tiggies will scamper away. You'll also find, on the corpse of the Winkle, a "**Pretty Flower of Iridescence.**" Right now, all it does is look pretty, you'll reach the point in the game where you learn what these flowers do.

Out of appreciation, you'll be given a **Fancy Hat!** As well as a bit of money. At this point, all the upgrades you can find, take advantage of. Go to the other store, you can now afford a Pretty Flower of Iridescence there, they tell you it's one of a kind, but it's at least two of a kind.

Go to the bakery and talk, and buy some sweets (doesn't matter which). At this point, a flustered man will rush in, Mr. Barry, Diana's father. There's something going on at the church in Avonlea. Well, there's still that barricade problem. Follow him back, but do beware, the enemies seem indifferent towards him, mostly (but he DOES trigger Bushies dropping their act sooner, so, thanks?) And another new enemy will rear its head, quite literally, the Arrogant Worm, which is a kind of burrowing snake that emerges where it's most inconvenient for you, and will try whacking you with its reinforced skull head (later in the game they'll receive a couple of other abilities, just be thankful this hasn't happened yet). He'll go along with you by cart back to Avonlea.

Chapter 3 – Prince Edward Island Has Left Canada

Seems like half the ISLAND is in this church. And you'll find out the news. There's a reason the sky is different. The ocean looks different. There's completely different islands out there. P.E.I. has left Canada. Actually, it's left Earth. The provincial government in Charlottetown has assumed emergency control. Probably a violation of the constitution, but, the only courts that can say so for certain are on Earth.

This is also where they decide that, for now, the strange coins (that many enemies drop) are equal to Canadian dollars. You're richer than you think now.

Once the meeting is over, leave the church. You'll suddenly feel something in your head. Like someone is talking to you, but only you can hear it. You are told to go to the West. But before you can do anything, as soon as you try exiting this area in any direction OTHER than returning to the church, along comes Gertie Pye. She tells you that Diana and her kid sister Minnie May were chased by creatures into the nearby forest, Diana could escape, but not Minnie May. She also says it's hopeless. Gertie's family is infamous for being a bit self-centered and narcissistic. And Gertie herself takes pleasure in delivering bad news. You'll notice there's now another clearing is visible, to the left of the church. While you can explore the general area, Anne will REFUSE to go that far until Minnie May is saved, this is your bosom friend's little sister, not an egocentric self-proclaimed greatest warrior. Great, you have another forest section to go through. You'll see familiar enemies again, including Poes, LOTS of Poes. Also, you have a lot of spikes to avoid, in the form of spikey plants, and holes that are lined with spiked vines. You will have some careful jumps to deal with. After the first set of spiked holes, you come to a

clearing. Just a handful of Bushies and Tiggies here. And then Diana is waiting by the Eastern exit. She'll give you an explanation as to what happened, and she had no problem coming here, but what's ahead must be nasty if she's staying where she is. Continue onward, and you'll have a natural vertical passage, use the tree branches as platforms. Watch out for the sharp thorns some of the tree surfaces have. There may be something more here later, but just take the most obvious looking path. Also, you'll hear some yells and sniffing when you get closer. Be careful, an Arrogant Worm will surprise you at the top. Finally, you found Minnie May. She's crying, and looks like she may have twisted the ankle. Before you can talk to her, the Poes come in in force, and there's several just circling the girl. The sub-boss music is playing, also. Once you defeat the Poes, go to Minnie May. Looks like there's a couple of other paths here, but for now, they're unreachable. Once you have the girl, go back the way you came. Thankfully, a log fell over the spiked pits, so things are much better. But there are still enemies. Also, you can take a lower path now going back, with doors only openable on one side. Well, barriers, just whack with your staff. There's also a **blueberry cordial**, as well as a **raspberry cordial**. The first thing, for now, does nothing, but you'll figure out later. Also, just before the clearing, there's the Bench. You and Minnie-May will automatically sit there. Turns out here foot wasn't as bad as she thought, but still, you will help her to get someone who can take better care.

She gets up and walks, you walk with her. Diana and their parents are waiting in the clearing. You get thanked profusely, and Mrs. Barry will give you **Caramel Chocolates**, and then they're off. Those chocolates give a bit of healing (less than cordials) and give you a brief "sugar rush." So of course you want to follow them, but as soon as you get to the left of the screen, you're rudely shoved back. A slightly overweight girl in a brown dress with white pinafore, brown hair, and a look of disgust. It's Josephine "Josie" Pye, and she's peeved that you're "showing off," and insists "you're no hero." Given the situation, you'd like to just go. She doesn't think so. You get into a verbal argument, that soon escalates to a physical one. And then gates slam on either side. Where did these gates come from, and how is Miss Pye controlling them? The answers, we may never know.

BOSS: JOSIE PYE (FIRST TIME)

She's definitely a brawler here. You may have noticed she has her own theme! She's also very angry. There are a few attacks she has:

- Punch: That's straightforward!
- Hundred Hand Slap: It's not just for sumo wrestlers! She tends to do this as a retaliatory move if you try to just get in front of her and strike her. This blocks YOUR attacks!
- Rock And Not A Roll: She'll throw a rock at you, it hurts, but you can deflect the rock.
- Charge: She comes rushing at you. DO NOT try hitting her head-on, it HURTS. Also, if you make her run into one of the gates, she'll be momentarily stunned. But she's less likely to charge if you hang out by the gate, she's not that stupid.

Generally, you don't want to take her on up close and personal, but you have no choice, you're not yet capable of any projectiles. And also, once you hurt her enough, her face will turn red, she'll briefly have a flame around her, and the music changes. Naturally, her attacks change.

- Instead of just punching, she'll add assorted combos, that use both hands for punching, and may throw in an uppercut or a sweep kick.

- She can now move while doing the Hundred Hand Slap, so watch it.
- She'll throw rocks in twos or threes.
- If she charges at you with her arms in front, WATCH OUT! IF she gets you, she'll run you into one of the gates, and it will HURT! Alternatively, she may do a charging elbow, and if she misses, she'll come back in the other direction, so be careful.

Defeat her here, and you'll get the "PYE in your FACE!" achievement, and she'll warn you that "next time, it's different." Think she's foreshadowing something? She'll try to leave to the left, and trip and fall, and drop something. Then she'll just growl at you, and run away. But what did she drop? A **Faerie Shard**, several of those will equal a Faerie Orb, which, remember, extends your life bar.

Chapter 4 – Go West, Young Anne

So now you can finally go West. Do bear in mind, some roads on the island are closed, because of worries of all the new dangerous animals appearing, and even rumors of "monsters and beings worthy of the fairy tales of yore." Even rumors of strange people. And another rumor that fishermen are going out with loaded guns and harpoons, and not for whales.

But don't rush there yet, Anne.

Instead, head West, and at the third place that you are directed to push up to enter through a forest arch, do so. We're about to get our hands on the second main weapon. Just climb up (well, jump from branch to branch) the first big tree, and near the top, you'll find an abandoned **Bowie Knife**, and also the achievement "Now THAT'S a knife!" Also around here, at the top you'll find a **Strange Green Fruit**, and to the extreme left of this area is another of them. They'll come in useful later.

Equip the Bowie Knife, as it lets you cut through certain growths. Cut to the right, to find a short path back to where Matthew and Marilla are waiting in their wagon. They'll take you back home, where it's now time to sleep. But first go to the window, it's time for a nice, awe inspiring scene, even if you're now on a strange new world, some things haven't changed. Including Anne and Diana talking to each other via candles in their windows. Also, you'll get a "Strange New World" achievement. You'll also hear a wolf howl.

What's the best way to go west? By rail. The next day, once the cut scenes are over and you're dressed and fed, it's time to go catch a train. You'll be taken by Matthew to Bright River station, amaze in the White Way of Delight. This is another awe inspiring scene. And once again, your ride gets cut short. You have some militia men at a roadblock. The road to the station has a problem with.... trolls? Makes the Raddit seem like a simple nuisance. These Prince Edward Island Militia men are determined that you cannot go through. But there's paths around it. Go through the first tree arch. You're about to be glad you have the knife. You'll come to a place with thick tree roots blocking a tunnel. That's good, because on top there's a patrolling PEIM man walking back and forth. The "cave" amidst three roots though is safer, except for a couple of Tiggies and also a Chucky (Woodchuck), which are quite minor annoyances. Past the first hill, and another set of roots, duck when you get to a boulder. You'll notice there's more men ahead. If you get caught, or try to injure one of them, you'll be stopped and brought back to the

roadblock “for your own protection.” There’s another root wall to slash through. You’ll notice a ladder going up to the surface, and on top there’s an archway, and also tents. While there’s several ways to get to the archway, thanks to the hammer you got from home (you DID get the hammer, I hope), you’re about to make things easier. Continue through the tunnel, and come to a staircase up to the surface. There’s also a large bell mounted on a cart, and a few tired horses walking around. There’s a wheel by the bell, but it’s too heavy for Anne to turn. What we’re going to do is bring a false alarm. Go up to the bell and you can bang it with your hammer. And then get back into the tunnel. You’ll notice a few PEIM guys rushing towards it, and hear a commotion. A few of these people were quite clearly not meant for the military, even crashing into each other like Keystone Kops. Go back to the first way up, and find that archway. But first, the tent immediately next to it. There’s some items laying hap-hazard, the most important are a **Raspberry Cordial**, and several **Antidotes**, which are said to treat poison. Poison? There’s also an **Extincteur**, a small old-timey fire extinguisher. Fire?

Go through, and things seem a bit darker. You’ll start with a couple of Poes and an Arrogant Worm, but then you move on, you see a strange guy, he’s sort of human, but has a more reptile or bird like head, and a tail, and he’s wearing a necklace of bones and a loincloth. He’ll snap to attention the moment he sees you and brandishes a knife. He’ll be introduced as though he were a boss, and even talk to you, calling you “Girly!” and warning you to go away. Your pleas for passage to the train station will be denied. You’ll also notice interesting structures near you. Boundary markers. Because as soon as you walk past them, he becomes aggressive, starts swinging a sickle at you. Thankfully, you have a knife, this guy only pretends to be tough. But as soon as he either dies, or you try to pass him, you’ll hear a loud, low horn. The next section starts with another guy, this one in a sarong, standing on a tower with a horn. And you’ll notice that now you’re in the land of these Trolls. There’s a few varieties. There’s the sicklers, like the guy at the front. There’s also one who throws a strange thing that’s thrown like a Frisbee, except that it has a serrated edge, so watch out. There’s the warning horn guy, like you saw before, if he blows his horn, one of three things may happen. It may rain arrows near where you are. Or it may cause several Poes to come. Or it may summon in random reinforcements. There are those who fight with a pair of hammers, faster than the sicklers but tend to be more vulnerable once you learn their pattern. There’s also the ones that are unarmed but practice what seems like a form of Kung Fu, but a little less refined. There’s the Tiggy bowler. That’s right, his attack is throwing rolled up Tiggies at you, that unroll after bouncing a couple of times. Both he Kung Fu and the Horn guys will sometimes throw something that whistles through the air. Sometimes they are thrown from offscreen or behind things. WATCH OUT, those are improvised explosives! Some of them are even incendiary.

You may have heard that song that goes “the female of the species is more deadlier than the male,” well, there’s two female types to treat with special attention. There’s the Healer, known by the head dress she wears, and the staff she carries. And she mostly does exactly what it sounds like. She’ll be with some escorts, and use healing magic. Sometimes, if you’re getting uncomfortably close to her, she may get aggressive with her staff, that has a pointed end. It can also poison you. You do NOT want to be poisoned, because you will slowly lose life. And then there’s the ones we’ll call Troll Witches, for now. They’re often perched on elevated platforms, but not always. They have the elaborate sarongs and wear lots of jewelry. They can be major

annoyances. Among their attacks, one of them is a trio of fireballs that spirals outward. These may inflict burn status, which is similar to poison but can hurt more, but you can also end it by either jumping into water, going through any falling water, or “dodging downwards” to roll. Or using an extincuteur. She may also cause a psychedelic colored cloud to appear where you are, if you see signs of it run away, it may inflict confused status, and then right becomes left, and what’s left becomes all wrong. Or she may fire a green projectile, a kind of magic missile, that will slightly curve its path, but doesn’t perfectly home in on you, and has no interesting status afflictions.

Learn some of these guys war cries, maybe you don’t understand their language, mostly (but they all refer to you as “girly”), but certain words and yells indicate specific attacks (although some of them are just insults.)

Thankfully, there are small ponds that are perfect for diving in if you’re set on fire. You may notice a few locked barred doors. You can’t do anything about them yet. Keep going to the right. You’ll know you’re doing well when you see another guy added to the mix, these are taller, and they have elaborate war bows. These are the guys who rained arrows on you before. Bad news is that they can aim their bows, good news is that once they seem committed, shortly before loosing their arrows, you can easily get out of the way. They sometimes fire poison arrows or even incendiary arrows. The second archer is guarding another Faerie Shard, and ditto the second Witch after him, so you’ll have more life. Also, there’s another Witch, who’s standing between a pair of Archers, who, upon defeat, will drop an amulet. This is your first accessory, a **Troll Witch’s Pendant**, this, right now, will slightly increase your rate of experience gathering. It also says it improves “magic”, but it’s not like Anne is a witch now, is she? You’ll also sometimes see beehives mounted on posts. A couple of them will send Swarms at you, but also, if you attack one, it will release a few larger bees, called Bigbees, who fly about slightly erratically. But it also drops both a **Troll Honey** jar, and **Honeycomb**.

There’s also a hut without a door. You enter it, and notice it’s dark. Walk far enough inside, and torches will light. A door will slam behind you, and that music with the banjo and bass will fire up.

OPTIONAL SUB-BOSS: YO-YO YORI

This is a troll who fights with a couple of yoyos. They’re heavy, and they hurt. Needless to say, this guy has reach. At least he warns you when he’s about to do an across the room yoyo strike. He can also attack upwards. He also uses his tail for jumping extra high and far. He can do short range yoyo whipping. And sometimes when he’s in the sky, he’ll do a Double Orbit, an Around the World with both yoyos at the same time. Defeating him will cause him to drop a Faerie Orb, along with the achievement “No-no Yo-Yo,” and now you’ll notice something else is in the room. It’s a piece of paper. You also notice that there’s English text, as well as a bit of the strange runes that these Trolls use. The English text is a bit vague, and has missing pages, but has both the instructions “Burn after reading”, and also there’s a mention to “A.S. from Avonlea” and “E.B.S. from New Moon” as “Persons of Interest.” There’s also a bit mentioning “the islanders have taken longer to realize what happened than on any of the other islands. This is good.” You’ll obtain the

achievement “Do I need a tinfoil hat?” And Anne will briefly wonder, wondering if there was someone behind the island being transported.

Leave the hut, and continue fighting through the village.

Eventually you’ll reached an enclosed place surrounded by a wooden palisade. I hope you sat on the Bench outside first. You’ll see a couple of PEIM men who are restrained, and a Kung Fu troll who’s practicing his moves on the prisoners. A horn will sound, and a door will slam behind you, and the Kung Fu troll will turn towards you, and more Trolls will enter into the fray. The music has changed to the sub-boss music. This is a gauntlet of Trolls, several waves will be sent in. Just to add variety, on the fifth wave there’ll also be a couple of Winkles. Yes, the bigger hedgehogs who can fire needles at you. Once you’ve done enough, you’ll notice someone on a platform in the background. Some kind of Troll chief?

He will taunt you, curse you, and tell you that the prospect of becoming his personal slave would be infinitely better “than any alternatives.” And then he bangs a drum. A door opens to the right, and in comes the dog. The dog who was chasing you early in the game. Because it was auto-scrolling then, you didn’t see the total dog. But he also appears to have strange growths on him, that resemble...beehives? He howls, and the music changes.

BOSS: HAOULA

It’s not a dog, it’s not bees, it’s a dog with bees in its mouth, and when it barks, it shoots BEES! Some kind of genetic experiment gone awry? This dog can run, leap, bite, and strike with its powerful paws. But also, when he barks, he shoots out Swarms, similar to near the start of the game, you can send those off (but not kill them) by timing your slashes. Or he may “machine gun” bees at you, in which case, duck. Or sometimes he’ll release a Bigbee, who homes in on you.

Damaging it enough will cause him to add a new attack, the shockwave howl. He usually warns by raising his head and briefly hesitating, the shockwave doesn’t normally hurt much, but it throws you backwards, which will soon become a problem. He’ll also do a glowing run that’s quicker than his normal run.

Once you’ve hurt Haoula even more, the dog starts to glow red, there’s a bit of a lightshow, and naturally, the music changes. The dog will start with its ground howl. Howls at the ground, and causes a shockwave to travel along the ground. It will knock you down if it hits you. And the dog gets a new attack, the Swarmnado. Seems like a terrible B-movie, but it’s an attack where the dog howls at an angle, and a huge swarm flies up, forms a column, and swirls around the area for a short period. Do be aware that the bees do cause damage, and that Hauoula can run through it with no problems. How could this be any worse? What if there were spikes on the walls that only appear once Haoula is in pinch mode? Well, there are, so be careful where you go, and don’t accidentally dodge into the spikes.

When you finally defeat him, the Troll leader will scowl, and then leave. The doors will open, and Anne will free the PEIM men. They’re grateful, and even give you a pair of **Army Boots**, leading to the achievements “The Dogs? Or the Bees? Or the Dogs with Bees in their Mouths?” and “The Girl You Adopted Wears Army Boots.” You also get the good news that the

PEIM has created a bypass route so it's once again possible to reach the station without the trolls in the way.

Chapter 5 – Anne Shirley Heads West And Experiences Crossovers and New Kindred Spirits

Finally, you're at the train station. Enjoy the cutscene, as she has a flashback to her arrival for the first time. Whether or not you're familiar with the original story (and if not, you should get acquainted, you won't regret it), this scene will be truly wonderful. Being dropped off by Mrs. Spencer, waiting outside, and being picked up by Matthew. When her reminiscence ends, you notice the difference in the sky is more pronounced than ever. Explore the area, there's a hotel next door, but it's temporarily closed. The station itself is relatively small, but it's just for a few local trains at a single platform, so they don't need much. Be sure to talk to the station master, and keep talking. Besides reminiscing, he'll tell you that there's one person who forgot a few things, and despite Prince Edward Island Railway's sincere efforts, they could not get a hold of her. Some girl is a bit upset, but we cannot let that get in our way now. You'll be given a key to a storage room. Go there, and find the bag. You'll receive two items. Another **Wish Brooch**, which are very useful, and also, **Floral Bloomers**, which provide a bit of protection, but also increase an unknown stat or two. Unknown? Also you'll get the "Lost and Found" achievement.

Don't forget to buy a ticket! Then you're told that the majority of stations are changed to flag stops. You just have to go to the platform and find the flag and raise it, and then *voila*, the train arrives. Perfect timing!

Now you can get on the train, and walk around. Talk to the few other passengers, and then find a seat to take. You'll have an interesting cut scene, enjoying the train, and then once again, you'll feel it in your head. It's too clear to be something just imagined, yet it feels so unreal, so unusual.

Before you know it, the train reaches your stop. O'Leary. This is the end of the line. So you better go and find a path. Or maybe a horse, or maybe find someone who has a cart for you. There's one guy there, and he is going further west. He'll happily give you a lift, to the Blairwater area. And you'll receive a message exactly where you need to go, and you tell him. You get off, he comments on everything weird that's happening lately. Stuff that sounded straight out of Anne's stories seems to be the new reality. Where did you get off?

There's a sign saying that this is New Moon Farm. Are they giving us a crossover?

Two things to keep in mind. Many of these old timey farms had a long access road from the main road to where the farmhouse was. So you still have a bit of a trek. And, as you may have noticed, seems like all paths, private and public, are suddenly infested with all kinds of enemies.

There's Hay-Diddle, it's a variant of Bushy, but disguised as one of those round bales. It's more dangerous, as it can roll at you, and it can also release birds called Haybirds. There's also Skeetos, annoying mosquitoes who, among other things, also have a charge attack. Yes, that's

annoying. Chucky is also back, but they tend to be a bit more random in where they pop up. If it emerges too close to you, it will swipe at you. If it appears further, it will throw a rock at you.

You'll eventually find an archway over the road, which means you're getting closer. You will once again get a message. But ignore the desire to turn North to get to New Moon proper. Instead, go further to the right. It takes you to a place with birch trees, this is another optional area. Oh, and there's a sidequest here.

Sidequest: Cat-astrophic!

You'll run into a boy here, Teddy Kent. He tells you about three cats who've gone running off. Normally this would be handled by certain friends of his, especially Ilse. But now things are much more dangerous. You have small pits with thorned vines. And of course, you also have to watch out for Winkles, Arrogant Worms, and Skeetos, along with a couple of new enemies, the Ground Urchin (a spikey ball that walks along the floor, wall, and ceilings), and Thorn-Nest Swallows (they're birds that come out of spiked pits to attack. The nests are limited in how many Swallows they release) This is the environment that the cats are lost in. Two of them, Buttercup and Smoke, will be in random locations. They do tend to scurry off if there are any enemies around, so be sure to clear them. The area they may be thought of as seven rooms, grouped into a lower tier and an upper tier. The lower tier has the Entry Room; the Spikes'a'Plenty Room; and the Hills, Bench, and Abandoned Chapel room. The Abandoned Chapel is itself its own room, and sometimes a cat is there, thankfully downstairs, because the staircase is out of order, so reaching the rafters is impossible. The upper tier has the West Woods; the Cliffside; and the East Woods. The East Woods has a **Raspberry Cordial** and a **Bag of Money**. The Chapel has a **Blackberry Cordial**, and an **Extincteur**. The Spikes'a'Plenty room has a *Faerie Orb*, access to it requires cutting through those roots/vines, and navigating holes with spikes. Once you have the orb, a Nest will come alive, so leave before the Swallows become too much.

Once you have the second cat, then Teddy will come to you in whatever room you're in (or to the other side if it's one of the ones with spiked nests). The third cat, Saucy Sal, has run into a cave. You'll find that the Cliffside room now has a visible cave.

Go in. There's a cutscene where you hear Sal's meowing, and you're worried by the darkness. Fortunately for you, one of the new enemies in here is actually your friend. Meet the Lucy, a kind of oversized firefly. The more of them, the brighter the room. So therefore, you should NOT attack them unless you're going to leave, or unless you have a light (you'll come across means of providing your own light soon) Thankfully, they're one of the few enemies that regularly replaces itself. Also, they are still enemies, and, depending on their color, attack with one of two types of projectile. Some shoot a spread of glowing green "tracer" shots that go at different speeds. The others fire glowing yellow bright "beams" that are aimed at you, and ricochet off of surfaces.

You must also watch out for Battat, a kind of bat. Some of them will do simple diving attacks. But then there's another move a handful of them do. If you hear one starting to "sonar", stay still unless there's a need to move. If it's doing its sonar and you're still moving after three "pings", then that one, and all other Battats in the area, will dive towards you in a manner similar to Skeeto.

And the third and fourth new enemies are pretty much jokes. There's the Parachute-Foooot, which resembles a jellyfish, it just jumps up and sails down. The fourth is the Fluff-Spike, which is a flying thing that has feathers around a cat-like face, and a "tail" that has spikes that move like a chainsaw. They fly back and forth. There's also Ground Urchins like outside, who are also mostly harmless.

Be careful, there's a new hazard here. If you see a bit of dust or water drop down onto you, and hear a kind of crumbling noise, MOVE, a stalactite is about to fall where you are. Good news is that it DOES hurt enemies as well. And you can even strike one to deflect it.

You'll come to a place where there's a short vertical shaft. It has four ways to go, but only two are accessible. The lowest one, which has a huge slab on the floor, is impassable right now. Then, a short distance up, is an apparent dead end, other than a **Wrath Ring** (this accessory lets you do more damage), but there's a fragile wall here. Hit it, and it will fall away, leading to a short cavern where everything is glowing purple. You'll also notice there are statues of faeries here. Faeries? There's also distinct music here.

Another amazing cutscene happens. In the middle, is something that looks like a cocoon that's beating like a heart atop a crystal flower, covered in something that's "honey like but purple." You'll receive another message, telling you to attack it. When you hit it enough times, it explodes in a rainbow explosion, releasing things that vaguely resemble Lucy, but some are flying, some are scampering around. Don't be afraid to hit them, and you'll absorb them. You'll have a "hair extension", that is, your Life Braid will have a purple-colored extension, this is Faerie Essence. Know that these Faerie Essence Cocoons are refilled when you use a Bench, but also know that you lose all such "Essence" you have when you do so. When you get injured, you'll lose Essence before you lose life.

Now that you have this advantage, you'll want to go further up the main shaft. You can't go higher than a certain area because there's no more platforms within reach. But there's still a place you can reach. You'll hear distant meowing. You're on the right track. There are wires along the wall, I wonder why? There's also a rock formation that's "bench like", so, TA-DA, it's a bench. Also, though, you'll have to deal with wind. You have to jump on platforms above spikes. You'll also have to go through a short stretch of near-darkness. But here it's devoid of spikes. You'll come to a large room with glowing moss. There's also more wires, and they seem to end at things on the wall, but they're not lights. And there's Saucy Sal. You come for her, but she starts meowing loudly. And a gate slams close behind you. You see a pair of bright eyes. I think you know what this means.

SIDEQUEST BOSS: MAMA BATTAT

Light comes on, and you see it's a large Battat. She has a few attacks.

- She may dive down at you in a simple arc.
- She'll scream, and this will summon normal Battats.
- She'll slam into the ceiling, causing random stalactites to fall. However, Saucy Sal will run to a place where they shall NOT fall.
- She may do a focused screech, which will manifest as a toroidal shockwave. Avoid it.

This enemy may be tough, but she's fairly predictable. Unfortunately, there's another twist once you've hurt her enough. She'll do an extended screech, and the room will become darker. She also has a few new attacks.

- She may flap her wings really quickly, and move quickly up and down. This will call in a tornado, which carries you upward, and pushes you back. When there are Battats about, this is annoying.
- She may summon a SWARM of Battats, but these, while flying about in large numbers, are less intelligent than the others, and can easily be avoided or dealt with.
- She may do her own version of sonar, except that failing this will cause bonus Battats to come attack.
- She may breathe a glowing ball, that will then explode like a firecracker, sending glowing projectiles in many directions.

This boss arena isn't flat, but full of uneven platforms and even has a couple of elevated platforms, meaning you have means to protect yourself from the more elaborate attacks. Once you defeat her, you get the "Bat's All Folks" achievement, as well as...a shawl? Pick it up (the gate won't open until you do), and, get this...it's the ***Bat Wing Shawl***. Trying to introduce the Goth look? Actually, when you put it on, you'll see a strange light around you. And then, it's a shower of light. You gained a new ability, the Double Jump! You can get higher with this. And there's another achievement, "Jump Twice, Cut Once." Being able to jump more will open up many paths for you. Now, Anne will automatically pick up the cat.

Going back is so much nicer, you can also get some **Money** by reaching a platform you must double jump to reach. Nice!

Go back to the main shaft. What's this? There's a higher platform that Josie Pye is standing on, and she's laughing like an idiot. She'll throw a rock near you to get your attention. She'll taunt you, and be holding what looks like a crank-operated music box, attached by a couple of wires. Wires. This does not look good.

She'll insult you and tease you, and then she'll agree to stop insulting you. "I shouldn't carry this hatred. I should just BURY it!"

And then she starts cranking. There are major tremors, and things start shaking. SHE SET OFF EXPLOSIVES! THAT is what the wires are for! Naturally, she has a way out. Despite your new double jump, you still CANNOT make it up there. So work your way down, but be careful, the local life is all more skittish and aggressive, the constant shaking does this. Notice there's now a countdown timer, and you have to deal with rolling stones – no, not THOSE Stones – as well as way more falling stalactites. Certain pieces of floor will spontaneously collapse, also. Also, there's lots of dust being kicked up by falling debris, so it's a bit harder to see, especially in these dim light conditions (made worse by the fact that all the Lucies have evacuated). The previous gate to the right (to the purple Faerie cave) is presently blocked. So you must get to the bottom and to the left. As soon as you either reach there, or time runs out, you see a cutscene with a massive rockslide. It all goes through that rocky lid you couldn't open before, and a huge gate slams into place cutting off the way out from the shaft. If you didn't make it, this WILL instantly kill you.

Once outside, return the cats to Teddy. He'll give you another **Pretty Flower of Iridescence**, and an **Apple Pie**. You'll also get the achievement "What's New, Pussycats?"

Now it's time to go to New Moon proper. Go back to where the obvious way is. There's the impressive New Moon house, and there's a bench there even. You know what that means, use it! Before you can reach the front door, you're intercepted by Elizabeth Murray. She starts to berate you, she doesn't just let anyone come, and no, New Moon is NOT a refuge for all those fleeing Trolls and the other strange life that's proliferating on the island.

Her berating is interrupted by two people, Laura Murray and Emily Bird Starr, who will come in a panic. The cows are all stampeding. Everything to the right of the house has become a no go zone, the usual docile cows are enraged and charging. Also, there's a strange male cow (Emily won't say "bull"), who seems to be driving all the other cattle into this tizzie. Naturally, who's going to solve this problem?

When you go far enough to the right, you're warned that beyond here are stampedes, and then Emily asks if you do you still wish to proceed.

Once you say yes, you enter the game's second autoscroll area, and the music seems more lively and has a bit of a Spanish tinge to it. When you notice rumbling, get ready to JUMP. Now that you have the Double Jump, this is the ideal place to use it. Single charging cows should just be jumped over. When there's a small herd, it's kind of like a living conveyor belt. Keep moving to the right. Once you get a bit further, you'll also have to deal with attacking Poes, and some of the herds will have Tiggy and even Winkles taking a ride, as if things weren't bad enough. Near the end of this mad ride, you'll even have to deal with a Troll warrior on one of the "conveyor belt herds."

Soon enough you'll reach...

SUB-BOSS: El Toro

It's time for a bullfight. The scrolling has stopped. And the music has intensified, with trumpets and castanets along with the guitar. For now, double-jump when he charges, and when he's not charging, do simple hit-and-run attacks. Whether you're in front or behind, he WILL retaliate. After a short while, you'll be able to move further right, and trick him into crashing into a wooden board.

A cut scene happens. You'll receive a message from the same one who brought you here. She tells you about the art of downward attacks. You'll have another moment where you're in a shower of light, and given a brief tutorial on this. No sooner are you finished than El Toro breaks free. But now you have a new technique. Yes, you can kind of "pogo" now. This is now one of the easiest bosses. Defeating it will give you the "Anne Shirley, La Matadora" achievement. Will also drop a pair of Bull Horns.

As though you've flipped a switch, seems like the cows are calm again. Just head to the left, you'll meet Emily Bird Starr again.

Chapter 6 – The Girl From Elsewhere

Now that the cow problem is resolved, Emily lets you know that she trusts you. Better yet, she was told to expect you. You'll be led to the Disappointed House, which really looks depressing. When you enter this abandoned house, well, even the music is depressing. Given that this place is abandoned, and part of the roof wasn't finished, it's not surprising that there'll be a few creatures in here. It's the strange cat-mouse hybrid Meouse that you mostly have to look out for (except in the cellar, where it's Tiggies). But upstairs is where Emily wants to take you. She'll lead you into a very nice bedroom, looks nicer than the rest of the house, and the music has switched.

You meet a girl who appears to be your age, but she has unusually bright white hair. Also, she has a couple of drill-shaped horns, and very elf-like ears, even more than Emily's. That, and the unusual dress that kind of resembles a nightgown but better decorated, lets you know one thing, she's not from here. Her name is Orillia.

Enjoy the cutscenes, you'll learn that PEI isn't the only island that's been sent to this other world. There's a total of nine main islands, and numerous smaller ones.

Because you read the documents in the Troll hut (you did, didn't you?), she'll give you a bit more story. The Trolls did not set up that village by themselves. They are working for Dr. Trinkershan, who was one of the brains behind the "Great Plan." Part of said plan entailed moving the islands to this planet.

After this, you get another scene because of the cave you rescued Saucy Sal from. She explains to you the concept of the Faerie Essence.

It is now time for you to receive a new ability. Orillia will bid you to stand in front of her. Her horns will start to glow. You'll be surrounded by a shower of light, like when you got the Double Jump and Downward Attack abilities. And you'll notice a second braid appears, a blue one. You'll be taught the first Magical Technique, one that lets you attack with a blue spinning blade-like projectile, called the Moon Bolt. You also gain the achievement "Yer a wizard...Anne?"

Unlike your health, your blue "ora" braid naturally refills, albeit slowly, at its base value. But thankfully you have both the Troll Witch's Pendant and the Floral Bloomers, RIGHT? So it will recharge a bit more quickly.

And then the Experience Tree is unlocked. Every time you level up, you gain a point. You can buy upgrades with the points. Unlocking abilities, techniques, and anything similar will open up more branches, but you must have the "parent" ability before you can "branch" off. Some of these are base stats increase, others give you slight advantages, or permanent health and/or aura extensions.

Next you see a group you can think of as "the gang" enters. Emily's friends Ilse, Teddy, and Perry join. They will tell you about wanting to document the "new islands", the changes to this island, and all the various creatures. Also, Teddy and Emily are working together to make maps. They do need a bit of money for art supplies though. So buy the first map, which covers Western P.E.I. Not all places are covered, you have to uncover this. Sitting down on a Bench lets you update the map.

You also can pay for special markers that let you automatically mark certain types of places on the map, including Faerie Essence Coccoons, Benches, and Shops.

This is also the point where, if you're feeling brave, or masochistic, you can go to end the game right now. It will be the worst ending, but for those trying to collect all endings, those who want to do a minimalist/low level playthrough, and those who want to speedrun, well, we're kind of going with you until White Cross.

If you're not low-level or minimalist playing, there's more to explore around New Moon. Although you can't go just anywhere, because Elizabeth does NOT approve. However, in the kitchen you can obtain one of each type of cordial (raspberry, blueberry, and blackberry). There's also the dairy and the pig-house to visit, as well as the playhouse and Jimmy's Garden. Do not forget to obtain the butcher's knife and the wood axe as weapons, the former basically an upgrade to the bowie knife, whereas the latter strikes with more power, but because you're still just a 12 year old girl, you can't swing it that quickly.

The next place you need to go is Shrewsbury, but White Cross is on the way. Also, White Cross is the point of divergence for those people I mentioned before.

You'll gain directions on how to get there. It's fairly straightforward, most of the enemies you've run into before, you just have to watch out for mines, which thankfully flash and beep a few times before exploding, and setting them off can also hurt and kill enemies. Doing it ten times will also earn you the "Mine the Enemies" achievement.

When you get closer to your destination, you also have to watch out for

White Cross itself is a church with an attached priest's house. You cannot enter the main church yet. There's a notice that there's an "infestation" problem.

Go to the door to the side. You'll have a nice long talk with the priest. It's his last month, but everything is going wrong. Because you told Father Cassidy that you know Emily, his eyes will light up. He'll ask if you can deal with the problem. You're about to deal with a side-quest that's conveniently on the way.

Sidequest: Room Full of Meice, Room full of Meice!

The main church itself is infested with Meice (once Meouse, many Meice), but unlike the Disappointed House, there's more of them, and there's also Battats and Ground Urchins to watch out for. Don't worry about the doors that you can't open. Once you've cleared out the creatures, the doors you couldn't open will open themselves. One of the rooms has a **Bench**, as well as a **Basement Key**, and a note about the situation. Also, go to the confession booths, one of them has an **Oil Lamp**.

The other door leads to another room with more Meice, and when once you defeat enough, the door slams behind you. After a few more go down, you hear rumbling. And then someone drops into the room.

SIDEQUEST BOSS: MAMA MEOUSE

She doesn't appreciate what you've done to her children. She's very agile, and can go on the walls, and up onto the ceiling, which, as you can't see it, she'll drop from anywhere. She can also burrow, and you will see signs where she will surface. When possible, use your magic first,

as most of her attacks depend on you being next to her. Be careful when she charges. She'll usually go across the room twice or four times.

Of course, when she's injured enough, she'll yell, the music will change, and she'll have a strange glow. She naturally gains a few abilities. Be careful when she starts glowing brightly, she's about to do a short charge with a scratching upper-cut, that will throw you across the room and it will HURT. When she points her front paws towards you, and the claws starts to crackle, watch out. She'll do her taser-claw attack, which, if it hits you, it will momentarily stun you, and may inflict "shocked" status. While shocked, your physical attacks do less damage, and you take extra damage.

Skin that mouse-cat for a **Faerie Orb**, as well as the achievement "Quiet as a Church Meouse"

Return to Father Cassidy. He'll give you a **Rosary Beads**, which is a charm that gives you resistance to damage from anything undead or unholy, and lets you do slight extra damage against those, and he says he'll pray for you. He'll also warn you about the basement. There are two accesses to it, both require the Basement Key.

Church basements, not just for bake sales and community events! This one is large and seems empty, but there's also a huge ramping hole that goes into a cave. But read the **Father's Note** before you go in.

With the Oil Lamp, you have a bit more light around you, but it's still dark. First you're dealing with Tiggies and Ground Urchins. Soon you'll see some banners, and you'll notice that there's banners and other paraphernalia that will remind you of the Bright River Troll Village. And you'll meet another Troll, except the skin is different from those trolls. He's a pushover, he's just a Tiggy bowler. Behind him there's a couple of **Antistatic Cloths**, which are used to hastily heal the Shocked status.

Then you'll come into a room with another female Troll who's carrying a staff. She'll start talking about how she was expecting you. You're probably expecting to fight with you. But she'll tell you that "someone has a score to settle, oh yes." And then an old fiend returns...

BOSS: RADDIT RETURNS

At face value, you may feel confident, in fact, a little too confident, now that you are more powerful. Indeed, magic does damage it even when physical attacks do no damage. It starts with the abilities of the second half during the first fight. HOWEVER, you also have to deal with random Chuckies coming up. So naturally, things are going to escalate. You'll trigger a cutscene, where the Troll sorceress starts chanting, and then casts a spell at the Raddit and a Chucky. There's a bright light show, and now you have to face...

BOSS: RADDIT-CHUCKY HYBRID

So now you have a creature that, among other things, has electric attacks (that can inflict the Shock status), and can also cause stalactites to fall. It can also burrow like the Mama Meouse,

but while burrowed, can cause random stalactites and rocks to fall, or can briefly surface to throw a couple of glowing orbs that WILL explode if you get too close.

Once this is done, you're warned that the Clan of the Burrowed Rockchuck are far mightier than the Clan of the Forest Bees (the clan who's camping near Bright River Station). Claim the hide from the magically created hybrid, and you'll also get the Glowing Topaz. You'll also get "Unholy Hybrid Hunter" achievement.

Continue, and you'll see there's an underground cave. You're dealing with similar enemies (but different colored skin and clothing) to the Bright River camp. Also, they don't have bees, instead they have Battats and Chuckies. And if a Battat sonars you, nearby Trolls will all attack, and if a Troll Horn Caller calls, it will summon Battats instead of Poes.

Again, you have huts with locked doors. But there are more levels, with connecting ladders and stairs.

When you reach the town square, there's a couple of new enemies, boomerang-tossing Trolls. Doors will slam, and you have to deal with a gauntlet of waves of Trolls. Some of them will even jump out of the background. You'll get lots of money, as well as a **Strange Key**. There's also a nearby hut that has a **Tool Box** and a **Battery Pack**.

From there, go up and to the right. There's a directional sign, again it's bilingual, and the sign to the right tells you "Way to Dominion Island."

You're probably expecting a very long tunnel, or a ladder up that ends at a bridge, but nope. You'll enter a room that's really finely decorated, complete with chandeliers. There's also a red carpet leading to something on the ground with several crystal orbs, and there's rings above it. An alarm will sound, lights will flash, and then on that strange device a strange man appears. He looks like he's from a different era than Anne, and he has a rather advanced looking shotgun with an attached grenade launcher and light. Quickly get in his face, and dodge forward. Watch out when he swings his weapon, or does a sweep kick. Once he's defeated (and drops a **Teleport Key**, TAKE IT!), go to that strange device, it's a teleport. You'll also gain the achievement "Beam Me Up!"

Chapter 7: The Flying Island

You arrive on Domion island. Go all the way to the left, to where there's a telescope, and then you'll see a cutscene where you get an idea as to what the islands look like. You'll also get the achievement "I Can See My House."

Go back right. You're barely go past the teleporter, and make it to a bench, when Orillia appears. You'll have another scene. She warns Anne that she's not ready, and will take her back.

Those who want to try a minimalist completion or a speed run, this is where you part from the walkthrough. You may want to go here if you're trying to collect all the endings, as unlike certain games, you do have some endings that become "locked out", depending on what you do or don't do.

If you disregard Orillia and go to the right, you'll have to go through a few things. There's all kinds of creatures. There's a couple of sections where you have to deal with

disappearing/reappearing platforms (fans of the Mega Man series will know EXACTLY what this entails). There's also a section with two security droids that are fought on a conveyor belt. There's another area with trolls, but you also have to watch out for automatic guns that come out of the ground, engage motion sensors, and then shoot at anyone who moves near them. There's no way around this "lower road" since you're playing without all the abilities and upgrades. There's places where you have to deal with wind as well as enemies and spikes. Once you're through these nightmares, you get to face Dr. Trinkerchan, in his small personal flying machine. A bit like Dr. Eggman or Dr. Wily here! After defeating him, you then fight another bad guy, the Puppeteer. But he'll attack you with his Marionette curse, which you can try avoiding all you want, but it will eventually catch up with you (and if for some reason it doesn't, he'll send another into the fray after a minute), get hit by this and you get the worst ending. You'll also get "So you CAN just walk into Mordor", "High Strung Puppet", and if you took less than ten hours, "Rushing to Conclusions." Anne becomes a mindless member of an elite death squad for this evil force. Major downer!

But now let's get back to the main walkthrough. Also, even though you may have used one of the benches when doing the ending path (if you did), you will now be back on the bench near the teleporter, awakening with a start like if you died. Thing is, that ending section was considered a "dungeon." In the dungeons, there may be Benches, but you cannot just leave the dungeon normally, you'll either complete it, or quite it, in either way, you'll wake up on the "entrance bench" and continue as if you never used nor obtained anything in the dungeon. There are very few places like this, and some are only "dungeons" the first time through. It also includes places that only allow you to visit once, for one reason or another.

Although if you want, you can get another achievement through stupidity, if you deliberately fall here (such as past the telescope), you'll get the achievement "Wasn't It a Long Way Down?"

Now take up Orillia's offer. You'll take the teleport together with her, back to the underground Troll village. Orillia will do some kind of magic, and a door will open. Follow her, it's another exit, will take you back outside without having to fight anyone. She also conveniently has a horse for getting back.

So now things are getting "interesting." You go back to the current "base of operations," the Disappointed House. There are rumors of a donkey farm near Shrewsbury being attacked. Orillia can take you there on that same horse.

You'll arrive outside of a farm, and there's a frantic farmer standing by the entrance. This is the Johnson Brothers Donkey Farm, and there's problems there. One of them is a strange jumping creature called a Hee-Ha. They normally sound like they're laughing, which may explain their name. It has retractable limbs that act as both hands and feet all over the body, and it has a funny face. They may look funny, but they can pack a wallop when they hit, especially if they leap up high and then come down more quickly. Also, if one of these things hits a donkey, the donkey will become enraged and charge, double jump out of the way.

When one of them does a high jump, that's the ideal time to position yourself and wail away as it's landing, it can't change direction mid-jump.

You also have to deal with the Bear Men, or Kukwes. You have two main variants here, the “Wrestler”, who will try to get up close and personal, and also has a rolling attack. They also throw Hee-Has at you.

The other one fights with a whip. Attack them with magic, it has a longer reach than the whip.

And then there’s the Arrogant Worm. Don’t worry, they’re not as bad as they used to be. They’re WORSE. Because now they have two new attacks. They can spray a mist from their mouth, either poisonous, or hallucinogenic. Also, sometimes while BURROWED they may spray a cloud from a small hole in the ground. Get away from it.

Near the northern side of this farm, you’ll find a sub-boss who’s a Whip Kuwes slightly differently dressed (including a certain red hat), and he always whips twice.

SUB-BOSS: Whip It!

Hopefully you’ve been practicing on the others. When he whips, he always does an even number. If he suddenly growls, watch out, he’ll do a spinning whip attack, where he spins it like a helicopter blade.

Another attack he has is yoddeling. When this happens, one to three Hee-Has will enter the fight.

When you defeat him, you get to take his whip. You also get the achievement “When A Problem Comes Along...”

Once you’ve defeated Whip It, you hear someone yell that there’s more creatures coming in nearby. Head East, and then you’ll get to a fenced off pen. Prepare for a gauntlet of enemies.

WAVE 1: Four Hee-Has

WAVE 2: A pair of Wrestler Kukwes.

WAVE 3: Two Arrogant Worms and two Hee-Has.

WAVE 4: One of the Johnson Brothers will yell. There’s a Stampede of Donkeys coming your way. Treat this the same way you dealt with the stampede of cows before. Just to make your life more interesting (and its continuance less certain), Poes will also enter the fray

WAVE 5: Three Hee-Has and a Winkle. Note that eliminating all the Hee-Has OR the Winkle will trigger WAVE 6.

WAVE 6: Two more Wrestler Kuwes, and an Arrogant Worm. HOWEVER, once you defeat one of the Wave 6 enemies, this will trigger a cut-scene where one of the remaining enemies gets struck down by a mysterious newcomer. And a change of music. He wears just a cloak and a sarong, has pointed ears, and a tail.