

Small on Top Walkthrough



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Frequently Asked Questions:

Q: This is quite the lengthy walkthrough, how am I supposed to find what I'm looking for?

A: Press Ctrl+F to open the search bar, and type in what item/character/enemy/event you're looking for.

Q: When does the next update come out?

A: The public version gets updated thrice per year. In November, January and March. The Patreon version gets updated monthly.

Q: Why is the version number of the public version so much lower than the Patreon version? Are they really that far apart in terms of content?

A: No, both versions got a different numbering system. It's not like other games where the next month you get the same version that was previously paywalled on Patreon. Since the public version only gets updated thrice a year, those updates are packed with a lot more new content than the Patreon version, where each monthly update has a comparatively smaller amount of new content. In simpler terms, the three free updates each year contain the entirety of last year's Patreon updates.

For example, Public Build 0.24 has all the content Patreon Build 0.86 had.

Q: Can I keep my save files from the previous version?

A: Yes, within the game's folder, go to the "www" folder, and just copy-paste the "save" folder into the new version's "www"-folder. Yes, the entire folder, not just singular .rpgsave-files. The config and the global file in that folder are important! Make sure to make a copy of that save folder before you get rid of the old version. HOWEVER, if it's a save file from a very old version, there's a chance it won't run anymore. In that case, feel free to use the prepackaged save files that come with the game.

Q: I can't seem to save my game.

A: You need to unzip the game folder. The content of a zip file cannot be altered, so since the game saves its files within its own folder, you cannot create any new ones until you unzip the game folder.

Q: There are save files I haven't made.

A: Those are prepackaged save files made by yours truly. Back in the early days of this game's development, there used to be problems between updates, where people couldn't use their older save files anymore. To make things easier for supporters, I made some preset save files with decently leveled characters where everything else has already been found/unlocked, and the characters are placed just in front of the freshly added content. Nowadays, those have become sorta obsolete, since for the most part, people can simply import their save folder into each new update, but I still make them for the Patreon version each month just in case.

Q: How do I reset my game? When I start a new game and check out the gallery, everything's already unlocked!

A: The gallery right at the start will always have every event unlocked, there is no way to 'reset' that. This full gallery was another edition from the early days when you couldn't keep save files between updates, so people can still see the new smut right away. This game is made in RPGMaker, which is a very old engine lacking many features you might be used to from other games. Unlike Ren'Py and Unity for example, RPGMaker games do not create permanent save files in Appdata, so there are no permanent unlockables. Each new game run you start is 100% fresh, and the Rewatch House you find in the ingame world will only show you what you've unlocked this playthrough. The most you can 'reset' this game is by deleting the "save" folder.

Q: Is there a Macintosh version?

A: No, to make one, Spedumon would need a Macintosh of his own. There might be one in the future, once the game is finished. Until then, you'll have to rely on emulators such as Whisky or Wine.

Q: How about an Android version?

A: Spedumon did work on one, but that requires extra work and effort, and since JoiPlay is able to perfectly emulate the game on Android, for now he sees no need to continue working on it. Spedumon made a tutorial on how to play the game on Android <https://itch.io/t/3569182/play-on-android-with-joiplay>

Q: Does the game have any other language options?

A: Unfortunately not, English is the only option. Spedumon does not have the money to pay any translators.

Q: Are there any cheats in the game?

A: No official ones, no. However, you can use websites such as <https://www.saveeditonline.com> to edit your save files. More nuanced stuff like editing your items can be tricky, but adding more gold and boosting your characters' stats is super easy.

Q: How can I go fullscreen?

A: F4.

Q: How do I hide/unhide text boxes?

A: Ctrl.

Q: Is there a way to skip through textboxes/cutscenes?

A: Hold down W.

Q: Can I use mouse controls?

A: Mouse controls have been disabled, because it caused too many problems. If you absolutely have to use them, you can follow this tutorial to enable them

<https://spedumon.itch.io/small-on-top/devlog/628915/mouse-wont-work-in-new-public-build-and-a-fix-for-that> Careful though, you might encounter some bugs we can't help you with.

Q: I have a question about this game's version I found on [insert random third party website].

A: Hold it right there, bucko! The only official places you can get this game from are itch.io and Spedumon's Patreon page. Any version of this game you come across on any other website has been pirated! We can't stop you from using those of course, but please do not mention them in the game forum or on Discord. Also, we cannot help you if you're having any trouble with those versions.

Western Island

This is the first island you wake up on. It encompasses Safen, Light Forest, Logtown and Logwood, Crossroads, Gloomy Forest and Rat Cave, Shiptown, Beach, and Beach Cave and Fire Dungeon.

Start

After choosing to start a new game from the title, you are taken to a void with only two options. Talking to the large, demonic being in front of you prompts a textbox asking if you want to start the game, or see the gallery. The gallery, whether you have seen them or not, will let you view every sex scene in the game.

Starting the game gives some dialogue about bugs, unfinished areas, flashing lights, and Spedumon's Patreon, which you should support. Afterwards, the game gives some background lore and you then see the player character walk down from the top of the screen, then you're prompted to name him. After doing so, you are then asked to choose which word describes you best: Cheerful, Determined, or Confident. This will change how your main character reacts to different text prompts throughout the game. Finally, the game lays out a few controls and asks if you're ready to start.

Starting Forest

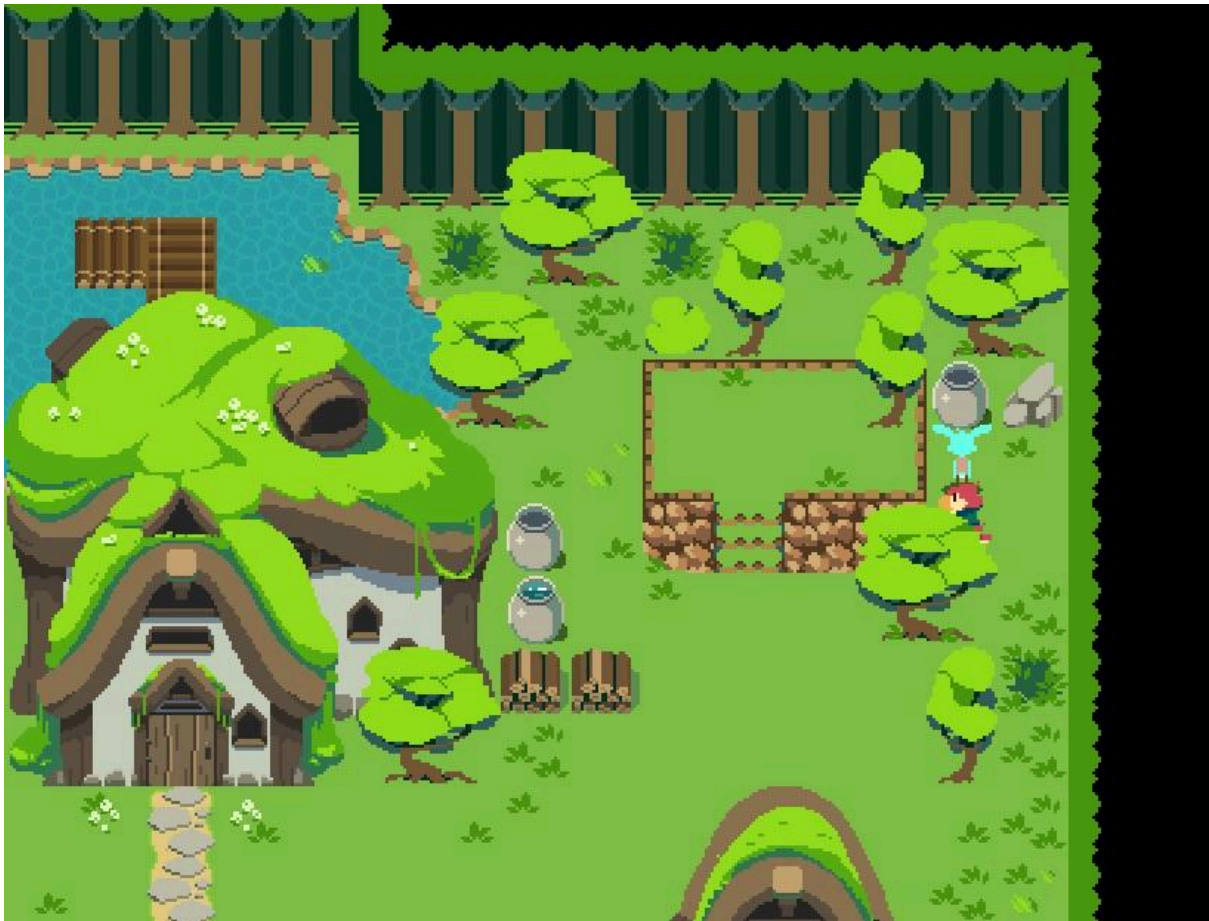
Following the cutscene in the void, you awaken in a small forest, in front of a pool of water. Looking in it, it will say you look like the one of the three prompts that you chose at the start. There isn't much in the forest to interact with. Going south along the path, you find a chest on the 3rd screen, containing a **Hat**.

Further south, you are put into a cutscene which introduces Lace, as he requests for a slime to fuck him in the ass. You are given your first of many sex scenes, this one's called "*Tentacle Fun*", and you gain *1 stat point* afterwards, which you can put where you wish in the pause menu.

Safen

Heading right in Safen, you meet with Lace, and he leads you into his house. After he puts clothes back on, he hands you a **Journal**, which you can access through the menu to check on your active quests. Lace makes you his assistant, and guides you through Safen. Eventually you are led to the gym, run by a Minotaur named Boom. He says to fight him, and the game will teach you that fighting doesn't always work. Sometimes you need to ACT to get past certain bosses. To beat Boom, just Aggressive Flirt 3 times. Afterwards, Lace joins your party, and you are free to explore Safen. There's also a puddle of cum on the floor now you can return to once you got an *Empty Bottle* to receive a **Bottle of Cum**. Now that you're free to move around, you can check out Lace's house again and interact with all the stuff in there. You can also talk to Lace about some stuff (*and Wulfrick too, once he's joined your party*).

Every building has something of note of interest. But first, go to the top right of the map, and interact with the sparkles on the ground to get a **Lost Key** and start the *A Key quest*. In the empty pot right next to the house (above the water-filled one), you can find a free **Health Potion**. Check the pot in the upper-right corner of the screen (up to three times) for an easter egg.



The first building is the one in the bottom left of town, the town hall. Going inside, you talk to the black furred dog there, and you get some eye candy. Neither text option will yield an item. It only tells the person your opinion on how they look

In the middle of town, you can talk to a bird person, and by choosing Whackageddon, you are given an item. The **Daisy Dukes**.

Looking in the Well next to the bird, you can fall in and get a **Shiny Coin**. Shiny coins can be used in the inventory, to flip them and win a random amount of gold, or a *Golden Cock Ring*. The latter can either be equipped as an accessory, or sold for 500 gold, which is the highest amount to get out of this. Each Shiny Coin can only be used once. It's possible to save before using the coin, and flip/reload until you receive the Golden Cock Ring. Even though these rings don't do much except boost your Sexy stat when equipped, holding on to 1-2 doesn't hurt, as they will eventually become useful at a later point in the game. Selling them all is perfectly fine though.

Head into the house in the upper middle, and talk to the knight near the entrance. He will ask you if you've seen a *lost key* anywhere. Handing the key over will result in a short cutscene, followed by Sword handing you **Sword's Key**. It's not necessary to progress, but failing to give the key back now makes it impossible to obtain Sword's Key later on in the game.

The books on the shelves are readable. Reading the ones about Turquoise Slimes will trigger some additional dialogue later. Leaving through the upper door on the lower floor, you find a chest containing **A Condom**.



On the upper floor, you can interact with the purple book laying on the table. Doing so will give you the opportunity to steal it, and receive the **Lewd Guest Book**. Interacting with the pink dragon while the book is in your inventory and mentioning it towards him will trigger a short cutscene resulting in you losing the book, and triggering the *Pink Dragon quest*.

In the final house, just above the gym, you can talk to Bobita, to receive a **Health Potion**, a **Mana Potion**, and 2 **Empty Bottles**. You can purchase more of these three types of items from her, if needed. Empty Bottles are used to bottle up spilled cum, and to craft potions later in the game. Also, you can talk some more with Bobita afterwards about her brother and Safen.

You can head back to the gym and use 1 Empty Bottle on Boom's spilled cum, to receive a **Bottle of Cum**. These can recover a character's HP and MP fully, so make sure to always have some Empty Bottles with you, in case you get involved in more steamy action resulting in pools of cum.

Next, head south towards the Light Forest. Leaving the town that way will trigger a short cutscene. It doesn't matter how you respond to Lace's question.

The three chests in that screen, from left to right, will give you an **Old Dagger**, an **Old Sword**, and an **Old Axe**. These three are the main weapon types the Adventurer can yield. The lumberjack can give you a quick explanation on how each weapon type works. Each weapon type has a unique set of skills accessible to the Adventurer only while he's got that specific type of weapon equipped.

Light Forest

Head all the way south to find a secluded area with an anthro bee in it. Talking to that NPC will give you "**White Honey**".

Talking to the blue slime in the next secluded area will trigger the *Sexy Slime Set quest*. Once you get a *Slime Bobble Hat*, a *Slime Cardigan*, *Slime Gloves*, *Slime Pants* and *Slime Boots* by battling slimes, and equip Lace with the entire set, you can return and receive 3 *stat points* (for Lace only) as reward.

The road branches out next, heading the upper way leads you to two slimes, who will challenge you to impress them with your talent. You can either sing or rap, either way the slimes will let you pass, and you can grab some **Slime Gloves** from the chest they guarded. A bit further ahead, you find a **Beautiful Flower** laying on the ground.

Now head back and take the lower road to continue. A bit further you will see a cutscene involving a fox and an orc. After that, grab the second **Beautiful Flower** on the ground.

Behind the waterfall is a secret cave, where you can interact with the strange stone pillar, to unlock a secret passage. *Note: Triggering this scene with Wulfrick in your group changes the cutscene and dialogue slightly.* Behind the secret door you hear strange noises, and find a **Shiny Coin**.



Leave the cave and talk to the blue slime to the right. He asks you to bring him three *Beautiful Flowers*, which triggers the *Beautiful Flowers quest*. Solving this quest is necessary to continue, so you need to find the third flower. The anthropomorphic slime explains enemy weaknesses to you. Attacking an enemy with a damage type they are weak to will cause 150% damage.

Note: If an enemy has different states/phases during battle, each one of those has their own set of Weakness Boxes. That means triggering another phase will cause the revealed Weakness Boxes to go blank again. Don't worry though, the enemy is still weak to the exact same things as before. Also: Each weapon can only deal one type of damage! An enchanted dagger/sword/axe/pistol/pair of claws will only deal elemental damage, but no physical weapon damage. For example, an enemy who's weak to Dagger damage will NOT suffer any extra damage from a Shadow Dagger, as those only deal Dark type damage.

Careful, interacting with the two following, regular slimes afterwards will result in battle! Each time you defeat one of them, you need to battle the other one, before you can fight the former one again. (*Regular slimes are weak to Thunder, Slimophobe and Sword. Slimes with dildo-hands are weak to Thunder, Slimophobe and Dagger*)

Each slime lets you use the ACT *Guess the Age!* which allows you to do just that. Each slime is somewhat between 18 to 23 years old, and you can guess as many times as you want. If you get it correctly, you will get 1 *Slime Goo*, and *Guess the Age!* gets removed from your ACTs for the remainder of the fight. Even if you're fighting multiple slimes at once, the ACT can only be used successfully once per battle. *Note: Hovering your mouse cursor over an enemy will lock your focus on them, so you won't be able to switch enemies using the arrow keys. Always keep your mouse offscreen.*

The Limbo

If every member of your group reaches 0 HP, the fight ends, and you end up in a gloomy realm, where a cutscene plays, introducing *Omega Death* to you. He will allow you to return to the world of the living, because he's got the hots for you (like pretty much every bottom in this game). Before you talk to him, pick up a **Limbo Rock** from the chest in this room. Interacting with the blue screen will tell you how many times you have died already. You can also check the ominous pillars in the realm, but you can't do anything with them just yet. Omega Death will always revive you for free near the last statue you saved at, with each member of your group down to 1 HP. If you didn't save at a statue yet, you will spawn in the starting area. Once you have died five times, you will get the "*Dead 5 Times*" event with Omega Death, rewarding you with *1 stat point*. After that, Omega Death will have new dialogue next time you die.

Light Forest (continuation)

Head to the right for now, you will find a chest containing some **Flip Flops**. Heading up north from here, you will reach a campside, with the last **Beautiful Flower** nearby. If you decide to check out the tent, you will witness the "*Tenting at the Tent*" event between the fox and the orc from before, which grants you *1 stat point*. (*Note: If you do not check the tent now and return the next day, you won't be able to unlock this sex scene anymore!*) After the event is done, the tent goes dark, and you can't see any more. However, you can return the next day to enter the tent, to find a *pool of cum*. Return to the quest giver slime to hand him the flowers. He will give you a **Slime Part**, followed by a cutscene, removing the pink slime blocking your path. After this, the blue slime will appear in Safen at the gym with Boom. Before you continue, check the chest to the left to get a **Suffermoor**. Continuing your path will start the night. If you try to backtrack to Safen now, there will be an Edgy Dog near the waterfall, blocking your path, so you can't return at the moment. So, instead just head to the right. Careful, the slimes in this area are hostile, except for the one near the entrance, and the pink one down below. If you head up north, you'll come across a locked gate, starting the *Locked Gate quest*. Continue until Lace decides to lead you to a *Save Statue*. The blue chest nearby contains a **Water Ring**. (*Note: If you die after night has already started, you will spawn at the statue right away, even if you didn't find it yet. In that case, tracking back towards the western entrance of this area will trigger the scene with Lace.*) Head to the left and up, past the slime guarding the narrow path, to find a chest with a **Cum-stained Shirt**. There is a chest all the way down guarded by an overly excited slime, which contains **10 Gold**. You can interact with the slime near the eastern exit to fight three slimes at once, if you need to farm. All enemies you defeat will respawn after a couple seconds. Besides *Slime Bobble Hats*, *Slime Cardigans*, *Slime Gloves*, *Slime Pants*, *Slime Boots* and *Slime Staffs*, slimes can also potentially drop *Slime Goo*, which you will need plenty of later for crafting.

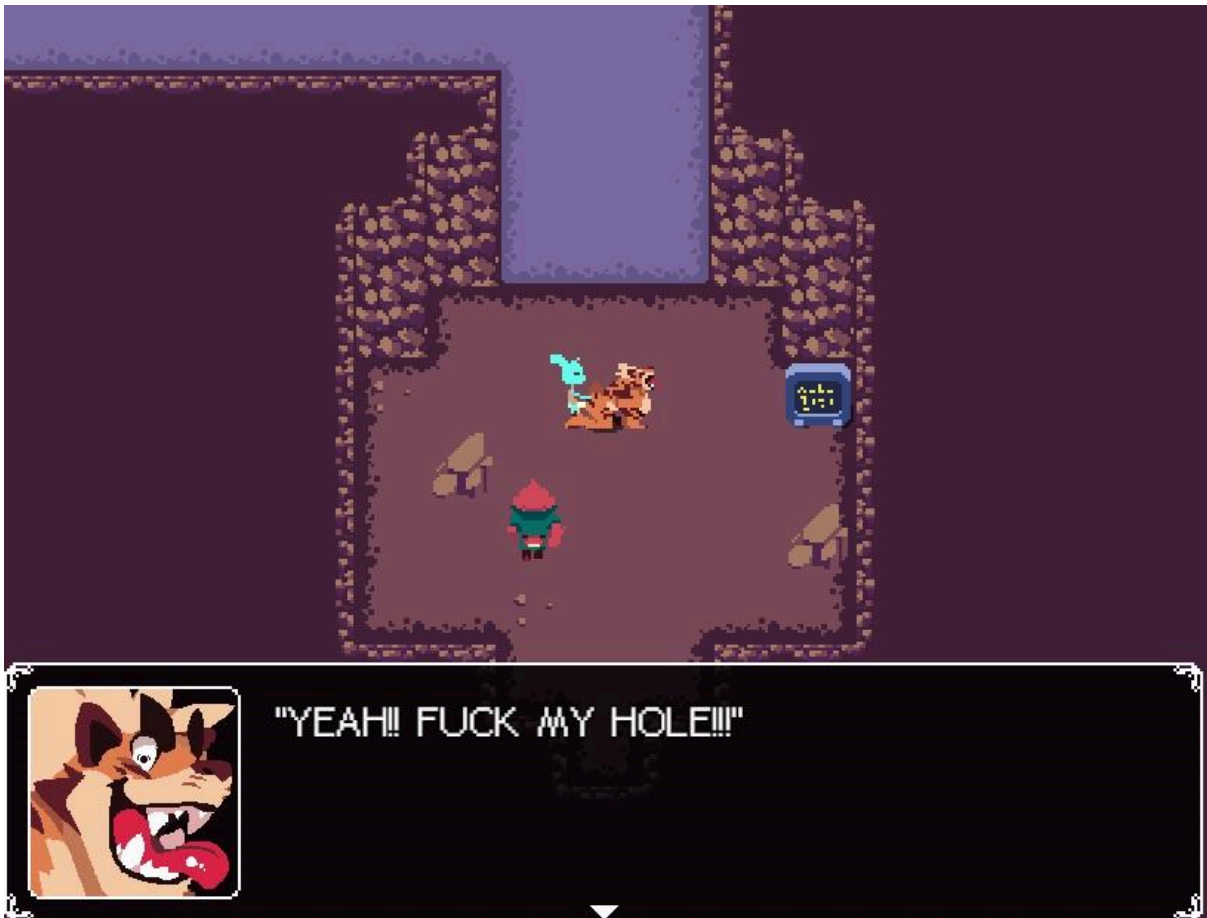
Horny Pervert

To open the locked gate, you require the *Shiny Key* from the bird NPC's house in Logtown. Behind that gate, you find a cave, with an extremely horny and overly excited tiger inside. Now we know who was making the weird noises in the secret cave at the waterfall! Interacting with the tiger will trigger a battle. (*His weaknesses are Thunder and Sword*) During the fight, you can use the ACT *Grope His Junk* to give him a boner. This, however, will raise his Attack power. He's gonna pop a stiffy one way or the other though, once his health drops to a certain point. Using the ACT *Stroke Him* while he's hard will cause damage and stun him for one turn.

After the fight, he's gonna be knocked out, and you can use an *Empty Bottle* on the *Pool of Cum* next to him, for another **Bottle of Cum**. To interact any further with Horny Pervert, you need to revive him with a *Health Potion* from your inventory. If you interact with him again after healing him, he will fight you again.

After you defeat him three times, reviving him will trigger a cutscene where you bang him. (*Note: If you have Wulfrick with you, there will be some additional/altered dialogue.*) After this, interacting with him will always give you a choice whether you wanna fight or fuck him. Either one however will cause him to pass out again, and require you to use a *Health Potion* to revive him.

The blue screen inside the room tells you the loot fighting the tiger might potentially drop (you need to defeat him at least once before that works). You can get *Showsticks*, *Suckers* and *Health Potions* from his battles.



Now leave the Light Forest to the east and cross the bridge. *Note: If you checked out the books about Turquoise Slimes at Safen previously, Lace will have something to say here.*



While crossing the bridge, some cutscenes will play, followed by another one at Captain Morca's place. Once Lace and him are done talking, you can move, but not leave the house for now. So head upstairs, followed by a *long cutscene*, which also has the "Captain Tits" event.

After some exposition, and you gaining +1 *stat point*, the next day starts.

Logtown

You start the day in Morca's bedroom. Grab the **Jockstrap** from the chest next to his bed, and the **Scroll of Bolt** from the chest in the next room.

Leave the house through the exit to the left and grab the **Wood Cutter** from the chest outside.



Now you can leave the house through the front door. Heading downwards you come across a field of carrots. Inside the bucket below the well, you can find **2 Gold**. Interacting with every single carrot will give you a unique response. Walk around the field to grab a **Carrot** from the chest. *Note: Equipping the Carrot will grant the user an additional Skill called "Eat the Carrot", which will regenerate 20 HP to the user. Don't worry, apparently the Carrot just keeps growing back inside your ass, so you can reuse it as many times as you want.*

Now follow the path downwards until you find an elk jerking off at a tree, to gain *1 stat point* for watching the "The Hot Stag" event.

(Note: Sex scenes will only give your current group +1 stat points. That means, with many sex scenes on the Western island it might be smarter to wait until you find Wulfrick, and then do some backtracking to get all the scenes you missed. That way, Wulfrick also gets the additional stat points.)

Now head back and enter the first house next to Morca's. Inside you find a sleeping crocodile with a dildo stuck up his ass. You get the opportunity to remove said **Dildo** and add it to your inventory. Also, you receive *1 stat point* from watching the "*The Dildos and Dildon'ts event.*"

Enter the house above this one. You can talk to the bird inside about the mysterious shadow you saw on the bridge last night. *Note: If you have Wulfrick in your group, you can get some additional dialogue here. Turns out it was him on the bridge the first night.* Grab the **Shiny Key** from the table. You now have the key required to open the locked gate at the Light Forest. Now you can return there any time you want, to fight *Horny Pervert*. However, it is recommended you only do so after you've added Wulfrick to your group.

Head to the shop all the way up north, where the shopkeeper Slimeguy can sell you some potions and new weapons. (*Note: The Slimophobe is a spear the Adventurer can use to kill a slime in one hit. It also grants the user the skill "Slime Massacre", which always strikes first and hits all slime enemies at once.*). Slimeguy will ask you to sell him any *Slime Goo* you might've collected from your fights with the other slimes. However, do not do this! You will need the *Slime Goo* for crafting later.

If you read the books about Turquoise Slimes at Safen prior to this, there will be some additional dialogue between Slimeguy and Lace.

Upstairs in Slimeguy's bedroom, you can find a letter which, given the context of the books from Safen, tells you that this shopkeeper guy knows more about the Turquoise Slime mystery than he lets through.

Now leave the town by the exit to the east, which will trigger a cutscene.

Note: If you didn't return the Lost Key up to this point, you will no longer be able to do so, and the A Key quest gets marked as 'failed' in your Journal.

Logwood

Grab the **Gosui's Chrysanthemum** (white flower) in front of the snake NPC, and head to the next screen. There you'll find the next *Save Statue* which you should interact with, to make this your new respawn point. The giant, green dragon NPC gives you a **Beard Serum**, which can be used to give one of your characters +1 ATK permanently.

Head downwards and to the right, as the path to the left is currently blocked. To get any further, you need to fight the crocodile lumberjack. (*He's weak to Thunder and Axe, so using the Wood Cutter and the Scroll of Thunder from Morca's place might be a smart idea.*)

You can use the *ACT Whisper* to give the croc a huge boner. In that state, there's a chance he will not attack during his turn.

After you win, he will make room for you to get through. Interacting with the croc again will give you the choice to either fight him again, or fuck him.

Now, head further downwards. The dark entrance leads to a glade where you will need Wulfrick in your group in order to retrieve the item hidden back there. You can still check it out if you like, as there are some additional items you can get. Otherwise, skip the next part until you've found Wulfrick.

Head through the dark doorway and follow the slightly confusing path for a while. On your way you will find a chest with **Buttless Chaps** in it. Eventually, you will come to a glade with a mysterious “sword” stuck in a stone. A cutscene plays, with a slight variation if Wulfrick is in your group already. The flowers growing everywhere here (called **Abyss Petunias**) can be picked for later crafting. Don’t worry, leaving and re-entering will result in the flowers to partially grow back right away. Unless Wulfrick is with you, you won’t be able to pull the “sword” from the stone. If our Stronk Boi has already joined, he’ll notice that it’s not a sword, but one of his toys. **Toy 01: Trusty Thruster** gets added to your inventory, and Wulfrick will learn the Skill *Menacing Glare*. Now it’s time to return.



Heading south from the dark entrance, you’ll reach the ocean. If you head to the left instead of crossing the dock, you can find Ryler, a grumpy wolf merchant who doesn’t like to talk, and sells overpriced *Shitty Shirts*. Buying any of those useless shirts won’t grant you any favor with Ryler, so save your gold. Once you have started the *Market Hall quest* you can come back and tell Ryler to join.

If you follow the dock, you find both a chest and an NPC. The chest gives you **Muddy Boots**, and talking to the NPC will start the *A Drink For The Thirsty Man quest*. You need to give the man a *Bottle of Cum*, in return you get the “*Thirsty Logger*” event and *1 stat point*. Also, there will be another *Pool of Cum* you can use an *Empty Bottle* on for a fresh **Bottle of Cum**.

Head back upwards, this time take the path to the left. Before you interact with the bear, follow the path to the right a bit further, to find a **Thunder Ring** inside a yellow chest. Now it's time to fight the bear. (*He's weak to Fire and Axe.*) Just like the crocodile, you can use the ACT *Whisper* to cause him a boner. And just like the crocodile, you can get past him after you beat him, but also interact with him again, to either fight again, or fuck him. The lumberjacks can drop *Useless Junk*, *Health Potions*, but also new weapons, like a *Loggercocker* (croc only), a *Seducator*, or a *Justalog* (a terrible staff for Lace, only dropped by the bear). *Note: if you're going for an Axe build, the Seducator is the best weapon for you at the moment.*

Head back to the main road and go east, til you reach the Crossroads you already saw during the last cutscene.

Crossroads

A cutscene will play, where you get a bit more exposition, followed by the guards at the entrance to Shiptown not letting you in, starting the *Getting Inside* quest. Back at the Crossroads, you can either head north to the Gloomy Forest, or south to the Beach. Since the Beach is a dead end for now, and some of the events cannot be unlocked until you've found Wulfrick anyway, we'll skip that area for now, and head straight to the Gloomy Forest.

Gloomy Forest

A short cutscene will play. After that, just head upwards. You cannot do anything with the wolf NPC guarding the door for now, so let's continue.

In the next area, go further upwards. You will hear a roar, but you can just ignore that. The Edgy Dogs all got some funny dialogue, but nothing else. Continue upwards til you meet the orc pirate from the cutscenes. His name is Borg, and talking to him starts the *A Rock That Doesn't Want To Move* quest. Head to the left and follow the path. There's another Edgy Dog you can talk to a couple times for funsies. Interact with all the sparkles on the ground, the third one eventually will give you a **Mid-sized Buttplug**. Now return to the orc, who has mysteriously vanished, along with the rock that's been blocking the road. Welp, quest solved!

Head upwards, another cutscene will play, and Lace will advise you to make use of the Save Statue nearby. Which you definitely should! Heading further north from the statue, you find a strangely pink house, with a chest in the front yard containing a **Paddle**.

(Easter Egg: You can use the Paddle on the seagull in Safen, the one that asked you to smack his butt. Now you can use the Paddle to smack him, which will make him see stars!) Inside the house you'll meet Silky, a merchant who sells *Silk Thongs*, *Silk Stockings*, and *Tight Mesh Shirts*. If you have the gold, buy an (additional) pair of *Silk Stockings* for a quest later.

Upstairs, you find a chest, which will give you either an **Elegant Kimono** or a **Beautiful Kimono**. Both items got the same stats and effect, so the name and looks are the only difference.

Now it's time to leave and head east. Careful, the Beta Wolves here will all attack you the first time you try to walk past them. *(They're weak to Water and Dagger.)*

You can defeat the Betas using the following ACTs in this order: Soft Pet - Soft Pet - Rough Pet - Rough Pet - Rough Pet - Wait - Wait - End Fight

(Note: After the first successful Rough Pet, he stops attacking you. So, depending on your stats, bringing his HP down to 0 might be faster if you just attack him normally from here on) Keep going to the right and head through a dark door. You'll find a flower garden, with a sad wolf. Talking to him will start the *Silky Beta quest*. You can now give him a pair of Silky Stockings. In return, he'll give you a **Flower Crown**.

Further up you gotta fight another Beta. This one can be defeated just like the previous one. *Note: After defeating them, you can challenge the Betas again for another fight, or just talk to them. Every Beta's got different things they can talk about. If Wulfrick is in your group, there will be additional dialogue.*

Now continue further up north. If you head left at the fork, you reach the Rat Cave. Enter it once, so it appears as an access point on your map later. But leave it again immediately, it's not recommended you try to explore it without Wulfrick, and before the *Market Hall quest* has started.

Follow the path again upwards, where you gotta fight the third Beta. Same procedure as before. Betas can drop *Useless Junk*, *Mana Lilies* and *Cotton Scraps*.

Head to the left. You'll meet Borg again, but he ignores you. Do not follow him for now, instead head upwards and to the right, until you reach a dark door. Inside, you will find some pink flowers growing on the ground. You can pick them up to receive **Pink Cleomes**. Every time you leave and re-enter the room, chances are some of the flowers have already grown back, and can be picked again. Read the note on the ground to start the *Club Memories quest*.

Now head back down and follow the path Borg went. This will lead you to a bouncer guarding the door to a club, but he doesn't wanna let you enter without an ID. Luckily, the machine nearby has everything you need to make yourself an **ID Card**. Now you can enter. *(Note: After you've gotten your ID Card, approaching the machine again will allow you to change the Adventurer's name, if wanted. You can do this as many times as you want.)*

Bangers

Inside the club, you can interact with all the NPCs. *(Note: If Wulfrick is already in your group, he will be on the dancefloor.)* The cat will flash you his dick if you talk to him and ask him how he got in without an ID. You'll also meet Borg again near the bar, but talking to him won't do much. *(Note: If you already got Wulfrick in your group, Borg will no longer be here.)* At the bar, you can purchase *Fiery Cocktails*, *Calm Cocktails*, or *Life Potions*.

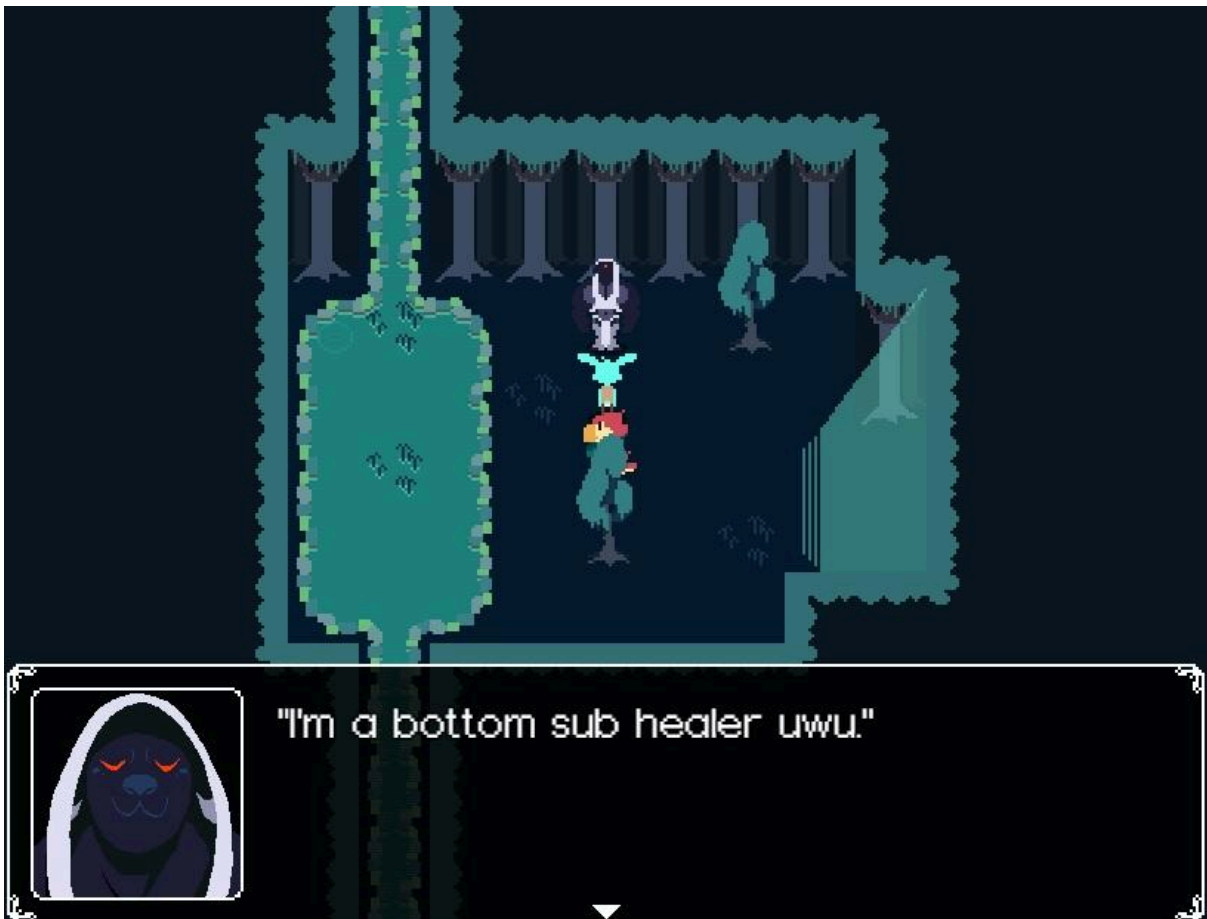
If you started the *Pink Dragon quest* in Safen, you can talk to the pink dragon here. Tell him that he's gay, and he will run away again, updating the quest. Talking to the buff cheetah, he'll offer to show you his nipple clamps. If you say 'yes', you get a nice, little animated event, and some **Screwable Clamps**.

Talk to the brown dragon and the cow next. Both will wait for you in the Dark Rooms. Each one of the three rooms will give you a sex scene, including 1 stat point for each one, plus more *Pools of Cum*. Room 1 and 3 will each have one after their respective sex scenes, which means 2 more **Bottles of Cum**.if you have the Empty Bottles for it. If you do not know the password yet, entering Room 2 will merely start the *Club Memories quest*. Otherwise, get ready for some horse action. Room 1 gives you the “*Eager Tourist*” event, Room 2 has the “*Logsucker*” event, and Room 3 the “*Milk Me Good*” event.

There’s nothing else to do here, so back to the Gloomy Forest it is.

Wulfrick

Continue your journey upwards. Before you leave the area though, head to the left, to find some **Cool Fingerless Gloves** inside a chest. Now follow the narrow path upwards to the next area. Heading to the left, you will meet an NPC who offers you a **Scroll of Healing Wind**. Try not to die from the cringy dialogue (showing him your bulgey-wulgey does nothing), and just accept the scroll. (*Note: If Wulfrick is in your group already, he will respond to the Bottom Healer’s offer instead of Lace.*)



Now get the hell outta there before he tries to nuzzle your necky-wecky, and return to the crossroads. Head to the right, you’ll find a chest with **Tor’s Covenant** inside. Now head back and talk to the Edgy Dog. Fortunately, it doesn’t take much convincing for him to let you pass.

In the next area, Lace will stay behind like the great friend that he is, so you can face the fearsome Alpha ahead all by yourself. Just follow the dock til you meet a green, buff wolf. After a little cutscene, a fight will start. Careful, during this battle, Wulfrick's defensive stats are all set to maximum. However, if he does reduce your HP to zero, you will not get sent to the Limbo to see Omega Death, instead you will merely spawn at the entrance to Wulfrick's area, with your health restored. When you approach him a second time after this, you can just walk past him towards his chest, however you won't be able to actually open it before you defeat him. There are three possible ways to do this:

1. Bring his HP down to 0. This is extremely hard to do, but possible. You need to have a dagger equipped for this, since only the dagger skills can ignore an enemy's defense. However, Wulfrick's got 9999 HP, so defeating him this way is most likely gonna take you over an hour! Keep using the ACT *Alpha Remark!* as that will put him in a state where he's unable to attack for 2 turns. Keep using your skill *TP Boost* to get TP, or use TP-boosting items, if you have any. Then keep using the dagger skill *Stab* on him, it might be the cheapest skill, but at this point in the game, it will most likely deal the most damage in relation to the TP cost. Defeating Wulfrick that way will not give you any items, and it won't give you an outcome any different than the other two options.
2. Use the following ACTs in this exact order: Alpha Remark! - Sit! - Beg! - Alpha Remark! - Sit! - Beg! - Alpha Remark! - Sit! - Beg!
3. Select your inventory during the fight, and use the *Mid-sized Buttplug*.

Besides option 1, each one of those will give you some unique dialogue with Wulfrick. After 'defeating' him, Wulfrick will join your group, and you will all receive *1 stat point*. Don't forget to pick up the **Spiked Collar** from Wulfrick's chest. (*Note: Wulfrick will auto-equip the collar, but any character can wear it.*)

Now that Best Boi has officially joined the team, head back downwards. Wulfrick will stop you a couple times, which will eventually start the *Wulfrick's Toys quest*. Back at Lace, you will get a cutscene. Once you're back at the crossroads outside of Wulfrick's 'arena', the next cutscene plays. Now the group decides to try again to get into Shiptown. You can take a shortcut by talking to the wolf NPC who's now spawned next to the ID machine near the entrance to Bangers. *Note, this NPC only spawns if you already visited Bangers before.*

Rat Cave

Once Wulrick is in your group, and you've started the *Market Hall quest* in Shiptown, it's time to take on this gloomy place. Unlike previous areas, dungeons have random enemy encounters. Potential enemies here are Thieving Rats (*Weaknesses are Fire and Dagger*), and Ratmages (*Weaknesses are Water, Dark and Sword*). They come in slightly different variations, with the only differences being their dicks.

With both enemy types, the Adventurer can use the ACT *Trade*, to trade TP for random items. The drops from this ACT are entirely random, and can potentially even give you items that normally would be unique in this game. A lone Thieving Rat will ask you for 75 TP, lone Ratmages won't ask for anything in return, and a pair consisting of a Thieving Rat and a Ratmage will ask you for 25 TP. HOWEVER, if it's a pair, you can simply kill the Thieving Rat first, and then the *Trade* from the mage will be free.

Rats can potentially drop *Cotton Scraps, Potions, Shiny Coins, Small Gemstones, Cum-stained Shirts, Useless Junk and Fire Swallows*.

Check the left door first. You'll meet a Beta wolf asking you to defeat 5 rats in this cave, which will start the *Rats quest*. You can just walk around randomly until a fight starts, encounters with two enemies count for 2. Once you're done, return to the Beta, and he'll give you a *recipe for a Gem Sword* (Only Vogla can make use of that.)

In the door above the Beta, you'll find a chest with a **Used Crop Top**. Return to the Beta, and now leave through the exit below, which will lead you to a room with yet another doorway upstairs. Head through there to find a chest with a **Mana Potion** in it. Return and leave through the exit below, to return to the starting area of the dungeon.

Now head through the right doorway instead. In the next area, check the left doorway, and you'll reach Vogla's makeshift shop. You can buy some iron weapons from him, including some claws for Wulfrick, in case you don't have any yet. Talk to him about the Market Hall, and he will leave the cave to join. Meet him there at Shiptown to buy more stuff and craft new weapons. Now return to the previous room, and use the doorway to the right. There's a rat NPC telling you their boss is angry. Heading to the next room, you'll find an **Old Staff** inside a red chest. Proceeding over the bridge, you will meet a giant rat named Hunkypunk, who is the boss of the rats. Talking to him will start a battle. (*His weaknesses are Water, Dark and Axe*)

Careful, he is very powerful, and has a dangerous AOE attack he uses once he drops below 50% HP. It's possible to use ACTs on him, to make him less dangerous:

Dirty Talk - Tiddy Grope - Tiddy Grope - Tiddy Grope - Ass Slap

(Do NOT use the ATC Bulge Grope, as that one will do nothing but cause you to lose HP due to the spiky underwear the rat boss is wearing!)

Just like Horny Pervert, he gets knocked out after you defeat him. You can revive him with a *Health Potion*, which will end with you fucking him. (Having Wulfrick with you will change the dialogue slightly.) After you fucked him into submission, he'll once again pass out, and require you to revive him with another Health Potion. Once he's awake again, you can choose whether you wanna fight or fuck him afterwards.

The blue screen behind Hunkypunk tells you the drop rates of his items after you defeat him at least once: *Spiky Gloves*, *Spiky Cockhugger*, *Spiky Boots*, *Shadow Dagger*, *Edgy Claws*, *Recipe for Magnificent Gem*. (Note: *The Shadow Dagger* is the only way to deal Dark type damage in this game.)

The two chests above Hunkypunk contain old dildos and condoms, which is the treasure he's been guarding. You can't take anything from here, so just leave, after you're done farming. After defeating (and fucking) Hunkypunk one time, the rat NPC near the entrance of his room will hand you a *recipe for a Shade Dagger* as a reward for making their boss less angry. Only Vogla can make use of that recipe.

Shiptown

Back at the entrance of Shiptown, interacting with the guards with Wulfrick in your group will start another cutscene. When Sword comes to let you through, he'll ask the Adventurer for his name. It doesn't matter which option you pick.

Lace's Alchemy Station

Once you enter the town, it's once again cutscene time, and Lace will lead you to his alchemy station. After a quick introduction to how crafting works, you can try to craft some stuff. Most of those craftable items have different names for now, and only switch to their regular names after you've crafted them once. At Lace's alchemy station, you can (for now) craft the following items: "Health Potion, duh!" (*Health Potion*), "It's obviously a Mana Potion" (*Mana Potion*), "Healthy Drink" (*Health Brew*), "Restoring Drink" (*Mana Brew*), "A Very Healthy Drink" (*Health Elixir*), "A Very Restoring Drink" (*Mana Elixir*), "Something Slimy" (*Pile of Slime Goo*), "Something Even Slimier" (*Chonk of Slime Goo*), *Abyss Dye*, *Love Dye*. After leaving the menu, Lace will hand you an additional recipe for "Something Delicious" (*Slime Snack*). You can unlock more recipes later.

Leaving the house, a goat NPC will hand you the **Western Island Map**, allowing you to fast-travel to all locations you've previously been to. Don't forget to interact with the statue to set your respawn point to Shiptown! To the left of Lace's alchemy station, you'll find two chests. One contains 3 **Mana Lilies**, the other one 3 **Potionias**.

A Boytoy For Lace

To start this, you gotta craft the *Slime Snack* at Lace's alchemy station (currently titled "Something Delicious" in the crafting list). For this, you require 1x *Chonk of Slime Goo*, which in return requires 3x *Pile of Slime Goo*, which require 3x *Slime Goo* each.

TL;DR, overall you need 9x *Slime Goo* for this. The slimes at Light Forest can randomly drop those. Since the *Slime Snack* also requires the *Slime Part*, which was a reward for completing the *Beautiful Flowers quest*, you can't make any additional ones after this. Once you've crafted the **Slime Snack**, you will get a short cutscene, and the *Slimy quest* starts. The Adventurer suggests giving the snack to the slime who moved to Boom's gym in Safen.

Head back to Safen (you can use the map now) and check the gym. Turns out, our little blue slime friend got swole. He eagerly accepts the *Slime Snack*. Unfortunately, he's lost his home, but since Lace is such a benevolent soul, he offers him to stay at his home in Shiptown. (Also, Boom will have some new dialogue by now, about him and his dog friend, if you talk to him multiple times.)

Back at Shiptown, you will now find the buff slime upstairs in Lace's alchemy station. Talking to him, he will give you three new alchemy recipes: *Bottle of Slimy Cum*, *Bottle of Slimy Cum [Abyss]*, and *Bottle of Slimy Cum [Love]*. Those three new recipes are currently all labeled "Something Thick" until you've crafted them at least once. All of those require a lot of Slime Goo for crafting, and get consumed when they're used, so pick carefully.



Once you've got one (or more) Bottles of Slime Cum, you can change the slime's appearance by talking to him and selecting the dialogue option "Dye". The regular slime cum transforms him back into his old, blue self.

You can also have sex with the slime, just talk to him and pick a position. There are three different ways the two of you can get it on. This doesn't do anything except unlock additional events in the rewatch house.

The Market Hall

Talk to the green bird next to Lace's station (his name is Retmat) to start the *Market Hall quest*. The first recruitable merchant is right there, a yellow dog named Bob, trying to sell his bottles. Just talk to him, and he will join the market hall. Do not forget to talk to the bird guy every time you recruited a new merchant, to receive a reward!

He gives you the following for finding the merchants:

Bob: **30 Gold**

Vogla: **1 Oilent**

Anubu: **6 Gold Nuggets**

Ryler: **5 Cotton Scraps**

Wizzy: **1 Ruby**

Horgath: **2 Iron Pieces**

At each merchant's station, you'll be able to purchase and craft new items. However, all items you can craft will lack proper item names in the crafting menu until you've crafted them at least once. Until then, their item names are merely a short description of the stat boosts they will provide.

You can head into the market hall and talk to Bob. He sells *Empty Bottles*, but also offers you a quest to retrieve his Special Bottle from his sister in Safen. Agree, and you'll start the *Bob's Special Bottle quest*.

Just use the map to fast-travel to Safen, go to Bobita's place, and grab **Bob's Special Empty Bottle**. Then return to Bob, to get the "*Bottle Filler*" event and *1 stat point* as reward.



Next, head to the Rat Cave, to recruit Vogla (check the Rat Cave chapter for details) Once he's at the market hall, you can get a quest from him. He'll ask you to retrieve his bag from the rat cave, starting the *Vogla's Bag quest*. The bag is literally in the exact same spot where Vogla himself was, so just follow the same steps from the Rat Cave chapter again. The bag won't show up in your inventory, but it's still there. Once you've brought back his bag, you'll get the "*Sword Smith*" event and *1 stat point*.

Vogla sells the following: *Oilent, Small Gemstone, Iron Sword, Iron Dagger, Iron Axe and Iron Claws (if Wulfrick is in your group), Iron Pistol (if Fucko is in your group)*. (Note: In your "Talk"-options with Vogla, you can pick the topic "*Weapon smith*". Doing so he will reveal to you that he can fix broken or rusty weapons, an information that will come in handy later.)

You can craft the following at his station: *Gem Ingot, Dagger Mold, Sword Mold, Axe Mold*.

After receiving the reward for the Rats quest, Vogla will be able to craft *Gem Swords*.

Once you defeat Hunkypunk and talk to the rat near the entrance to his room, Vogla can craft *Shade Daggers*. After finding the *Essence Of Rubyro* and talking to Anubu about it,

Vogla can craft the following items: *Dagger of Rubyro, Dagger of Heat, Sword of Rubyro, Sword of Heat, Axe of Rubyro, Axe of Heat, Claws of Heat, Claws of Rubyro*. After you've shown the Essence of Saphura to Vogla, he can craft new items again: *Dagger of Vapor, Sword of Vapor, Axe of Vapor, Pistol of Vapor, Claws of Vapor, Pistol of Saphura, Claws of Saphura, Sword of Saphura, Dagger of Saphura, Axe of Saphura*.

Once you've recruited Horgath and brought him the *Recipe for Steel Armor* (purchasable from the giraffe NPC on Pine Island), Vogla will also learn some new item recipes:

Steel Axe Mold, Steel Blade, Steel Dagger Mold, Steel Shard, Steel Sword Mold, and Thick Steel Blade. Also, the following weapons: *Steel Axe, Steel Dagger and Steel Sword*.

Once you've purchased the *Recipe for Mithril Weapons* from the explorer on Paradino, you can craft the following: *Mithril Ingot, Mithril Shard, Mithril Blade, Thick Mithril Blade, Mithril Barrel, Mithril Dagger Mold, Mithril Sword Mold, Mithril Axe Mold, Mithril Pistol Mold, Ice Crystal, Mithril Sword, Mithril Dagger, Mithril Axe*.

Now, we head back to Logwood and recruit Ryler. (Check the Logwood chapter, in case you missed him.) He's more than eager to join the market hall, and will be there next time you return to Shiptown. Once there, he also has a quest for you (which won't appear in your quest log though), which simply consists of him (and Wulfrick) going down on you. That's one free sex scene (called "*Double Trouble*") and *1 stat point*.

Ryler sells *Spools of Thread*, which are required to craft clothes. At his station, you can craft the following items: *Bolt Of Cotton, Bolt Of Linen and Bolt of Silk*. Once you've crafted enough of those, you can craft some light armor: *Cool Guy Cap, Nice Shirt, Great Shirt, Amazing Shirt, Booty Shorts*.

After this, it's Anubu's turn. He's waiting for you in the Beach Cave (check that chapter for details). Ask him about his quest once he's at the market hall, and he'll tell you he's lost a magical ring somewhere hot. This starts the *Ancient Ring quest*, which you can only solve after you finish the *Fire Dungeon quest* and open the entrance to the Fire Dungeon in the Beach Cave. Inside the dungeon, take the right-turn after the Save Statue (the same path you gotta go to get the water weapons), and interact with the shiny sparkles on the ground. With the **Ancient Ring** in your inventory, return to Anubu, get the "The Experiment" event with him, and receive 1 stat point as reward.

Anubu sells the following: *Crying Scepter*, *Burning Scepter*, *Crackling Scepter*, *Gusty Scepter*, *Old Staff*. He can craft the following items: *Gold Ingot*, *Silver Ingot*, and the following weapons: *Ruby Staff*, *Sapphire Staff*. After you find the *Essence of Rubyro* and show it to Anubu, he learns how to craft the following weapons: *Staff of Rubyro*, *Staff of Heat*, *Flaming Scepter of Rubyro*. Once you've shown Anubu the *Essence of Saphura*, he can craft these items: *Staff of Vapor*, *Staff of Saphura*, *Weeping Scepter of Saphura*. If you bring him the *Recipe for Mithril Magic* from the explorer on Paradino, he can craft the following: *Mithril Ingot*, *Ice Crystal*, *Mythril Staff*.



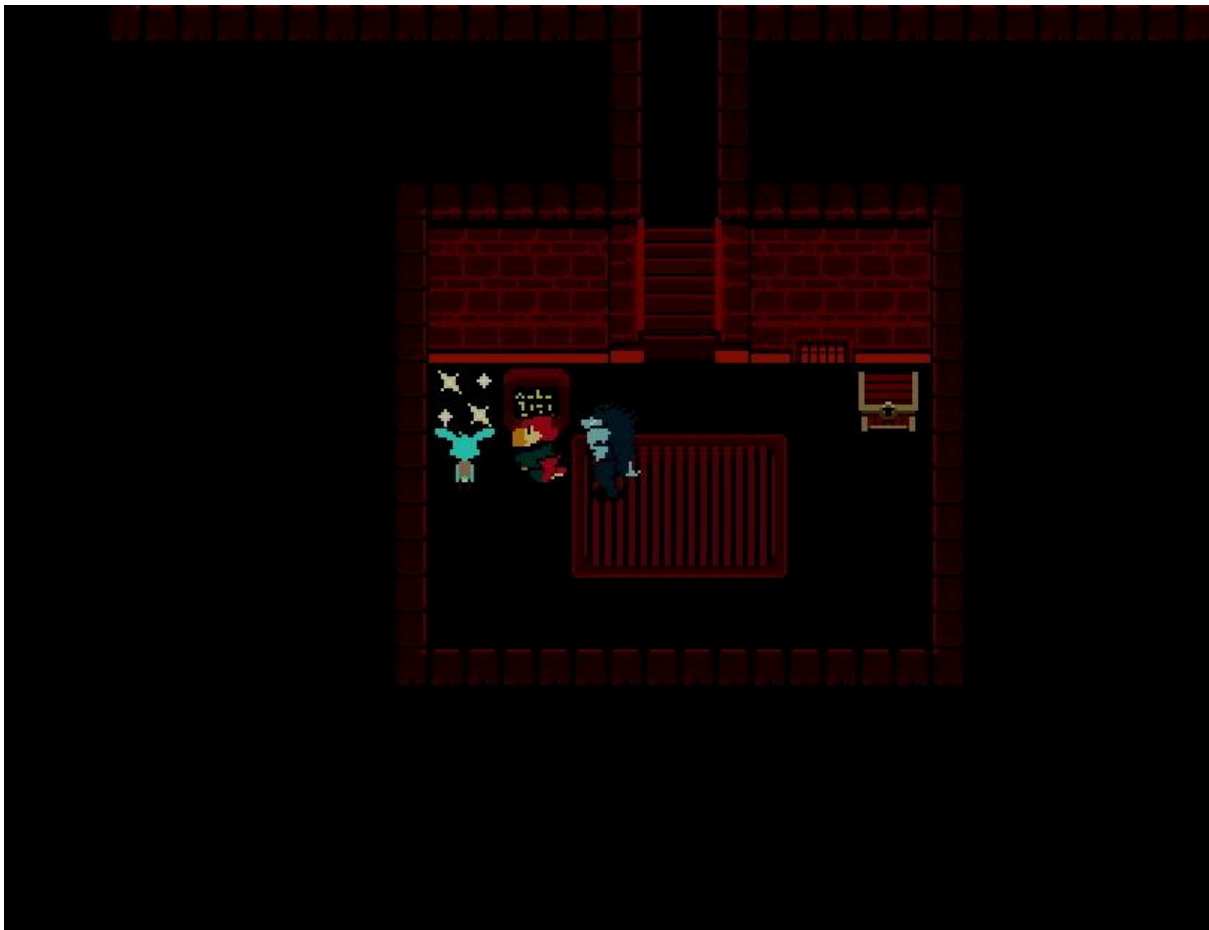
Once you find Wizzy on the second floor of the fire dungeon (check the respective chapter for details), he will give you some recipes to craft: *Ruby Rings*, *Gem Rings*, *Inferno Rings*, and to turn your magical scrolls into runes. Those runes will still have the same effects as their scroll counterparts, but they'll also each give you a 15% resistance against their respective elements, plus some additional stats. You can also craft *Gold Ingots* and *Silver Ingots* at his station.

Once you meet Rubyro and gain the knowledge from the red crystal in his throne room, Wizzy can craft *Magnificent Rubies*. If you get a Recipe for Magnificent Gem from Hunkypunk, you can also craft *Magnificent Gems* and *Elemental Rings*.

Once you find at least one *Sapphire* in Piratetown, Wizzy will be able to craft *Sapphire Rings*, and *Hydro Rings*. In the Water Dungeon, once you meet Sapphura, you can unlock a recipe for *Magnificent Sapphires* for Wizzy. He'll also sell *Gold Nuggets*, *Silver Nuggets* and all the different rings you might've missed up to this point. Bring him the *Recipe for Mithril Trinket* and he can craft *Mithril Ingots*, *Ice Crystals*, *Frozen Mithril Rings* for you. In the Golorock Mountain Cave, you can purchase a *Recipe For Crystal Formation* from one of the crystal merchants, which allows Wizzy to craft *Crystal Formations*.

Ask Wizzy about his quest, he'll tell you about a strange artifact he lost on the second floor of the fire dungeon. If you can bring it back to him, he promises you a nice gift. You now have the *Cube of Lube quest* in your journal.

Return to the second floor. After the third Fire Guard, head down into the dark area (where you also had the fisting session with the huge prisoner guy), and grab the **Cube of Lube** disguised as sparkles on the ground. Finish the rest of the dungeon, or just use the *portstone*, and return to Wizzy. Your reward is the "*Big Dick Spell*" event and *1 stat point*.



The final merchant, a dragon named Horgath, is on Pine Island. You'll need to progress in the story before you get there. Once you get him recruited, he'll have a couple armor recipes ready for you. He'll sell *Oilents*, and you can now craft the following: *Iron Ingot*, *Iron Piece*, *Iron Panel*, and the following armor pieces: *Iron Helmet*, *Iron Bangles*, *Iron Guards*, *Iron Greaves*, *Iron Chest Plate*. After you purchase the *Recipe for Steel Armor* from the giraffe on Pine Island, he can craft the following items: *Steel Ingot*, *Steel Piece*, *Steel Panel*, and the following armor pieces: *Steel Helmet*, *Steel Bangles*, *Steel Guards*, *Steel Greaves*, *Steel Chest Plate*. Once you find the *Recipe for Guardian's Iron Pin* at Rocky Oasis, Horgath can craft the *Guardian's Iron Pin*. Once you buy the *Recipe for Mithril Armor* from the explorer on Paradino, he can craft the following: *Mithril Ingot*, *Mithril Piece*, *Mithril Panel*, *Ice Crystal*, *Mithril Chest Plate*, *Mithril Guards*, *Mithril Helmet*, *Mithril Greaves*, *Mithril Bangles*. Ask him about his quest, to start the *Horgath quest*. This quest solves itself though, you get the "*Taming The Dragon*" event and *1 stat point*.

After you find all the merchants, don't forget to talk to Retmat in front of the market hall to finish up the quest! After handing you the final reward, he'll take you to his previously locked bedroom in the market hall. After the "*Thankful*" event you receive *1 stat point* and Retmat will hand you the key to the storage room next to this room. The key doesn't appear in your inventory, the door is simply unlocked now. Retmat has now opened up a Cafe in the upper corner of the market hall, where you can buy *Cups of Coffee* and *Glasses of Water* for 100 Gold each. Anyway, return to Retmat's bedroom, as there's now a *Pool of Cum*, which means you can use an *Empty Bottle* to receive a **Bottle of Cum**. Luckily, that's not all for finding all merchants. Enter the storage room next to the Cafe, and clear out all the chests. You'll find a **Mana Elixir**, **Health Elixir**, **500 Gold**, and the red chest has an **Elemental Ring**. Also, make sure to check the barrel above the right chest four times, as you'll get a lot of **Gold** each time.

Lewd Citizens

Now we check out the residential houses in the south of the town. In the left one, we meet a small bird eager to see some monstrous ass. Don't worry, Wulfrick's got you covered! After the short "*Good Boy*" event, you will receive a **Tissue** and *1 stat point*.



Now check out the right house. Inside you'll meet a swordfish who, after a quick talk, will leave for the beach, where you can meet him later. Nothing else to do here, except maybe reading his private letters.

Head to the left, til you reach the Inn. Go inside and pay the man behind the counter 10 Gold to spend the night here. After witnessing the "*Sleepy Boys*" event (no stat point this time), you'll wake up upstairs. You can interact with the coffee on the table for a fun, little surprise. Check the pot next to the fireplace for **1 Gold** and then leave the Inn. You can always return to spend the night though, also sleeping at the inn will heal you.

Let's check out the Bar next to the Inn. Inside, you can talk to the skunk biker called Skunky Hunk to receive a **Biker Jacket**. Talk to the raccoon bartender, and when he says he'd like to meet you sometime somewhere more private, say "Cannot wait". The bartender will now randomly appear in the restrooms at the harbor.

Next we check out the house near the harbor. There is a red orc with an exclamation point above his head. Talk to him to receive a **Hasty Note** and start the *Horny Note quest*. Talk to the little, green lizard guy just a couple steps back, and then to the red orc again. Both head off to somewhere private, but not too private for us! Head back to the bar and check out the storage room right next to the bar's entrance. Inside you'll get to watch the "*Too Big*" event, which will give you *1 stat point*. Unfortunately, you can't bottle the two pools of cum behind the boxes. But on the bright side, the pot to the right has a **Health Potion** in it.

Head back to the building at the harbor the red orc was standing in front of. There is a window on the left side of the building. A bit too high for you, but Best Boi Wulfrick is there to help his Alpha out. Once you're up there, investigate the sound, to witness the "*MANta Ray*" event and gain another *stat point*. Also, you know the drill: *Pool of Cum* plus *Empty Bottle* equals **Bottle of Cum**. Also, there is a chest up there with **20 Gold** in it. The characters will now appear at the harbor, where you can talk to them. Next, you can leave either by jumping down the window (and give poor Wulfrick a heart attack), or simply walk down the stairs, and meet the shopkeeper. This shop sells *Health Potions*, *Mana Potions*, *Health Brews*, *Mana Brews*, and *Life Potions*.

Leave the shop. A bit further below, there's a red canine hidden behind some trees. Talk to him to receive his **Musky Boxers**.

The Harbor and restrooms

If you head further to the right, you reach the harbor. If you previously did the “*MANta Ray*” event you’ll encounter the NPCs from the event here with new dialogue. Later in the game, you’ll be able to leave the island here.

In the upper left corner, there is a small building labeled “WC”. Head inside. The left stall has a chest with a **Scroll of Fireball** in it.

Pay attention to the numbers above the right stall. If there’s a number (1-6), that means there’s currently someone in there, waiting for some dick. Head into the stall in the middle, to watch a sex scene. Those events got no names, nor will they grant you any stat points, but they can be used to farm *Bottles of Cum*, since each fuck will end with a *Pool of Cum* in the right stall.

The numbers tell you which person is currently inside. If you don’t wish to have sex with that someone (again), just leave the stalls and go back inside.

1. Retmat (the green bird standing in front of the market hall)
2. Wulfrick
3. Lace
4. The pink dragon (Only if you previously called him gay at Bangers and at the Beach.)
5. The Bartender (He only appears if you talked to him at the bar before, and agreed to meet somewhere private. Also, he’ll promise you a free drink after this, so don’t forget to go back to the bar afterwards, and talk to the bartender to receive one free **Health Elixir**.)
6. Cheetah guy from the beach. (Only after unlocking the “*Beach Fuck*” event with Wulfrick on the beach, and if you talked to the cheetah man afterwards.)

Spooky Secret Stuff!

Now it's time for some mystery! You can walk past the bushes and trees next to the bar. The left pot contains **1 Gold**.

Easter Egg: The pot will keep giving you 1 Gold every time you check it. There is no limit to this. After you collect 10, 50 and 100 Gold from the pot, the Adventurer will comment on your, let's call it 'dedication'.

After 200 Gold, a knight NPC will appear, but he doesn't do anything. After you take 10 more Gold, he will ask you to stop what you're doing. His dialogue will change after you take 40 more Gold from the pot, and again after 50 more. Take 100 more Gold after this, and he will finally give up.

If you follow the way behind the buildings, you will eventually find a red chest with **Claws of Dragodrom** inside.



Heading through the weird entrance next to the red chest will lead you to a strangely gray and ominous area. There's a small, shabby cabin you can enter. Interact with the broken wine bottle on the floor, and use the *Tissue* you got from the bird NPC after the "Good Boy" event to clean up the mess. Now you can interact with the crack in the wall, and tear a hole into it. You can interact with the newly made hole in the wall to get through. Behind the wall, there is a hatch leading down into the cellar, where you can pick up **Note Piece 1#**. If you choose "no" when asked whether or not you wanna pick the note up, you'll notice the game isn't really giving you much of a choice here...

The Rewatch House

To round things up, let's check out the Rewatch House next to Lace's alchemy station! Inside, you can rewatch all the sex scenes you've already unlocked, and see which ones are still missing. There is a bedroom further up that'll spawn additional NPCs after unlocking 10, 20, 30 and 40 sex scenes (only the ones in the long main hall count towards this), for a total of four at the moment: A rhino, an ape, a tiger, and a goat. Each one of those NPCs comes with an animated sex scene as reward for... well, having a lot of sex in the first place, I guess. You can fuck those guys any time you want by simply interacting with them. The next room has six canvases that allow you to rewatch the events from the harbor restrooms. Since half of the fuckable guys from the restrooms only show up once, this room is the only way if you wanna rewatch those. The third room all the way to the right has the canvases to rewatch the sex scenes on Pine Island.

Head through one of the white doors to go upstairs. In the rooms in the upper left and right corners you can rewatch the pixel animation sex scenes you've already seen. Your party members will be present depending on whether or not they were present the first time you watched the respective events. The following pixel animations can currently be unlocked :

1. Horny Pervert (secluded cave in Light Forest, after defeating and reviving him 3 times)
2. Bear Lumberjack (Logwood, available after defeating him once)
3. Croc Lumberjack (Logwood, available after defeating him once)
4. Hunkypunk (Rat Cave, after defeating and reviving him once)
5. Shawn (Piratetown, after completing the *BJ Brochures quest*)
6. Slimy *blue* (Lace's house in Shiptown, after completing the *Slimy quest* and having sex with him once)
7. Slimy *dark* (After giving Slimy a *Bottle of Slimy Cum [Abyss]* and having sex with him once)
8. Slimy *pink* (After giving Slimy a *Bottle of Slimy Cum [Love]* and having sex with him once)
9. Dule Dile (Defeat Shaun in the Piratetown Hideout by horning him up and leave, happens randomly)
10. Klaus (Defeat Shaun in the Piratetown Hideout by horning him up and leave, happens randomly)
11. Captain Hogger (Defeat him during the *Missing Heart quest* in Piratetown, then talk to him)
12. Demanding Foreman (Defeat him in the Paradino Mine, then talk to him)
13. Vergoltung (Defeat Vergoltung in the Deep Mines on Paradino, then talk to him)
14. Daxar (Finish the *Dad Cake quest* on Paradino)

In the middle room, you can rewatch dungeon animation events. Through the golden door to the left, you can rewatch Rubyro's event, and the one next to that, is Saphura's event.

Oh right, the plot!

To continue with the main story, talk to Sword in front of the building between the market hall, and the bull's shop near the harbor. Don't worry, you can't miss him. After a cutscene, you end up in front of the Bar, and the *To Maneland quest* has officially started. Head into the Bar, and watch the next cutscene. The group will decide to look for the pirates at the Beach Cave, to join their crew and find a way off this island. Next, you will find yourself at the start of the Beach Cave.

Beach

If Wulfrick is already in your group, he will be standing near the exit back to the Crossroads. He doesn't want to get near the water, so you need to think of something. There is a chest on the beach, containing a **Speedo** (*Note: If you already got a Speedo, this chest will contain 150 Gold instead*). Equip it to the Adventurer, and his sprite will change. (Only while you're at the beach and some other areas in the game, most of the time wearing the *Speedo* won't change your looks.) Now, talk to Wulfrick again, and you will get the option to have a Sex on the Beach. No, not the drink, but instead a sex scene (namely the "*Beach Fuck*" event) with *1 stat point* as reward. Also: *Pool of Cum + Empty Bottle = Bottle of Cum*. After this event, talk to the Cheetah man next to you. Your little show turned him on so much, he's now off to the Shiptown restrooms, starting the *Hungry For Dick quest*. Next time you're in Shiptown, there's a random chance for him to appear at the restrooms. Check the Harbor chapter for details. After he blows you at Shiptown, he will reappear at his old spot on the beach, with something new to say.

The shopkeeper in the booth is too lazy to sell you anything unless you got the *Speedo* equipped. Then you can buy the following from him: *Summer Blast, Box of Sugary Goodness, Soda Pop*.

If you talked to the swordfish guy in Shiptown previously, he'll now be at the beach, surrounded by two horny beach hunks. Interacting with the swordfish will give you the "*Speedo Boys*" event, plus *1 stat point*.

If you started the *Pink Dragon quest* in Safen and then met him in the Gloomy Forest, he should be here at the beach now. Again, talk to him, say he's gay, and watch him leave. Check the restrooms at the harbor, there's now a random chance for him to appear there for some totally not gay fun.

Head all the way to the left, there's a secluded area with a bright chest with a **Wind Ring** in it. The horse laying there asks you to put some lotion on him, but only if you're wearing the *Speedo* does this actually result in the "*Sun Protection*" event with *1 stat point* as reward. Also: *Pool of Cum + Empty Bottle = Bottle of Cum*.

Now we follow the beach all the way down to a short dock, with a suspicious, dark spot in the water. Equip the *Speedo*, if you still haven't for some reason, and jump right in. (Trying to unequip the *Speedo* underwater will fail.)

Underwater

Once you enter this area for the first time, a fish NPC will cast a spell on you, so you can now breathe underwater. Still, swimming across the chasms is not an option, because the Adventurer suffers from thalassophobia, I guess. So, just follow the path to the left for a bit until you meet an orange seahorse, who wants to play tag with you. Once you talk to him, he will disappear, starting the *Hide And Seek quest*. Keep swimming left til you find a bright square on the ground. Those are spots where you can jump out of the water. Doing so here, you will find yourself on a small island with a **Shiny Coin** on it. Grab it, jump back into the water, and now swim downwards. There's a chest with a **Rainbow Headband** in it. Continue your way downwards to the next bright square, and jump out of the water. A scared NPC will tell you he saw a giant sea monster. Definitely something you gotta check out, so use the left dock to jump into the water next. Here you can find the seahorse again, but he leaves right away once you talk to him. Looks like you gotta find him one more time. But for now, swim downwards and use the bright square down there to get out of the water. You're now in an underwater cave, where a cutscene starts, which will eventually turn into a sex scene ("*Cum Serpent*") with a huge sea monster called Nick. Once again, you get *1 stat point*, and you guessed it: *Pool of Cum + Empty Bottle = **Bottle of Cum***.

Time to swim back now, the scared surfer guy will now be envious of the sea monster you just fucked. Back into the main area of the underwater section now, swim past the orange NPC there and use the bright square below to get up. Not only is there a huge hunk jerking off, you also got the choice between a dock leading down and one leading to the right. Using the one leading down will eventually lead you to another small island. There's a chest with a **Rare Hat** inside. Jump down the next dock, and you will find the orange seahorse guy. Time for the "*Hide And Seek*" event and *1 stat point* for the group. No cum to bottle though this time, as all that jizz just floats off into the ocean afterwards. Time to head back to the island with the red dragon jerking off, and use the right dock. Inside a blue chest you'll find a **Scroll of Mist**. Now you can return to the main area. Swim upwards and then to the right, you will find another underwater chest, this time with a **Mana Brew** in it. That's all there is to do down here, you can now return to the beach.

Beach Cave

If you head in here without the *To Maneland quest* in your journal, the Adventurer will go inside all by himself. (Unless you use the map to get in here, in which case Lace and Wulfrick will glitch in there with you.) Also, you won't be able to use the northern exit to progress, as there will be a green rabbit NPC blocking your way. Still, you can already look around a bit by yourself.

Once the *To Maneland quest* is active and the entire group is in here, you can move around more freely. Stick to the right side and follow the path, you will find a chest with **50 Gold** inside. There is also a doorway that leads to another chest, this one's got the **Spellcaster's Hat** inside. Leave the passage through the upper exit, you'll find another NPC called Anubu, a dark jackal wearing a golden armor who sells a couple staves for Lace. In his "Talk"-options, you can talk to him about "Strange Items". Talking about that topic now or later will have an impact on a later quest.

If you already got the *Market Hall quest* active in your journal, you can now recruit Anubu for said market hall, where he will show up next.

Head back to the middle of the room, and go to the left. Following that path will eventually lead you to a chest with a **Ring For Dumb Boys** inside. Behind the nearby doorway, there's a chest with **Rusty Metal Claws** inside. If you talked to Vogla before about weaponsmith stuff, the Adventurer will note that Vogla might be able to do something with them. (And indeed, back at Vogla in the market hall, he can turn these into **Sharp Metal Claws**, which he then can upgrade to **Shiny Metal Claws**.)

Now it's time to use the exit previously blocked by the green bunny. In the next room, you'll meet a purple bull who asks you to defeat all the pirates in the cave ahead of you (5 different ones in total).

In the next area, you'll find a Save Statue, which you should use. A couple steps further and you'll see a cutscene. After that, you can continue. There's a lizard merchant to the right selling *Health Potions*, *Mana Potions*, *Health Brews*, *Mana Brews*, and *Life Potions*.

The Key to the Fire Dungeon

Before we face the pirates though, let's check out this part of the cave some more. Heading upstairs and over the wooden bridge, you find a rock with a **Ruby** inside. In order to harvest the rubies, you need the **Ruby Mining Pick** from the nearby chest. Each time you mine from a node, there's a 50% chance it'll get depleted.



Continue your way downwards, to find a chest with a **Health Potion** inside. A bit further, you'll meet a yellow bird NPC. If you got at least one item in your inventory that allows you to use thunder magic (*Thunder Ring* or *Scroll of Bolt*), he will give you a **Lightning Ring**. Now we head back. There's a strange doorway behind some water, introducing a new puzzle mechanic: The leaves. Just walk up to one and press the use-key to move the leaf to the other side. Now you can enter the doorway.



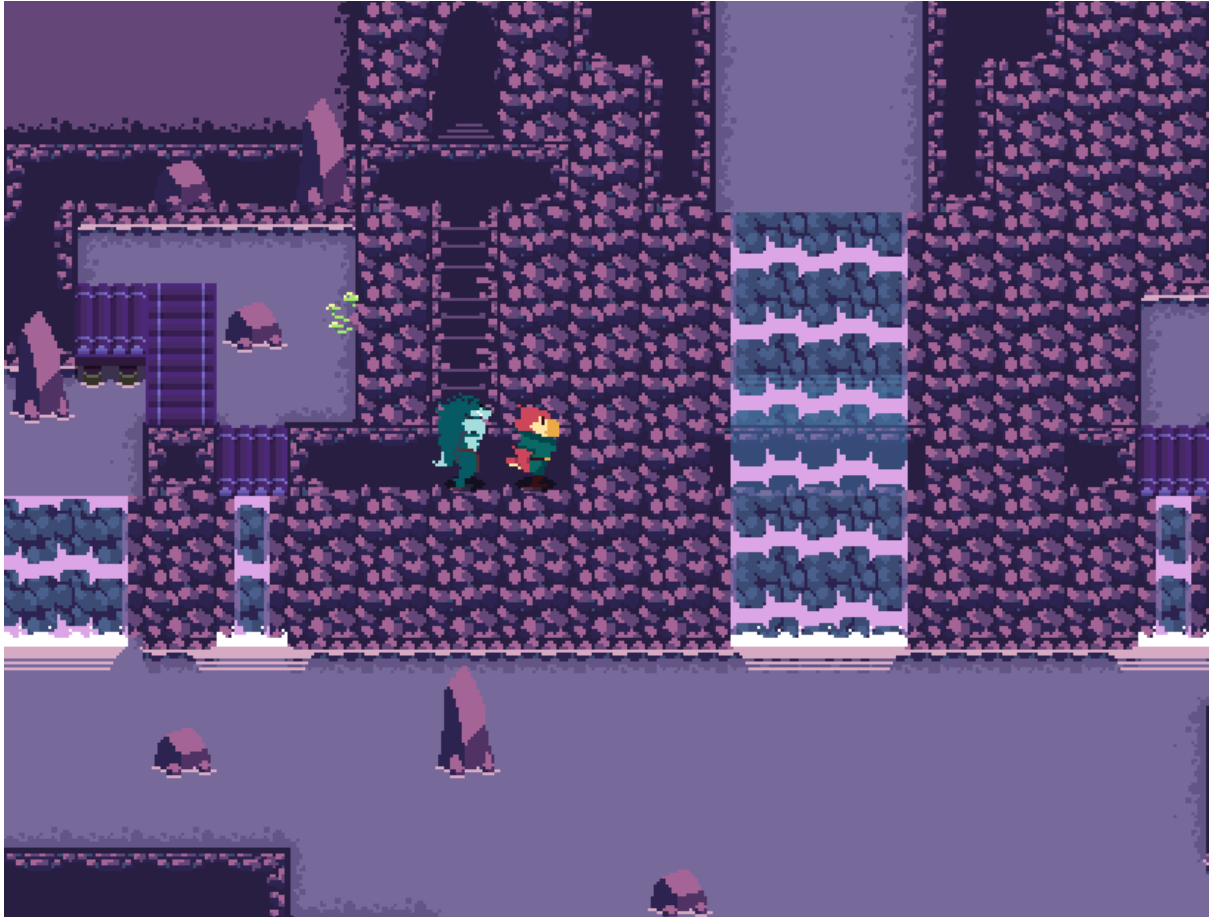
Behind that is a little maze with another leaf you gotta push before you can proceed. Also, a chest with a **Health Potion** before you use the stairs.

The leaf puzzle in the next room is a bit more complex, but still impossible to fail. Just keep pushing leaves until the pink ones form a straight line. The dark leaves are to reach the pink ones.

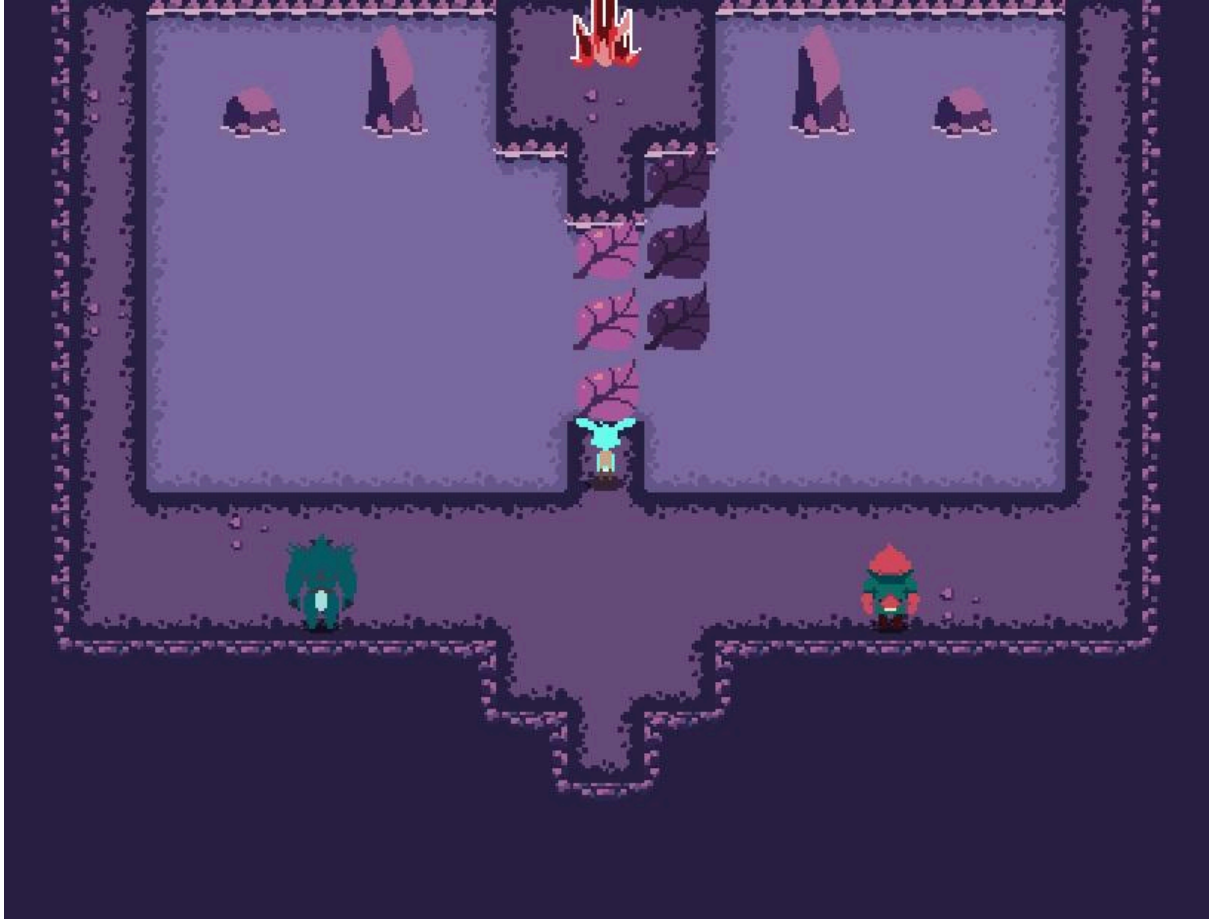


Cross the leaf bridge and leave (lol) the room.

Cross the wooden bridge as well, but don't use the right doorway just yet. There is a fake wall just below, where you can just walk right through. Behind the fake wall, you can get another **Ruby**, and after following the narrow path for a bit (the colors will suddenly fade to gray), you will find **Note Piece 2#**. Behind the fake wall to the left you can get another **Ruby**, but the NPC blocking the way there won't let you pass until you've made some more progress in the cave first. So, head back for now, and go through the doorway above the first fake wall.



Time for another leaf puzzle. With this one, you can fail. Don't worry though, if you do, you can just use the green button in the upper right corner to reset the puzzle. You can also talk to Lace for some hints. First, you need to push the lonely pink leaf on the right side all the way to the left, then get the dark leaves in a vertical line, so you can push the two pink leaves on the left against them, to form a bridge. This is what it's supposed to look like.



Touch the red crystal on the other side. A cutscene plays, and you will now have the **Essence of Rubyro** in your inventory. Upon walking back to your group, another cutscene plays, and eventually, the *Fire Dungeon* quest starts. Lace suggests you return to his alchemy station before you try anything with the red orb, so back to Shiptown it is. You can just use the map to cut things short.

Once you enter Lace's alchemy station you will get another cutscene. Lace eventually finds the book he was looking for, but can't read it. If you previously talked to Anubu about strange items, the Adventurer will suggest talking to him about the red orb. So, off to the market hall next (or the Beach Cave, if Anubu is still there), and talk to him about "Strange Items" one more time, the red orb specifically. You get another cutscene, where Anubu tells you the orb can be used for enchantments of weapons, but that it's probably also a key to something. After this, Anubu will have new crafting recipes ready, and so does Vogla, if both of them are at the market hall. Crafting an item that requires the *Essence of Rubyro* will "use it up", so to speak. After this, the red orb in your inventory will turn white, as it is now drained of its powers. Fear not though, since Rubyro, the god who created the orb, seems to like the Adventurer, all you have to do is "use" the orb in your inventory, and it just refills immediately. Now, we haven't found the door to this magical key yet, so we head back to the Beach Cave.

The Pirates

The pirates work just like the Betas: Walk past them, and they challenge you to a battle. After defeating them once, you can just walk past them, talk to them, or challenge them again. The first pirate on our way is Scarr, who's weak to *Thunder* and *Axe*. Using the ACT Reason doesn't do anything with him (or any of the pirates, for that matter). This time, you need to bring his HP down to 0 the conventional way.

The pirates can potentially drop the following items: *Useless Junk*, *Sea Shell*, *Mana Lily*, *Iron Sword*, *Fancy Slasher*, *Shiny Coin*, *Compass*.

Cross the bridge and check the chest to the right to get a **Life Potion**. Following the path to the left will lead you to Dolpho, who's weak to *Thunder* and *Sword*. Same as with Scarr, just defeat him and you may continue. Walking to the right, you will find a lever. Pull it, and a shortcut back to the beginning of this area will open. Now continue upwards to see a cutscene.

Don't forget to push the pink leaf there, as this will be important to get an item later.

Now it's time to fight Squido, he's weak to *Thunder* and *Axe*.

Walk past him, and before you fight Paparot, check the chest behind him for a **Gold Nugget**.

Now it's time to fight the socially awkward birb, who's weak to *Thunder* and *Dagger*.

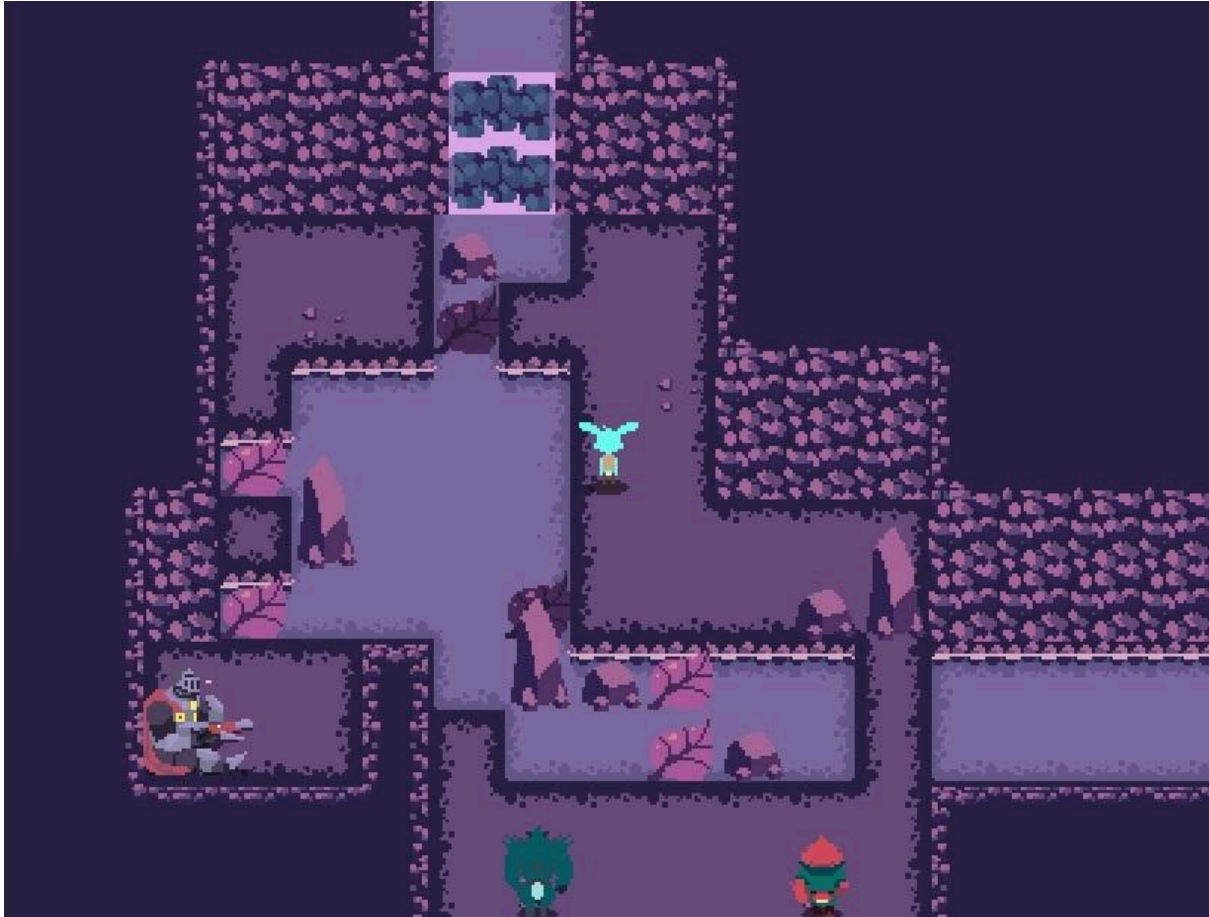
Walk past him, and push the pink leaf in the water.

Trying to continue will start the fight with Shade, who, unlike the other pirates, can't be defeated conventionally, as you can't lay a single blow on him. Use the ACTs *Grab Groin* and *Join Pirates* (in that order) and the fight ends. Unlike the other pirate battles, this one is not repeatable, and he won't drop any items.

Behind Shade you can grab another **Ruby**, but most importantly, you have defeated all 5 pirates in this cave, so you can now return to the purple bull in the beginning area of the cave. Use the shortcut the pink leaf opened up for you, or use the map. Time for the "*Newbie Warrior*" event, *1 stat point*, and also: *Pool of Cum* + *Empty Bottle* = **Bottle of Cum**.

Time to head back to the front. Before we use the stairs downwards, let's head through the dark doorway first. Leaf puzzle time! Don't worry, you cannot fail this one. Just keep pushing leaves until it looks like this, and you can reach the knight. Watch the "Horny Knight" event, more +1 stat point, more *Pool of Cum* + *Empty Bottle* = **Bottle of Cum**.

(Note: If you do not go see the knight before you meet up with Fucko's crew in front of their ship at the beach, you won't be able to unlock this sex scene anymore, as all the royal knights will leave the cave once you do!)



Leave the room and use the stairs. You'll see another cutscene, and after this, you see a giant, locked door. As long as you have the *Essence of Rubyro* in your inventory, it's gonna open after a little cutscene, and you enter the *Fire Dungeon*. Jump to that chapter if you wanna continue there. Otherwise, you can leave the dungeon again and continue with the *Beach Cave*.

Leave the room to the left, check the right side for another Ruby, and push the pink leaf on the water. Walk to the left and activate the lever (or switch, as the game calls it) to open a shortcut. Follow the newly formed bridge down and walk to the right, back to the leaf puzzle. You can now cross the water and push the final leaf to access the chest on the other side. Walk back and open the chest to get a **Pearl Necklace**. Right to that is an Altar of Refillment, making an offer of 250 gold to that statue will cause all the ruby nodes to refill. You need to have the Ruby Mining Pick in your inventory in order to do this.



Back to the shortcut bridge with the lever. Stick to the left and you'll find another one of Wulfrick's toys. Grab **Toy 02: Dildoy** and Wulfrick will learn the Skill *Draining Claw*. With that, it's time to continue the path til another cutscene plays. Congrats, you are now officially a Fuckup! Walk upwards and to the left, as there's an NPC who's got something for you. More specifically, for Wulfrick: **The Big Fisting Fist!** Now check the narrow path downwards, there's a blue-yellow chest with a **Gust Ring** inside.

CAREFUL! You can now leave the Beach Cave through the exit to the right, where Fucko and Foxot are standing. However, once you do, the pirates will all disappear from the Beach Cave permanently. That means you will no longer be able to farm them for items.

Once you leave the cave, a long cutscene will play where the pirates introduce themselves to you. After this, you can get on board the pirate ship. However, we should definitely do the Fire Dungeon first! (Also, once you get on board, you won't be able to leave anymore until you've finished a couple of quests.)

Fire Dungeon

The first time you enter the dungeon, a cutscene plays. Head to the next room with the Save Statue, and watch the next cutscene. The Adventurer will grab the **Fire Dungeon Portstone** from the statue, which you can use to leave the dungeon at any time. However, doing so will reset the entire dungeon. The only exception to that is if you haven't defeated the first boss yet, then porting back won't reset the chests on the first floor. The map can't be used while you're inside the dungeon.

Once you have access to the Quest Guild Lounge, you can talk to Dunny to unlock hard mode for the dungeon. Enemies will be harder to defeat, but they can drop new loot, and the chests contain more valuable items.

Just like in the rat cave, enemy encounters in this dungeon are random. After some more talk during a cutscene, you can grab the **Burning Ring** from the nearby chest. You definitely don't wanna use that thing in the dungeon though. In fact, you should unequip everything that deals fire damage, as that will *heal* the enemies in this dungeon instead of damaging them. Equip Lace's *Water Ring* and/or *Scroll of Mist*, and continue.

First Floor

In the first room after the Save Statue, head to the right. If you got the *Ancient Ring quest* from Anubu, his ring is right here, disguised as some sparkles on the ground. Continue to the right, and you'll find yourself in a room with a red screen, which tells you what kinda items the enemies on this floor can possibly drop:

Lava Golem (Weak to *Water* and *Axe*): *Molten Dagger*, *Molten Axe*, *Molten Claws*, *Molten Chest Plate*, *Molten greaves*, *Molten Rock*, *Fire Key*.

Fire Elemental (Weak to *Water* and *Sword*): *Fiery Robe*, *Fiery Jocks*, *Fire Key*, *Burning Ring*, *Flaming Ashes*, *Scroll of Fireball*, *Coal*.

Fire Ball (Weak to *Water* and *Dagger*): *Match*, *Fire Key*, *Flaming Ashes*, *Explody Staff*, *Coal*.

On hard mode, all enemies (except the boss) can also drop: *EXP Orb*, *EXP Orb (Uncommon)* and *EXP Orb (Rare)*.

The screen will only tell you the items and drop rates after you've defeated the respective enemy type at least once. Those screens do NOT show you the drops for playing on hard mode though.

On the first floor only (and not for the boss), the Adventurer can use the ACT *Ask Lace To Cast A Water Spell*, which does exactly what it sounds like. This can be used even if Lace doesn't have anything equipped that would normally allow him to cast Water spells. It doesn't use up Lace's own action, only the Adventurer's, and since this costs TP, plus the water spell selected by that ACT is always random, it should only be a provisional solution until you find some proper Water weapons. Which we'll come to next.

Now continue through the doorway. Suddenly, all that lava ambience is gone, and just a couple rooms later, you find yourself outside. Looks like you can jump into the water here, so that's what we'll do! *Note: You can only jump into the water if you got the Speedo equipped and learned how to breathe underwater at the Western Island Beach or in Piratetown previously.*

Underwater, you need to solve a little puzzle. A little bit further down, you'll see three symbols on the wall. You need to swim over the larger symbols in the exact same order. After all three of them are glowing, a blue chest will appear, which contains the following items: **Misty, Oceania, Splasher, Seafoamers, Whirlpool Ring**. Now you got plenty of weapons that deal water damage, time to head back into the dungeon.

Note: Each weapon can only deal one type of damage! An enchanted dagger/sword/axe/pair of claws will only deal elemental damage, but no physical weapon damage. For example, an enemy who's weak to Sword damage will NOT suffer any extra damage from the water sword Splasher.



You can just use the port stone to return to the beginning of the dungeon. Now just walk upwards til another cutscene plays, where Lace explains a super tough switch puzzle to us. Check the chest for a **Mana Brew**. If you're playing on hard mode, it's a **Greater Health Elixir** instead. Keep walking til you eventually reach a room with three different exits. Check out the southern exit first, after another switch puzzle you'll reach a chest which contains either *100 Gold*, a *Life Potion* or *Cute Mittens*. If you're playing on hard mode, you can get either *1000 gold*, a *Life Potion* or *2 QC*. You can just savescum to get what you want. Return to the middle room.

The upper exit will lead you to a fire dungeon chest which requires a *Fire Key* to open. Don't waste your time with the switch puzzle in that room unless you got an expendable *Fire Key*. If you decide to do it, basically you need to make your way to the yellow lever before you can reach the left end of the room.

(Note: Sometimes, the first lever has already been activated when you enter the room. If the bridge to lever #2 is already there, you don't need to pull lever #1.)



The red chest in the next room (like all the red chests with yellow accents in the fire dungeon that aren't boss chests) can drop the following: *Mana Elixirs*, *Claws of Heat*, *Sword of Heat*, *Dagger of Heat*, *Axe of Heat*, *Staff of Heat*, *Burning Scepter*, *Flaming Ashes*, *Rubies*, *Molten Rocks*. If you're playing on hard mode, it can drop: *Greater Health Elixir*, *Greater Mana Elixir*, *1000 gold*, *Claws of Overheat*, *Sword of Overheat*, *Dagger of Overheat*, *Axe of Overheat*, *Pistol of Overheat*, *Staff of Overheat*, *Inferno Scepter*, *QC*. Don't forget you need a *Fire Key* to open those types of chests. Also, you can craft all the weapons yourself at Vogla's place in the market hall, if needed (except for those exclusive to hard mode). Still, these chests are a good way to farm for *Flaming Ashes* or *Rubies*, just savescum til you get what you need. Also, if you're on hard mode, Dunny will have something new to say here.

To progress in the dungeon, you need to leave the room to the right. Here you will see a locked gate. Interacting with it, Wulfrick will suggest checking the nearby pot for a key. But alas, not this time! The pot is empty, so you need to find a *Fire Key* somewhere else. You could just keep fighting enemies and hope they might drop a key eventually. But if you wanna cut things short, head to the right. There's a spiral path with a **Fire Key** in the center. Just go and grab it, and hope the enemies won't bother you too much.

Head back and use the key on the locked gate. It will open, and you can proceed. In the next room, you'll get a short cutscene, warning you of a boss ahead. If you found the *Fire Key* before checking the locked gate first, Lace will make a short comment.

In the next room, you gotta fight Magano, who doesn't appear to have a weakness. It is possible to defeat him conventionally, because even though his defensive stats are pretty high, you can use weapons/skills/spells that ignore the enemy's DEF. Use Lace's water spells, Adventurer's Dagger skills, Wulfrick's *Big Fisting Fist* and his *Draining Claw* skill.

If you don't have the stats to take on this boss as he is, use the following ACTs in that exact order: Think... - Flirt! (Small Flirt) - Flirt! (Medium Flirt) - Flirt! (Big Flirt).

After that, Magano's sprite will change and a Weakness Box will miraculously appear below Magano, indicating he's now weak to *Water*. Also, his defense has decreased, and he will no longer attack while he's flustered.

Mind you, he will only remain in this state for five rounds before he goes back to normal, so try to defeat him before that happens.

After you defeat him, you will receive **Magano's Flame**, and another cutscene will play. You can now reach the boss chest in this room. These look like regular fire dungeon chests, but they don't require fire keys to open, and their loot is individual to the boss you defeated in the respective room. This chest can potentially drop the following: *Ultrod, Succ, Crystalia, Life Potions, Flaming Ashes, Rubies, Molten Rocks, Mana Elixirs, Mana Brews, Health Elixirs, Health Brews.*

On hard mode, the chest can drop the following: *Axe of Overheat, Sword of Overheat, Dagger of Overheat, QC, EXP Orb (Rare), Master Health Elixir, Master Mana Elixir*, and a random amount of gold.

You can now continue to the next floor.

Second Floor

The first room will play a cutscene if you enter for the first time. Just interact with the Fire Guard to start a battle. He's weak to *Water* and *Dagger*. During the fight, he'll attempt to strike you. When that happens, pay close attention to his blade and remember in which direction the light on the blade moves. Then, when you're asked to dodge, pick the opposite direction to avoid the strike. Avoid his attack three times successfully to unlock the ACT *Ass Slap*. Using that ACT will cause the fire guard to pop a stiffy, and unlock the ACT *End Fight*, which, you guessed it, brings the enemy's HP immediately down to 0.

Fire Guards can drop the following: *Rubies, Guard helmets, Fire Keys, Linen Scraps.*

Other enemy types you can encounter on the second floor are:

Fire Imps: Weak to *Water* and *Sword*, can drop *Fire Amulets, Imp Masks, Rusty Shackles, Fire Keys, Linen Scraps.*

During a fight, you can use either ACT *Show Lace's Butt* or *Show Wulfrick's Butt* to charm the fire imp. Charmed enemies might not attack during their turn, plus they pop a boner. Do NOT show them your own butt, as they can tell you're not a bottom.

Escaped Prisoners: Weak to *Water* and *Sword*, can drop *Rusty Lockpicks, Spiky Daggers, Spiky Swords, Spiky Axes, Spiky Claws, Spiky Harnesses.*

An alternative way to defeat these is to use the following of ACTs: *Horny Thoughts - Fap - Fap - Fap*. Each fap will deal a higher amount of damage until the prisoner finally faints after the third one.

On hard mode, all enemies (except the boss) can also drop: *EXP Orb*, *EXP Orb (Uncommon)* and *EXP Orb (Rare)*.

.After defeating the first Fire Guard, you come to a hallway where you can walk down left and right. Down there, you'll find a chest on each side. The left one can drop *Health Elixirs* or *Gold*, the right one can drop *Rubies*, *Gold* or *Mana Elixirs*. On hard mode, the left one drops a *Greater Health Elixir*, *QC*, or gold. And the right one a *Greater Mana Elixir*, *QC* or gold. Another room, another cutscene. This fire guard is asleep and can't seem to be woken up. Wulfrick suggests you ask the prisoners for help. Head to the right and talk to the prisoner in the right cell. He doesn't wanna talk to you, so check the cells in the left room next. Check the left cell here, the prisoner will tell you the other guy is actually extremely subby and will respond if you act all dommy around him. So, back to the right room it is, and talk to the prisoner one more time. He'll tell you to kick the fire guard in the nuts to wake him up, which you're gonna do next. Another fight starts, just like the previous one. The order in which to speak to the prisoners is indicated by the animated lines popping up over their heads in teh cells when you're supposed to talk to them next.

In the next hallway, you can once again walk down into the dark before you progress. This time, the dark area downstairs is connected. The chest on the left can drop *Life Potions*, *Shiny Coins* or *Rubies*. The right chest can contain *Gold*, *Rubies* or *Flaming Ashes*. On hard mode, the left chest will contain Life Potions, a *Greater Health Elixir*, *QC* or gold. The right one will have a *Greater Health Elixir*, *QC* or gold.

If you head all the way down you'll meet a non-aggressive fire guard who complains about being lonely, and that he wishes he could tell the guard guarding the other cells that he loves him. You offer to tell him in his place. This won't start a quest, and you won't get a reward for doing this. You gain nothing but the knowledge of doing something nice.

The next room has yet another sleeping fire guard. Head to the cells to the right and talk to the prisoner in the right cell. He'll tell you to tell the fire imp NPC in the room about this. You do this, and the fire imp will leave immediately. However, back at the fire guard, you'll see this isn't enough. So head to the left room next and tell the fire imp there about this as well. After he leaves, talk to the prisoner in the left cell. He'll tell you how to wake the fire guard up if you agree to do just that, so his beloved fire imp will return to him. You say yes, and the prisoner tells you you need to slap the fire guard's butt. Easy enough, back you go and start another fight. This fire guard fights just like the previous two.

Another hallway where you can head downstairs before continuing with the rest of the dungeon. Down in the dark, you'll find two non-aggressive fire guards in front of a doorway. They won't keep you from entering, so in you go! Lace and Wulfrick are afraid to continue, so you'll have to face the next part by yourself. And by that I mean, have some kinky sex with the prisoner at the end of the hallway, a huge wolf called Gruffe. If you already met him in the Quest Guild in Piratetown, he'll have some slightly different dialogue here. You gain *1 stat point* for watching the "*Bound and Ready*" event, and one **Bottle of Cum**, if you have an *Empty Bottle* left for the *Pool of Cum* on the floor.

Return to Lace and Wulfrick, who will have something to say about what just happened, and then it's back to business.

Check the area down below, there's another non-aggressive fire guard. If you talked to the other fire guard who's looking for a friend, you can let this one know about his workmate who's in love with him. The fire guard will leave and appear in the previous area with the other fire guard. Next time you go there, you'll see both of them happy together.

Next to the fire guard is a chest which can contain the following: *Life Potions*, *Health Brews*, and/or *Mana Brews*. On hard mode, it instead drops *Greater Mana Elixirs* and *Greater Health Elixirs*.

To the left is a red screen which tells you the drop rates of the enemies on this floor. This only works after you've defeated said enemy types at least once.

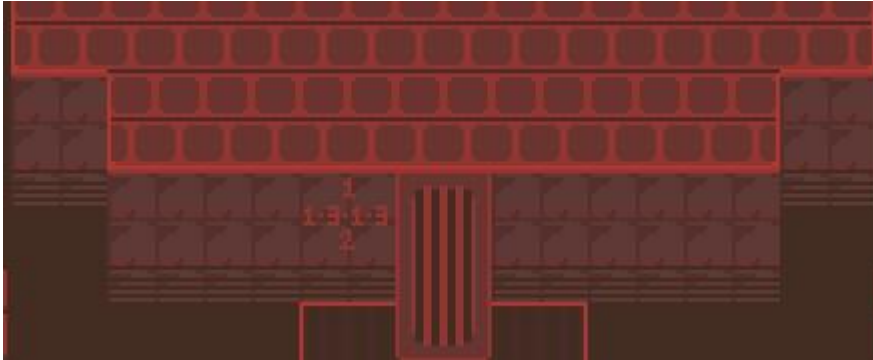
Also, if you got Wizzy's quest active, this is where you will find the **Cube of Lube**.

All the way up to the right is a fire dungeon chest, which requires a *Fire Key* and can contain a *Heat-weapon* and one of the usual drops. On hard mode, it will instead drop an *Overheat-weapon*, plus *QC*, *Greater Mana Elixir*, *Greater Health Elixir* or gold.

Time to get back upstairs and continue. The fire guard in the next room doesn't require anything specific, you can just interact with him to start the battle. Same old, same old. Before you continue however, let's check the other rooms real quick. Head to the right and follow the hallway for a while until you reach a cell with a hole in its door. Go inside, and you'll find **Note Piece 3#**.

Now return and check the left hallway. At its end you'll find another prisoner, who claims to be a wizard called Wizzy. Right now he doesn't sell anything except *Branches*, so talk to him instead. Pick "Why are you in this cell?" and then "Help him break out". He'll spawn a chest behind you with a **Fire Key** inside. After you pick it up, Wizzy will suddenly remember he can teleport, so he just appears right in front of you outside the cell. Don't worry, he lets you keep the *Fire Key*. If you have the *Market Hall quest* active, the Adventurer will recommend the market hall for Wizzy to continue his work, which he will gladly accept. If you didn't start the *Market Hall quest* yet, Wizzy will just keep standing there until you return to him with the quest active in your journal.

Now we head back to the main room and continue our journey. In the next room we'll get a quick cutscene, indicating there's another boss fight ahead. On the platform the boss is standing on is a number code. This is a hint on which ACTs to use to defeat this boss.



Now it's time to fight Duiro. He is weak to *Water*, but that's barely noticeable, as his defensive stats are ridiculously high due to his armor. You can try to use skills/magic/weapons that ignore armor, but in case you don't have the stats for that, here's how to get rid of Duiro's armor:

Think... - Compliment Muscles - Request Flex - Compliment Muscles - Request Flex - Grope Pecs.

Now Duiro is without armor and doesn't wanna fight anymore, so you can defeat him rather easily. You'll receive **Duiro's Scale**, and you can loot his boss chests, now that Duiro's gone.

The left one can contain the following: *Lazora, Anchroar, Szcar, Life Potions, Health Brews, Mana Brews, Molten Rocks, Flaming Ashes, Rubies*. On hard mode, it contains either a *Pistol of Overheat* or *Claws of Overheat*, plus *QC, EXP Orb (Rare), Master Health Elixir, Master Mana Elixir*, and a random amount of gold.

The right one can contain the following: *Red Shirts, Broken Unbreakable Shackles, Flaming Boots, Life Potions, Health Brews, Mana Brews, Molten Rocks, Flaming Ashes, Rubies*. On hard mode, it can drop either a *Staff of Overheat* or an *Inferno Scepter*, plus *QC, EXP Orb (Rare), Master Health Elixir, Master Mana Elixir*, and a random amount of gold.

After this, it's time to continue to the third floor.

Third Floor

Once you reach the first room, there'll be another cutscene before you can continue. The rooms on this floor are a lot bigger, which means you're gonna encounter a lot more enemies.

On this floor, you can encounter:

Rubyro's Guards: Weak to *Water* and *Axe*, can drop *Potionia*, *Health Brew*, *Health Potion*, *Health Elixir*, *Linen Scrap*, *Guardian*, *Tattered Loincloth*, *Guardian Bangles*.

To defeat them the lewd way: Flirt - Flirt - Flirt - Omega Flirt

Fire Mage: Weak to *Water* and *Claw*, can drop *Mana Lily*, *Mana Brew*, *Mana Potion*, *Mana Elixir*, *Linen Scrap*, *Coal*, *Scroll of Fireball*, *IT'S ON FIRE-Staff*, *Inferno Ring*.

If you wanna make use of your ACTs: *Compliment* to charm him, then *Blow The Fire Out* to deal a lot of damage. It's no instant kill though, just about half their HP. Careful though, using *Compliment* causes him to enter his Overheated State, in which he gets increased stats. If you don't use *Blow The Fire Out* immediately, he's just gonna use his Heatwave-attack, and return to his normal state.

On hard mode, all enemies (except the boss) can also drop: *EXP Orb*, *EXP Orb (Uncommon)* and *EXP Orb (Rare)*.

Check the lever to the right, then walk to the left, where you can now cross the abyss.

Behind the doorway on the other side you find another lever. Pull it, and now you can walk to the right and reach the chest. It can drop the following: *Rubies*, *Gold*, *Flaming Ashes*. On hard mode, it can contain: *Gold*, *QC*, *Master Health Elixir*.

Check the next doorway, you'll find a weird helmet. Upon interacting with it, it'll magically glue itself to your head, and you can't get it off. Nothing else to do but talk to the guard who's guarding the key. He'll mistake you for Rubyro due to the helmet, and he'll leave. Next, the helmet will disappear, and you can just take the **Fancy Fire Key**. Return to the staircase, unlock the red keyhole and continue your journey.

On the stairs, you will get a cutscene. The group will rest for a bit, which will heal everyone completely. Next time you come across a green flame like in this room, you can rest there once per dungeon run to heal. Check the chest to find either *Flaming Ashes* or *Rubies*. On hard mode, it contains *Greater Mana Elixirs* or *Greater Health Elixirs*.

Another room, another keyhole. First head to the right to get to the chest for the following: *Flaming Ashes* and/or *Rubies*. On hard mode, it can contain *Greater Health Elixirs* or *Life Potions*, and always *QC*. Then head to the left and pull the lever.

Continue upwards, there's a red screen to check the drop rates on this floor.

Head to the left and enter the doorway. You find another lever to pull. Now you can head all the way to the right, enter the doorway there, and grab the helmet. Same procedure as before, talk to the guard, he'll leave, the helmet will disappear, and you can grab the **Fancy Fire Key**. Return to the staircase, unlock the red keyhole, and move on.

No free healing this time, just grab the loot from the chest, either *Flaming Ashes* or *Rubies*. On hard mode, it can contain: *Greater Health Elixir*, *Greater Mana Elixir*.

The next room is pretty similar to the previous one. Pull the lever to activate the bridges left and right. Pull the lever on the left, then walk to the right and pull that lever as well. Walk

down the bridge to the chest and get the loot (*Health Brews, Mana Brews, Health Elixirs, Mana Elixirs, Life Potions, Rubies*). On hard mode, it can contain: *Greater Health Elixir, Greater Mana Elixir, Master Health Elixir, Master Mana Elixir*. Next return to the left, walk down and activate that lever as well.

Now return to the first lever in the middle of the room and pull it. Now you can cross the bridge upwards and head to the left on the other side. Enter the room over there, and pull that lever as well. Now leave the room, walk all the way to the right, and grab the helmet in there. Even our characters notice how repetitive things are getting at this point, but what can you do?

Leave the room and talk to the guard in the middle, then grab the **Fancy Fire Key**. Walk back, unlock the red keyhole, and use the stairs. The next room has another fire dungeon chest, if you got a *Fire Key* you can get the usual loot from that type of chest. On hard mode, it contains a random *Overheated*-weapon, plus *Greater Health Elixirs, Greater Mana Elixirs, Fire Keys, QC or Gold*.

Next room. We get another cutscene and prepare for another boss fight. Follow the magical bridge and meet Flameron, who's challenging you to a fight right away. He's weak to *Water*, like all the other bosses. And like before, we gotta weaken this one before we can do a significant amount of damage.

Wulfrick's got a new skill exclusively for this battle called *Wulfrick's Joke*, using this will double his ATK for the duration of this fight.

As for the Adventurer, use the ACT *What's Going On?* After that, you unlock three new ACTs: *Cocksturb, Buttsturb* and *Pecsturb*. When Flameron tries to evoke, you need to disturb him before he can cast his spell, using the right ACT to counter his action. You always see a symbol (dick, butt or pecs) flash up when he tries to evoke, which tells you which ACT you need for this round. If you pick the correct one, Flameron won't be able to cast his spell. Once you've successfully interrupted all three different kinds of evoking from him at least once, and his HP is down to 50%, he will pop a boner and your attacks will deal a lot more damage.

Once he's defeated, you'll get **Flameron's Magic**, and you can grab the loot from his boss chests.

The left chest can contain the following: *Inferno Ring, Healing Scepter, Thunderos, Molten Rocks, Flaming Ashes, Rubies*. On hard mode, it will contain a random *Overheated*-weapon, plus *Master Health Elixir, Master Mana Elixir, QC, Gold* and *EXP Orbs (rare)*.

Note on the Healer's Scepter: Your skill with this weapon improves the more you use its spell "Potion Making". In the skill description you can keep track of how many potions you've already made with it. This only works during battle, and the potions get used right away. The counter doesn't reset if you unequip the weapon. After 50 usages of the spell, it creates Health Brews instead of regular potions, and after 100 it gets upgraded to Health Elixirs.

The right chest can contain the following: *Chestwrap, Bulgenator, Fancy Fingerwarmers, Molten Rocks, Flaming Ashes, Rubies*. On hard mode, this chest has the same loot as the left one, except it contains epic orbs (*EXP Orb (epic)*) instead of the rare ones.

And now, finally, we get to meet Rubyro himself! Head through the door in front of you and watch the short cutscene, before you continue. Follow the hallway til you reach a golden door, and enter.

Note: Once you head through that door, you can't return to the rest of the dungeon anymore. Leaving Rubyro's throne room will reset the dungeon, so make sure you've done everything you meant to do.

Rubyro

The first time you enter Rubyro's throne room, you'll get a long cutscene with some interesting exposition about the Adventurer's background. After some 'slight' drama, Rubyro will allow you to take whatever you want from his throne room, and by that he means, you're free to loot his three chests and harvest the magic from his crystal. For all the other treasures inside this room, he's got an excuse as to why you can't have it. Including himself. Right after the cutscene, you'll be given the **Book of Fire Barrier**, which is a consumable item. Once you use it, Lace will learn the spell *Fire Barrier* permanently. Check the red crystal to the right, and you'll gain the recipe for a *Magnificent Ruby*. You need to visit Wizzy in the market hall in order to craft one.

The left chest will give you **Rubyro's Greaves** and **Rubyro's Bangles** this time.

The chest right next to that will give you **Rubyro's Slippers** and **Rubyro's Conflagration**.

The chest all the way to the right will give you 500 gold and has a rare chance to additionally drop one or more of the following spellbooks: *Book of Snap Spark*, *Book of Overheat*, and *Book of Phoenix Bomb*. On hard mode, only the amount of gold you can get is changed, and the chance to get a spell book is doubled. You can *savescum* until you get the one you want.

If you're playing on hard mode, there will also be a merchant in the bottom left corner of the room. You can talk to him about Overheated Weapons and Rubyro, but most importantly, you can trade in any *Overheated*-weapon you found. Either for *EXP Orbs* (*rare*) or weapons from Rubyro's personal arsenal of the same weapon type. The latter also cost you gold. That way, you can get: *Melting Scorcher* (dagger), *Flaring Phoenix* (sword), *Fleshburner* (axe), *Sunfire* (staff), *Ardent Piercer* (pistol), *The Igniter* (staff), *Magmatic Smelters* (claws).

Now you can't do anything else but leave and reset the dungeon by either leaving through the door or talking to Rubyro. A quick cutscene will play, and you'll be back at the entrance to the fire dungeon. Time to heal and get some more stuff done before the next run, like talking to Wizzy at the market hall, since he's got a quest for you that sends you back to the fire dungeon anyway.

During the following runs, you won't get the cutscenes from the first time anymore. You'll still have to do all the talking to the NPCs on the second floor in order to get past the Fire Guards though, because apparently using the *Portstone* causes partial amnesia.

Next time you reach Rubyro's throne room, his left chest will contain **Rubyro's Helmet** and **Rubyro's Chest Plate**. The third time, you'll get **Rubyro's Allure**.

The second chest will contain **Rubyro's Flare** and **Rubyro's Calescence** on your second run. And on your third one, it will contain **Rubyro's Firefall**.

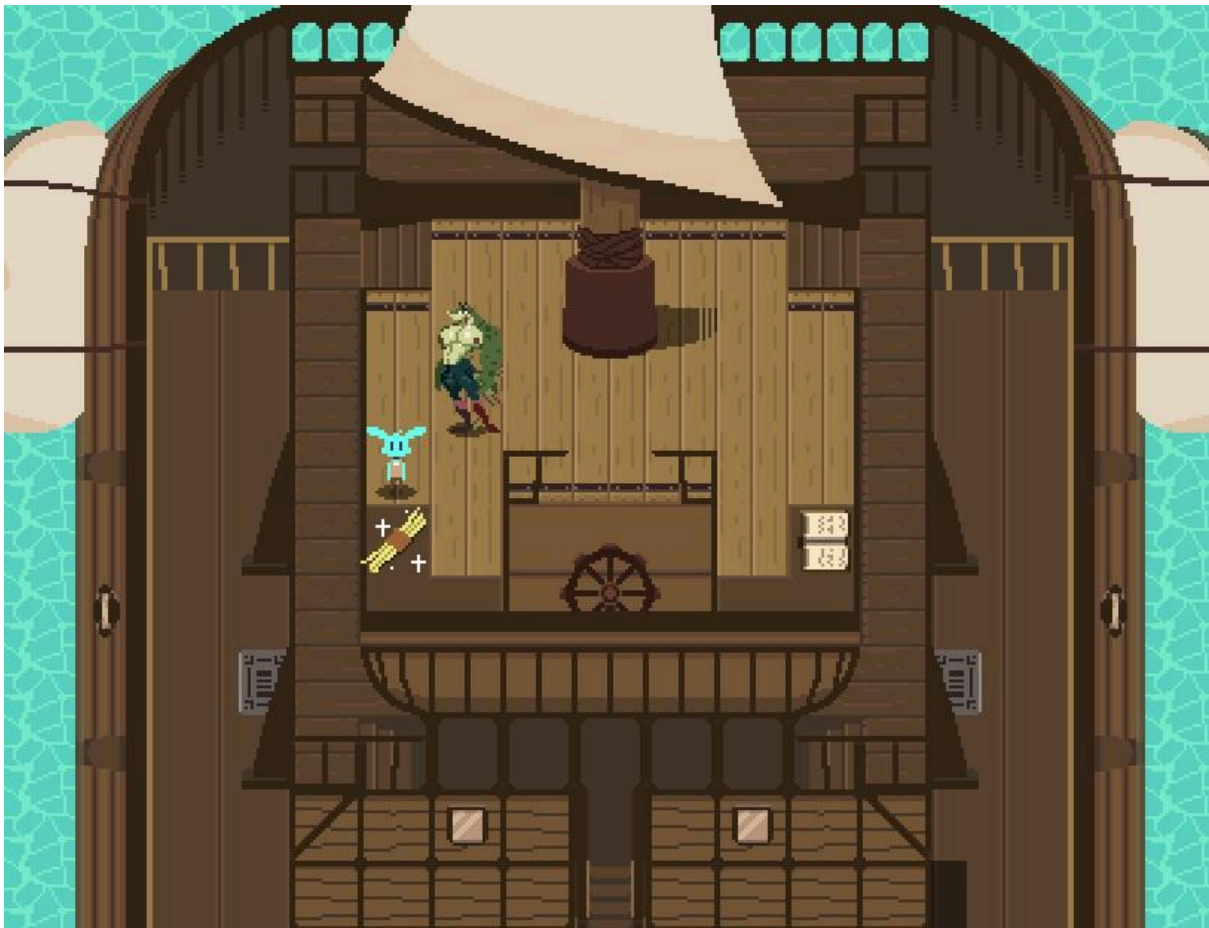
After this, these two chests will give you 500 gold any time you reach his throne room again. Once you got the entire set, you'll get a cutscene where Rubyro asks the Adventurer to fuck him, and he'll gladly oblige. From now on, interacting with Rubyro will give you the choice to either get ported back, or fuck him again.

Pirate Ship (Day 1)

Talk to Dolpho to get on board. During a cutscene, Fucko will give you a tour, to show you where everything is. Afterwards, Lace and Wulfrick will do their own thing, and the Adventurer is left alone. Before the crew can set sail, you gotta do some quests first. You start below deck, check the kitchen in the upper left area, and talk to Ryon. He'll ask you to grab 5 cooking ingredients spread all over the ship, starting the *Food On The Table* quest. All the items are sparkling, so they are easier to identify.

Head downwards and to the right til you reach the sleeping-berths, you'll find **Tomato Paste** sitting on the table. Head upwards to the storage room where Paparot is standing, and grab the **Orange Juice**. Now head upstairs, there's a **Carrot** laying on the ground next to a chest. Now head to the right, in the upper right corner, below Foxot, is **A Can Of Beans**, and in the chest is a **Health Elixir**.

Head back and get up the stairs to the steering wheel, where Scarr is standing, and grab the **Spaghetti**. Now you can return to Ryon, but before you do, talk to Scarr to start the *A Place To Sleep* quest. He wants you to go grab some guest beds from the office, and bring them to him under deck to the sleeping-berths.



This one is pretty easy, just get back down and go through the wooden door, the beds are in the right corner of the office room, sparkling on the ground.

Now it's time to leave and go back all the way to the other side of the ship, where Shade is standing. Talking to him will start the *Oilguy* quest, and you'll receive **Oil For Old Oil Lamps**.

You need to refill 5 oil lamps on the ship. With the quest now active, the lamps on the ship have all started sparking, so you can find them much easier. One is in the very same area, just a bit further down. The next one is in the next room in the upper left corner, just where the carrot was. Continue to the left, there's a lamp standing on the boxes to the left. Enter the wooden door to the map room, and fill up the lamp sitting on the table. Now return under deck, the final lamp is all the way to the right in the upper corner of the sleeping-berths. Now you can return to your quest givers, Scarr is waiting just below the final lamp. Talk to him, get the "Great Work!" event, and receive 1 stat point. Ryon is still waiting in the kitchen. Do the "Food On The Table" event with him, and receive 1 stat point. Then it's time to return to Shade upstairs. You'll get the "Slurping Ninja" event, and 1 stat point. Strangely enough, there won't be any pools of cum left after any of those sex scenes. I guess the pirates are just super stingy!

Note: After the final sex scene (the order doesn't matter) a very, VERY long cutscene starts. After this, it'll be a while before you can move around on the ship like this again, so make sure you check out everything you meant to beforehand.

The next morning, you're taught how to navigate the ship between the Western Island and the new Pine Island. After that, Fucko joins your group, and you can now fast-travel between the islands. However, Fucko won't be able to join you if you head back to the Western Island. For now, let's pay the new island a visit though, since the pirate crew is in dire need of some supplies.

Pine Island

After a cutscene, the *Fruits For Ryon* quest starts. Now might be a good time to save at the Statue. You can always return to the ship by talking to Dolpho.

Head south, and you'll meet the final merchant for the market hall quest: A giant dragon named Horgath. After talking to him for the first time, he'll give you an **Iron Mining Pick** which you can use on rocks with gray, little spots all over them. Those are *Iron Ores* you can mine from those nodes. The nodes on this island will just give you one iron ore at the time, but you can keep mining until the nodes go blank. Each time you mine from a node, there's a 50% chance it'll get depleted. If you ever run out, the giraffe NPC in front of the base will trade you *Iron Ores* for *Studs*, or you can use this island's Altar of Refillment (more about that down below).

Tell Horgath about the market hall on the Western Island, and he will swim there right away. Because right now, he can't craft you anything, and only sell you *Oilets*.

Before we continue on Pine Island, let's finish up the *Market Hall* quest first! Return to Shiptown and talk to Retmat, the green bird guy in front of the market hall. (Check the Market Hall subchapter for details.)

Now it's back to Pine Island. Return to where you met Horgath for the first time, and go left. There's a giraffe NPC who wants to buy *Studs* from you. You can either trade them 1:1 for *Iron Ores*, or get a *Recipe for Steel Armor* for 10 *Studs*. The enemies on this island can randomly drop *Studs*. Once you have enough to purchase the recipe, Horgath will learn how to craft a bunch of new items at the market hall, and so does Vogla.

Next we check out the weird stone building. Inside we meet an NPC who tells you that this is this island's fuck base. In order to enter, your SEXY stat needs to be at least 5. This shouldn't be a problem, as you should've come across plenty of equipment during your journey that boosts your SEXY stat (there are more on this island). In fact, two *Golden Cock Rings* equipped are enough to open up every single door in this base. Once you interacted with the gate with a high enough SEXY stat and it opened for you, you'll notice there's a couple of *Pools of Cum* everywhere. Overall, the base has enough of them for three **Bottles of Cum**, so make sure you got enough *Empty Bottles* ready.

Heading downstairs, you'll come across a bunch of locked cells. If your SEXY stat is high enough, you can open them all. When you try to enter them, the game will tell you which characters you need to find and send to the base first.

Speaking of, there is one more beefy bottom we can add to the base right away, who's not on Pine Island though: The Skunky Hunk we got the *Biker Jacket* from at the bar in Shiptown. Just head back and talk to him after you open up the base, and he'll gladly join you there.



Back to Pine Island we go. Unfortunately, the remaining guys aren't as easy to persuade. Before we take care of those horny roughians though, let's return to the area where we found Horgath, and head south now. Looks like it's puzzle time again. A lot of bridges, but a lot of them got holes in them. Luckily there are boulders next to each one, which you can simply push between the bridges, so you can hop over. It can be a bit tricky to figure out which ones to go for at first, but you'll get the hang of it pretty quick. In the upper right corner of this area, you'll find another pedestal with one of Wulfrick's toys stuck in it. Head up there and grab it. You'll get **Toy 03: Butt Balls** and Wulfrick will learn the skill *Hug*.

After you're done pushing the final boulder, you can head down into the forest part of this area. Follow the path for a while, until you reach a red chest with a **Potion of Potential** in it, which you can use to increase one stat of one of your characters permanently. You can only select a skill you can increase normally with stat points as well. For example, with Lace, you can't use this potion to increase his *Speed*.

Now return to the crossroads on this island again, and head to the right. A cutscene will play, and now we got a clear goal: Get the purple fruit behind the clearly unpassable ledge. Since we can't reach it, we have to walk all the way around. Talk to Shade for another cutscene. If you don't talk to him before you give the purple fruit to Ryon, he'll disappear.

Since this isn't a dungeon, all enemies are visible. If one of them runs into you, a fight starts. After you defeat them they disappear for a moment, but respawn after a couple seconds. Each one of the enemies in this area can drop **Loot Boxes**, which can be used to gain the following crafting items: *Cotton Scrap, Linen Scrap, Iron Ore, Ruby, Sapphire, Flaming Ashes, Small Gemstone, Gold Nugget, Coal, Pink Cleome, Abyss Petunia, Slime Goo, Potionia, Mana Lily*. Which one you get is random, just like the amount, it's either x5, x10, x15 or x20.

Time to fight! Let's do Rowdy Growler (the hyena guy), since he's already within range. He is weak to *Water* and *Sword*, and he can drop the following: *Useless Junk, Potionia, Linen Scrap, Stud, Shooty-Tooty, A Bottle Of Lube, Ripped Jeans*.

In order to get him to join you in the base though, you need to use the following sequence of ACTs: *Dirty Flirt - Suggestion (Take Off Shirt) - Feel Pecs - Suggestion (Open Pants) - Feel Cock - End Fight* (The last one isn't necessary for him to show up in the base, but no need to drag this fight out)

Don't worry, all the enemies on this island can be in two places at once, so even if they are at the base, they'll also still be patrolling the outside area, it just takes them a moment to respawn.

Behind the bridge past the hyena guy is a chest with **100 Gold** in it. Now head downwards, you'll come across another chest with **3 Health Brews** in it. Then it's time for the next enemy, a white lizard guy called Agitated Guy.

His weaknesses are *Thunder* and *Axe*, and he can drop the following: *Useless Junk, Potionia, Linen Scrap, Stud, Very Sharp Claws, Slit Bullet, Filled Up Condom*.

If you want him to show up at the base, use the ACT *Check Him Out* first. This'll turn him into No Longer Agitated Guy, and he gets **SWEATY**, which will make him extra vulnerable to Thunder-attacks. Don't make use of that now though, instead use the ACT *Lick Your Lips*. Now he is Horny Guy, and charmed, which means there's a chance we won't attack during his round. Now use *Lick Your Lips* one more time, and he will show up at the base now. You still gotta defeat him by bringing his HP down to 0 first though.

Cross the bridge and head upwards, there's a chest containing **2 Studs**. Now head back down and go right, behind the wall of trees, and back up. You'll meet a huge taur called Grumpy Tank. He's weak to *Fire* and *Pistol*, and he can drop the following: *Useless Junk, Potionia, Linen Scrap, Stud, Stump, Anklebangles, Dark Dildo*.

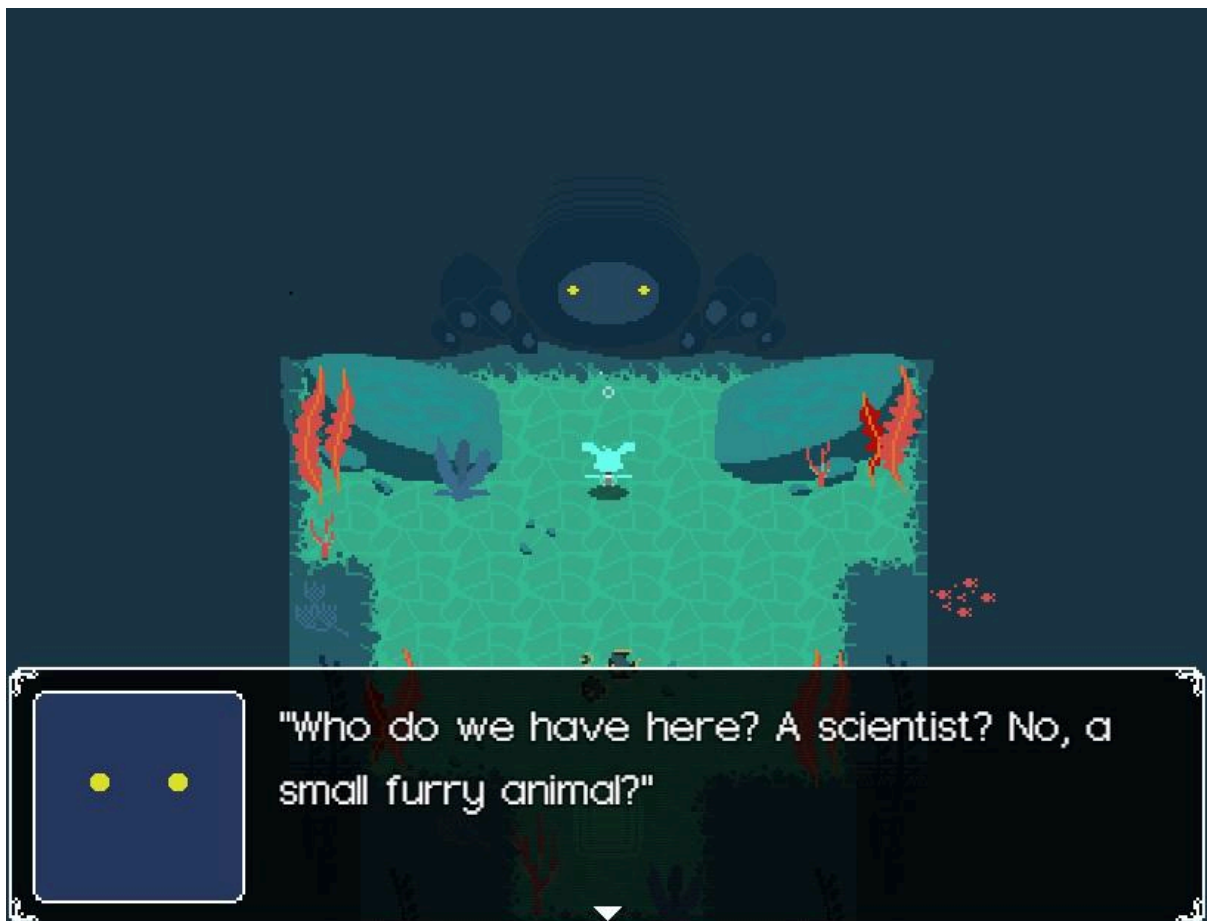
To get him to join you in the base, use the following ACTs: *Precise Strike - Caress Balls - Ball Play - Pump The Junk - End Fight*

Continue upwards and enter the next area. After following the path for a bit, you'll meet Frisky Zapper, a caracal. He's weak to *Water* and *Dagger*, and can drop the following: *Useless Junk, Mana Lily, Linen Scrap, Stud, Just A String, Trusty Cock Ring, Absorber*.

If you want him to show up at the base, use the following ACTs: *Slap Ass* (it doesn't matter which one you pick) - *Offer Ass - Offer Dick - End Fight*

Keep walking until you find a doorway. Before we head there though, check out the area below. There's a chest with **2 Mana Brews** in it. Now enter the doorway, and we find ourselves at another beach. There's a chest with a **Speedo** in it (*Note: If you already got a Speedo, this chest will contain 150 Gold instead*). The path up left is currently blocked by a *Bottle of Poison* which you can't pick up unless you've started the *Poison quest* (check the rest of the chapter for details). Once you've picked up the bottle, you can access the area behind that, where you can find another Altar of Refillment, which you can pay 500 gold to refill all the iron nodes on this island. This only works if you already got the *Iron Mining Pick* in your inventory.

You can talk to your group members on the beach, and each one of them will have a different reaction towards you, depending on whether or not you're wearing the *Speedo*. And yeah, you should definitely put on the *Speedo* now if you haven't already, because you can jump into the water here. Of course, that only works if either that fish NPC at the Western Island beach or Fucko in Piratetown already gave you the ability to breathe underwater. There doesn't seem to be much, but upon inspecting the sparkles, a giant sea monster will draw near!



It turns out to be a huge slime called Slime Man, who looks suspiciously turquoise. Hmm! Don't waste your time fighting him, none of your attacks can actually hit him. He only wants to talk, and after seven rounds, the battle will end automatically. Just keep using the ACT *Listen* or press the right arrow key to skip your turn until he's done. He'll give you a blue orb that is the **Essence of Saphura**.

Return to Shiptown and talk to Anubu about “Strange Items” and the “blue orb”, he’ll tell you more about it, and you’ll unlock new crafting recipes for both Anubu and Vogla. However, he won’t be able to tell you that this orb also doubles as a key, unless you already completed the *Fire Dungeon quest* on Western Island.

If you already met Nick (the sea monster from the underwater cave at the beach of the Western Island), Slime Man will give you directions to Nick’s Home, so you can visit him. His home now appears on the overworld map, and can be reached via ship.

Time to leave the beach and head left. There’s a chest with a **Magical Leaf** inside. Further down is a black cat NPC standing, but this “battle” is gonna be different. Since he’s facing away from you, walking up to him will startle him, hence why he’s called Startled Fellow. You can attack him, at this point just one attack should be enough to bring his HP down to 0. But that’s not what you need to do in order to have him show up at the base and get his loot. You gotta use the ACT *Catch* to save him, but this will only work if the Adventurer’s Speed stat is at least 40. By now, you should have plenty of items that boost your Speed sufficiently, just make sure to equip them before you startle him. If he ends up falling down after all, there’s not much you can do, just bring his HP down to 0, and wait for him to respawn, then try again.

Once you rescue him successfully, you’ll get a short cutscene. The fellow will hand you his **Kitty Key**, which you can use to open the chest right there. Inside there’s the **Kitty Catty** and some **Sneakers**. The black cat guy will now also show up at the base.

Head to the right and downwards, across some bridges you’ll meet an NPC who will ask you if you like poisons. If you say ‘yes’, you’ll start the *Poisons quest*, and he’ll ask you to bring him 3 *Bottles of Poison* in exchange for a new *Dagger* skill. You most likely already saw all three of them, but couldn’t pick them up until now. But just in case, here’s the locations:

1. At the beach where you met the giant slime monster.
2. In the area with the broken bridge puzzle, next to the pedestal with Wulfrick’s toy.
3. Down in the basement of the base.

They’re big and purple, and really hard to miss. Once you return to the guy with all three bottles, you will receive the **Piosoneer**.

Now, it’s time to head downwards and finally get that purple fruit! Which we’ll get. Eventually. After a cutscene where we meet one of Foxot’s relatives. After that, we got the **Purple Fruit**, which is what we came here for, and now we can continue.

Head back to the beach, and you’ll get a cutscene where Fucko tells the crew what happened. All the pirates at the beach will now have new dialogue if you talk to them. Now you can talk to Dolpho to continue your journey. But first, we got all the hot bottom guys showing up at the basement, so let’s return! As it turns out, there’s quite the party going on already. *Note: If both Skunky Hunk and Frisky Zapper are at the base, the skunk’s getting his ass stuffed by the caracal upstairs. When it’s only Frisky Zapper, he’ll mention his skunk pal in Shiptown as a hint.*

Head downstairs, now you can check out the cells. The sex scenes in this prison appear in a separate room in the Rewatch House, and are simply named after the number next to the respective cells they take place in. In cell "5", the white lizard guy will show up. In "7", the hyena and the taur appear, and in cell "9" you can find Frisky Zapper and Skunky Hunk for some threesome action. In "11" you meet the cocky giraffe NPC from outside. He doesn't even require you to do anything beforehand, he just shows up in there as soon as you enter. In "13" you'll meet the Startled Fellow, aka the black cat dude. He only shows up after you successfully caught him once during his "battle". The "15" of the final room is colored pink, which is a hint as to whom you'll fuck in there. This door can only be opened after you've started the *Pink Dragon quest* and already fucked him in the restrooms in Shiptown. If you haven't started the quest yet, it will start upon reading the strange letter at door "15". After you've fucked the pink dragon and convinced him once and for all that he gay, the quest is completed, and the dragon will appear upstairs. Talk to him to receive the **Pin Of Acceptance** as reward. The other NPCs upstairs will have some new dialogue about the newest member of the gay side. The hyena and taur will have their new dialogue after you did their event.

These events are more interactive than the previous ones, as you can decide which one you wanna get it one with, if you wanna switch, if you wanna get sucked off, give a handjob, give a rimjob, fuck someone, and so on. It doesn't matter what combination of choices you use, in the end, each of these sex scenes will give you *1 stat point*. You can repeat these events as many times as you like simply by re-entering the cells, or by checking out the respective room at the Rewatch House. You'll only receive stats points the first time you watch each event though. And now, we can continue our journey with the Fuck-Ups!

Nick's Home

After your first encounter with Nick in the underwater beach cave on the Western Island, and your talk with Slime Man in the underwater area of Pine Island, this area will open up on your world map. You can use the ship to travel there, but since the Adventurer is the only one who can breathe underwater, the rest of your friends cannot follow you (Well, Fucko could, but he doesn't want to, I guess). The first time you enter you'll get a short cutscene. Nick's home is rather small, but you can get a couple items here: If you already found the *Hat* and *Rare Hat*, there will be a **Legendary Hat** floating around. You'll also find a floating gun called **Stinker** for Fucko, and there's a blue chest with a **Hydro Ring** inside. Talk to Nick to receive **The Sea's Song**. Not much else to do here for now, except maybe checking out Nick's interesting furniture.

Pirate Ship (Day 2)

After you give the purple fruit to Ryon and return to the ship, the pirates will set sail for Piratetown. The ship will stop in the middle of the ocean though and a cutscene plays. After breaking the news to Foxot about his sister, we'll get another cutscene, consisting of Squido leading you downstairs to do a little laundry job for him, which starts the *Laundry quest*. Don't worry, you don't have to actually do anything, as Squido will just instantly solve the quest for you before you can even react. After that, and an 'interesting' flirt attempt, it's time to bang in the "*Seduction*" event, and you'll receive *1 stat point*. Once you're done stuffing Squido's fuckhole, you decide to check on Dolpho and Foxot, which starts the *Check Out The Vibes On The Ship quest*. Dolpho is in the map room, and Foxot is standing on the other end of the ship. Talking to Foxot and Fucko will end with the "*Let Your Frustrations Go*" event and *+1 stat point*. In the map room you will get the "*Navigate This Ass!*" event with Dolpho and *+1 stat point*. After that, you decide to check downstairs if dinner's ready. You'll get a cutscene with Wulfrick, followed by another dinner cutscene with the entire crew. After that, you get a cutscene where you play cards with Foxot and Dolpho, but the chill vibes are gone rather quickly, as the weather gets worse and we're forced to interrupt our journey to Piratetown by spending the night at a tiny group of small islands called Rocky Oasis. So after a cutscene with a highly upset Fucko, we set sail for Rocky Oasis.

Rocky Oasis

We reach this place in the middle of the night during a storm. You can pick up a **Recipe for Guardian's Iron Pin** on the ground, which you can give Horgath at the Market Hall. A little bit further below are Fucko and Lace. Go talk to your captain for another cutscene. And woaaa, the plot thickens as yet another cutscene follows, showing us a confrontation between our demonic friend and Shade. What was that about? Oh well, back to the ship we go! Don't worry, you can come back here later after you finish the *Day 3 quest* on the ship. By then it'll be day at the oasis, and you can talk to Dolpho when you wanna leave again.

Pirate Ship (Day 3)

You return to the bunks and get to sleep with all the other himbos. The next morning, the Adventurer can't help but notice Borg's breedable ass from across the floor! You get the *"Morning Routine"* event automatically, followed by *+1 stat point*. After that, you're off to Dolpho in the map room. The navigator fish asks you to get Fucko for him, which starts the *Day 3 quest*. Just head to Fucko's "office" above the map room, and watch the captain's unparalleled flirting skills to unlock the *"Captain's Orders"* event and gain *+1 stat point*. After that, Fucko wants you to help Paparot with the boxes below deck. Once you reach him, the sex scene *"Checklist"* will play, and you gain *+1 stat point*. After that you go talk to Dolpho and Fucko again, and the quest is completed. Now you're back at the overworld map, and you can visit Piratetown.

Piratetown

Once you enter the island we get a cutscene, it turns out Foxot already left to see his dad, and the group decides to look for him, starting the *Piratetown quest*. When you talk to Dolpho you can either get back to the overworld map, or re-enter the ship. There's nothing new there though, and most of the pirates have left.

Main Quest

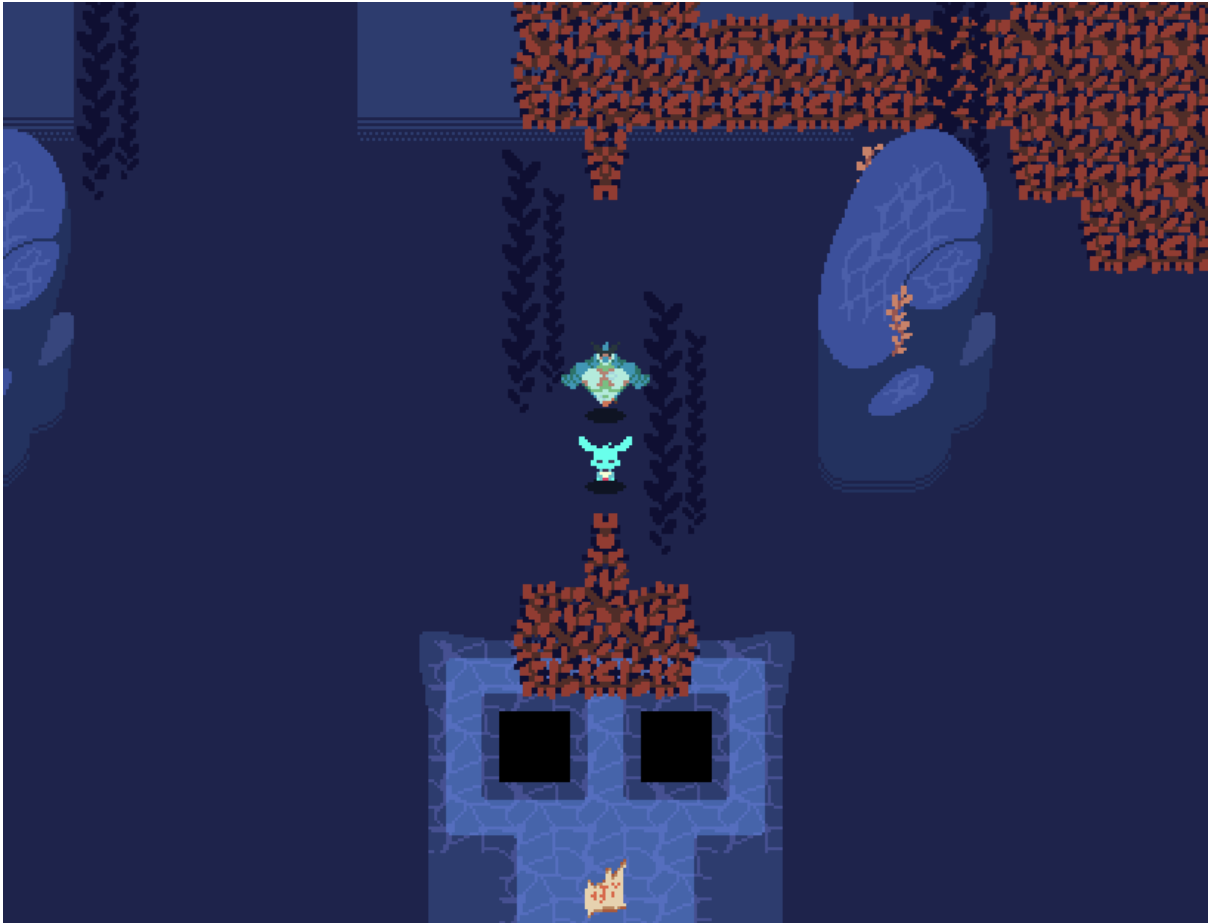
Vulfox

Head for the large building all the way down to the left with the pink NPC called Xero in front of it. He won't let you through though, and after another cutscene the group decides to ask around for another way in. The only one who can actually help you however is the lighthouse keeper, a huge seal dude called Billy who lives in the small building all the way up to the right. He'll recommend you try the underwater passage to get into Vulfox's house.

Once you approach the pool of water in the middle of the map, a cutscene plays. Lace and Wulfrick don't wanna go for a swim, so it's just the Adventurer and Fucko. If the Adventurer can't breathe underwater yet, Fucko will hand him a magic capsule that grants him the ability to do so. Adventurer will put on his speedo if he isn't wearing it already, and in case you still don't have one, Lace will hand you one from the nearby chest, which you auto-equip. Jump into the water, you'll get another quick cutscene, and then you're free to roam. There are sapphire nodes everywhere in the water. If you already got the *Sapphire Mining Pick* from Lozmo the blacksmith, you can get *Sapphires* from those stones. Each time you mine from a node, there's a 50% chance it'll get depleted. You got a couple NPCs down here you can talk to as well.

The path down there splits, with a chest in plain sight near the right path containing a **Wet Shirt**, while the upper left path leads you to a pair of **Lost Shoes**, which you can't pick up yet, unless you already got the *Sunken Shoes quest* from the gray wolf NPC. To the right of where the shoes are, you can swim up to find an Altar of Refillment, where you can pay 750 gold to refill all the sapphire nodes. This only works if you already got the *Sapphire Mining Pick* in your inventory. Once you have at least one *Sapphire* in your inventory, you unlock the *Sapphire Ring* recipe at Wizzy's shop in Shiptown.

If you swim to the right, down below is an invisible path, swim across to find **Note Piece 4#**.



Above the secret path, you find the entrance to the Water Dungeon. Further to the right you can get up to the surface to a hideout. Check the respective chapters for details. Northern to the Water Dungeon entrance is another chest, which has a **Health Elixir** in it, and a bit to the left from that is a chest with **150 Gold**. Further up from the Health Elixir chest, you can get to the surface and enter another cave. The first time you get in there, you unlock the “*Small Break*” event and gain *+1 stat point*. There’s also a save statue, and further up, a spooky pirate ship wreck. However, there isn’t much else, unless you already got the golden badge, and started the *Missing Heart quest* (check the Bounties subchapter for details). For now, follow the path to the left. You’ll find the exit that leads to Vulfox’s mansion, where you’re greeted by another cutscene. Head upstairs, and we get another cutscene, where Adventurer and Fucko almost get caught. Then head all the way up towards the meeting between Foxot and his family, and see another cutscene.

After being put to sleep by magical dragon sweat, you wake up in a small room with a locked door. After a cutscene, you can talk to Foxot and Fucko, and also read the books on the shelves. The key to get out is very obviously placed on a table though, so you have no trouble getting out. After Foxot and Fucko run off to face Vulfox again, you can check out the room to the right, and read the books on the shelves there, too. Now head downstairs, there's another bookshelf you can check out on the way. You can't leave the house before you face Vulfox again with your friends. Time for more magical dragon sweat sleep! You wake up in the exact same room, but without the key this time. Don't worry though, Shade shows up to help you flee. After the ominous cutscene and escaping the demon, you head downstairs to face Vulfox one final time. He eventually agrees to let you be if Foxot joins the Quest Guild and proves himself by earning a platinum badge. Everyone agrees, Vulfox hands you a **Quest Guild Recommendation**, you meet up with Lace and Wulfrick outside for another cutscene, and then the quest is finished. Now the *Join the Quest Guild quest* has begun! You can still return to Vulfox's mansion and talk to the characters, but you can't steal from their chests.

Quest Guild

The Quest Guild building is right to the Bounty Board. If you already started the *Join the Quest Guild quest*, you will get a cutscene where Fucko lets you know that you should talk to Buba about the badges, and the *Piratetown Quests quest* starts. You can talk to the snek NPC and orc NPC sitting there, and there's also Gruffe, the huge wolf dude from the Fire Dungeon. If you talk to him here first and then get his sex scene in the Fire Dungeon, he'll have some slightly changed dialogue. He'll also comment on whether or not you already joined the guild, and if you met him in the Water Dungeon.

Read the books on the bookshelves. Further above is a white bunny NPC called Buba and a giant cat called Lior. If you already got a *Quest Guild Recommendation* from Vulfox, Buba will give you a **Quest Guild Copper Badge**. Quest completed! Buba explains that upgrading your badge will grant you more access in the guild. You upgrade it by spending *Quest Commendations*, which is a new currency you can earn by fulfilling guild quests, and then spend at Buba's booth to upgrade your badge to silver, gold and platinum. OC can also be used to buy stuff from Quest Guild shopkeepers. Buba will give you **1 Quest Commendation** for free. Now starts the *Route to Paradino quest*, and you can also accept quests from the Bounty Boards. Besides the one outside, there is also one inside the guild, just below Bubba, so you don't have to go outside every single time to accept a new quest. Right to the quest board is another board that lets you know that you gotta talk to Buba when you wanna hand in a quest, and that you also cannot hand in Quest Guild quests from other regions.

Lior has a shop where he sells spell books for *Quest Commendations*.

At first, he only sells the following: *Book of Snap Spark*, *Book of Splash*, *Book of Zap*, and *Book of Wind Sphere*.

Once you get the silver badge, his offer expands to: *Book of Overheat*, *Book of Waterblade*, *Book of Thundershock*, *Book of Gust Point*, *Captain's Hat*, *Captain's Coat*, *Captain's Rings*, *Captain's Pants* and *Captain's Boots*.

When you have the gold badge, he'll also sell you: *Batwing*, *Book of Phoenix Bomb*, *Book of Hydro Vortex*, *Book of Stormburst*, and *Book of Tempest Rush*.

You can talk to Buba about the Quest Guild, Rewards, Piratetown, and Quest Guild Recommendations. With Lior, you can talk about the Quest Guild, his Shop and Piratetown. After you've unlocked Gruffe's "*Product Testing*" event on the third floor of the Water Dungeon, you can do some additional stuff here.

Gruffe will have something new to say, and if you got some *Tentacle Slime* in your inventory, you should talk to Lior next, he will give you a recipe for bottling up the *Tentacle Slime* you found. For this, you will have to return to Shiptown to Lace's alchemy station. There, a new item has appeared in the recipe list called "Something Goopy". With this, you can craft *Bottles of Tentacle Slime*, which you can then sell to any merchant for a lot of money.

Left to Buba you can go upstairs to a teleporter that brings you to your own private Quest Guild room, once you have unlocked the silver badge. The stairs to the right lead to the Quest Guild lounge, but you need the silver badge in order to use the teleporter.

Once you get the gold badge, Vulfox will appear in the quest guild's main room. When you talk to him, he congratulates you for making it to gold. And once you've completed every repeatable bounty quest for the guild at least one time, Buba will give you 25 QC. The *Piratetown Quests* quest will be finished, and he'll ask you to go see Vulfox in the lounge. Talk to him there to unlock the "*Leader's Reward*" event and give your group +1 stat point. Afterwards, Vulfox will give you Vulfox's Favor, which permanently increases the amount of Quest Guild Commendations you receive for completing quests. 1-star quests will give you 2 QC, 2-star quests give you 8, and 3-star quests will give you 15 QC.

Quest Guild Lounge

Once you have the *Quest Guild Recommendation* from Foxot's dad, you can talk to Buba to start the *Route to Paradino* quest, which asks you to collect 10 *Quest Commendations* (check the *Bounties* subchapter for details), so you can buy the *Quest Guild Silver Badge* from Buba. Doing so gets you a cutscene (once you exit his shop/talk menu), in which Buba will recommend that you speak to Rexardo next. He's in the guild lounge, which you can now enter. Go up the stairs to the right, where, now that you got the silver badge, you will get a cutscene. You can now use the teleporter in the middle of this room, and enter the Quest Guild lounge, where you'll be greeted by a polar bear NPC. Enter the lounge through the upper door. Right in front of you is a bar. The pangolin barista behind it sells *Health Droughts*, *Gourmet Candy*, *Firelungs*, *Deep Water*, *Electrolight*, and *Zephydro* for QC. Once you have the gold badge, he also sells *Potions of Potential*. You can also talk to him about a couple things. There's also a dragon-like NPC who tells you how elemental resistance works (since the barista sells drinks that can permanently boost your resistances). Wulfrick stands next to the bar, Fucko is further to the right, and Lace is all the way up listening to the piano player. Near him is an owl-like NPC called Professor Eron you can talk to. He's only here until you reach the forest in Golorock though. In the bottom right corner sits a lion NPC called Jabari, who offers you a "warm welcome" once you have completed 20 quests for the quest guild. Once you do, you can unlock the "*The Welcome*" event by talking to him, and gain +1 stat point. From here, head upwards, and you'll come across Dunny, the purple dog you already met on your journeys through the dungeons. You can talk to him about Dungeons and the Quest Guild, but most importantly, he can hand you repeatable quests to rerun the main dungeons you have already beaten! Accept one of his quests, and once you've beaten the three bosses of that dungeon, come back to him, pick "Turn in DR challenges", and you

get a huge amount of Quest Commendations. Beating the Fire Dungeon again gets you 25 QC, and the Water Dungeon 50 QC.

You can also buy things from him related to dungeons you've already beaten. After defeating Hunkypunk and unlocking the Recipe for Magnificent Gem, you can buy *Gem Bracelets*. The Fire Dungeon store has *Fiery Loot Boxes*, *Melting Boxes of Loot*, and *Ruby Bracelets* and the *Book of Fireball* once you got the gold badge. The Water Dungeon store has *Watery Loot Boxes*, *Rushing Boxes of Loot*, and *Sapphire Bracelets* and the *Book of Mist*, if you got the gold badge.

If you buy the **Dungeon Difficulty (hard)** from him, you unlock the option to switch the Fire Dungeon into hard mode, by talking to Dunny and navigating to the settings in "Dungeon Difficulty". By setting the dungeon to "hard", enemies will gain more HP and higher stats, also they and the chests will drop new, more valuable items. Don't worry, you can always switch back to normal.

Walk back down and all the way to the left, you'll see Rexardo, the t-rex you've been looking for, sitting on a couch. Talk to him to unlock the "*Rexardo*" event. You won't get any stat points from this, but afterwards, the road to Paradino will be unlocked. Once you have finished the *Paradino Quests quest*, you can return here, and unlock the "*Rexardo's Needs*" event with him, to get +1 stat points, and **Rexardo's Favor**. But for now, return to the pirate ship and leave the island. Once you're on the overworld map again, you'll get another cutscene where the crew discusses heading to Paradino next.

Quest Guild Home

Buying the silver badge from Buba unlocks the teleport on top of the left stairs to your own, personal room in the guild. The first time you enter, Buba shows up to explain its mechanics to you. Your group members are busy in the room with different things, based on what design you picked for the room. They can also be talked to, or you can hang out with them. The huge, orange pic in the middle of the room can be used to change the room's design to that of any island where the Quest Guild is present, where you have already completed all region-specific quests for the guild. The room also gets bigger the higher your guild rank gets (WIP). Talk to Wulfrick in the regular home style where he's trying to cook. Talk to him and ask him to hang out to unlock the "*Wulfrick Guild Home 1*" event and get +1 stat point for the group (only the first time you watch this scene). Same goes for when you talk to Lace in the regular home style and ask for a hangout, you'll unlock the "*Lace Guild Home 1*" event, and your entire party gains +1 stat point. Same as Fucko, who gets you the "*Fucko Guild Home 1*" even and +1 stat points. Switch to Piratetown style, and asking Wulfrick to hang out will get you the "*Wulfrick Guild Home 2*" event and +1 stat point for the group. Talk to Lace and ask him to hang out, and you'll get the "*Lace Guild Home 2*" event and +2 stat points for everyone. Right next to the entrance are two blinking machines. The red one on the right can be used to unlock Guild Home Buffs, which are passive skills that can be permanently applied to each character. Each time a character has leveled up by 10, you get a choice of three buffs for that specific level and pick one of them for that character. You can only have one buff from each of those triple packs active at all times per character, but you can return and change them any time you like. Currently, only the Guild Home Buffs for level 10, 20, 30, 40, 50 and 60 are available for each character.

The left, blue light can be used to link other stores to your home, so you can shop and craft “online”, so to speak. In order for this to work, you must have already completed the *Market Hall quest*. Then, once you interact with the blue machine, you will learn a code you need in order to connect your guild home with the market. The code is 01100111 01100001 01111001, which is just binary for g-a-y. Now you got the *Connected quest* started, which requires you to revisit Retmat in the Market Hall in Shiptown. Talk to him, and he will ask you about the code. You can type in the full code manually, but you can also simply cancel. If you do, Lace will solve the code for you. Now you can access all the Market Hall stores from your guild home, and the quest is finished.

Side Quests

To the left of your ship is a crocodile merchant called Gor, who sells *Health Brews*, *Health Elixirs*, *Mana Brews*, *Mana Elixirs*, *Life Potions* and *Empty Bottles*. You can also talk to him about Piratetown and Captain Vulfox. Further to the left is another Rewatch House, which is the exact same one as in Shiptown, so you don't have to switch between islands all the time if you wanna rewatch an event. The chest near the water in the middle of the town contains a **Speedo**, unless you already got one, in which case it will simply contain **150 gold**. You can check out Billy's lighthouse some more. There's an instruction manual for tools laying on the table, but other than that, there's not much, except exploring the second floor. There's a chest which contains **0 Gold**, what a steal! After you check everything, you can leave. A bit below your starting point is a Bounty Board, and an NPC you can talk to. There's also Paparot and Scarr standing there with some dialogue. To the left is a house with a purple tiger in front of. Inside, you can talk to your party members. You can talk to each one of them about Piratetown and Adventuring. Downstairs is a cellar filled with various sex toys. Trying to head upstairs you'll be asked if you'd like one of your party members to accompany you, or if you wanna go alone. Up there is a very romantic bedroom, in which you will be able to bang your friends. When you try to head upstairs you are given the option to ask either of your party members to join you, which rewards you with the following events: *“Upstairs with Lace”*, *“Upstairs with Wulfrick”*, and *“Upstairs with Fucko”*, and of course, each event gives you +1 stat point. Also, you can head back upstairs solo after an event to collect the cum on the floor with an empty bottle, to get a **Bottle of Cum** from each puddle. Talking to the characters, they'll have something new to say after you banged them upstairs. You'll only be able to invite each of them once, if you try to ask them again, Lace will refuse, Wulfrick will be too focused thinking about how much he loves anal, and Fucko thinks you're still too exhausted for another round. Below the Bounty Board outside is a chest, which you can open, but cannot loot, due to it facing the wrong direction. Directly above that chest is another one, checking it *twice* gives you **1 Gold**. To the left and right are cannons, which you can use, but they don't do much at the moment except shoot some cannon balls. In the middle of the town is a bridge that leads to a dark spot in the water, which you can't jump in until you've had a talk with the lighthouse keeper about Foxot.



To the left of the entrance to the underwater section (next to the black bird NPC), out of sight hidden inside the booth with the hat sign on top you can talk to a (very horny) pink wolf merchant, who doesn't talk much, but sells you the *Book of Snap Spark*, *Book of Splash*, *Book of Wind Sphere*, and *Book of Zap*, which all allow Lace to learn the respective spells permanently. In the right booth with the shoe sign on top, you can find Nester the shoemaker. He sells you *Diving Fins*, *Fine Quality Boots*, *Platform Shoes*, and *Seairon Shoes*.

Further to the right is a seagull called, well, Mr. Seagull, sitting on a wooden pillar peeking out of the water. You can talk to it about who it is and what's up in Piratetown. Next to Mr. Seagull is a chest containing **100 Gold**. Right below that to the right you encounter two 'bros being bros' on a small boat, who are about to drift off. Simply interact with the pole in front of them a couple times to reel the boat back in, which rewards you with the "Sailors" event and +1 *stat point*. In the building left to the seagull is Cal's Cafe, where you can talk to the otter who owns the place about Piratetown and Foxot's dad, and buy *Cups of Coffee*, *Sandwiches* and bowls of *Warm Soup* from. There's also Ryon standing next to him. After talking to the other NPCs, you can also check the bedroom upstairs, but there's nothing to grab there, not even from the chest with dirty underwear. The attic further upstairs is littered with boxes, which the Adventurer comments on.

Below Cal's Cafe is a blue lizard NPC informing you that the tiny building next to him is called the "famous BJ shack". Inside you can already see some eager participants, including a stag named Shawn, who asks you if not sucking dick makes men cranky. It doesn't matter how you respond, in the end he'll hand you 3 **BJ Brochures**, and you'll start the *BJ Brochures quest*. You just have to hand these brochures to three short NPCs who are eager for some cocksucking action. First one is a wolf down south, right where the horse is having some fun. There's a chest right next to them which contains a **Magical Bulge Pouch**. Right next to that is a save statue. Next, head all the way back towards your ship, and you'll see a dog NPC next to the pots. And finally, check the Quest Guild to the left, and talk to the snek NPC sitting next to the orc. He won't be showing up at the shack personally, but he'll spread the word. Now you can return, and you'll see the other two NPCs are already getting some. Talk to Shawn to finish the quest and receive a free blowjob for yourself.

Below the shack, you can find a forge, with a pink drake NPC called Lozmo. The first time you speak to him, he'll give you a **Sapphire Mining Pick**, so you can mine some sapphires in the ocean. Wizzy in Shiptown will be able to craft something with those sapphires you find. You can buy the following from Lozmo: *Iridescent Dagger*, *Iridescent Sword*, *Iridescent Axe*, *Iridescent Claws*. You can also talk to him about Crafting, The sea, and Piratetown. In the down-right corner of the town is a gray canine NPC standing with a quest for you. He accidentally dropped his shoes into the sea, and asks you to retrieve them for you, starting the *Sunken Shoes quest*. Once you've found the **Lost Shoes** in the underwater area in the middle of the town, the wolf will give you an **Eye Patch** in return. Right to the gray canine NPC, you find a little piece of land with another one of Wulfrick's toys. Here you'll get **Toy 04: Mass & Girth**.

The building right above them leads to another market hall, with three merchants in it. The one to the left, a crab named C, sells the following: *Bounty Hunter's Helmet*, *Bounty Hunter's Armor*. You can also talk to him about Piratetown and the shops.

The middle merchant, a bird named Bringo, sells the following: *Villain Dagger*, *Villain Sword*, *Villain Pistol*, *Fabulous Staff*, *Fabulous Scepter*, *Fabulous Pistol*. You can also talk to him about Piratetown and Foxot's dad.

The right merchant is a jellyfish named Jello, who sells the following: *Mage Hat*, *Mage Robe*. You can also talk to him about Piratetown and the ocean.

In the bedroom upstairs you can find a chest containing a **Shiny Coin**.

Quest Guild Bounties

Once you have finished the *Piratetown quest* and joined the Quest Guild, you will be able to accept quests from the bounty board. 1 star quests require you to have the copper badge in order for you to accept them, and they give you *1 Quest Commendations* each. 2 stars quests the silver badge and give you *5 Quest Commendations*, and 3 stars quests require the gold badge, and give you *10 Quest Commendations* each. Once you finish a quest, return to Buba in the Quest Guild to collect your reward. Select Reroll on the board to change the quests available. You can have more than one bounty quest active at a time, but not the same quest twice.

Lost Dildo (1 Star): Once you accept that quest, a *Lost Dildo* will spawn randomly in Piratetown. Possible locations are at the bottom right near the wolf NPC, near Vulfox's mansion, and by the underwater area entrance. Once you collect that item, return to Buba to receive *1 QC*.

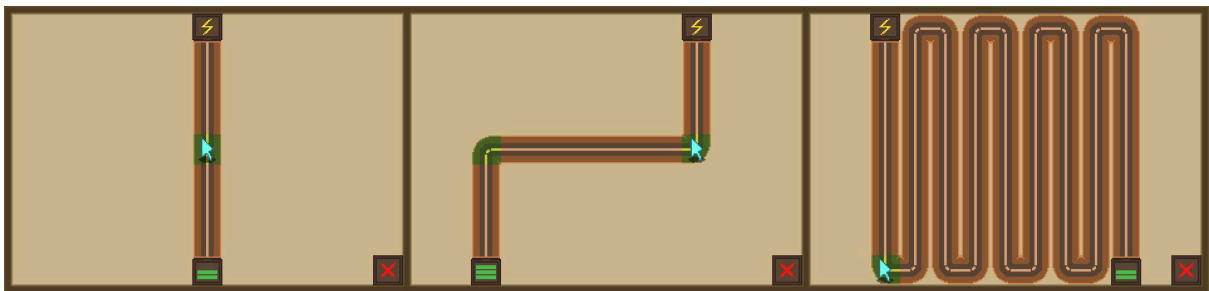
Pirate Cum (1 Star): After accepting the quest, head to the Vulfox mansion and talk to Zilla Roome, the monkey from Vulfox's crew. He hands you *6 Bottle For Pirate Cum* and asks you to clean up the puddles of cum inside the mansion. Each puddle you clean up that way adds a *Bottle Of Pirate Cum* to your inventory, which you cannot drink though and leave your inventory once you finish the quest. Once you've cleaned up all six puddles, the quest is completed, and you can return to Buba to receive *1 QC*. (Vulfox, Xero and Zilla will also have new dialogue throughout the quest.)

Slippery Bird (1 Star): After you accept this quest, a small, purple bird will spawn in the cluttered attic of Cal's Cafe. The bird moves rather fast, you have to press 'use' while it's right in front of you in order to catch it. You can use your party's bodies to block its path. Cal will have some additional dialogue before and after you catch the bird. Return with the *Slippery Bird* in your inventory to Buba to receive *1 QC*.

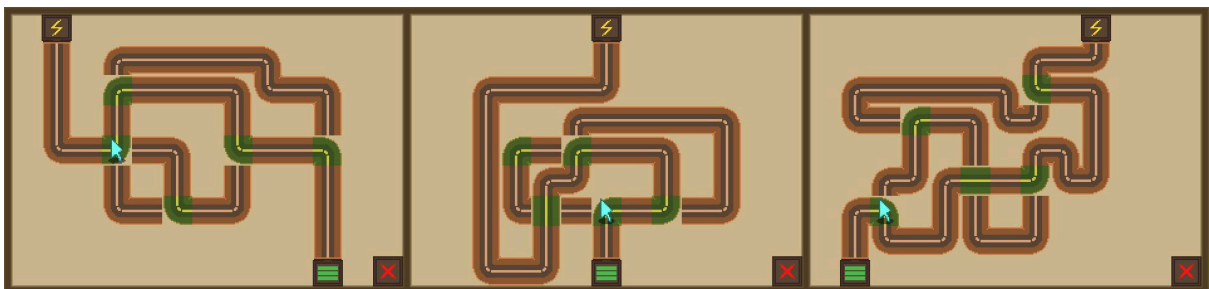
Bag Of Treasures (2 Stars): Once you accept the quest, a green lizard guy will spawn randomly in Piratetown (outside only). Once you talk to him, a fight will start that you can't win, since none of your attacks will land. The thief's own attack pattern is a simple attack, then a double-attack, and then he hits you with his bag, which has a chance to stun you. While he attacks you with his bag, there's always a slight chance for him to drop a *Gold Nugget* or a *Loot Box*. Careful, he will always go first each round. At the start of the fourth round, he will end the fight automatically and run to a different spot in town (there's a slight chance he'll stay in the same place). During this first fight, you just gotta use the ACT *Plan* one time, after that you can just skip or keep using the ACT *Ponder* instead. The latter doesn't do anything, it's just so you can do something while you wait for the fight to end. Find the thief again and start another fight. This time, he will start with a double-attack, but other than that, it's the same attack rotation. You need to use the ACT *Fish For Information* two times, before he runs off again at the beginning of the third round. This time, his rotation will start with a bag smash. Now you gotta use the ACT *Confuse & Distract* two times. If you don't immediately start with that ACT, the thief will simply run away at the start of the next round, and you have to find him again. After the first ACT, he will be charmed, but you still cannot attack him. Use *Confuse & Distract* one more time to infatuate him. You can now use the ACT *End Fight*, or finish him off the old-fashioned way. Now that he's attackable, he's weak to *Fire*, *Axe* and *Claws*. Once he is defeated, you will get a *Loot Box* and the *Bag Of Treasures*. You will only progress to this point if you finish each fight with the aforementioned ACTs, otherwise the next fight will be just like the previous one, until you use the ACTs accordingly. Hand the bag over to Buba for 5 QC.

Labyrinth Garden (2 Stars): This quest requires you to get underwater and swim near the exit towards the Pirate Hideout. There you will find an orca NPC who asks you to bring back his stolen gardening tools. In this area there are overall four gang members. If you try to pass by their field of view (red area), they will force you back. By sneaking up behind them and pressing 'use', you can spook them away though. So the trick here is to open up the blocked paths one by one, so you can reach the next gang member. Pick up the sparkling *Gardening Tools* you find on your way, until you've collected three. Now you can return to Bubba and get 5 QC as reward.

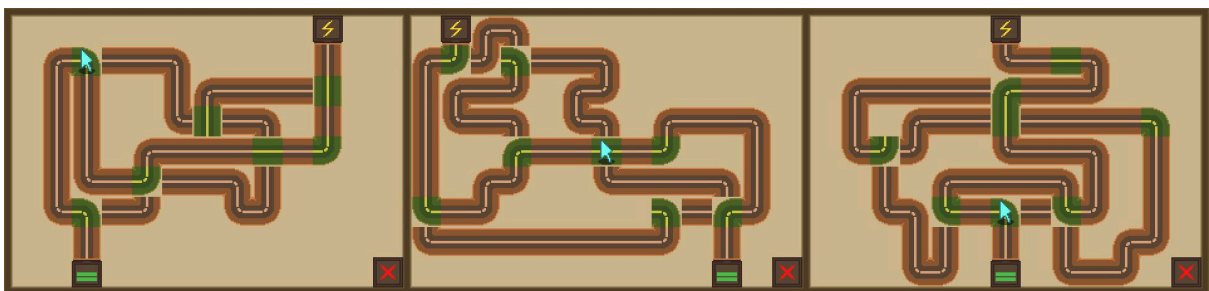
Tangled Cables (2 Stars): Billy, the lighthouse keeper, needs help detangling some cables at his place. Check the Vulfox subchapter for details about him. When you arrive at his place, Billy will have some new dialogue before and after you finish the quest. Check the control panel in the top right corner with the exclamation mark above it, you'll get asked which cable you want to detangle, 1, 2 or 3. You will need to do all three of them in order to finish the quest, and the higher the number, the harder the puzzle. When you pick a cable, you'll get prompted to a screen with copper-colored, pipe-like cables with green links in some spots. Move the turquoise cursor using your arrow keys. You don't have to click anything, you turn the green links by simply moving your cursor over them. The goal is to ensure that each cable fully connects the power source with the lighthouse. If you want to exit, just move your cursor over the red x. Not every part of the cables from cable 2 and 3 need to be connected, the only important part is that a and b are connected. Each one of the three cables comes in three different variants, it's random which one you'll get when you pick one. Once you're done, return to Buba to receive 5 QC. Here's the solutions to cable 1,



cable 2,



and cable 3.



Hideout Hijinks (3 Stars): For this quest, it's gonna just be you and Fucko, since you gotta swim to the pirate hideout (check the *Hideout* subchapter for details). The three pirates there stole some loot from the Quest Guild, and you gotta return it. Each time you defeat either Dule Dile, Klaus or Shaun, you will get 1 *Stolen Loot* along with your regular loot. Once you've collected three, you can return to Buba to finish the quest. Each one of them will only drop one *Stolen Loot* per quest run. It's also noteworthy that all three pirates will have new dialogue while this quest is active. Return to Shaun to receive 10 QC for this quest.

Missing Heart (3 Stars): Head to the underwater area of Piratetown, to the grotto north-east above the entry to the Water Dungeon (the same area where you unlock the "*Small Break*" event with Fucko). You can save at the statue here. Heading up, you'll encounter the ghostly Captain Hogger, who is missing his heart, and now wants yours. A boss fight starts, and since this is the underwater area, you can only use the Adventurer and Fucko for this battle. He is weak to *Light* damage. You can either bring his HP down to 0 normally, or you can rely on ACTs, since he does have some dangerous attacks you might wanna avoid. He can give you the status Soul Burn, which is a specific variant of the Burn state, in which you take continuous damage for two turns, and also take additional damage during one of his special attacks. He can also debuff your characters, which decreases their ATK and SPE. Use the ACT Think, then in the next round, you can use Flirt. Pick them in this order: Rhyming - Ghostly - Horny. Afterwards, he will be temporarily charmed. In this state, all his actions will have the opposite effects, his attacks will heal you, and his debuffs will buff you instead. You will also unlock a new ACT called Soul Light, which removes all debuffs, and makes your party immune to Soul Burn for 3-5 turns. Soul Light will remain available in your ACTs until you use it, but then disappear until the next time Captain Hogger is charmed. You also got three other, new ACTs available, called Give A Handjob, Grope Pecs, and Spread His Butt. To progress, you need to use two of those ACTs before the charmed state wears off. It doesn't matter which, you can even use the same ACT twice. Afterwards, Captain Hogger will return to normal, and you have to repeat the previous procedure two more times. Each time the captain will gain a third of a heart, and with the final one, he becomes infatuated, meaning he will no longer attack, and you can use the ACT End Fight to defeat him. He drops 300 Gold, and Fucko will learn the skill "Soul Darken" after the first time you defeat Hogger. Once you have defeated him, you can always talk to him to fuck him (until the next time you accept the *Missing Heart quest*, of course), and unlock another animated event in the rewatch house. It doesn't matter how you defeated him, even if you never flirted with him. You can now open the two chests behind him, the left one has a **Piece Of A Heart**, and the right one a **Clear Pistol**. Return to the Quest Guild, and Shaun will give you 10 QC.

Magical Orb (3 stars): Once you accept this quest, a wizard will show up next to the Quest Guild's entrance outside. Talk to him and he'll offer to teleport you to his island. Over there, you will get a cutscene where he explains that you need to retrieve his Magical Orb by avoiding a bunch of traps on this island. You can talk to your party members, and talking to the wizard again (his name is Raraki), he will offer to send you back to Piratetown. Should you get hit by one of the traps, you will get teleported back to your friends at the start, so making good use of the save function helps. First you gotta avoid some cannonballs, then some spears. Just pay attention to their pattern. You'll eventually reach a ladder leading underground, with a bunch of retractable spike fields. In this room, there are three colored levers you need to pull in order to open the path to the exit. Outside, you need to avoid some more spears, but after that, you can enter the wizard's home. Before you pick up the purple orb on the table, open the red chest next to it to receive a *Quest Guild Ticket*. You can also check the remaining furniture, because you won't be able to return during this quest after the next step.

Now take the **Magical Orb** from the table, but alas, it's not that easy. You get teleported to an alternate dimension, where you gotta find the exit. There aren't any obstacles other than dead ends to the narrow paths, but time will occasionally slow down or speed up, causing you to move slower when the screen turns blue, or faster when it turns red. Once you find the sparkling exit, you return to the start of the island, and the wizard will tell you to hand in the orb to Buba for now. The wizard will now teleport you back to Piratetown, where you can talk to Buba to complete the quest, and receive 10 QC.

Pirate Hideout

In the underwater section, swim all the way to the right, and you enter a hidden area. All the way down is a chest containing a **Rust Worn Key**, and all the way up you come across a chest with another one. Just like the enemies on Pine Island, the pirates in this area can drop *Loot Boxes* with various crafting materials.

Left to the spot where you came out of the water you'll find a save statue, and an NPC called Dule Dile standing nearby. Careful, talking to him will trigger a fight, and he does have an attack that can stun one of your characters for one turn. You also want to pay close attention to his dialogue as soon as the fight starts! You can use the ACT *Guess Game*, which will present you with a multiple choice question asking what he just said. For every question you answer correctly, he'll get more horny. Answer correctly three times, and Dule Dile will be infatuated and doesn't wanna fight anymore, so you can use the ACT *End Fight* to win. However, if you answer wrong, his ATK and DEF will increase for 3 turns.

He's weak to *Dagger* and can drop the following: *Boom Blaster*, *Dule Dilers*, *Pirate Pauldrons*, *Loot Box*, *Shiny Coin*, *Useless Junk*, *Health Elixir*. Defeating him for the first time will also reward you with one **Rust Worn Key**. Like the enemies on Pine Island, he disappears after you defeat him, but reappears after a few seconds.

First question:

1. The hideout isn't secret! [x]
2. The hideout isn't a pirate one! [x]
3. The hideout is a secret and a pirate one! [o]

Second question:

1. Boss angry and will fuck him [x]
2. Boss angry and won't fuck him [o]
3. Boss not angry but won't fuck him [x]

Third question:

1. 2 dildos, one in ass one is slit [o]
2. 1 dildo, first ass then slit [x]
3. 2 dildos, both in ass [x]

Check the area to the right, you'll come across a small hut. Inside you'll find a diary laying on a table, written by the local pirates' captain. There's also a purple book on the table in the bottom right corner, which tells you what kinda loot each one of the pirates in this area drop, and their drop rates. Investigating the sparkles next to the book will reveal the entrance to the cellar. Downstairs you find some chests, which all require a *Rust Worn Key* in order to open them. Using a key will break it afterwards. The left chest contains a **Storm Ring**, the middle one a **Red Pearl**, and the right one a **Bolt**. If you're missing keys, you can find the rest in the remaining area.

Leave the hut, and you'll find another pirate, a buff pelican named Klaus. Just like Dule Dile, he'll attack you once you speak to him. He's weak to *Thunder*. Careful, one of his attacks will immediately drain your HP, leaving you with only one! You can use the ACTs *Punch Face* (lowers his ATK), *Punch Belly* (lowers his DEF), and *Punch Groin* (lowers his max. HP) on him. A counter keeps track of where and how many times you've punched him already. Careful, he's got a move that cleanses him of all debuffs, plus he can buff himself. Once you've used all three aforementioned ACTs on Klaus, he'll enter the next phase, which unlocks two more ACTs: *Punch Left Tit* and *Punch Right Tit* (both lower his ATK). After you use each one of those at least once on him, another phase starts, and you can use the ACT *Punch Dick* (which lowers his ATK, DEF and SPE). Using this just once will cause him to become infatuated, which means he will no longer attack you, and you can use the ACT *End Fight* to defeat him immediately.

Klaus can drop the following: *Arm Tattoos*, *Chest Tattoo*, *Arm Wraps*, *Loot Box*, *Shiny Coin*, *Useless Junk*, *Health Elixir*. Defeating him for the first time will also reward you with one **Rust Worn Key**.

All the way up you'll come across another NPC behind a locked gate, which requires a *Rust Worn Key* in order to open it. That NPC is Shaun, the captain the other two pirates were talking about. Behind him is another chest containing a **Rust Worn Key**. Talking to Shaun triggers his battle.

Careful, Shaun will instantly summon Dule Dile and Klaus to his aid. They both still got their aforementioned weaknesses, and Shaun himself is weak to *Thunder*. Dule Dile and Klaus can still use their special moves, and Shaun can make them instantly use them on one of your characters. He also has a special move that allows him to blind a character temporarily, which decreases their accuracy.

You can use the ACT *Talk* on either one of the three enemies, but they'll all refuse talking to you. However, both Dule Dile and Klaus can be talked to after you defeat them both, and there's only Shaun left to fight. You can talk to them about "Shaun's sweatiness", "Shaun's ripped pants", or "Past experiences with Shaun". Each time you ask one of those questions, Shaun's henchmen will say something that turns their captain on a little bit, and after three times, he's too horny to fight anymore, and you can use the ATC *End Fight*.

Shaun can drop the following: *Scavenged Mask*, *Scavenged Shirt*, *Scavenged Gloves*, *Scavenged Pants*, *Scavenged Shoes*, *Sharp Dagger*, *Loot Box*, *Shiny Coin*, *Health Elixir*, *Useless Junk*. Defeating him for the first time will also reward you with one **Rust Worn Key**.

Plus, Fucko has now learned the skill "Blinding Shot", allowing him to copy Shaun's trick. Leaving the area through the water after you defeat Shaun via horning him up will trigger a cutscene where Shaun fucks one of his henchmen. Whether it's Dule Dile or Klaus is random, and you'll need to defeat Shaun this way every time you want one of those cutscenes upon leaving the area.

Water Dungeon

You reach the Water Dungeon through the underwater section in Piratetown. Just like the entrance to the Fire Dungeon, you require an essence orb to enter, in this case the *Essence of Saphura*, which you can get from the giant turquoise slime hidden in the underwater section of Pine Island. You can only open the door if Anubu already told you how the orbs work, or rather if you already completed the *Fire Dungeon quest* that starts in the Beach Cave on the Western Island. Then you just need to approach the door with the *Essence of Saphura* in your inventory, and the door opens. As soon as you enter the dungeon, the Water Dungeon will appear on your world map, and you approach the Save Statue and receive the **Water Dungeon Portstone** (which works just like the portstone from the Fire Dungeon). After that, Lace and Wulfrick will magically appear in the room, and the gang is once again reunited. After a cutscene, the *Water Dungeon quest* starts. You can now use the square in the bottom left corner to leave the dungeon and board your ship. Now you can access it easily via ship, without having to swim there every single time. Do not use any weapons or spells that deal Water damage in this dungeon, as that will heal all the enemies instead of dealing damage.

First Floor

In the first room after the save statue, you find a weird button with flashing symbols on it. Examining it will show you the drops and drop rates of the enemies on this floor. Like usual, this only works after you've already fought the respective enemy type already. Possible enemies in this and the next rooms are *Bubbles* and *Water Elementals*.

Bubbles are weak to *Thunder*, *Dagger*, *Sword*, *Axe*, *Claws* and *Pistol*. Make sure you take them out quickly, because they can spawn additional *Bubble* enemies. After increasing their number to five or six (depending on whether the fight started with one or two *Bubbles*), they can't summon any more new bubbles though. They can drop the following: *Shining Bubble*, *Bubbler*, *Iridescent Bubble* and *Water Key*. You can use the ACT Coin Toss, which causes the Adventurer to, you guessed it, toss coins at the enemies. The amount of coins tossed is random (1-4), and each attack costs 1 Gold.

Water Elementals are weak to *Thunder* and *Axe*, and can drop the following: *Rubber Top*, *Delicate Nipholders*, *Drop Amulet*, *Whirlpool Ring*, *Iridescent Bubble* and *Water Key*. You can use the ACT Static Electroboost, to have the Adventurer charge up. Then, next turn, you can use the ACT Zapppp!, to deal a random amount of Thunder damage to the Elemental. After that, you need to charge up again, if you wanna use that attack again.

Hydro Golems do not appear before the puzzle rooms. They are weak to *Thunder*, *Dagger* and *Pistol*, and can potentially drop the following: *Coral Axe*, *Coral Dagger*, *Coral Sword*, *Rubber Jock*, *Delicate Tanga*, *Coral* and *Water Key*. Careful, the *Hydro Golems* start each battle with the state "Heavy Armor", giving them extra armor, health, HP regeneration, and initial immunity to their weaknesses. To remove that state, you need to charm them by using the ACTs Impress, and then Flirt.

From the room with the drop stats, you can choose to either head left or right here. Either way leads to a tutorial room which explains this dungeon's first kind of puzzles to you. You need to place the movable platforms in the water so you can get across the room. To do this, you need to step on the arrows on the floor, to move the platform(s) in the direction the arrow points towards. The longer you stay on top of an arrow, the longer the platform continues to move that way, until it hits something. Each room has a button on the floor with turquoise, flashing symbols that resets the platforms, if needed. Also, each room resets after you leave, meaning you won't be able to return the same way you came. You'll have to use the *Water Dungeon Portstone* in order to get out.

Let's check out the left first. You see a friendly Water Elemental standing there you can talk to, and a chest which contains either a *Health Brew*, *Mana Brew*, or an *Iridescent Bubble*.

Next room is easy, as there is only one platform to move. There's also a chest you can access if you align the platform in the water properly, which will contain either a *Health Brew*, *Mana Brew*, or a *Coral*.

The following room is harder, as there are two platforms that are both moved simultaneously by the arrows. To reach the chest in this room, move the platforms like this: 2x down, 1x left, 2x up. The chest may contain one of the following: *Health Elixir*, *Mana Elixir* or *Delicate Mana-Glove*. To reach the exit afterwards, it's easier to just reset the puzzle and start anew. Then do the following: 4x up (since you have to step on the down-arrow one time to reach the up-arrow), 3x down, 3x right.

If you went the way to the right, the chest you'll find in the first room will contain either a *Health Brew*, *Mana Brew*, or a *Coral*. The following room, once again, has only one movable platform, so forming a bridge with that is rather easy, both to reach the exit and the chest, which will contain either a *Health Brew*, *Mana Brew*, or a *Coral*. The next room's solution is way easier: 3x right, 1x up. You only need the right platform in order to progress. However, if you want the loot from the chest, you'll have to do the following (assuming the platforms are in their initial position): 3x right, 2x down, 1x left. That chest can contain the following: *Health Elixir*, *Mana Elixir*, *Long Rubber Glove*.

After that, just move 1x right and 1x up to reach the exit.

Both hallways eventually lead to a large room. There are two platforms in the upper water area, but also two sets of arrows, which control one of the platforms each (plus one reset button for each platform), so this one is way easier. Just move them down and towards the middle of the room, so you can reach the small island with the button with the blue, square symbol on it. (For example: Move the left platform 8x right and 3x down, and the right one 8x left, 3x down, and 3x left.) Careful, these two movable platforms can potentially overlap.

Push the blue button to unlock a bridge to the exit.

You can also use one platform to reach each one of the chests on the small, cut off islands left and right. The chest all the way to the left on the island can contain the following: *Health Elixir*, *Mana Elixir*, *Delicate Mana-Sandals*. The second chest on the left, which can easily be reached by foot, comes with the following loot options: *Iridescent Bubble*, *Coral*, *Delicate Mana-Band*.

On the right side, the chest you can access without any help comes with either an *Iridescent Bubble*, *Coral* or *Rubber Mask*. The one you need a platform for to reach can come with the following: *Health Elixir*, *Mana Elixir*, *Rubber Stockings*.

In the center of the room, below the island with the flashing, blue button, you find an appendix with a familiar, purple dog standing. Turns out, it's the same guy from the Fire Dungeon behind the lever puzzle on the first floor, still looking for any tops. Nevermind that though, there are two more arrow platforms, which move one platform in the water each. So, there's not really anything to mess up, just move both of them in their respective directions 10x each, and you got yourself a bridge to reach the Water chest. This one particular chest requires a *Water Key* in order to open though. It can contain the following: *Crackling Scepter*, *Axe of Vapor*, *Staff of Vapor*, *Sword of Vapor*, *Dagger of Vapor*, *Claws of Vapor*, *Pistol of Vapor*, *200 Gold*, *Water Key*, *Health Elixir*, *Mana Elixir*, *Sapphire*, *Coral*, *Iridescent Bubble*. Each drop contains one weapon, and one of the remaining options.

After you're done looting everything, leave through the upper exit that has opened up. Follow the hallway until you get a cutscene. Here you'll meet this floor's boss, a sea monster called Icutalus. He wants to test you, before he lets you pass. He doesn't have any weaknesses. In order to charm him, you need to use the ACT Whisper, so he'll tell you what he's into. After the first time, you unlock the ACTs Fap, Ball Bounce and Butt Slap. Pay close attention to what Icutalus says, because that determines what ACT you're required to use next round. If he's talking about your "juicy balls", you gotta use Ball Bounce. When he's mentioning the "bulge in your pants", use Fap. And if he's talking about having his "butt slapped", you guessed it, use Butt Slap. Do this correctly three times, and he'll be charmed, unwilling to attack. However, you need to use the ACT Whisper on him three more times, to make him infatuated, and unlock the ACT End Fight. If you do not whisper to him, he will eventually break out of his charmed state.

Once you have defeated Icutalus, you get another cutscene, and Fucko has learned the skill "Trick Shot". You're now free to loot Icutalus' boss chest (hidden behind a, let's call it "puzzle"), which can contain one of the following weapons: *Bulbark*, *Heartache*, or *Medic Staff*. Plus a random amount of Gold, potions and/or Water Dungeon crafting materials.

You can now use the square field all the way at the top to teleport to the second floor.

Second Floor

Using the white square in the middle will teleport you back to Icutalus' boss room. There's a note on the wall left by this floor's upcoming boss. Head upwards, you'll trigger a cutscene the first time you enter, and you will come across a Copera Snake NPC, an empty pool on the floor, and some copper pipes. Use the gray valve to flood the pool and create a path across. The snake will comment on how incredibly stronk you are! On the other side, you see the door to the next boss room, but it's locked. If you use the four buttons in front of the door, you'll be prompted to insert a three-digit code into each one of them. There are four different rooms this main room branches into, marked by the light effects on the sides of the screen, and marked with numbers from 1-4. In each one is a button that tells you the code for the respective button in the main room. Above each button in the main room is a number from 1-4, indicating which room's code is required for which button here. Each button remembers the numbers you enter, even after you reset the dungeon. Don't let that fool you though. **The codes required to open the door are randomly generated each time you start the Water Dungeon, so you have to do the full puzzle every time.**

Let's talk about this floor's enemies first: You may randomly encounter *Copera Snakes* and *Runaway T-0 Prototypes*.

Copera Snakes are weak to *Thunder* and *Sword*, and can potentially drop *Copper Boots*, *Health Devices* and *Venjectors*. You can use the ACT Math Problem to have the snake give you a basic math problem to solve. If you get it right, the snake takes damage and has its stats lowered, but if you get it wrong, it counter-attacks.

Runaway T-0 Prototypes are weak to *Thunder* and *Claws*, and can potentially drop *Copper protectors*, *Copper Tubes* and *Robot-S.3 Gloves*.

To defeat him by ACTs, first Point Out that his Dick is out (he'll take damage), then Stroke Him (he gets healed), then Point Out that he has a nice Ass (he takes damage and gets charmed), then Slap Ass, which will get him infatuated and unlock the End Fight ACT.

There's one more type of enemy, but they only spawn while you're walking through the glass tunnels: *Submerged Scouts*. (In return, the other enemy types do not spawn in the glass tunnels.) They are weak to *Thunder* and *Pistol*. You can use the ACT Hold Breath to make the scout nervous. Using it a second time you'll lose a bit of health, and if you use it a third time, the scout will give you mouth-to-mouth, to save you and heal your HP slightly.

Afterwards, the scout will be charmed and might not attack next round. Now you can use the ACT Flirt, causing him to become infatuated next, so you can use the ACT End Fight now.

Submerged Scouts can drop *Copper Bangles*, *Determinators* and *Submerged Bonkers*.

All enemies on this floor can drop *Corals*, *Iridescent Bubbles*, *Sapphires* and *Water Keys*.

Let's check out room #1 first. When you enter, there's another note near the entrance. Head left and go through the glass tunnel. You'll come across another Copera Snake NPC who doesn't know how to reach the button on the other side of the empty pool, and a gray valve you can use. Return to the entrance of this room and head upwards, where a passage across the pools has formed. Follow that path to another room with a valve in it, and use it. Near the entrance of the room, you can now cross the pool to reach the chest across. This chest can contain the following: *Health Elixir*, *Mana Elixir*, *Invention*. There's also another note on the wall. Now head back through the glass tunnel on the left to the room with the first valve, the Copera Snake NPC will be amazed by the fact that the puzzle solved itself, and you can now reach the button to learn the first door code. Write it down or try to memorize it, but if you're going for the latter, it's best to enter the code immediately once you're back in the main room.

Time for room #2, right below the previous one. There's another note near the entrance, plus another Copera Snake NPC nearby, and a button that'll give you the drop rates for the different enemy types on this floor. Once again, to see an enemy's drops, you have to defeat that type of enemy at least once first. Head through the glass tunnel to the left, and use the valve on the other side. Now return to the entrance and head downwards through the other glass tunnel, where you can now use the valve next to the pool. Head through the glass tunnel on the left here to reach a chest that can contain one of the following: *Health Elixir*, *Mana Elixir*, *Gadget*. There's also another note on that wall. Return to the entrance and go back through the glass tunnel to the left, and then through the one heading downwards. You can now reach the code button of this room. Get the code, and head back to the main room.

Now we do room #3. Near the entrance is another note. The glass tunnel here branches off into three directions. Head upwards first, and use the first valve in that room. Now head for the right section, and use the valve here behind the pool. Head downwards in the glass tunnel, where you'll meet another Copera Snake NPC, who informs you that there's a chest across the empty pool to the left past the glass tunnel. Since that part is still inaccessible for now, use the valve in the room with the snake NPC. Then head all the way up through the glass tunnel again, and use the second valve in this room, that has now become available thanks to the water. This doesn't just open the path to this room's button though, but also this room's chest. So let's head back into the southern region with the snake NPC which will also comment on the solved puzzle, and head through the glass tunnel to the left. You'll find another note on the wall, and a chest potentially containing the following: *Health Elixir*, *Mana Elixir*, *Iridescent Bubble*, *Coral*, *Copper Cuirass*. Return to the glass tunnel branch and head to the right, where you can now reach the code button. Get the code, and return to the floor's main room.

Only room #4 missing now. Another note is on the wall near the entrance. Further down the hallway there's another Copera Snake NPC, and the way branches off into three separate paths through glass tunnels. Use the middle one first, there are four valves in that room and a chest that requires a *Water Key*, but you can only use the upper two ones for now. Do that, and now head through the tunnel on the right. There's two valves here, and you can now reach the upper one. Use it, and return to the room in the middle. You can finally reach the remaining two valves and the Water Dungeon chest. It drops the same items as the chest on the first floor, but in higher quantities (*Crackling Scepter*, *Axe of Vapor*, *Staff of Vapor*, *Sword of Vapor*, *Dagger of Vapor*, *Claws of Vapor*, *Pistol of Vapor*, *Gold*, *Water Key*, *Health Elixir*, *Mana Elixir*, *Sapphire*, *Coral*, *Iridescent Bubble*). After you use the two remaining valves, return to the room to the right, where you can now reach the second valve below the first one. Use that one as well, and you can now use the glass tunnel on the left. In this room, you can now reach everything. The note on the wall, the code button, and the chest which can drop the following: *Iridescent Bubble*, *Coral*, *Copper Mask*. Get the code, and return to the main room of the floor.

You did it, you can now enter the four different codes into the respective buttons, and the door will open. The first time you enter the boss room, you will get another cutscene. head upwards til you come across this floor's boss, a mad scientist called Smartacus (and his sidekick snake). He has no weaknesses.

As soon as the fight starts, Smartacus will inflict the status "Calculated Defeat" on your entire party, which will drain 10% of each character's max. health each turn. Also, any time you attack Smartacus, he will attack you right back and inflict debuffs on the character that attacked him.

You can use the ACT Think to then unlock the ACTs Distract and Overwhelming Tiddy. Once you do that, you will learn that Smartacus has a thing for huge muscle tits, and each turn, he will focus on one of your party members, which is indicated by a yellow eye symbol next to their profile pics. Use the ACT Distract, and show off the tits of the party member Smartacus is currently focused on. If you get it right, he will get the status "Distracted", the "Calculated Defeat" status effect is removed from your party, and Smartacus will get interested in said party member, which is indicated by them now having a white heart symbol next to their profile pic. While Smartacus is "distracted", you can use the ACT Overwhelming Tiddy to fondle the tits of one of your team mates. Pick the one he is currently focused on, and Smartacus will become overwhelmed by said pair, and the group member's white heart symbol gets replaced by a pink one (This ONLY works if he's been distracted by said party member before, AND he's got the "distracted" status right now). Once he has been overwhelmed by all your three friends' tits, he'll become infatuated, so he won't attack anymore, and you can use the ACT End Fight.

However, getting to this point is being hampered by two factors: Each round he is "distracted", Smartacus will try to focus, which has a 25% chance to snap him out of that state, and will result in him once again "calculating your defeat", and you can only use the Overwhelming Tiddy ACT successfully while he is "distracted".

And also, which one of your party members he focuses on is entirely random, so if RNGsus hates you, it might take you a while til he's overwhelmed by all three of your team mates.

Once you have defeated Smartacus, he will drop **Smartacus' Invention**, and you will get a cutscene.

After another cutscene, which only plays the first time you defeat Smartacus, Fucko will learn the skill "Counter Attack". Further up are two chests. The left one can drop *Gold, Life Potions, Iridescent Bubbles, Corals, Sapphires, Health Elixirs, Mana Elixirs*, but most importantly, one of the following unique weapons: *Selexe, Watermal, or Serphaser*.

The right chest can drop *Gold, Life Potions, Iridescent Bubbles, Corals, Sapphires, Health Elixirs, Mana Elixirs, Water Keys*, and one of the following unique accessories: *Confusing Ring, Elemental Regulator, or Portable Shop Device*.

Now you can head through the upper door and step into the white square at the top of the screen, to get teleported to the third floor.

Third Floor

Once you enter the third floor for the first time, a short cutscene plays. You appear in some sort of bathhouse. Right in front of you is a door that leads directly to this floor's boss, however the fight will be a lot harder if you don't take care of some other things first.

On this floor, you may randomly encounter Saphura's Guards. They are weak to *Thunder* and *Axe*, and can heal themselves up to two times per battle if their HP is below 50%. They also got a special move against your allies with less than 30% HP. Saphura's Guards can drop the following: *Silk Scrap*, *Iridescent Bubble*, *Water Key*, *Sapphire*, *Coral*, *Soft Towel*, *Memory Of A Sexy Guard*. You can use the following ACTs to defeat the guards: *Tease - Flirt* - *Accuse!* - *End Fight*.

Head through the door to the right. You'll come across some aquatic guys taking baths. You can talk to all of them, and check the chest in the corner. It can contain the following: *No Shirt*, *Health Flask*, *Mana Elixir*. Then leave through the northern door.

There is a tentacle in the water, which is one of the enemies on this floor you need to take care of if you want to make the upcoming boss fight easier for yourself. However, do NOT just step onto the dark area in front of it just yet, instead walk up to the toaster laying on the edge of the pool just above it. If you face it from the left and examine it, the Adventurer will wonder what a toaster is doing in a spa, but if you press 'use' while you're facing it from above, you will push it into the water, and give the tentacle an electric shock. Now you can actually step in front of it and start the battle. However, it is recommended you wait til after you've seen the "*Product Testing*" event we'll get to in a bit, because after that, the tentacles will drop some additional loot.

Each one of the tentacles has a special move they use right at the beginning of battle, which will instantly reduce the HP of one of your companions to 0. Each tentacle will always pick the same character as the target for that special move. The tentacle on the right side of the bathhouse will always pick Fucko. You can revive your companions using a Life Potion if you want to, but as long as your party is decently leveled it won't be necessary, because once you win the fight, your entire party will recover their full HP and MP, including the one that took the first hit, so no need to hold back on attacks and spells.

If you push the toaster into the water before starting the fight, the tentacle will automatically take 250 HP damage.

The tentacles are weak to *Thunder*, *Dagger*, *Sword*, *Axe* and *Claws*. They can drop the following: *Water Key*, *Iridescent Bubble*, *Coral*, *Sapphire*, *Hydro Ring*, *Tentacle Sword*, *Tentacle Dagger*, *Tentacle Axe*, *Tentacle Claws*, *Tentacle Pistol*, *Tentacle Staff*. If you already unlocked the "*Product Testing*" event with Gruffe, the tentacles will also drop *Tentacle Slime*.

After that, head north and you'll come across two more NPCs taking a bath you can talk to. The chest in this room can contain the following: *No Pants*, *Sapphire*, *Silk Scraps*.

Head through the upper door. If you already met Gruffe during the "*Bound and Ready*" event in the Fire Dungeon and afterwards talked to him in the Quest Guild in Piratetown, he will be here, taking a bath and unlocking the "*Product Testing*" event for you once you approach him. If you didn't meet him the first two times in the outside world, this room will be empty. Depending on whether or not the Adventurer is wearing the *Speedo*, the event description will be slightly different.

After the event, you will learn that the tentacles on this floor drop precious goo that you can collect. From now on, any time you defeat a tentacle, you will get some *Tentacle Slime*. Also,

Gruffe will recommend that you talk to the merchant at the Quest Guild about the slime after this. Check the *Quest Guild* subchapter for details.

Return to the tentacle in the east section of the map if you haven't defeated it just yet. Then you can take on the remaining two.

The tentacle in the room left to where you watched Gruffe's event will always knock out Wulfrick at the beginning of the battle. In order to get the toaster into the pool, you need to push a little platform around first to reach it. Push the dark square up, then left, then down, and then you can step on it to reach the toaster.

There's also a button down below the tentacle that tells you the drops for this floor's enemies. Like usual, you need to defeat at least one of the enemy types you wanna check here.

Go west from here, and you'll come across two more bathing NPCs you can talk to, although you gotta wait for the one swimming around to get close to the edge of the pool if you wanna talk to him. The chest in this room can drop the following: *No Gloves, Iridescent Bubble, Coral*. Through the door up north you'll end up in a sauna, where another huge dude is sweating. You can talk to him and check the different items in the room. There's also a chest that requires a *Water Key* in order to open it. It can drop the same loot as the other chests on the previous floors: *Crackling Scepter, Axe of Vapor, Staff of Vapor, Sword of Vapor, Dagger of Vapor, Claws of Vapor, Pistol of Vapor, 200 Gold, Water Key, Health Elixir, Mana Elixir, Sapphire, Coral, Iridescent Bubble*.

Head south and you'll come across the last tentacle. Just push the dark platform downwards and you can reach the toaster. Then get ready to face the tentacle, this one will knock Lace out as soon as you start the fight.

Head downwards, and you'll find another bathing area. You can talk to the NPC underneath the waterfall, or the one swimming around, though you'll have to wait until he gets close to the edge of the pool. The chest in this room can contain the following: *No Shoes, Health Elixir, Mana Elixir*.

Now it's time to return to the bottom middle room, and enter the door to this floor's boss.

Before you approach, the game asks you if you're really ready for the fight.

You get a short cutscene where this floor's boss is introduced, a huge octopus called Octorn. Like the other bosses, he doesn't have any weaknesses. Each tentacle you didn't defeat outside of the bossroom prior to this will now spawn next to the boss as additional enemies, and immediately reduce the HP of one of your companions to 0. The left tentacle will take out Lace, the upper one takes out Fucko, and the right tentacle takes out Wulfrick. These tentacles will receive a numbering from A-C, depending on how many of them you've already defeated in the outside area. Reducing Octorn's HP to 0 ends the fight immediately, so you won't have to battle any remaining tentacles afterwards.

Octorn has a skill that allows him to drag one of your party members under water, giving them the STRUGGLE state and potentially causing them HP loss each turn in addition to his normal attacks, unless you use the ACT Helping Hand to free them. The STRUGGLE state lasts for two turns, Octorn will use this skill at the beginning of his turn every time unless there's already a party member with the STRUGGLE state.

Use the ACT Think to unlock the ACT Tentacle Handjob. Use this ACT four times on Octorn to get him charmed. If you do it four more times he becomes infatuated, and you can use the ACT End Fight. After you win, he will drop *Octorn's Might*. You get another cutscene, Fucko learns the skill "Struggle Shot", and then you can raid this boss's chests. The first time you defeat Octorn, you will receive one **Potion of Potential**, as reward for progressing this far in the *Water Dungeon quest*.

(Note: If you didn't defeat any of the tentacles outside, the corresponding tentacles inside the pool will still remain, even after you defeat Octorn. You can still fight the outside tentacles afterwards, which will still cause the inside tentacles to disappear, even with Octorn gone.)

The left chest can contain one of the following unique weapons: *Chance*, *Lithra*, or *Steam Scepter*, and potentially the following in random quantities: *Iridescent Bubble*, *Health Elixir*, *Mana Elixir*, *Life Potion*, *Coral*. Plus a random amount of gold.

The right chest has the following unique armor pieces: *Anal-Goggles*, *Off the Shoulder Boobholder*, and *Mystical Hangers*. Also, a random amount of gold, and the following: *Health Flask*, *Iridescent Bubble*, *Sapphire*, *Water Key*.

Head north and go through the door up there, it's time to meet Saphura!

Saphura

The first time you enter the silver hallway past Octorn's room, you will get a cutscene. Follow the path upwards, until you reach the door to Saphura's throne room. There, you will get another cutscene. Afterwards, Saphura allows you to take the treasure from his room as compensation for his "slipup". The *Water Dungeon quest* has been completed, and you receive one **Book of Water Barrier** as reward. The blue crystal to the right unlocks the recipe for a *Magnificent Sapphire*, which you can craft at Wizzy's booth in Shiptown. The chest below that gives you 750 gold. It also has the rare chance to drop one or more of the following items: *Book of Splash*, *Book of Waterblade*, and *Book of Hydro Vortex*.

The top left chest has an armor set for Fucko. During your first visit in the dungeon, you will get **Saphura's Humidity** and **Saphura's Dampness** from it. The second time you visit Saphura, it'll contain **Saphura's Moisture** and **Saphura's Fog**. The third time, it gives you **Saphura's Condensation**. After that, this chest will contain 750 gold every time you visit Saphura.

The bottom left chest drops armor pieces for the Adventurer. At first, you get **Saphura's Disco Shoes** and **Saphura's Precipitation**. Your next visit will get you **Saphura's Humectation** and **Saphura's Submersion**. The third time, it'll drop **Saphura's Deliquescence**. After that, this chest will contain 750 gold every time you visit Saphura. Once you have collected all five armor pieces for the Adventurer, you will unlock a lewd animated event with Saphura.

When you try to leave through the door, or talk to Saphura, you will get asked if you wanna return to the entrance of the dungeon, which will reset. The first time you leave, you get another short cutscene with Saphura. Once you've unlocked the animated event with Saphura, you can repeat it as many times as you like by simply talking to him and saying you wanna bang. Visiting Saphura again after you already fucked him, he will greet you slightly differently than before.

Paradino

Beach

The first time you enter the island, a cutscene plays, the *Route to Paradino quest* is finished, and the *The Paradino Island quest* starts. Your goal is to find out more about Runt Whiner, and to do so, you need to talk to the locals. Your crew mates are also sprinkled across the beach, and you can talk to them. To the right of your ship you'll meet a sun-tanning, blue dino, and an old dog NPC. Talk to the latter and he'll hand you a **Football Team Jacket**.

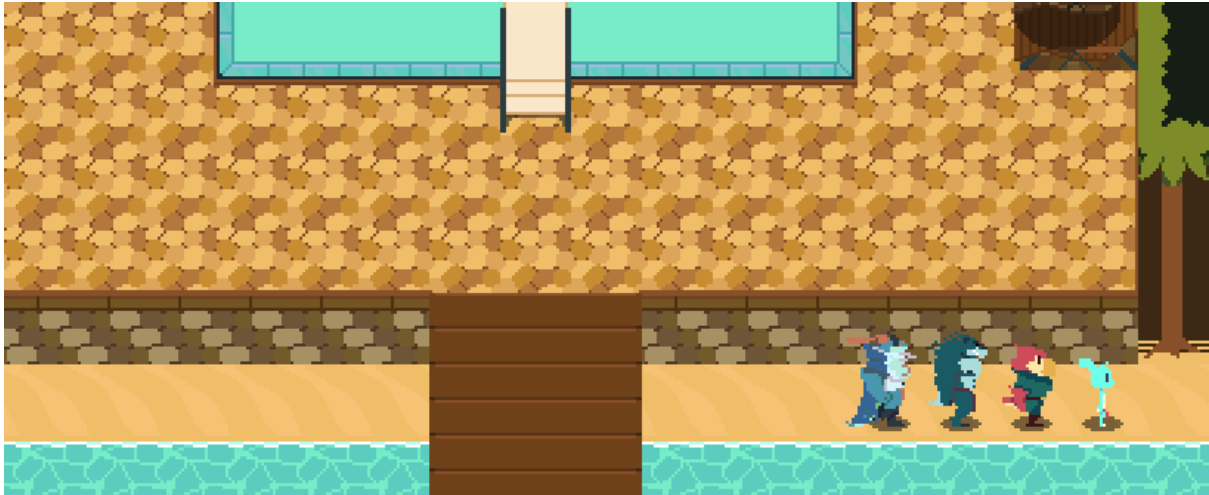
In the bottom left house at the beach, you'll meet a familiar face. This is where Rexardo lives, and you'll get a cutscene where he explains that there's a conflict between the Quest Guild, and the local hotel owner. Check out the house above Rexardo's, and head upstairs. You'll encounter the leader of Paradino, called Saron, getting boned by his lover Ral, unlocking the "*Leader Of Paradino*" event, and +1 stat points for each of your party members. Afterwards, you will get a regular cutscene, where Saron tells you more about the conflict with the hotel owner Richtor. You can now also enter the second floor of Saron's house. There's a puddle of cum, which you can use an *Empty Bottle* on to receive **1 Bottle of Cum**. A book on the shelf mentions a "hunky beach contest", in which Rexardo seems to be a hot newcomer. After finishing the *The Paradino Island quest*, you can return here for some new dialogue from Saron and Ral regarding what happened.

In the top right house (left to the resort hotel) is an NPC who tells you you can have the **Kitchen Knife** on his kitchen counter. Between the houses is another save statue. Above the houses is a road leading to the forest, but you can't go there until you've talked to Rexardo, Saron and Richtor.

You can get onto the Hotel's plateau and talk to the NPCs at the pool. There's a booth and quest board of the quest guild plus a teleporter, but you can't use either for now. When you enter the hotel, you'll get a cutscene, where you see the hotel owner talk to someone on the phone. By now, you've gathered enough hints to know that you should head to the mine next. The guy at the reception says they are full, and won't let you use the elevator for now.

Walk the wooden pier outside downwards to a small island with a triceratops and another dog NPC. Approach them to unlock the *“Tourist And The Local”* event. Afterwards, your party gains +1 stat point each, and you can use an *Empty Bottle* on the puddle of cum the two just left behind to receive **1 Bottle of Cum**.

Head underneath the bridge and follow the path to find a hidden area. There, you can find a chest with a **Frozen Ring** in it.

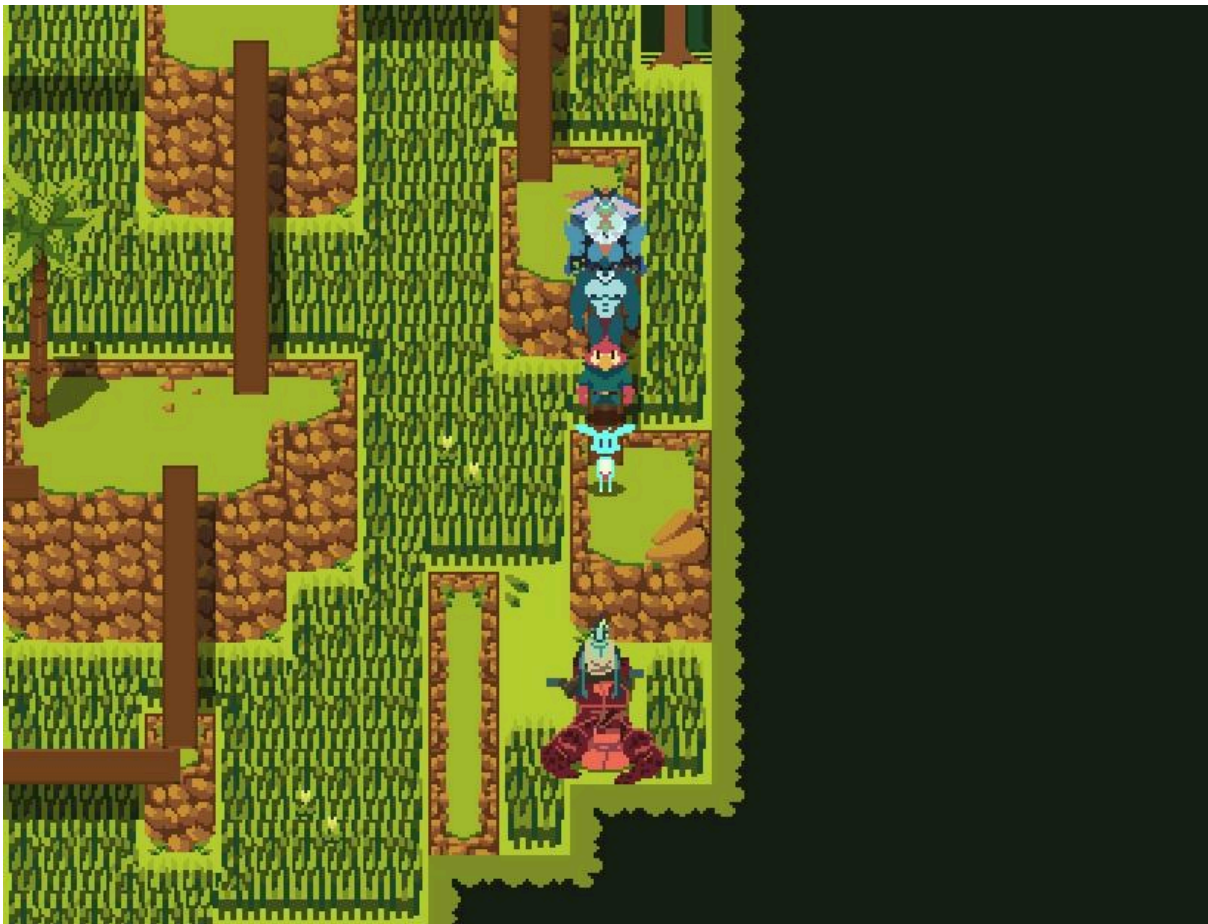


You may have noticed the bouncing beach ball outside the hotel, with the green reset button next to it. Walk up to that ball, face it, and press Enter to push it a bit towards the direction you are facing. There are three green-ish goals in this screen, pushing the ball into one of those will spawn a chest next to it, where you can get some loot from (this only works once per goal). Should you get stuck, you can just push the green button, and the ball will respawn at its original spot, just like when you score a goal. There's a goal down the pier, near the triceratops and dog fucking, where you can get a **Firelungs**. In the top left corner of the screen, behind the houses, is another one, where you can get a **Tornado Ring**. The final goal is in the upper right corner, you'll have to get behind the hotel for that. Here you'll get a **Quest Guild Ticket** from the chest.



Forest

You can leave the beach resort area through the road heading up. The first time you enter the forest, you will get a short cutscene. Shade is standing there, with some new dialogue. Nearby is a chest with an **Ice Ring** in it. To the right, you'll find some small hills connected by boards. Next to that, you come across an orc NPC called Yrtus, who tells you he's guarding some magical puppets. You can talk to him about the Red Puppet, Blue Puppet, and Bobobo Puppet. If you got the corresponding Quest Guild quests active in your quest log, he will have different things to say about them. The puppets seem kinda strange to the Adventurer if you interact with them. In the bottom right corner you'll find two dinosaurs ready to get it on, however when you approach them by walking up to them, you'll simply get shooed away. To actually get their event, you need to walk up the ladder on the middle hill, walk over the board bridges all the way to the right, and then down. That way you can sneak up on the two dinosaurs, and unlock the "*Small Dino, Big Dino*" event, receive +1 stat point, and get a **Bottle of Cum** by using an *Empty Bottle* on the pool of cum that appeared where the two previously banged.



After unlocking that event, the two dinos will show up in the resort area below Rexardo's house, where you can talk to them.

In this forest area, you'll find another beach ball at the crossroads, along with its reset button. There are three more goals in this area, but those are a bit more tricky. Since each time you kick the ball it moves two steps, you will have to change its direction a couple times using your environment, in order to actually reach the goals. One goal is on the first plateau you climbed up on when you were going to spy on the two dinos from before. Kick the ball against one of the lower plateaus in order to change its path to make it go up the ladder. Kicking the ball into this goal will spawn a chest with a **Tropical Cape** in it.

The next goal is above the entry to the mine. This one will be more tricky, as there are a lot of rocks that can easily get your ball stuck and force you to reset. Use the upper left edge and the rocks above the mine to change the ball's path, so you can reach the goal. You will get a chest with *Firelungs* in it.

The third and final goal is all the way up at the northern beach. This one is fairly easy, you just have to kick the ball a very long way. Halfway up there to the right you find another couple of plateaus, with one of them having a chest with **250 gold** in it. Once you score the goal at the northern beach, the chest spawning will give you a **Strawhat**. Nearby, there's a bar called "Para Bar". When you enter for the first time you'll get the "Fall Over" event with the tyrannosaurus inside, followed by *1 stat point* for each member of your group. There's a note on the side of the bar you can read, and two more NPC to talk to. The bartender sells you *Orange Juice*, *Tropical Drinks* and *Bubbling Drinks*. Note: The first time Wulfrick drinks an Orange Juice, he gains 1 stat point! You can also talk to the bartender about the bar and paradino. Back outside, walk across the planks connecting the smaller islands. There's a chest with a **Health Flask** in it. Go further til you come across another dinosaur. Talk to him to unlock the "Man With A Camera" event. You'll receive +1 stat point and can use an *Empty Bottle* on the nearby puddle of cum to receive a **Bottle of Cum**.

Mine

The first time you enter the mine, you will get a cutscene. Apparently one of Vulfox's henchmen is involved in the whole thing. Afterwards, Saron will show up, and ask you to investigate the mine. He will stay at the entrance, any time you talk to him your entire party gets healed by 100 HP. The next area starts with another cutscene. The mine guard will inform you that all of you need to wear **Hard Hats** in order to get past him. Luckily, those can be easily found in this very room just laying around, but careful. This place is treated as a dungeon, meaning you will randomly encounter enemies as you walk. You may encounter Underpaid Miners, who are weak to *Ice* and *Axe*. They can drop the following: *Miner's Boots*, *Miner's Gloves*, *Mithril Ore*, *Cup Of Coffee*, *Loot Box*, *Big Loot Box*, *Pebble*, *Linen Scrap*. While they hold their cups of coffee in battle, you won't be able to distract them. Also, they might use the coffee to buff their attacks. You need to use the ACT Steal Coffee, to stun them for two turns, so you can then use the ACTs Curiosity and then Dick Bounce, to get them infatuated, so they won't attack anymore, and you can use the ACT End Fight. In the upper corner of the room, near a Hard Hat, is a chest with a **Health Elixir** in it. All the way to the left at the bottom is a door leading to the break room. The first time you enter you will unlock the "Break Room" event, which rewards your party with *+1 stat points*. There are also a lot of miner NPCs in this area you can talk to.

To the left of the mine guard is a boarded-up door hiding a secret area. However, you can walk around the map and remove the boards from the plateau above. Inside, you will find a chest with a **Scroll of Blizzard**, along with **Note Piece 5#**.



Once you've found all four *Hard Hats*, talk to the mine guard near the entrance, and he will let you through. Get ready, there's a boss fight waiting in the next room! Inside, you get a cutscene between Richtor and the Demanding Foreman. After the cutscene, he immediately starts a fight with you. He's weak to *Ice* and *Axe*. In order to defeat him through ACTs, do the following: Think - Show Cock - Demand a Pay Raise - Show Cock - DEMAND A Pay Raise - Give A Handjob - Flirt - Give A Handjob - Flirt - Give A Handjob. Demanding a pay raise from the foreman won't work unless you get him curious with your cock first. Then, once his cock springs free, he will stun himself for one turn by smacking himself with his cock in the face any time you flirt with him. Giving him a handjob will only work while he's stunned. The Demanding Foreman can drop the following: *Mine Lamp*, *Miner's Pants*, *Sweaty Top*, *Heavy Pickaxe*, *Practical Knife*, *Mithril Ore*, *Cup Of Coffee*, *Pebble*, *Linen Scrap*, *Loot Box*, *Big Loot Box*, *Massive Loot Box*. After the fight, Fucko will learn the skill "Scattershot".

Once you win, the Demanding Foreman will be knocked out, and you can't do anything with him anymore for now. There's a screen in the top left corner of the room, telling you the enemy drop rates in the mine (once you've defeated the respective enemies at least once). Enter the next room, as you can't return to the previous one for now. There's a minecart, after another cutscene you will end back at the start of the mine, where Saron awaits you. Another cutscene, looks like Richtor ran away. For now, you can't return to the southern beach until you've caught Richtor. Return to the plateaus in the middle of the forest map, the one with the chest that had *250 gold* in it. Walk past that to the right and down, Richtor will be right there. After another cutscene, a fight starts!

Richtor is weak to *Fire* and *Sword*. During the fight, he will drop some more lore hints. To defeat him through ACTs, use Think first, then Throw Money at him, and then make him an Offer (50% off!). He will only accept an offer if you already gave him money for it. You then got the choice between “Offer to fap his dick!”, “Offer to grope his ass!”, and “Offer to rub his peccs!”. Pay attention to the yellow symbol next to his name, as during each round he only accepts one of those three possible offers. After each successful offer, you need to Throw Money at him again, so he gains the Money status for another offer. After three successful offers, you win and gain **999 gold**.

Another cutscene play involving Rexardo and Saron. Richtor talks about an explosion at sea that happened 10 years ago. Hmm, didn't one of the Beta wolves in Gloomy Forest mention something about an explosion that caused their forest to turn dark? I'm sure it's nothing. More importantly, it turns out the shady guy from the mine you already met at Vulfox's mansion was apparently Runt Whiner! After this cutscene, you end up back in the hotel. Check the respective subchapter for more details.

After all that, can now return to the Demanding Foreman, and revive him with a Health Potion, in case you wanna fight him again for more loot, or fuck him to unlock another pixel animation. You can also use the minecart to get back to the entrance again if you wish, and also use the cart to enter the deep mine.

Hotel

After the Richtor fight cutscene, Fucko learns the skill “Heavy Bullet”, and your group is now in Richtor's hotel. You get another cutscene where he hands you the **Lifetime Pass**, so you're now free to use the elevator. However, you still need to catch Runt Whiner! Lace speculates that the orcs of Golorock might be able to help, so the *The Paradino Island quest* ends, and the *Route to Golorock quest* starts. Once you leave the hotel, you notice that it's night already, and it looks like a storm is approaching. So the gang decides to make use of the lifetime pass, and spend the night at the hotel instead, unlocking the “*Night At The Hotel*” event. The next morning, you awake on the third floor. From now on, you can always spend the night at the hotel by talking to the receptionist, and regenerate your health. Head outside and talk to Dolpho by the ship. Skip to the Golorock chapter for more details.

If you have already unlocked the “*Deep Explorer*” event, the explorer will be here in the hotel lounge. You can talk to him about the Deep Mine, and Exploration. He also sells you the following items for *Hard-Ice*: *Recipe for Mithril Armor*, *Recipe for Mithril Weapons*, *Recipe for Mithril Magic* and *Recipe for Mithril Trinket*. Once you own those recipes, you can return to Shiptown, and show them to the merchants to craft new items. You can also buy the following items from the receptionist: *Health Elixirs*, *Mana Elixirs*, *Health Flasks*, *Soft Serums* and *Escape Ropes*. You can also talk to him about Paradino, the hotel, his job and the hotel rooms.

Inside the elevator you can talk to your party members. The elevator can take you to the lobby, first floor, second floor, third floor, and the office.

On the first floor, you can enter the rooms except for 101. There's not much, except for the books on the shelves on the right side of each room. 102 has a boring book about plants and a chest with 3 **Health Broths**. 104 has a book about sports, which the Adventurer promptly dismisses. The book in 103 on the other hand is about the island's nightlife, and you can take a look. You can also talk to your boys in the hallway, check the art on the walls, and the rest.

The second floor is pretty much the same. 201 has a book about the previous leaders of Paradino, which you can take a look inside. 202's book is about beans (no, not the fun kind), and also an old man you can talk to. He gives you *5 gold* any time you talk to him. 203 is locked, and 204's shelf is blocked by a chest with **1000 Gold** in it.

The third floor has the same type of layout and interactable things. In room 301 is a chest with a *Potion of Potential* in it, and another boring book, this time about sea water and scales.

303 has a chest with **Designer Sunglasses** in it (no book here), and 304 has a book about Paradino gossip, which you can read. Room 302 will be empty, unless you already unlocked the "*Fall Over*" event at the bar. In which case, Rano will be in here, laying on the bed and ready for you, immediately starting the "*Hotel Rematch*" event. You get 1 stat point, and you can use an *Empty Bottle* on the puddle of cum to get a **Bottle of Cum**. Rano is out of commission for now, and the book on the shelf about hotel services isn't that interesting either, so you can leave.

All the way at the top is Richtor's office. You can talk to your group members separately here again. You can talk to Richtor about The hotel, Mithril and Paradino. Checking the laptop on the desk unlocks the "*Money Maker*" event. Your entire group gets +1 stat points, and a **Vibrating Toy**. Your party members will also have new things to say after the event.

After spending the night at the hotel, a new NPC will appear outside by the pool. A bear bro named Grux, who asks you to be a bro and help him stretch out his asshole with some toys. You decide to adhere to the bro code, which unlocks the "*Triple Treat*" event and gives each member of your group +1 stat point.

Deep Mine

You can only get there after you defeat Richtor. After that, you can use the mine cart to travel into the deeper parts of the mine. You can only visit Level 1 at first, you gain permanent access to Level 2 and 3 once you finish the preceding one. The deep mine is very dimly lit, you can only see your close surroundings, which makes it a bit harder to navigate the maze down here. Interacting with the torches won't do much. Near the entrance of the first level is an Ice Ball NPC, who tells you that you need to flip a hidden switch. Each room has a glowing stone hidden somewhere, once you find it and interact with it, the extinguished torches in the room will light up (revisiting a room through the mine cart will reset the torches). Those only light up the area while you are close to them though. Each room also has a hole in the ground with a rope attached to it, which you can use to get down to the next room of that level, as long as you lit the torches. The mithril nodes can only be harvested if you got a *Mithril Mining Pick*. Besides *Mithril Ore*, they can also drop *Mithril Stars*. Down here, you may encounter Frosty Shades and Ice Balls.

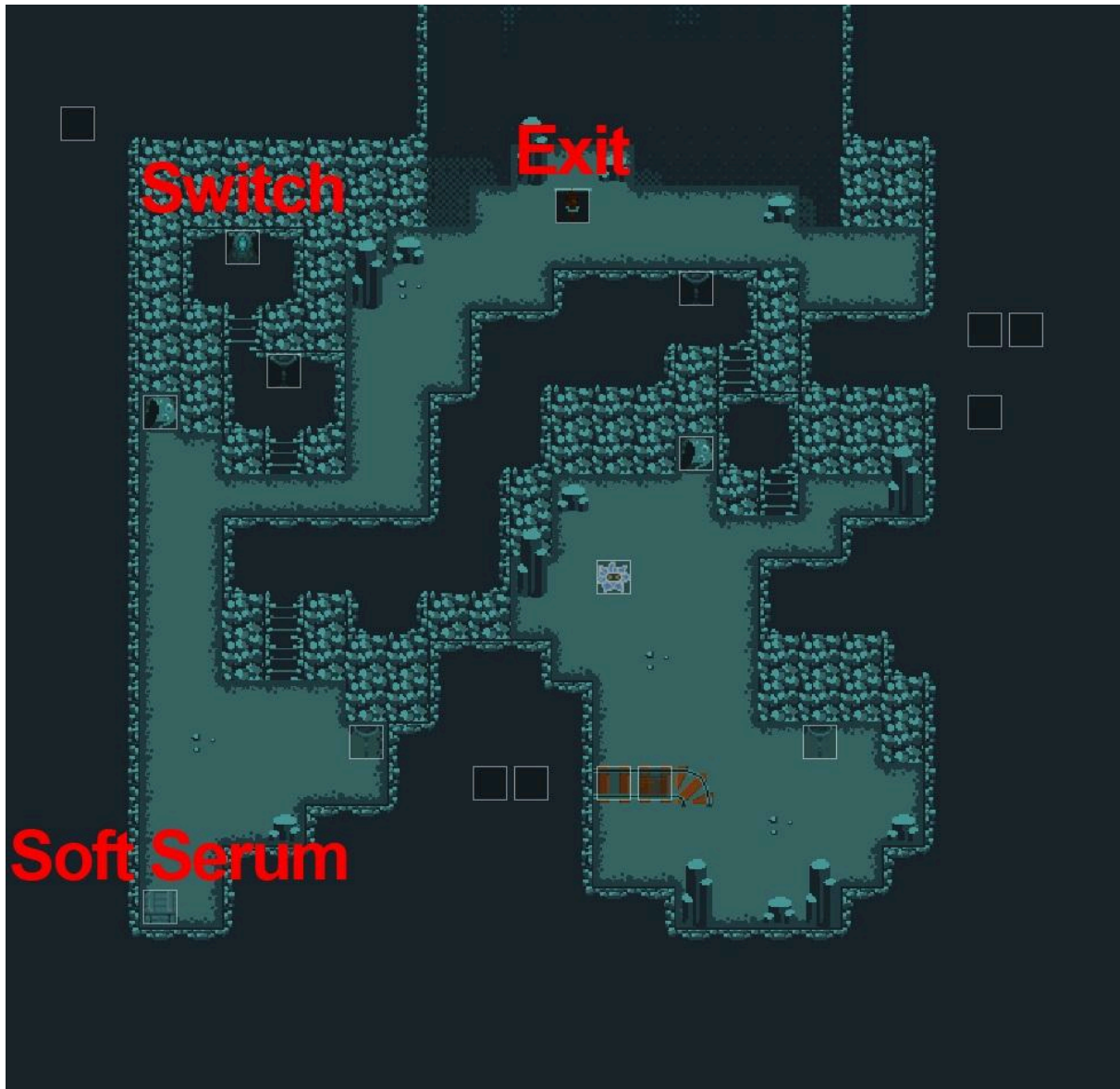
Ice Balls are weak to *Fire* and *Light*. You can weaken them by first picking the ACT Specify and then Set Temperature. If you set the temperature above the melting point of water (1° Celsius or 33° Fahrenheit), they will assume their melted form, with lower attack and defense. They can drop the following: *Polar Ring*, *Frozen Ring*, *Ice Ring*, *Rune of Blizzard*, *Hard Ice*, *Mananite*, *Mithril Star*, *Escape Rope*, *Hard-Ice*, *Ice Sample* (during Ice Samples quest only).

Frosty Shades are weak to *Fire* and *Light*. You can also defeat them through this ACT sequence: Blow Warm Air - Warm Hands - Touch Frosty - Smooch - End Fight.

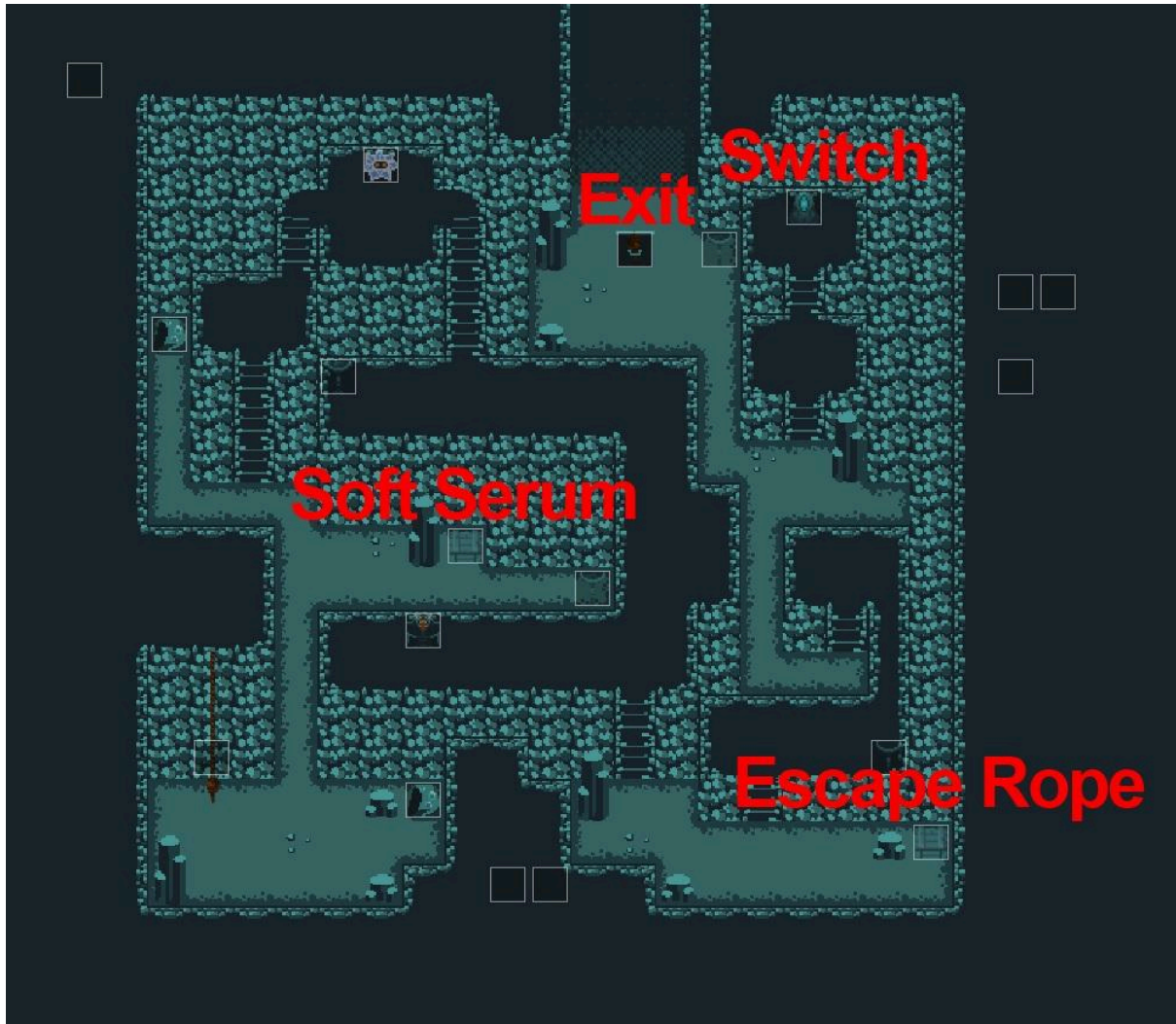
They can drop the following: *Frozen Claws*, *Rune of Blizzard*, *Potionite*, *Frozen Ring*, *Hard Ice*, *Mithril Ore*, *Escape Rope*, *Mithril Star*, *Pebble*, *Ice Sample* (during Ice Samples quest only). You also come across various NPC versions of those two enemy types in the deep mine you can talk to.

First Level

In the first room, there is a chest with a *Soft Serum* in it.



The second room has a chest with an *Escape Rope* and one with another *Soft Serum*.



The third room has another chest with a *Soft Serum*, and one with an **Ice Cube**. Near the glowing stone is another chest, which has a **Mithril Mining Pick** you can use to harvest mithril ore from all the rocks. Once you've lit the torches in this room, the mining cart appears to your right, so you can go even deeper to Level 2 or leave the deep mine.

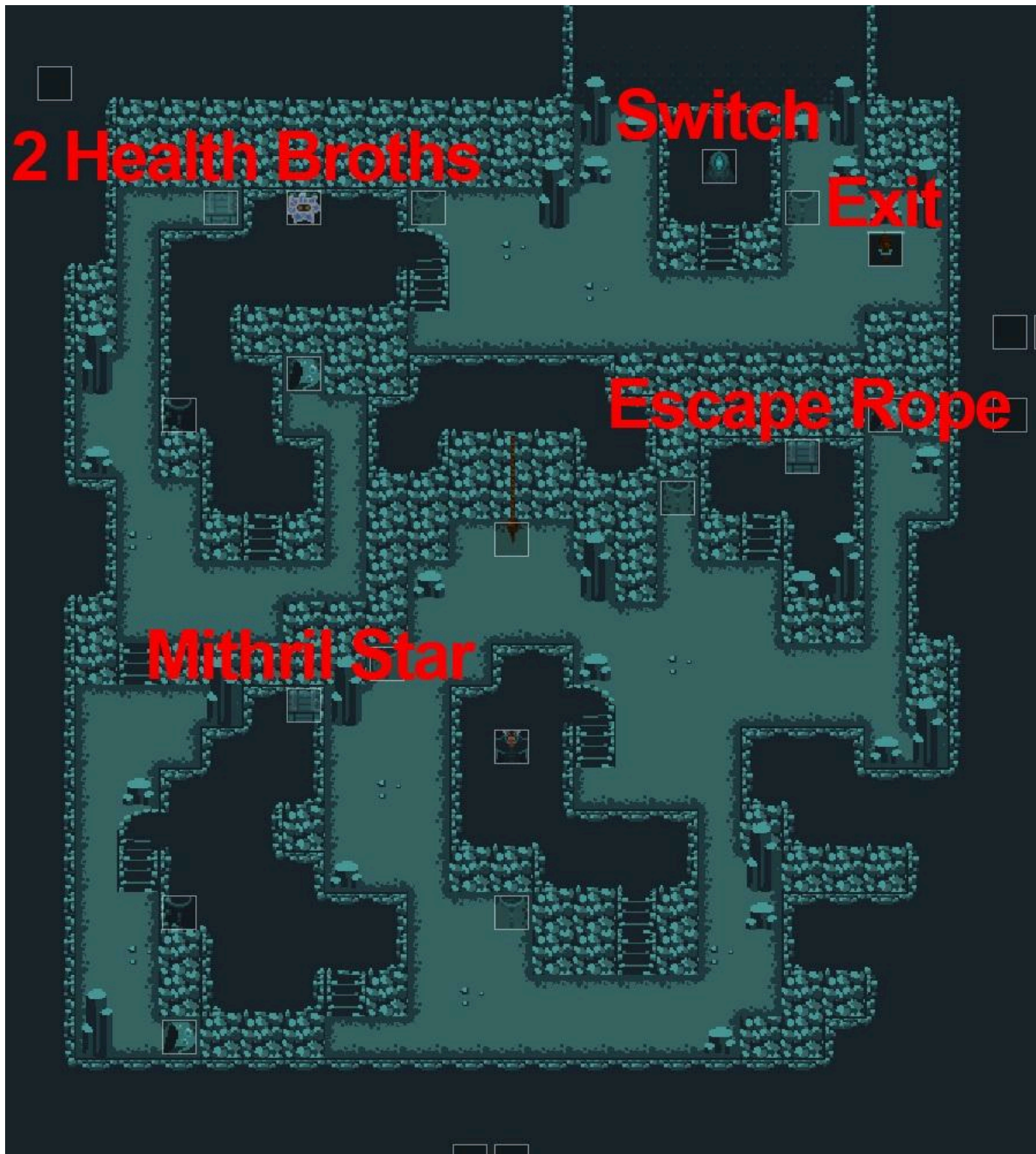


Second Level

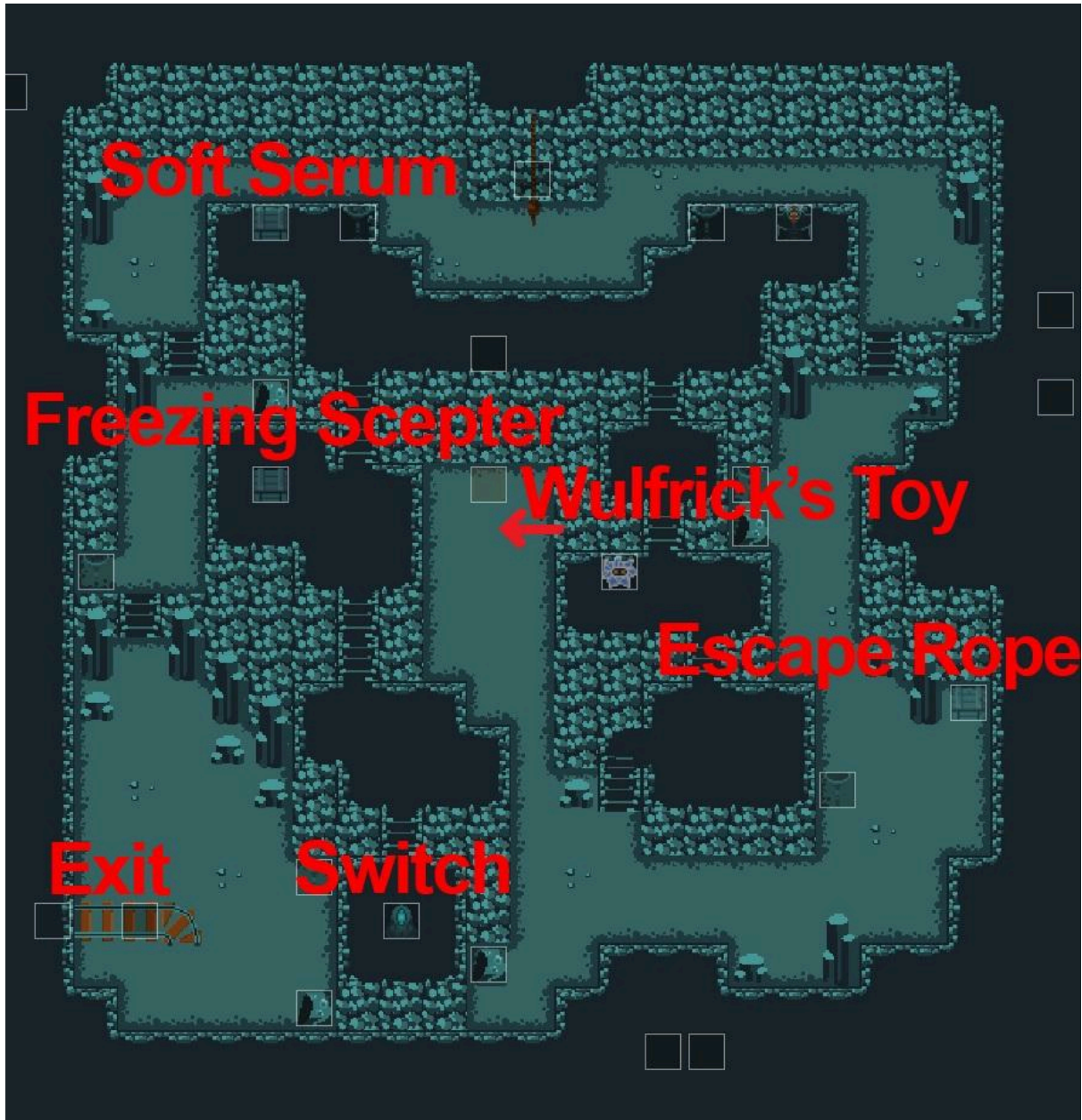
In the first room, you find a chest near the entrance with a *Soft Serum* in it. You also come across another chest with an *Escape Rope* in it.



In the second room, to the right is a chest with an *Escape Rope*. Further to the left, you'll eventually find a chest with a *Mithril Star* in it. In the top left corner of the room is a chest with 2 *Health Broths* in it.



In the third room, following the right path leads you to a chest with an *Escape Rope* in it. In the top left corner is a chest with a *Soft Serum* in it, and below that is a chest with a **Freezing Scepter** in it. Roughly in the middle of the room, you can find another one of Wulfrick's toys on a shiny pedestal! Once you pick up **Toy 05: Double Slam**, Wulfrick leans SMASH!



Third Level

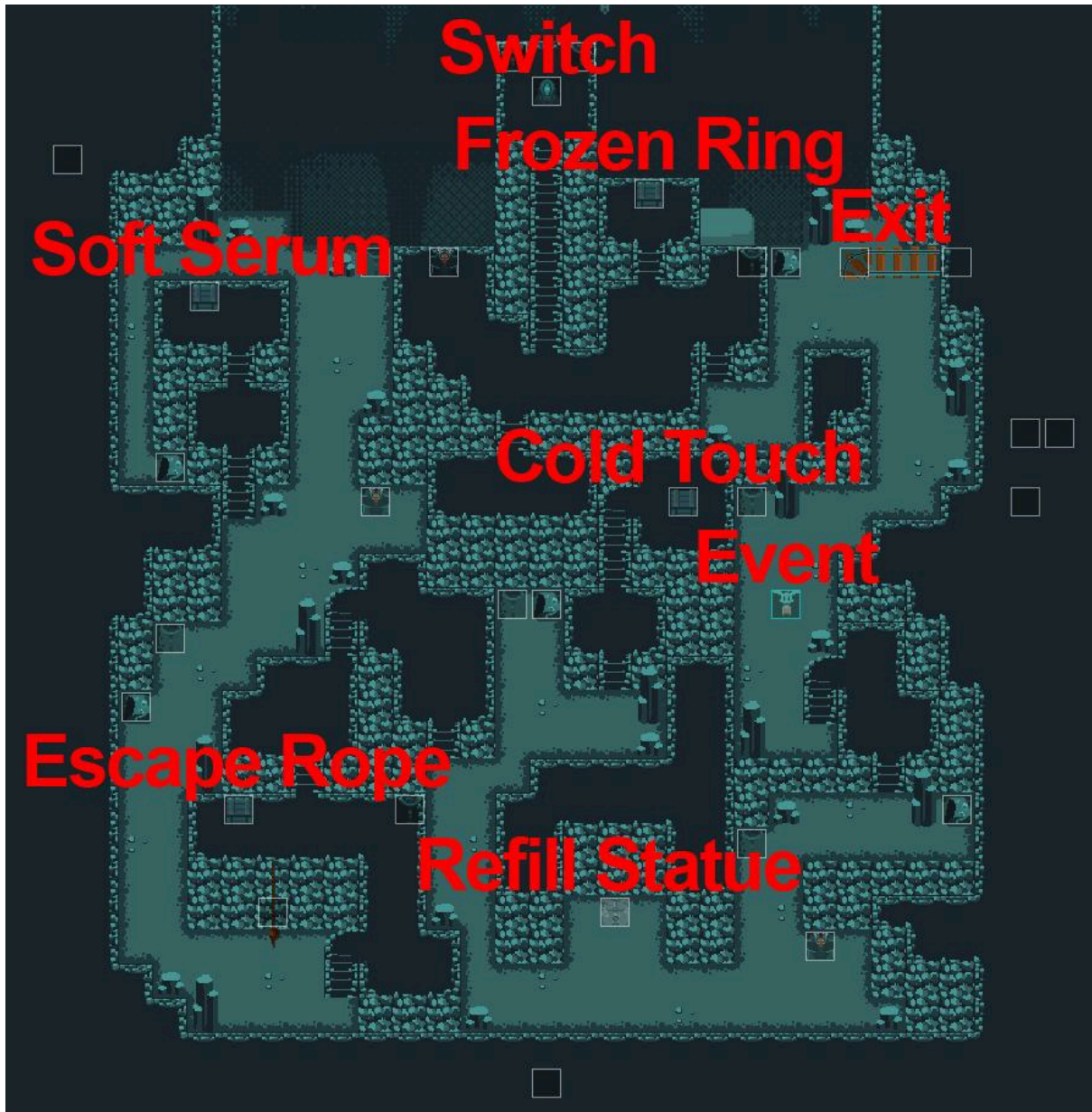
The first room has a chest with a *Soft Serum* in it, all the way to the right from that is a chest with *2 Life Potions*. All the way down at the bottom to the right is a chest with an *Escape Rope* in it.



In the second room, near the entrance is a chest with a *Soft Serum* in it. You will eventually come across a chest with 3 *Health Broths* in it, and near that is a chest with a *Mithril Star* in it.



In the third room, right above the entrance, you find a chest with an *Escape Rope* in it. Go further, and you will find a chest with a *Soft Serum* in it. In the bottom right area of the room is a statue that can refill all the Mithril nodes for 1000 Gold. Above that, you come across a chest with a **Cold Touch** in it. On your way towards the switch, you will come across a huge dino NPC just standing there. Approach him to unlock the “*Deep Explorer*” event and earn +1 stat point for each group member. The explorer will appear in the Paradino Hotel’s lobby after this. At the top area, near the switch, is a chest with a *Frozen Ring* in it.



????

This is a boss arena. Head upwards, and a cutscene will start. You will switch the lights on, but this will also start a boss fight with a huge monster called Vergoltung. He is extremely powerful and has five pieces of armor (claw, knee, shoulder, chest and arm), which all have their own health bars, and have to be destroyed before you can actually fight Vergoltung himself. You also can't use any ACTs until you have destroyed all five pieces of armor first. The armor pieces also have their own, individual attacks each. Vergoltung and his armor pieces are weak to *Fire* and *Light*. Once all five armor pieces have been "defeated", you can deal with Vergoltung himself, and you also unlock the ACT Butt Grab. This boss has a stat called HEAT, which you can raise by using ACTs against him. Each round, there is a random chance for Vergoltung to get distracted by horny thoughts instead of attacking, and receive damage based on his HEAT stat. Butt Grab raises his HEAT by 10. Using this ACT two times will unlock Hole Inspection, which raises his HEAT by 25. Once the HEAT exceeds 70, you can unlock the ACT Deep Punch, which raises the HEAT by 70. *(Note: Deep Punch only unlocks if you use Hole Inspection after reaching the 70 HEAT mark. Using Hole Inspection in order to exceed the 50 HEAT mark also counts. So, just use Hole Inspection two times after you unlock it).* When Vergoltung's HEAT reaches 250, he will get even hornier, and deal less damage. This fight has no ACT to end it early, so you will have to reduce Vergoltung's HP to zero normally. The first time you defeat him, Fucko learns the skill "Frozen Bullet". You can now talk to Vergoltung about the Deep Mine, and himself. You can also fuck him, to unlock his animation event. Behind him are two chests. The left one gives you an **Icy Pistol**, and the right one a **Book of Ice Barrier**. The screen between them gives you the drop rates for Vergoltung and the other enemies in the Deep Mine. Vergoltung can drop the following: *Frozen Tits, Icy Mithril Ring, Polar Ring, Aurora Crown, Book of Ice Shard, Book of Glacial Prison, Book of Ice Age, Potionite, Mananite, Mithril Ore, Mithril Star, Hard-Ice, Pebble*. After you defeat him, a new mine cart shows up down below, which you can use to leave the mines, or return to a previous level.

Quest Guild Bounties

Once you've completed the *The Paradino Island quest*, the Quest Guild will return to the island. The Quest Guild booth next to the (now functioning) quest board is now occupied by a purple NPC named Kroner, the Quest Guild's representative of Paradino. The teleporter between the quest board and the booth is now active, and can be used to teleport back to the Quest Guild lounge in Piratetown. Using the teleporter in the lounge will always send you back to where you first teleported from, so if you came here using the Paradino teleporter, you will return here. Your home in the Quest Guild can also be accessed from here.

The first time you talk to Kroner, he will have some dialogue for you. Afterwards, the *Paradino Quests quest* starts, asking you to complete every repeatable Quest Guild quest on this island at least once. Kroner can sell you the following: *Book of Ice Shard*, *Book of Glacier Prison*, *Beach Party Sunhat*, *Beach Party Shirt*, *Beach Party Seashells*, *Beach Party Shorts*, and *Beach Party Sandals*. Once you get the gold badge, you can also buy: *Dragon's Roar*, *Longshot*, *Book of Ice Age*, *Frozen Staff*. You can talk to him about the Quest Guild, the mine, Paradino, and your Quest Guild home. You can also upgrade your badge here, and turn in quests. However, you can only turn in Paradino quests, just like you can't turn in Paradino quests in Piratetown. Once you have done every single one of the following quests at least once, the *Paradino Quests quest* ends, and Kroner will give you 25 QC, you get the Paradino design option for your Quest Guild Home. Kroner will also let you know that Rexardo is now waiting for you in the Quest Guild Lounge. Return to him, and you get the "Rexardo's Needs" event, plus 1 stat points and **Rexardo's Favor**.

At the Paradino Quest Guild quest board, you can pick up the following repeatable quests:

GOAL! (1 Star): Simply push the beach ball next to Kroner's booth into one of the three goals on the beach three times. It doesn't matter if you already unlocked one of the goal's chests, you can even score the same goal three times. Kroner gives you 1 QC for this.

Fire It Up (1 Star): Enter the deep mines via mine cart, and light up three rooms. (The Demanding Foreman will have new dialogue while you have that quest active.) Just complete an entire level and leave, or you can redo the first room over and over again by using the mine cart at the entrance to reset the level, and then use an *Escape Rope*. Return to Kroner to get 1 QC.

Runaway Puppet (1 Star): Yrtus, the orc in the forest area is looking for a magical puppet. Talk to him during the quest about the Red Puppet, and he'll show you where to go. Climb the ladder to the heightened plateaus (where the beach ball goal is), and a red puppet will suddenly appear to your left. Interact with it, and it will spawn in a different spot on the plateaus. Repeat three times, and on your fourth attempt, you will catch the puppet. Leaving the plateau will cause the puppet to disappear again and reset your progress. The orc will have new dialogue, but asks you to return the thing to Kroner, who will trade you the puppet for 1 QC.

SCORE! (2 Stars): The same as the GOAL! quest, except you need to score three goals in the forest. Back at Kroner you get 5 QC.

Ice Samples (2 Stars): Go to the Deep Mines, and defeat enemies until you've collected 3 Ice Samples. Kroner gives you 5 QC for this.

Mischievous Puppet (2 Stars): Talk to the orc in the forest area about the Blue Puppet. You see a short cutscene where it's hidden, in the maze area just above the orc. Approach the area for the puppet to pop up. Walk up the plateau, and interact with it. The puppet will disappear, and three puppets will show up in random locations in the area. Only one of them is the correct one, and you need to interact with the right one. This is an easy one, just go for the blue puppet. Pick the wrong puppet, and you have to start all over again. If you pick the correct one, it will disappear again, and three new puppets will pop up. This time finding the correct one will be a little bit harder, as now they are all blue, except one is darker, and one has a light blue tone. Pick the correct one, and you guessed it, it disappears, and you once again have to choose between three new puppets. Now all three of them have the same color, so you'll have to look carefully. The most obvious trait is that the correct puppet has curved horns like a bull. Pick the right one, and you did it. Yrtus the orc asks you to return the thing to Kroner if you talk to him again. So return to Kroner, who finishes the quest and gives you 5 QC.

Deep (3 Stars): You need to defeat Vergoltung in the lowest level of the Deep Mine. Check the ??? subchapter for details. Once you've done this, return to Kroner for 10 QC.

Dad Cake (3 Stars): Rexardo's dad Daxar asks you to collect some ingredients for him. Meet him at the northern beach behind the forest near the bar, and he'll take you to his island. You can always leave the island by interacting with the bollard near the boat, but that will reset the quest and remove all quest-related items you may have already collected. After a short cutscene, Daxar lets you know that you can talk to him if you have questions about any of the ingredients. You need four *Delicious Fruits*, three *Delicious Eggs*, one *Bag Of Dad Cake Flour*, one *Bag Of Dad Cake Sugar*, and some "milk".

To get the eggs, you need some *Delicious Grain*, which you can collect left to the house. You can only have one at a time. The chicken to the right is running in a circle, and you need to interact with the machine in order to feed it. However, you need to press "use" when the chicken is only about ¼ of a circle away from the machine, otherwise the grains will get blown away by the wind. Do this three times for the chicken to drop an egg each time. For the fruits, there are four trees on the island. Interacting with them will drop one fruit per tree, but they will all fall into the ocean. You need to interact with the floating leaves in the water nearby and push them towards where the swimming fruits are, so you can use them as bridges. There is no way to fail this. Once you have four fruits, put them into the basket in front of Daxar's house. There are also five *Vending Machine Coins* placed all over the island, which you will need for the vending machine all the way up north, to buy the flour. There is one coin next to the grains, one on a small portion of beach in the upper left corner where you need to push some leaves in order to reach it. One is right in front of the vending machine, one is in the upper right corner of the island, and one is inside Daxar's house.

Once you got all five, interact with the vending machine. It explodes, but you get the flour. The sugar is inside the house on top of a shelf in the kitchen corner. In order to reach it, you need to push the highlighted ottoman in the left corner all the way to the right and up to the shelf. You can also enter the bedroom upstairs, but there's nothing there. With all the ingredients ready, talk to Daxar, who will offer you to help with the "milk". Gee, whatever could that possibly mean? Enter the house and head upstairs. After unlocking the "Daxar" animation, he will start baking, and after a little cutscene, you get a **Delicious Dad Cake** from him. Then he will give you a ride back to Paradino, where you can return to Kroner to get 10 QC.

Shaman Puppet (3 Stars): Talk to the orc in the forest about the Bobobo Puppet. He'll show you that it's in the same area where you fought Richtor previously. Use the ladder on the plateau, and the puppet will appear in the top right corner. Go interact with it, it will disappear and pop up in a slightly different spot. Repeat this a couple times, and after the fourth time, the puppet will appear in the middle of the field, and transform back into an orc boar hybrid. Interacting with him will start a fight. He is rather peaceful and doesn't want to fight, but unfortunately, his spiky body constantly causes you injuries nonetheless. Make sure to start the fight with some *Soft Serums* in your inventory, as those will protect you temporarily from his damage-over-time effects, especially since the SPIKES state he inflicts on you will spread to your team members if it remains unhealed. Bobobo will also randomly cast spells on your group members to bless them and protect them from his harmful spikes. Bobobo is weak to *Fire*, *Sword* and *Poison*, and also *Earth*, if you use the right ACTs, so you can use weapons with the SPIKES trait, if you got any from the Fire Dungeon, since SPIKES deal Earth damage. He has 10,000 health, and he heals himself constantly. So, defeating him without using the right ACTs is very difficult.

He cycles through his different attacks like this: Spikes (inflicts the SPIKES state on your entire team, causing them to lose health constantly) - Butt Smash (deals damage to one target and gives them BRITTLE) - Spirit Blessing (He gives your team member with the lowest HP percentage the Spirit Blessing state, which heals them from SPIKES and BRITTLE, makes them immune to it, and heals them for 5% of their max. HP for three turns. Getting attacked by his Spikes again removes the state.) - Mysticism (he heals himself) First use the ACT Think, then Ask About Tattoos. Now pick Compliment Physique, then Ask About Shamanhood. He's now charmed and doesn't try to heal himself anymore while in that state. You now got three new ACTs you can use interchangeably to deal significant damage to Bobobo. Ass Clap gives him the status effect BRITTLE, which makes him weak to Earth damage, and therefore to any weapon that has SPIKES. This only lasts temporarily though. Butt Smack deals 25% of his current HP as damage to him, so use that one while his HP is still high. Lick on the other hand deals 25% of his missing HP as damage, so start using that when his health is down to 50%. There is NO End Fight ACT, so you can only win by bringing his HP down to 0. Once you win, he will transform back into a puppet, you gain 500 Gold and Fucko learns the skill "Rapid Bullet". Yrtus doesn't want to take the puppet from your hands, so return to Kroner to finish the quest, and get 10 QC.

Golorock

Village

Once the *Route to Golorock quest* starts, talk to Dolpho who asks you if you wanna go there next. You get a cutscene where you unlock Golorock on the map, and the quest is finished. Once you're there, you get another cutscene. The two gates are guarded, and you try to come up with a plan. The *The Golorock Island quest* starts. Talk to Dolpho again if you want to leave. The remaining crew members can also be talked to on the beach, except for Borg. The eastern gate is guarded by a blue orc called Margo, who won't let you in. Walk south and you'll eventually trigger another cutscene. Apparently, the royal knights put up a camp here, and are trying to enter the village. Sword is trying to get past the guardian of the southern gate, a red orc called Rogoron, but no luck. After that, the gang wants to confront Sword, hoping to find a way inside. Talking with Rogoron doesn't lead anywhere for now, so let's try something else. You can talk to the guards outside. The left chest of the royal knights camp has **500 gold** in it, don't try to steal from the other two chests though!



In the bottom left tent, you find a knight resting on a bed. On a crate on the right, you can get a **Glass Of Water**. The tent right next to it has another knight, and a chest with one **Health Draught** in it.

Now there's nothing left but to enter the huge tent Sword went into. Inside you get another cutscene. Sword is having a dispute with his brother Shield, after that he asks you to find a way into the village. As payment, he hands you **5000 gold** and warns you to stay away from his brother. You can talk to Sword after this, and demand more gold from him. He'll give you **1000 gold** if you do so, which you can do up to three times before he refuses.

Now talk to Rogoron at the southern gate for another cutscene. Borg shows up and gets you all access to the village, and tells you to go see Shama, who's the boss around here. Before you do that, you aren't allowed to head for the mountain path next to the village. If you accept Borg's invitation, he leads you inside the large tent in the village, where you get a long cutscene. Shama informs you that the Heart Of The Mountain has been stolen (or rather half of it), and that's why strangers aren't allowed to enter. You guess that it must've been Runt Whiner, and decide to return the Heart to the orcs, without the knights learning about the Heart, since Shama also distrusts Manedom since a certain explosion a decade ago. Shama tells you that the thief went for the mountain, and you figure since Runt also stole all that pure mithril from Paradino, he's trying to gain information about dark magic using both halves of the heart. There's also a bit of lore regarding Fucko and his dad. After a bit more talking, you can finally head for the Mountain Path. Careful though, it's mating season for the beings living there. Before you leave, you can check out the village some more though. Inside Shama's house, you can talk to him and Rogoron. You can also take a look upstairs at the bedroom.

Outside, there are two smaller houses you can check out. Once you enter the house on the left, you get the "*Desperate Orc*" event, 1 stat point for each of your party members, and there's also another puddle of cum you can use an *Empty Bottle* on in order to get a **Bottle of Cum**. After that, you're free to check out the rest of the house. In the house on the right you meet a blue orc who electrifies anything he touches, which you'll notice once you interact with the furniture. There's a save statue in the middle of the village. The Quest Guild booth is empty right now. Margo, the blue orc guarding the east entrance, has now left his post and is standing near the Quest Guild booth. Talk to him and he'll offer to take you to bone town and unlock the "*Margo Is Sorry*" event. Your party gets +1 stat point, and you can use the puddle of cum on the ground to get a **Bottle of Cum**. Below that is a large tree. Behind it you find an NPC telling you that sometimes, there is treasure hidden behind the larger trees. There's a purple character around the save statue you can talk to, and a yellow orc named Raka, who tells you about *Earth* spells. He's willing to give you some magic items, if Lace can prove himself to him. Make sure Lace has at least 50 DEF, and Raka will give you an **Earth Ring**. When Lace has at least 750 HP, the orc hands you a **Mountain Ring**. Once Lace has *defended* himself during battle at least 25 times, you get a **Tectonic Ring**. Use Earth spells at least 25 times in battle, and you get a **Scroll of Earthquake**. For the final item, you need to use the *Earthquake* AOE spell the new scroll gives you on 5 enemies at once. This can be done in the Water Dungeon by fighting some Bubbles on the first floor, since they can multiply fast, or by fighting Vergoltung's armor set in the Paradino Deep Mines. Do this, and Raka gives you a **Rune of Earthquake**. This village also has one hidden item! The **Chicken Staff** is a weapon that gives Lace additional ATK based on the number of times you've escaped from battle during your playthrough. I'm not gonna spoil where it's hidden, go ahead and look for it.

Now let's head for the mountain path!

Mountain Path

The first time you enter the forest, you get a cutscene where an owl character introduces himself. His name is Eron, a character you might have previously met in the Quest Guild lounge. He warns you of the other Growls in this area, which have gone quite aggressive. He asks you to help him find out what's causing this, and offers to get the Golorock Quest Guild booth up and running again if you do. You assume Runt Whiner must be responsible. On this path, you'll come across various enemies. Spiritops are stationary, but phase in and out of existence, so keep your eyes peeled. Growls on the other hand are patrolling the forest with no set direction. Interacting with either of them starts a battle. While the spirits don't really talk, the four owls in this area each say something else when you approach them.

Spiritops and their *Spiritorbs* are weak to *Fire*, *Ice* and *Earth*. Careful, anytime the Spiritop stares at one of your boys (and a mask symbol pops up on your character), you need to defend with them, otherwise they get petrified the next round. Spiritops can also use an *Elemental Barrier*, which removes their *Fire* weakness, and makes it so that any attack with *Fire*, *Water*, *Wind* and *Thunder* will heal your target instead of damaging it. To defeat them using ACTs, pick Offering two times, and pick Force offering and Defense offering one time each. Force offering lowers your group's ATK, MTK and SPE, and gives those stats to the Spiritop instead. Defense offering does the same with DEF and MDF. Both last for three turns each. Once you've picked both options one time, the Spiritorbs will disappear, and the Spiritop pops a boner. You can now use the ACT Fap Spiritop. Do this three times and you win. Spiritops can drop the following: *Elemental Scepter*, *Spiritop*, *Spirit Mask*, *Stick*, *Mananite*, *Earth Ring*, *Elemental Ring*, *Book of Splash*, *Book of Snap Spark*, *Book of Zap* and *Book of Wind Sphere*.

The owl enemies, called Growls, do not want to fight, but to mate. They are weak to *Ice*, *Axe* and *Pistol*. Once the "battle" starts, they initiate a mating dance, and simply get mad and attack if you don't respond properly. If you pick the wrong option (or do literally anything else), they will strike three times at random. The correct order to pick in this "mating dance" is: Dance Along - Accept Presentation - Present Cock - Breed - Breed - Breed.

Growls can drop the following: *Mysticclaws*, *Growl's Feather*, *Stick*, *Potionite* and *Silk Scraps*. From the starting point, head upwards, and you'll find a large tree with a window. You can knock on it, each time a Growl shows up, but doesn't respond any further. Behind that tree is a chest with a **Red Fang** inside. Further upwards you find another large tree. Knock on the window multiple times, and eventually the Growl inside will hand you 3 **Cookies**. This can be done multiple times as well. Behind that tree is a chest with a **Spirit Bubble** inside. There is also an opening in the wall of trees that leads you to a small clearing with another non-aggressive Growl. He's been using a toy, so he's calm, and you can use an *Empty Bottle* on a cum puddle to get another **Bottle of Cum**. Behind the Growl is a chest with another **Magical Leaf** inside. Leave the clearing and follow the path to the right. You'll come across a chest with 2 *Potionite* inside. On your way to the right, you'll get a cutscene, where you learn more about Fucko's past with Morca, and about the mysterious explosion mentioned by the beta wolf and Richtor. Further to the right is another chest with 2 *Mananite*. Further right is another large tree. The Growl behind the window will give you multiple, angry responses, but nothing else. Behind the tree is a chest with **Spiribottoms**.

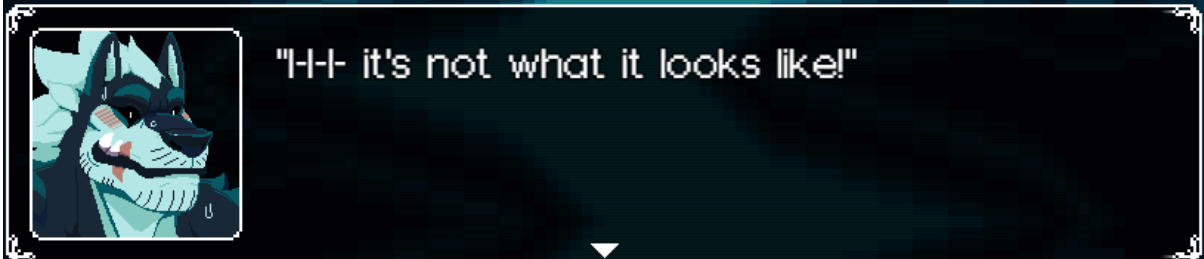
Next to that giant tree is another opening that brings you to another clearing with a tame Growl. You can use another *Empty Bottle* on the puddle of cum here to get a **Bottle of Cum**. The chest here has a **Mountain Ring** inside. Get back outside, cross the bridge downwards, and there's a fourth large tree with a window. The Growl here is way nicer than the previous one, but that's it. Behind that tree is a chest with **Spiriboots**. The next fork in the road heading upwards leads to a test fight for Runt Whiner. Check his respective subchapter for details. Continuing to the left, there's an entrance to a secluded area with a Growl named Rowdy and a Spiritop called Rito. Enter and you'll get the "*Cock Worshipper*" event and +1 stat point for your group. Afterwards, you can collect the spilled cum with an *Empty Bottle* for a **Bottle of Cum**, and also talk to the two NPCs. Further to the left from here, you'll come across a Growl merchant selling you *Potionite*, *Mananite*, *Silk Scraps*, *Spirit Masks*, *Spiritops*, *Spirihands*, *Spiribottoms* and *Spiriboots*. You can also talk to him about why he's selling here of all places, and ask about the breeding season.

Down below from where you stand are two rope ladders you can let down and create a shortcut back to the beginning. Between the two ladders is another chest with **Spirihands** inside. After your fight with Runt Whiner, a new character will appear in the lake near the chest. He's a wolf-orc called Rokrok, and approaching him will trigger the "*Make A Splash*" event, and give your entire group +1 stat point. Afterwards, you can talk to Rokrok again. He tells you that a tree grew in front of his home, and now he has trouble using his entrance. Equip an axe weapon, and interact with the tree stump blocking the entrance right to Rokrok. The Adventurer cuts it down, and you get 5x *Sticks*. Afterwards, Rokrok will ask you inside. Enter his home to unlock the "*Rokrok's Loincloth*" event, and get 1 stat point for your entire group. Turns out the wolf-orc is missing his loincloth, and you agree to go look for it, kicking off the *Rokrok's Loincloth quest* (which is still WIP).

Runt Whiner

He's weak to *Fire*, *Axe* and *Claws*. Careful, he has attacks that can blind your party, but also debuff their stats. He's also got attacks that take 50% of the target's max. HP, and he can heal himself. Once his HP falls below 50%, he will enter a second phase where he transforms and fully heals himself. He'll do this even if you bring his HP down to zero in phase one. In this phase, his attacks are even more powerful. You get the following ACTs for this fight: Think... This will unlock the two ACTs Call Weak and Anti-Heal. The Think...-ACT gets removed if Runt's HP falls below 50% before you use it. Call Weak will half Runt's ATK, and Anti-Heal prevents him from healing himself. However, every sixth turn, he will use the skill Regain Composure, which will heal him and remove those status effects.

Once you bring his HP below 50%, he changes and the truth is revealed: Runt Whiner was Wulfrick's Dad all along! What a twist! Now you've gained three new ACTs: Distract, Snatch Coat and Rip Pants. You need to use Distract before you can successfully use the other two. Once he's distracted, not even his Regain Composure skill will reset that. First you need to snatch his coat. After that, you do notice something about his pants. Before you can use Rip Pants though, you need to use Distract one more time. Now use Rip Pants, and oh no! Turns out the "big, manly Alpha" that Wulfrick's dad was built up to be all this time, loves to wear pink girly panties!



From now on, any time you use Distract, you will be teasing Runt about his cute undies instead, which gets him embarrassed and will cause him to lose his action this turn, and take 50 HP damage. If you don't use Distract, he will continue his regular set of attacks. Once he's defeated and he creams himself, you will get 500 gold, and Fucko will learn "Intimidating Presence". If you defeat him without exposing his undies, the final attack will simply rip off his clothes, but you won't get the cumshot.

The Heart Of The Mountain

Fucko isn't exactly thrilled about Wulfrick not mentioning sooner that Runt Whiner was his dad, but Best Boi didn't seem to know. The gang decides to hand Runt over to Shama. After the fight, the group returns to Shama's tent with the weakened Runt Whiner. However, he refuses to hand back the stolen heart, and tries to summon a certain demon we're all too familiar with to help him. A portal opens and Shama gets hurt in the process. We get a cutscene between the shadowy demon and the Demon King, where we see what the mysterious man looks like outside the shadows, and that his name is Jet. Unfortunately for Runt, Jet isn't too keen on him opposing his beloved ruler. However, the Demon King transforms back into the Adventurer before long, and Jet disappears, willing to wait for his king to return to him. Seeing how his plan failed, Runt flees leaving behind the heart. Fucko wants to go after him, but Rogoron begs you to help the injured Shama instead, by returning the heart to the mountain. You receive **The Heart Of The Mountain**, and the *The Golorock Island quest* gets updated. Time to head for the mountain cave entrance Runt Whiner was standing in front of!

If you're playing the Public Build, Jet is standing in Shama's hut after the last cutscene to let you know this is where the game ends for now. (You can still unlock the "Make A Splash" event in the Golorock forest though.)

Mountain Cave

The inside of the cave is filled with green crystals. In the middle of the small entrance room is a particularly large one, that serves as a magic mirror. Interacting with it will teleport you to the next room. The shiny pattern on the ground you land on serves as a teleporter to bring you back to the previous room. This is another dungeon, so you will randomly encounter enemies as you go. In this cave, you are gonna encounter the following enemy types: Awoken Orcs, Barrier Crystals and Reflection Crystals. All of them are weak to *Fire, Ice, Thunder, Water, Earth and Wind*.

Awoken Orcs will absorb a random element each turn, then their next attack will utilize that element (and also lose the weakness to that element for that turn). Fire applies the BURN status, Water lowers M.DEF, Thunder has a 50% chance to stun, Wind deals 10% of the target's max. HP as additional damage, Ice has a 50% chance to apply the FREEZE status and also deals additional damage to frozen targets, and Earth has a 50% chance to apply the PETRIFIED status. You can use the ACT Elemental Game to pick one of the six possible elements. If you pick the one the orc absorbed this turn three times, he will wake up, and you will win. Guessing wrong resets your progress, not guessing for a turn however doesn't. Awoken Orcs can drop the following: *Silk Scrap, Shiny Pebble, Chunks Of Crystal, Lumps Of Crystal, Block Of Crystal, Mountain Ring*.

Barrier Crystals will create a "barrier" on battle start, and Reflection Crystals a "reflect". Attacking an enemy with a "barrier" with a physical attack or skill will result in the damage being applied to the attacker instead. The same goes for magical attacks or skills against enemies with a "reflect". The crystals will switch their protection types each turn, so be careful with your attacks. You can also use the ACTs Overload Barrier and Overload Reflect.

Both are AOE attacks that'll affect both enemies though. An enemy with a "barrier" will suffer damage from Overload Barrier, but enemies without "barrier" will gain DEF instead. In return, an enemy with "reflect" will suffer damage from Overload Reflect, but enemies without "reflect" will gain M.DEF instead. The Crystals can drop the following: *Potionite*, *Mananite*, *Shiny Pebble*, *Blue Crystal Fragment*, *Red Crystal Fragment*.

In the first room, you'll first see a chart for the enemy drops in this area. There is a mirror on the left, and one to the right. Neither of them work right now, but the Adventurer realizes the colored arrows above them must mean something. The next room in the middle is very small, and has a device on the floor you can interact with. Doing so will change the positioning of the red arrow on the ground. The mirrors outside will only work, if the arrow(s) of their respective color(s) all point in the right direction. Meaning in this case, if you wanna go left, the arrow must point left, and if you wanna use the right mirror, it has to point to the right. Let's start with the left one.

Before you use the mirror to the left to enter the next room, check the room upwards to find **Toy 06: Nip Draggers**. Now Wulfrick's regular TP Boost has been upgraded to "Tits & Pecs Boost".

Near your entrance point in the next room is an Awoken Orc NPC you can talk to. Near that is a chest with a *Greater Health Elixir*. The next mirror has a yellow down-arrow, and a red up-arrow. The red arrow is in a small cave in the upper right, and the yellow one in the cave near your entrance point. After you've set the arrows, use the mirror to get to the next room.

Important to notice: There is only one "arrow" for each color in this dungeon! By changing the red arrow to "up" here, you also change it for the mirror in the first room. Which means if you go back, the mirror behind you will be blocked off until you adjust the arrow(s) again. This goes for all rooms. Change an arrow there, all of them of the same color change direction.

Head up in the next room to find a chest with a *Gourmet Candy* in it. This room's exit mirror requires a blue up-arrow, a red right-arrow, a purple down-arrow, and a yellow left-arrow. The yellow arrow can be found near your entrance point. In the down left corner of the room is a small cave with the blue arrow. The small cave above the exit has the purple arrow, and to the right from here you'll find a chest with **Hunks Of Crystal** in it, and the cave with this room's red arrow.

The next room is the final destination for both paths you can take. Let's take a look at your path if you picked the right mirror at the cave entrance. On your way to the next mirror to the right you come across two crystal NPCs you can talk to. Turns out, they are merchants! The blue one turns *Mananite* into *Greater Mana Elixirs* for you, and also trades *Blue Crystal Fragments* for a **Recipe For Crystal Formation**. Return this recipe to Wizzy in Shiptown, and he'll learn how to craft a *Crystal Formation*. The red one can turn your *Potionite* into *Greater Health Elixirs*, and trade Red Crystal Fragments for a **Recipe For Crystal Formation**. (It is the same recipe, you only need to purchase it once.) You can also talk to both of them about the mountain and the orcs.

Near your entrance point is a chest with a *Greater Mana Elixir* in it. This exit requires a purple right-arrow, and a blue left-arrow. All the way up to the right you'll find the blue one, and left to that small cave is the purple one. Enter the mirror near your entrance point.

The next room's exit is all the way to the right on the other side of the lake. It requires a red left-arrow, a blue down-arrow, a yellow right-arrow, and a purple up-arrow. Head down from your entrance point to find the blue arrow. To the upper right of your entrance point, you'll find the yellow arrow. Now head down and follow the path to the other side of the lake. On your way, you will find the next small cave, which has the red arrow in it. To the right of that, there's also another chest, this one's got a *Potion Of Potential*. Head up and you'll find the small cave with the purple arrow right next to the exit mirror. If you follow the path to the left, you'll find a chest with **Slaps Of Crystal** in it next to the waterfall.

You're now in a room where the two possible paths meet. Enter the mirror all the way up to get to the next room. Head all the way up in this room, and you'll find a singular, suspicious switch in the middle of the room.

TO BE CONTINUED!

Item Index

Weapons

Axes

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=878696414>

Daggers

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=0>

Swords

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=852106762>

Staffs

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=392598169>

Claws

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=919186369>

Pistols

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=1039056491>

Others

<https://docs.google.com/spreadsheets/d/1rBO9ihyB9KU3UZqNqsGxpBicX58nWJJVyxRNEiLg03o/edit#gid=2006222031>

Armor

Head

https://docs.google.com/spreadsheets/d/1zxT2x2K4Y2_WSkbg712V0Y9mMeAhEcgHqxZnO05X48A/edit#gid=0

Chest

https://docs.google.com/spreadsheets/d/1zxT2x2K4Y2_WSkbg712V0Y9mMeAhEcgHqxZnO05X48A/edit#gid=223318740

Hands

https://docs.google.com/spreadsheets/d/1zxT2x2K4Y2_WSkbg712V0Y9mMeAhEcgHqxZnO05X48A/edit#gid=38667931

Legs

https://docs.google.com/spreadsheets/d/1zxT2x2K4Y2_WSkbg712V0Y9mMeAhEcgHqxZnO05X48A/edit#gid=803240410

Feet

https://docs.google.com/spreadsheets/d/1zxT2x2K4Y2_WSkbg712V0Y9mMeAhEcgHqxZnO05X48A/edit#gid=665447827

Accessories

https://docs.google.com/spreadsheets/d/1zxT2x2K4Y2_WSkbg712V0Y9mMeAhEcgHqxZnO05X48A/edit#gid=2053019337

Consumables

https://docs.google.com/spreadsheets/d/1vtm2X_alCqecAr9nOxoVpBv5NXaRm4y2pb8BbQKJv64/edit#gid=0

Crafting

https://docs.google.com/spreadsheets/d/1vtm2X_alCqecAr9nOxoVpBv5NXaRm4y2pb8BbQKJv64/edit?#gid=939379881

Recipes

https://docs.google.com/spreadsheets/d/1vtm2X_alCqecAr9nOxoVpBv5NXaRm4y2pb8BbQKJv64/edit#gid=1563301590

Key Items

https://docs.google.com/spreadsheets/d/1vtm2X_alCqecAr9nOxoVpBv5NXaRm4y2pb8BbQKJv64/edit#gid=1969795730

Key Usables

https://docs.google.com/spreadsheets/d/1vtm2X_alCqecAr9nOxoVpBv5NXaRm4y2pb8BbQKJv64/edit#gid=452338105

Loot

https://docs.google.com/spreadsheets/d/1vtm2X_alCqecAr9nOxoVpBv5NXaRm4y2pb8BbQKJv64/edit#gid=377608724

Enemy Weaknesses

Light Forest

Slime (regular): Thunder, Slimophobe, Sword

Slime B (the one with the dildo hands): Thunder, Slimophobe, Dagger

Horny Pervert: Thunder, Sword

Logwood

Bear: Fire, Axe

Logodile: Thunder, Axe

Gloomy Forest

Beta: Water, Dagger

Rat Cave

Thieving Rat: Fire, Dagger

Ratmage: Water, Dark, Sword

Hunkypunk: Water, Dark, Axe

Beach Cave

Scarr: Thunder, Axe

Dolpho: Thunder, Sword

Squido: Thunder, Axe

Paparot: Thunder, Dagger

Fire Dungeon

First Floor

Fire Ball: Water, Dagger

Fire Elemental: Water, Sword

Lava Golem: Water, Axe

Magano (when charmed): Water

Second Floor

Fire Guard: Water, Dagger

Fire Imp: Water, Sword

Escaped Prisoner: Water, Sword

Duiro: Water

Third Floor

Rubyro's Guard: Water, Axe

Fire Mage: Water, Claw

Flameron: Water

Pine Island

Agitated Guy: Thunder, Axe

Rowdy Growler: Water, Sword

Grumpy Tank: Fire, Pistol

Frisky Zapper: Water, Dagger

Piratetown

Town

Slippery Thief: Fire, Axe, Claws

Underwater cave

Captain Hogger: Light

Hideout

Dule Dile: Dagger

Klaus: Thunder

Shaun: Thunder

Water Dungeon

First Floor

Bubble: Thunder, Dagger, Sword, Axe, Claws, Pistol

Water Elemental: Thunder, Axe

Hydro Golem: Thunder, Dagger, Pistol

Icutalus: None

Second Floor

Copera Snake: Thunder, Sword

Submerged Scout: Thunder, Pistol

Runaway T-0 Prototype: Thunder, Claws

Smartacus: None

Third Floor

Tentacle: Thunder, Dagger, Sword, Axe, Claws

Saphura's Guard: Thunder, Axe

Octorn: None

Paradino

Mine

Underpaid Miner: Ice, Axe

Demanding Foreman: Ice, Axe

Forest

Richtor: Fire, Sword

Bobobo: Fire, Sword, Poison (and Earth, if Ass Clap ACT is applied)

Deep Mines

Ice Balls: Fire, Light

Frosty Shades: Fire, Light

Vergoltung (plus armor pieces): Fire, Light

Golorock

Mountain Path

Spititop: Fire, Ice, Earth

Spititorb: Fire, Ice, Earth

Growl: Ice, Axe, Pistol

Runt Whiner: Fire, Axe, Claws

Mountain Cave

Barrier Crystal: Fire, Ice, Thunder, Water, Earth, Wind

Reflection Crystal: Fire, Ice, Thunder, Water, Earth, Wind

Awoken Orc: Fire, Ice, Thunder, Water, Earth, Wind