Completionist's Handbook

FOREST OF THE BLUE SKIN R



Current Build - October 2025

Published by D. W. Isaac

Forest of the Blue Skin is one of a few games developed by Zell123, an H-Game dev that's been bouncing between projects for a few years now. Right now, FOBS is their main focus, as it was nearly complete in the past, but after a certain point, it could not be updated further. The game engine it used did not allow that. After finding a newer, better engine, Zell has started remaking the game from the ground up, updating everything from the sprites to the animations to the fundamental makeup of the game, while still keeping the general feel of the game alive.

One of the main mechanics of FOBS is being able to capture the monster girls that you encounter on your journey, earning you money, skills, and new animations. This has been ported over to the newest version of the game that's being worked on, but with that comes the issue that old capture methods may not all be relevant anymore. What's worse, trying to figure out what those methods are is painfully difficult if you don't have a ton of time on your hands. So I've compiled this guide to help you figure out how to capture each and every gal in the game, saving you time and trouble if you really don't feel like trying to do guesswork 20 times over. I've also included information on finer points involved with playing the game, as well as where you can find all the little bits and bobs the game has to offer. This

will be updated in the future as the game evolves and new things from items to gals to areas are added, so be sure to check back in when a new version of the game drops! And of course, your contributions to this cause are much appreciated, as I am but one person. Chances are I'm going to miss something eventually. So if you happen to know something that isn't posted here, drop your knowledge in this thread on F95Zone so I can get to adding it in. Have fun!

···Oh, and if you're seeing the guide and didn't come from F95<mark>2one, here's a link to the game thread</mark> where you can download the game. All the links are safe, but be mindful of adware.

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TIPS AND TRICKS

TIPS AND TRICKS

Note: Images will be added for collectibles as needed, but the collectibles will not always be in the picture. Not all collectibles will have a picture at all, depending on their conditions.

General Tidbits

- ★ Before Starting the Game
 - Esc Fullscreen/Windowed
 F5 Soft Reset
 - Remember to change the engine language to Japanese through Settings in the top left corner of the screen. If set to English, a lot of in-game text will not show up whatsoever, such as item descriptions, capture notifications, and readable interactables.

★ Movement

- Certain animations, such as the animation for getting out of a charm or grapple, have a period of time after they start in which you can't move around colloquially called "end lag", usually lasting until the animation ends properly. In most cases, end lag can be shortened or altogether cancelled with a dash, which can be useful for regaining your bearings, avoiding getting stunlocked, or just getting out of dodge in a heartbeat.
- Jumping out of a dash will trigger a Long Jump, preserving your momentum but not your invincibility. You cannot attack during a long jump either, so use this to get to places quickly or to retreat.
 - When double-jumping out of a long jump, you will not preserve all of your momentum, but it can still be used to cross large or raised gaps.
 - When a dash finishes on the ground, your momentum is completely halted to play a short animation before you can move again. When a dash finishes in the air, your momentum is greatly reduced as you start falling to the ground. Long jumps do not cancel your momentum until you touch the ground again, so chaining them together is usually your fastest movement option.

★ Combat

 Attacking out of a dash will trigger a wide-range Dash Attack, mimicking the animation of the 4th hit of your standing attack combo. This attack inherits the invincibility of your dash, but that invincibility is lost the moment you can move again.

- Slime Wall can be used both offensively and defensively. Defensively, it can block weaker projectiles, giving you a moment to rest. Offensively, it can deal a little bit of damage to enemies that pass through it. It can deal a decent chunk of damage to a single enemy if the wall is placed right on top of them.
 - Petite Orcs are strong, but light. As such, using the Slime Wall right on top of them will send them flying, cancelling whatever action they were doing.
- While parrying is a strong defense option, use this with extreme caution. The
 damage rules applied to guarding normally apply here as well, meaning that
 while you will take reduced damage from any parried attack, you will still take
 damage regardless. So for some stronger attacks, it may be more beneficial to
 just dodge them rather than trying to parry.
- If you move left or right while holding the down arrow key, you'll do a short, invincible dodge at the cost of a bit of MP. This covers much less distance than a dash, but you can immediately execute a normal attack string out of it rather than a dash attack. Furthermore, dodging has little-to-no end lag, allowing you to execute pretty much any action a lot faster than if you were to do so after a dash.

Cliffs/Caves Collectibles (World 1: Forest)

★ Emerald - Out of Sight

During the beginning of the tutorial, just before you enter the first portal, you'll notice a platform you can't reach just yet above it. Come back after you've acquired the Double Jump to reach it, then walk forward. You'll find the Emerald hiding behind the tree.



The wonders

of backtracking.

★ Ability - Double Jump

To the left of the Kappa area where the Cliffsave point is, there's a room with 3 Mushes on the bottom and one Mushroom Girl on the top. At the very end of it, you can open a chest to get the Double Jump ability.



A chest at

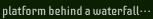
the edge of a cave.

★ Item - Moly

There are two ways you can get this item. The simpler way is to come back to the Kappa area after you've gotten the Double Jump, then just jump up and get it out of the chest. However, if you don't feel like dealing with all of those fungi, you can head upwards to the Harpy Nest and head to the right. Once you've reached the waterfall, drop back down and you'll land right on the platform holding the Moly.



A natural





···and the

artificial one just above it.

★ Item - Green Harpy Feather

In the Harpy area, there are some platforms hidden by a wall all the way to the right. Jump on them and head upwards, and you'll come across a chest containing the Green Harpy Feather.



visible foothold.



visible foothold.

★ Golden Apple - Among the Flock

In the Harpy area, there's a Golden Apple all the way to the left on some conveniently-placed platforms.



An odd place

to leave an apple, don't you think?

★ Item - Ancient Gold Coin

After successfully fending off the <u>Petite Orc Ambush</u>, you can go into the hut on the left side of the room. Inside, you'll find a chest containing the Ancient Gold Coin.

★ Emerald - Oooh, A Penny!

During the second half of the <u>Jumping Race</u>, you'll find a small patch of foliage between two stumps near the end of the race, right by a Milking Plant. Go into the foliage, and you'll find an Emerald.



entire gem here…?

★ Item - Champion's Mushroom

After beating Mash in the <u>Jumping Race</u>, you can grab the Champion's Mushroom off of the Champion's Chair.

(Stand there for a bit longer and you'll trigger the Victory Ceremony H-scene.)

Deep Forest Collectibles (World 1: Forest)

★ Item - Wooden Mask

After entering the <u>Deep Forest Sanctuary</u>, you can stand in front of the seat in the center of the area. Once the Intercourse Meter is filled up, the surrounding Forest Dwellers will become visibly hot and bothered. Wait for the Dweller walking around to come to you and you'll trigger an H-scene. Afterwards, head to the far right of the room and you'll find a Forest Dweller standing by a chest for you containing the Wooden Mask.

★ Item - Golden Honey

In the Bee area right past Yamabiko, there are two hives you can hit once you've gotten the double jump. The left one will give you money, the right one will give you the Golden Honey item.



A honey-filled

hive hanging over the next area.

★ Golden Apple - Above the Arena

Just before you drop down to fight Mashira, in the room just before her boss fight, there's a platform to the far left that seems impossible to reach at first. After you've acquired the double jump, you can do a long double jump (dash \rightarrow jump \rightarrow double jump) to reach the apple.



A crisp and

ripe apple, straight from the trees.

🛨 Item - Deep Green Orb

After beating Mashira, you'll be presented with two gateways. The higher gateway will lead you to Mashira's treehouse, while the one straight in front of you will lead you back down to the forest save pillar. Head into Mashira's house, and you'll find her..."relieving some stress" on her bed. Head up to her bed and pop in. After a short moment, she'll appear startled, but if you wait for the Intercourse Meter to fill (then wait a short moment after that), she'll invite you to bed and an H-scene will trigger. After the scene, Mashira will give you a green orb, which you can use in the dark room above the entrance to your initial spawn area.

Sand Caves Collectibles (World 2: Wilderness)

★ Item - Ring of Soaring

Defeat Chuchu.

★ Quest Item - Tome of Teleportation

Once you enter the Secret Hideout, the tome is to the left of the save pillar in the area below the boss portal.

★ Quest Item - Rock Salt

When doing the puzzle to enter the Ruins, if you fail to do it correctly, you will be greeted by an area with a Wild Rabbit and a single exit. Right by the exit, there's a pink rock you can hit to get the salt.

★ Golden Apple - Horrible Service

After completing the Tavern Ingredient Hunt quest, you'll unlock a minigame with the Cranky Mouse to help manage her bar, where you can get paid consistently and capture the Jackalope. The minigame is very forgiving with mistakes, but if you just happen to do so poorly that you harm the bar more than help it, the annoyed bartender will use you for "other" purposes, netting you a Golden Apple when you awake.

★ Emerald - It's not really tomb-raiding…is it?

Outside the Ruins Entrance (the actual entrance, not the area by the checkpoint), you'll find an Emerald behind the rightmost pillar.

How do you actually get to the entrance, you ask? I dunno, but I think Saberu said she saw the password lying around somewhere…

Wasteland Collectibles (World 2: Wilderness)

★ Item - Impressive Bone

In the area where you first find the Skeletons and the Wasteland Library, the wall by the platform just under the exit (the upper-most platform of a set of 4) is fake, so you can easily walk right through it and find a chest there containing the bone. If those directions don't help much, look for pink foliage on the walls and try to walk into it.



An apparently

hollow wall.

★ Item - Silver Bookmark

Complete the Stolen Book quest.

★ Quest Item - Fresh Cactus

In the Wasteland Patrol area, there's one big cactus by each exit. Hit either one to grab a piece.

CAPTURES AND ACHIEVEMENTS

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Note - Green text in paragraphs signifies that a method is nearly 100% reliable and will rarely glitch out, or at least have reliable workarounds to said glitches. Orange text signifies that the method is definitely implemented and can work but may be a bit buggy with a less reliable or no workaround (this includes capture methods that exist without the capture itself being available). This can also mean that the capture method works, but the creature can't be captured for coding reasons. Red text signifies that either the method is super buggy and unreliable or just not implemented yet. "AT LARGE" is a variation of the red text, meaning the method is neither known nor implemented.

Type Alpha: Capture method is implemented, but capture is not possible. (Gallery error)

Type Beta: Capture method is implemented and possible, but is buggy or unreliable.

(Coding error)

Type Gamma: Capture method is implemented and possible, but may entirely break the game (Fatal error)



Outskirts of the Base



"That wolf lady paid me a bunch of gold to sit there and look pretty. What was I supposed to do, say no?"

Capture - My First Capture

Finally, an explanation for why the Slime was always captured in previous builds—the Slime can be captured through the tutorial. She will automatically be primed when you get to the section that teaches you about captures, so just keep going forward until you see it.

■ Achievement - Encounter With Wolf Girl/Wolf's Feet
This one's super simple but very easy to miss. Whenever you see the Wolf Girl sitting on a bench, you can interact with her by pressing up. This will give you a neat little H-Scene and an achievement. For another achievement, after doing this, cum on the Wolf Girl then interact with her. This will alter her scene and give you the second achievement. All of

this is doable right after the tutorial, as she'll be hanging out on the left side of your base.

★ Forest Dweller

"You're worried about the consequences…? Oh, don't worry, you won't have to pay child support. Your 'donation' is enough~"

o Capture - Bargain

Let's be honest, we all knew at least one capture was gonna be like this going in. After her mask gets knocked off, the forest dweller will fall to the floor, feigning defeat to trick you into walking into her, allowing her to mount you and wring you dry. How do you capture her, then? Just let her do her thing. Then escape after you've emptied your load inside of her. After marveling over the mess you made of her insides, she'll give herself over willingly. It's kinda sweet when you think about it.

o Tip

You might want to capture her before you go for anything else if you plan to capture everyone in the area before going home. Falling for the trap plus letting your cum get drained takes a LOT of your health, so it's better to do it with full health instead of risking it after losing some health to surrounding monsters.

Achievement - Sanctuary of the Deep Forest

In the first area where you find a Forest Dweller, you may have noticed a few stray platforms leading upwards. If you go to the top platform and press Up, you'll enter a secret passage leading straight to the Deep Forest Sanctuary. After buying the Invitation to the Forest from the shop, you can unlock the gate and enter. Fill the Intercourse Meter in the center to trigger the Secret Banquet and earn an achievement.



Mysterious platforms leading into the canopy.

The Cliffs/The Caves (World 1: Forest)

★ Mushroom Girl

"I don't know why you guys make things so difficult. I just asked for some of his white stuff, and he gave me a whole bunch of it. Simple as that."

• Capture - PAINT IT WHITE

Number 2 on our predictable captures list is the mushrooms in the waterfall area. Just jerk off and cum on one of them twice and she'll close her eyes in satisfaction, opening her up for capture.

Achievement - Temptation of the Mushroom

Y'know that Intercourse Meter that'll appear above some enemies? These mushrooms have that too. To get the meter to appear, you have to start jerking off in front of them to grab their attention. Fill it up and trigger the H-scene by walking into her, and you'll get an achievement once you've filled her up.

• Tip

If a Mushroom Girl is aggressive at first when you walk up to her, then it'll be fairly difficult to capture her. Not to worry though!

There's an easy fix for this. Instead of jumping over the Mushroom Girl when she sprays out aphrodisiac, jump specifically over the aphrodisiac and nothing else so that you end up on the same side. This way, she'll stop attacking for long enough for her to actually notice you masturbating.

★ Kappa

"Look, that cute little bastard is FAST. One second I was smothering him, the next, I was completely floored."

Capture - JUKE EM

One of the simpler and funnier captures. Kappas can only grapple, so of course, that's what their capture is based around. Let one grapple you and mash out of her grasp as soon as possible. This will cause her to trip past you, which you can follow up with an immediate attack to knock her over. Attack her while she's grounded as quickly as possible, and if you successfully drain her health to 0 before she gets up, she'll be free for you to capture. EZ.

Note: to do this capture damageless, all you have to do is avoid the grapple entirely and attack the Kappa from behind before she recovers. Doing it this way makes the timing a bit tighter, but it's a bit easier on the hands.

★ Mush

"Y-You beat Mash?! And so easily too···please, you have to teach me your ways! I promise I won't be a bother!"

Achievement - Jumping Race/Lost By Distraction

Two rooms to the right of Fenrir, you'll find a colony of peaceful Mushes. When you go to the gate, hold up on it to challenge their champion to a race. Winning the race isn't super difficult with skillful usage of your dash and double jump, but be wary of the plants and fungi around the area. Even if you escape, getting caught by any of them will lose you a LOT of precious time.

That said, cumming inside of a Milking Plant will also net you an achievement.

■ Capture - NEW BIGGEST FAN

After winning the initial race against Mash, you can enter the race again just for extra brownie points. Upon re-entry, the Mush that normally runs as an obstacle near the end will notice and be awestruck by your sheer speed, leaving her open for capture. Afterwards, it doesn't matter if you win or lose the race.

o ATLARGE

★ Petite Orc

"He was just a human! There's no way we should have lost to him!"

"I'm kinda glad we lost. We still got to have a ton of fun with him, and he even gave us this cozy little spot to share with Shu."

"I···I guess you're right. I'm still gonna be sour about it, though."

"...of course."

Capture - If You Can't Beat 'Em...

This is one of the least complicated and yet more difficult captures of the game so far. After progressing past the Orc Gatekeeper (don't forget to capture her!), head to the top of the room behind her and head left. There, you'll find a door to an area with a single Petite Orc and some tents. Go all the way to the left again to enter the next room, at which point you'll be blocked off from leaving the room and be ambushed by two Petite Orcs. Once you defeat them, you can leave the way you came. Upon leaving the ambush room, enter the first open tent you see upon leaving the room. There, you'll find the same two orcs that ambushed you. Stick around long enough for the Intercourse Meter that shows up to fill up and let the scene play out. Afterwards, one of the orcs will be gone, but the other will stick around for you to capture.

* Fenrir

"You know, just because you gave me this little treat doesn't mean we're even. And if you think you can just win me over with another-wait, you actually have two bones?"

Capture - An Offering of Peace

This is the first capture introduced in the game to require progression past the world where the monster is first seen, though the method itself is pretty simple. In order to capture Fenrir, you have to grab the Impressive Bone from the Wilderness, then return to Fenrir's hut. You will have to fight her to curb her excitement, but once she's been calmed down, a prompt will appear near the hut for you to offer her "something she likes." Upon being offered the bone, Fenrir will start using it to pleasure herself (not what I expected either, trust me) and gain an Intercourse Meter. From here, you know what to do.

The Deep Forest (World 1: Forest)

★ Honey Bee

"OW! Careful with that thing, damnit! You could have broken my stinger!"

o Flawless Capture - The Daigo Technique

This is another somewhat predictable capture, but an easy one to miss. Hit a Bee to grab its attention and prompt her to attack you. When she tries to sting you, parry the attack, after which you'll automatically counterattack. The counterattack will instantly knock the bee down, opening her up for capture.

· Span Capture - STUNLOCKED

This version of the capture method is a lot faster and a little less finicky, but it will cost you a small bit of health. If you cum on a Bee (preferably before she becomes aggressive), she'll be in the usual Bukkake-Stun state. Hit her with two strikes and she'll go down immediately.

★ Ant Girl

"I had my suspicions that I was a masochist, but this wasn't exactly how I wanted to learn \cdots "

Flawless Capture - New Kink Unlocked

When below 50% health, ants will sometimes attempt to grapple you, indicated by a backstep and a heart symbol appearing by their heads. (Think of it as a phase 2 for them.) Get close-ish to one to increase the chance that she goes for the grapple. When she does, hit her while she's rubbing herself in preparation, which will stun her. Keep hitting her until her health hits zero, which will cause her to orgasm and become capturable

• Reckless Capture - Lost In The Sauce

Having sex with another creature near an ant will get her excited, causing her to start masturbating. When she does, escape and hit her while she's doing it, which will stun her. Same deal as the other method: hit her a bunch of times, orgasm, ???, profit.

The Sand Caves (World 2: Wilderness)

★ Wild Rabbit

"What was the point of beating me up if you were gonna give me your cream anyway? …yeah, I guess I was a bit aggressive. Sorry." >~<

Capture - POST-DEFEAT CLARITY

Next up on the predictable captures list, the Wild Rabbit. If you can manage to knock her down despite her speed, then all you need to do is give her a quick

bukkake after she's been defeated. This will bring her to her senses and open her up for capture.

★ Cat Mage

"I knew learning that new spell was gonna bite me in the ass…"

Capture - Backfire

The Cat Witch can seem very threatening at first if you aren't expecting her to suddenly start charging a Big Bang Attack (eat your heart out Vegeta), but don't fret, as her attack can be overloaded if you strike it with your knife. Apparently it has mana in it? I dunno-but that's besides the point. As you strike the ball, it will glow brighter and brighter until it starts sparking uncontrollably, at which point your knife will stop having an effect. At this point, retreat as quickly as possible to avoid being stunned and let the overloaded ball blow up in the witch's face, leaving her vulnerable for capture.

★ Minion Mouse

"I knew we shouldn't have gotten bombs from that Morshu fella..."
"YOU WERE USING MY BOMBS AGAINST THAT LITTLE GOBSHITE?!"
"...ah. shit."

Capture - EXPLOSIVE MISTAKE

There are two ways to do this capture, but they are so similar it's not really worth putting them in different sections. It all comes down to using the Slime Wall. When a mouse gets ready to throw a bomb at you, either place a Slime Wall directly in front of her for the bomb to get stuck in or summon a Slime Wall under her to launch her into the air. Whatever the case, the important part is that she somehow gets caught in her own explosion so that she'll get stunned by it, opening her up to capture.

★ Jackalope

"Soooooo···you think that human you got working for you is single?"
"..."
"Y'know-*hic*-I can tell just by lookin' at 'im that he's packin' heat···in more ways than one, hehehe~"
"..."

"C'mon barkeep, aren't you gonna say anything? Or are you gonna be boring all night?"

"Unless ye want yer next bottle of whiskey to be cracked over yer thick skull, I suggest you shut the fuck up and let me work in peace."

Capture - Made To Order

In the Sand Caves area, specifically where the checkpoint is, there are a set of

pillars you can jump on to reach a hole in the upper right-hand corner. Enter the hole and you'll happen upon a tavern called "The Burrow Rat", where you can help out a cranky mouse. After completing her quest Tavern Ingredient Hunt, you will unlock the option to play a minigame called "Perfect Order Challenge". It's a simple memory game which you can earn money from pretty consistently and quickly. In order to do this perfectly, outside of just not fucking up early, at the end, handle the Jackalope's request first by giving her a quick bukkake, then handle the other three clients. Once you've done this, you will get paid with a decent amount of gold and the Jackalope will stay after the other clients have left, gaining an Intercourse Meter. You already know what to do by this point.

- Alternatively, you can fail this minigame completely by getting orders wrong constantly, causing the cranky mouse to get very angry with you. Afterwards, you'll have to earn your keep in...other ways. But you'll get a Golden Apple as a reward when you wake up, so getting drained until you pass out isn't so bad I quess...
- Important Note: if you want to do this perfectly, you HAVE to satisfy the Jackalope first on the fourth and final order, otherwise she will not stick around, even if she responds at the end as if she's satisfied. It's likely a slight bug, but it can be easily circumvented.

The Wasteland (World 2: Wilderness)

★ Skeleton Warrior

"Hey, YOU don't get to pout! If your junk was aching, you could have stopped me at ANY point before we started."

o Capture - Consented Duel

As strong and stoic as this shield-bearing woman seems to be, she seems to be very easily flustered by indecent acts. As such, if you masturbate in front of her for a few seconds, she'll run up to you and straddle you. However, unlike other monsters, she's not so eager that she'll blindly ride you without any concern for your well-being, only starting after you've made it clear you won't resist. Similar to the Forest Dweller, after one round, you can wrest yourself from her grasp and capture her after both of you are finished.

★ Cleopatra

o ATLARGE

World 3: The Swamp

- ★ Barometz
 - o ATLARGE
- ★ Cultist
 - O ATLARGE

BOSS BATTLES

BOSS BATTLES

Minibosses

Minibosses are major threats that typically block your path to another zone. They have a significantly higher amount of health and stronger attacks, making it vital to learn and memorize their patterns. Brute force, while technically possible in some contexts, is incredibly difficult and very much unadvised. Minibosses also tend to have capture methods that serve as an alternate defeat condition or a small post-fight reward.

* CAVERN GATEKEEPER, SHUGOSHA

"You know…huff...you're pretty strong for a shrimp…I wonder just how much of me you could handle?~"

★ Official Name: Gatekeeper Orc

★ Monster Type: Orc★ Difficulty: High-Easy★ Location: Caves

Strategy

You can control your air momentum very easily in this game. So if you jump backwards just before an attack then move forward as the attack whiffs, you can land close enough to immediately punish the attack. Just be careful in the 2nd phase when she has an easier time linking multiple attacks together in succession. Unlike most projectiles, the Gatekeeper's pebbles can't be blocked with the Slime Wall. Luckily, they're not that hard to jump over, but trying to block using the wall will likely get you hit.

UPDATE: With the new dodge mechanic, it's much easier to punish the Gatekeeper for each of her slow attacks. Just be sure not to overuse it, as blocking or even parrying her attacks will eat a LOT of your health, and running out of MP is very dangerous if you plan to play the long game.

Capture - Forgive And Forget

This capture is fairly simple, but incredibly easy to miss. After you defeat the Gatekeeper Orc, unlock and enter the door behind her. Come back through the door, and if all goes well, she'll look back at you spitefully instead of attacking you when you get close. Splash her with some of your special white paint and you'll entice her to do the deed with you, after which you just need to stand close and let the Intercourse Meter that appears fill up. After you've given her a new paint job inside and out, she'll be available to capture. Unlike the Forest Dweller, cumming inside the Gatekeeper doesn't drain your health, so if you forgot to save and restore your health before doing this, don't sweat it.

★ PALE SPIRIT, YAMABIKO

"Next time, use something that ISN'T metal if you're going to do $\it that$ again…"

★ Official Name: Yamabiko

★ Monster Type: Yokai, Forest Type

★ Difficulty: Low-Medium★ Location: Forest Center

o Tip

When trying to fight Yamabiko, don't just let her shouts fly. You can hit them out of the air and destroy them so their bouncing doesn't make a simple boss fight into a bullet hell. These magic attacks can't be parried or blocked, so it's best to hit them with an invincible dash-attack or attack right out of a dodge. Her charm attack can be jumped over with no issue, but the shouts will bounce off the walls and come flying back, increasing their speed with each bounce and making them progressively more difficult to avoid.

■ Flawless Capture - BUTT BR€AK€R

This one's fairly simple, with the hardest part being actually defeating Yamabiko, one of the two forest bosses. After she's defeated, masturbate in front of her to entice her. Then, when she presents herself to you expecting you to plow her (and sacrifice the rest of your health for that), give her a good smack on the ass (just a normal attack, no special prompt) and she'll be available for capture.

■ SPEED CAPTURE — BUTT BREAKER EX

This one is significantly harder to pull off, becoming very costly in terms of health quickly if you keep failing to pull it off. Once you push Yamabiko to her second phase, she'll shout at you twice, then blow a charming kiss towards you. (At least that's what I assume it is.) Let her charm you, then snap out of it once in close range. If you're close and quick enough, you'll be able to hit her tush and instantly defeat her, as well as make her available for capture. A very potent technique if executed correctly, but very dangerous to your health if you mess it up.

BOSSES

Bosses are massive threats to your health and progression, boasting much more health and attack power than even most minibosses. Brute force is virtually impossible, so you HAVE to learn how to deal with these threats strategically. Otherwise, you aren't making it to the next part of the game. Luckily, while each boss can be rematched for funsies, you only need to beat them normally to open them up for capture.

★ MASHIRA. FOREST TROUBLEMAKER

"C'mon hotshot, make me yours…make this bad girl subm-GYAH?! HOW LONG HAVE YOU BEEN STANDING THERE?!"

★ Official Name: Mashira ★ Monster Type: Monkey ★ Difficulty: Easy

★ Location: End of the Deep Forest

Stratequ

Mashira always needs some running space for her attacks, so if you're close enough, she will jump back and give you ample time to predict her attack. This makes it so that you can't easily get counter-punished for punishing her whiffs. Just be careful in her 2nd and 3rd phases, as she only needs to wind up the first attack in a string. The second and third will just come out right after. The only exception to this rule is the beginning of the third phase when she starts winding her arm and gains that red aura. She does not need any running space to start that first attack, so don't stay too close. While most of her attacks can be parried, it will still take a good chunk of your health, so it's better to just dodge instead of going for parries.

Mashira's attack strings will always follow the same pattern, with only slight variance. In the first phase, she'll always throw a straight punch, which should be pretty easy to dodge. In her second phase, she'll throw a punch, followed by a reversed lariat. Sometimes, this lariat will be replaced with a jumping lunge to pin you down. You can imagine what will follow if you get caught by that. The final phase is almost the same as the second, just adding a ground slam to the end of the string. This isn't too hard to avoid, but don't stay too close to the impact zone, as getting hit by it will not only wreck your health, but you'll be instantly stunned as well, leading to an unavoidable H-grab. While this won't kill you from full health and you can mash out of the grab, even with increased health, there's a good chance that you won't be able to tank that attack more than once.

Achievement - Beastly Union

See Deep Green Orb.

Baihu everyone calls me that

Baifu not different enough

Byakko better, but not enough raw aura

* SABERU, THE TIGRESS OF LEGENDS

"I am Saberu, The Legendary Tigress of the Wasteland! Prepare to be brutally mauled into shreds!" meow.

"...I-I'm still working on my roar. Anyway, have at you!"

★ Official Name: Baihu★ Monster Type: White Tiger

★ Difficulty: Easy

★ Location: Wasteland Outpost

Strategy

Saberu has three attacks, none of which are super hard to avoid.

Her first attack is similar to Mush, jumping at you two times instead of three. She will run up close before each jump just to make sure she has a shot at hitting you. It's easiest to dash or dodge into this attack rather than away from it to keep from being compromised by space.

For her second attack, Saberu runs to a corner and initiates a legally-distinct spindash, dealing MASSIVE damage and knockback if you happen to get hit by it.

Given the size of the attack and its general hitbox, it's easiest to just jump over this attack instead of trying to dodge past it.

Her final attack triggers after her second attack hits a wall or gets parried. In either case, Saberu will be knocked to the ground for a moment, allowing you to get a few hits in. But the second she gets up, she'll be enraged, running back and forth across the ground in an attempt to beat the shit out of you…and she may or may not get distracted from taking too much of a liking towards you. Either way, jumping over this attack is the easiest option, as it's harder to struggle out of this grab than it is most others.

 Saberu's battlefield has three colored pillars with weirdly specific formations. Remember them, because they'll be your key to entering the ruins without getting lost.

* SEIRAN, WARRIOR OF THE WIND

"You have fought the first, second, and fourth strongest of this realm. Now allow me to show you the power of the third! …what were those moles smoking, this is the stupidest thing I have ever said."

★ Official Name: Seiran

★ Monster Type: Kamaitachi (Weasel)

★ Difficulty: Low-Medium

★ Location: End of the Sand Caves

o Stratequ

Seiran only has two attacks in her first phase, with a third only coming out when she's backed into a corner.

Her first attack will start with her pointing at you menacingly, causing a green circle to appear at the edge of her bladed hand. Shortly afterwards, she will jump backwards before dashing forward to skewer you. She will not stop until she's hit or passed you, so the best way to avoid this attack is by simply jumping over it or parrying it.

Her second attack will have her vanish and reappear behind you, aiming to catch you off-guard with an H-grab. All you need to do for this is dash away from her and you're fine.

In her second phase, Seiran gains two extra attacks: a volley of three large wind spears fires one after the other on the ground, and downwards slash from above sending out a volley of three small wind spears in a spreadshot pattern. For the first attack, it isn't super difficult to jump and land between spears, but since getting hit by one spear will stunlock you long enough to get hit by any that come after, it's safer to jump over Seiran after the second spear shot to avoid the attack altogether and get some extra damage in. (Don't do it too early, because she CAN turn around mid-attack.) Because of the angle of the second

attack, it's often easier to dash towards Seiran to avoid the three projectiles. Just be careful not to let her fall on top of you.

🛨 CHUCHU, RAT BURGLAR

"Wh-how did ye get into our hideout?! I told the lasses to set a trap above the door!"

"...What do ya mean there were two doors?"

"Upah hoss Jun made another door for the-"

Insert kicked table here.

"I TOLD YOU TO MAKE A TRAP ABOVETHE DOOR, NOT TO MAKE A WHOLE NEW ONE!!!"

"EEP-"

★ Official Name: Bandit Leader Chuchu

★ Monster Type: Mouse★ Difficulty: Medium★ Location: Secret Hideout

Stratequ

Same as most bosses, Chuchu has two main attacks in her first phase. Her first attack is the one she starts the fight with, kicking a box (or in the case of the first attack, a table) across the room towards you that will deal heavy damage if you don't avoid it. This one has a lot of startup time, but don't try to move behind Chuchu unless you have to, since she can turn around and kick the box the other way if you end up behind her before she's ready to kick. Her second attack is a quick slash prompted from spinning her blade for a moment, followed by a shorter spin and a lunging stab. This one isn't too hard to avoid, but it can easily catch you off-guard if you aren't paying attention. In her second phase, this attack is followed by a dashing front kick that has almost no wind up and will act as an H-grab, so it's even more important then to stay on your toes.

The hardest part about this fight is the fact that Chuchu starts with two bandits fighting alongside her, which are resummoned consistently (and automatically if they're gone when she enters her second phase). Being outnumbered, keeping track of all three enemies is crucial. To lessen the effect of too many enemies, the Mouse Bandits' capture method works as an easy way to clear them out, though you cannot capture them during the boss fight.

Chuchu also has two additional attacks she can trigger during her second phase, one of which may psyche you out at first since it looks like she's summoning more Bandits. After charging her aura for a moment, she can let out a barrage of short-range slashes that cover her entire front side and a bit of the area above her. This isn't too hard to avoid on its own, but if you end up getting distracted by the other bandits and get hit by it, any one hit will bite off a lot

more of your health than you'd expect from a barrage.

Her second new attack is an air slash that will travel across the floor

(telegraphed by an arcing leap she'll do to get on the other side of you), forcing you to jump or dodge past it, though jumping is safer.

QUESTS

QUESTS

Stolen Book

– Enter the Wasteland Library through here \downarrow



A pretty

conspicuous platform leading into a ceiling(?)

- Talk to the Bookish Elf
- Go to the Sand Caves
- Enter the hole above the Sand Caves save point
- Sneak behind the mouse to see the password (use the pillars!)
- Grab the tome in the next room
 - Optional: enter the pink portal to fight Chuchu
- Return to the elf
 - Optional: Enter the bedroom door and rest. When you
 wake up in the middle of the night, walk out of your room
 and to the Elf's bedroom. Stand near her long enough, and
 you'll get to see a new H-scene.
 - Alternate: Once you get the Intercourse Meter to show up at night, just go back to sleep for another H-scene and an achievement.

Tavern Ingredient Hunt

- Find the "Burrow Rat" Tavern
- Speak to the Cranky Mouse
- Gather Fresh Cactus and Rock Salt
- Return to the tavern and speak to the Cranky Mouse again

Trivia For Nerds

An Idiot's Collection of Trivialities

UNDER CONSTRUCTION

Forest of the Blue Skin is a surprisingly complex game, both on the surface and under the hood. Its past is strange in a multitude of ways; from implied developmental conflicts to game engine limitations to entire dilemmas concerning game coding, the journey here has been almost impressively rough. Beyond that, the inspirations that fuel it and make it as fun and interesting as it is are scattered between being relatively understandable and simple to being WAY out of left field. It's hard to wrap one's head around it, especially given too much thought. But even so, some people find enjoyment in wracking their brain about all of that stray information, just for the fun of the game. So, for those people in particular, this section will cover the parts of the game that aren't really important to know when playing the game, but are just nice to have as pocket trivia.

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Character Gallery and Facts

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Nutbusters