

FOREST OF THE BLUE SKIN R



Current Build - May 2026
UNDER CONSTRUCTION

Published by Major R. Kahna

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 F95Zone, here's a link to the [game thread](#) where you can download the game. All the links are safe, but be mindful of adware.

TABLE OF CONTENTS

TIPS AND TRICKS	CAPTURES AND ACHIEVEMENTS	BOSS BATTLES	
1. General Tidbits 1.1. Before Starting The Game 1.2. Movement 1.3. Combat	Outskirts of the Base 1. Slime A. Achievement - Encounter With Wolf Girl/Wolf's Feet 2. Forest Dweller 2.1. Deep Forest Sanctuary	"i" signifies a Minibosses have a capture method. "I" signifies a Boss capturable upon	
	World 1: The Forest Starting Area		
2. Cliffs/Caves Collectibles 2.1. Emerald (Tutorial) 2.2. Double Jump 2.3. Moly 2.4. G-Harpy Feather 2.5. Golden Apple (Harpy Nest) 2.6. Ancient Gold Coin 2.7. Emerald (Jumping Race)	The Cliffs/The Caves 1. Mushroom Girl 1.1. Temptation of the Mushroom 2. Kappa 3. Mush 3.1. Jumping Race/Lost By Distraction 4. Green Harpy 5. Petite Orc	i. Gatekeeper Orc	

TABLE OF CONTENTS

2.8. Champion's Mushroom	6. Fenrir		
3. Deep Forest Collectibles	The Deep Forest	i. Yamabiko	
3.1. Wooden Mask	1. Honey Bee	II. Mashira	
3.2. Golden Honey	2. Ant Girl	II.i. Beastly Union	
3.3. Golden Apple (Pre-Mashira)			
3.4. Deep Green Orb			
	World 2: The Wilderness		
	After acquiring the Deep Green Orb, go to the altar above the base entrance and place the orb in the pedestal.		
4. Sand Caves Collectibles	The Sand Caves	I. Seiran	
4.1. Ring of Soaring	1. Wild Rabbit	II. Chuchu	
4.2. Rock Salt	2. Cat Mage		
4.3. Tome of Teleportation	3. Minion Mouse		
4.4. Golden Apple (Tavern)	4. Jackalope		
4.5. Emerald (Ruins Entrance)			
5. Wasteland Collectibles	The Wasteland	I. Baihu	
5.1. Impressive Bone	1. Skeleton Warrior		
5.2. Silver Bookmark	2. Cleopatra		
5.3. Fresh Cactus			
	World 3A: The Swamp		
	Complete the Stolen Book quest and use the Tome to teleport.		
	The Marsh	i. Rex	
	1. Barometz	ii. The Nekomancer	
	2. Cultist		
	World 3B: The Ruins		
	NOT YET IMPLEMENTED		
	After defeating Seiran, enter the pillar portals in the next room in the correct order. Baihu's arena background has 3 pillars hinting at the order you need to take.		

TIPS AND TRICKS

There are a number of tips and tricks that can help you to get the most out of your presentation. These tips and tricks are designed to help you to create a more professional and engaging presentation.

One of the most important tips is to keep your presentation concise and to the point. Avoid using too many words and phrases. Instead, use clear and simple language that is easy to understand.

Another important tip is to use visual aids to help you to explain your points. This can include slides, charts, and graphs. Visual aids can help to make your presentation more interesting and easier to follow.

It is also important to practice your presentation before you give it. This will help you to become more confident and to know what to say at each point in your presentation.

Finally, it is important to be prepared for any questions that you may be asked. This means that you should have a good understanding of your topic and be able to answer any questions that you are asked.

By following these tips and tricks, you can create a more professional and engaging presentation. This will help you to get the most out of your presentation and to make a good impression on your audience.

There are a number of other tips and tricks that you can use to improve your presentation. These include using a good microphone, standing in a confident posture, and making eye contact with your audience.

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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 Cliffs save 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.

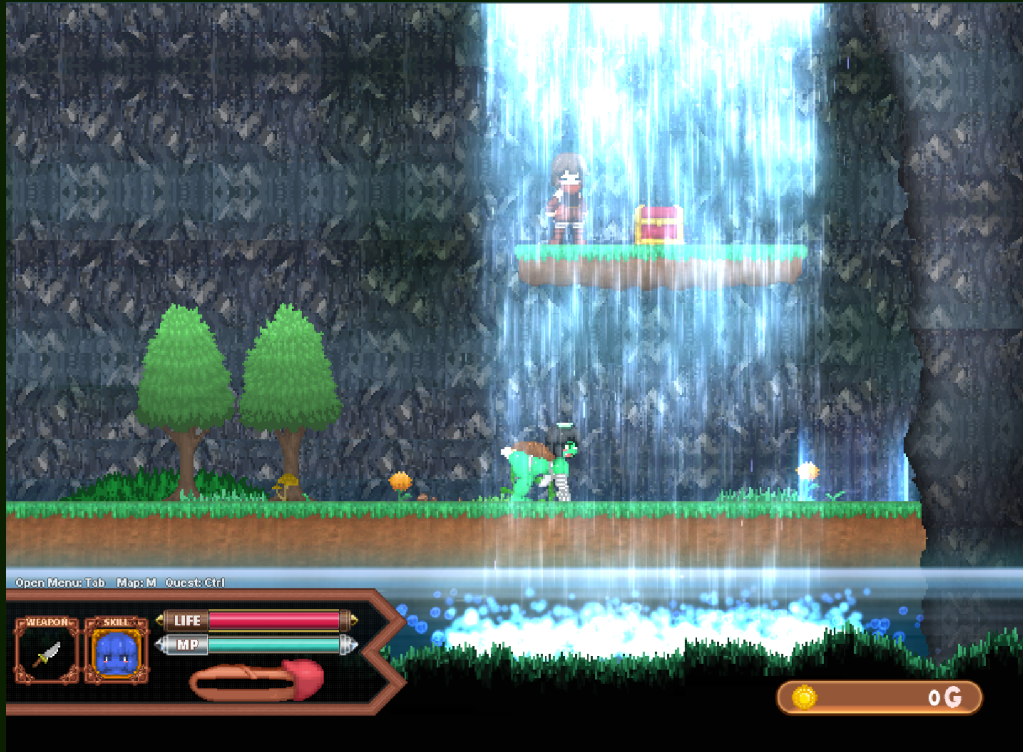


A chest at

the edge of a cave.

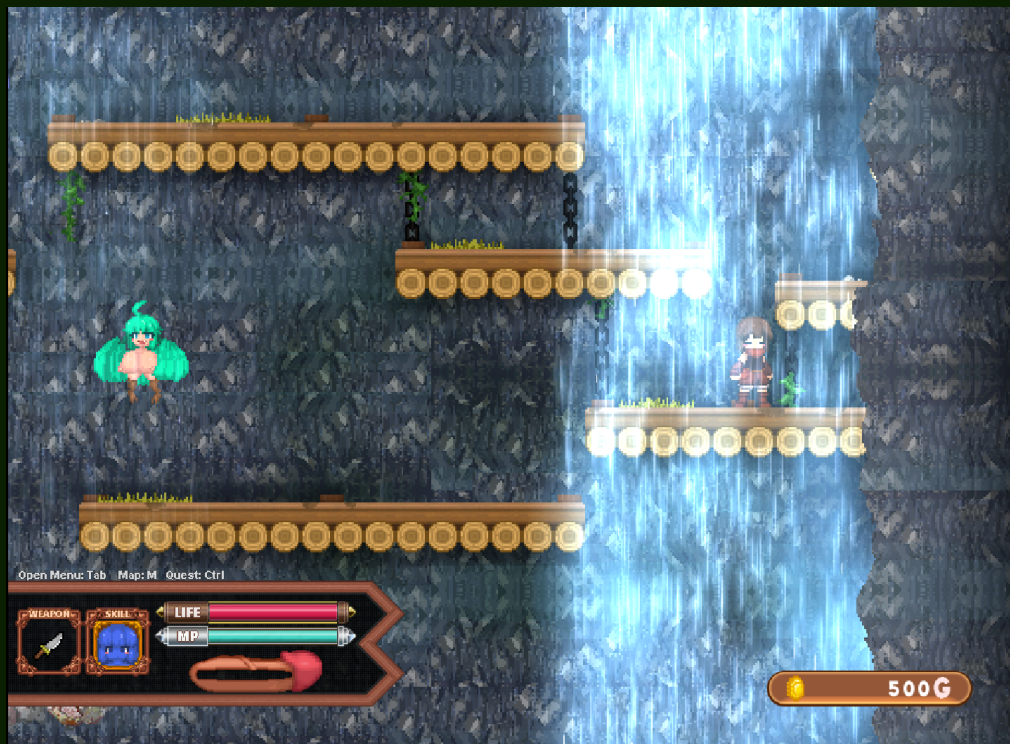
★ Item - Moly

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.



platform behind a waterfall...

A natural

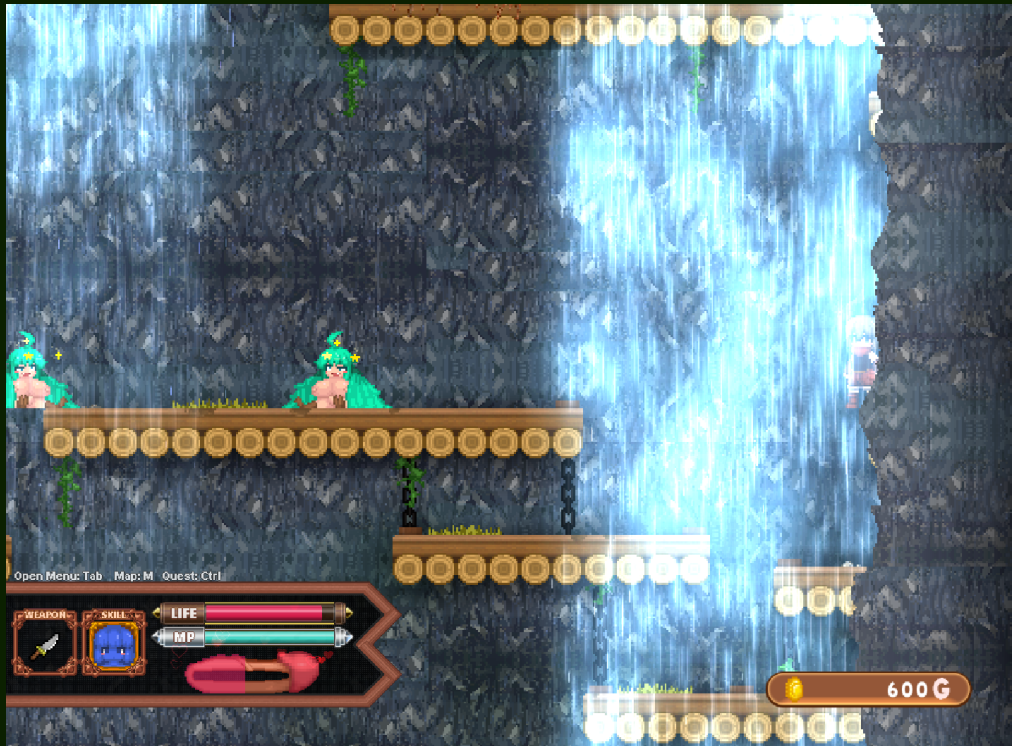


artificial one just above it.

...and the

★ 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.

A barely

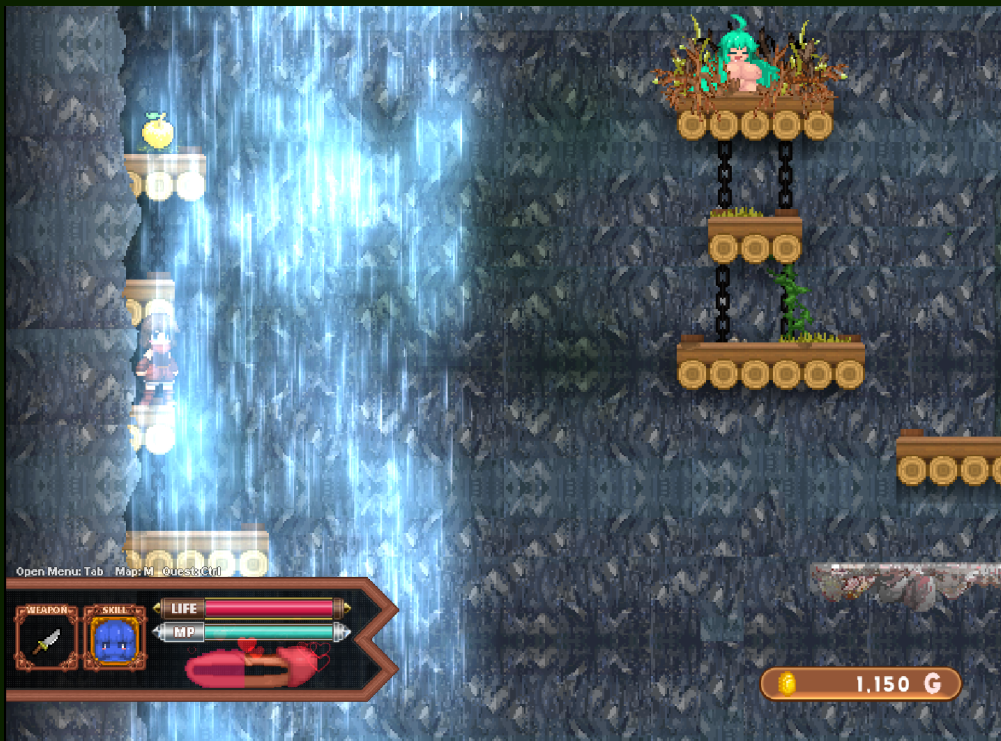


visible foothold.

A very

★ 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 Petite Orc Ambush, 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 Jumping Race, 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 [Jumping Race](#), 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 [Deep Forest Sanctuary](#), 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 → jump → double jump) to reach the apple.



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, (one room before 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

DCAPTURES AND ACHIEVEMENTS

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

★ Slime

"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** ◆

(Slime Girl's Captor)

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~"

- **Capture - Bargain** ◆

(Forest Dweller's Caption)

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.

- **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 - **THE WHITE MUSHROOM**

(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

Ψ'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** ◆

(KAPPA'S CAPTOR)

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

"Ψ-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, a capture prompt will appear near the Champion's Throne, netting you the Mush capture just before you participate in the ~~milking~~ Victory Ceremony. (Changed as of Feb. 27,

2026]

Note: this capture has no associated achievement yet.

★ Green Harpy

“Human mating rituals are so strange...but you are plenty virile to be my mate, so I won't complain~”

○ **Capture - Sleeping Beauty** ◆

If you've been around for a while, you may have noticed that in earlier builds, Harpies could not be bukkaked for whatever reason. They are still immune, but only when wide awake. Cum on a nesting Harpy to wake her up, then when she flies towards you, let her mount you. Only do this if you have close to max health though, cumming inside a Harpy will drain a LOT of your HP, easily knocking you out if you're too low. IF done successfully, when you escape from the Harpy after having coated her insides at least once, she'll be available to capture.

Note: this capture has no associated achievement yet.

- As of the February 2026 update, a lot of H-scenes were updated to better fit the context surrounding them. Though her capture wasn't added until this update, it's clear that it was affected by the design philosophy. If you allow the Harpy to continue riding you after the initial load, she'll take a lot less health the next time you release...though you probably still shouldn't let her have her way with you for too long.

★ 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...** ◆

(Petite Orc's Captor)

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 - Big Doggo**

(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!"

- **Flawless Capture** - *The Daigo Technique* ◆

(Honey Bee Captor)

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.

- **~~SPEED CAPTURE~~ = STUNLOCKED** ◆

(Honey Bee Captor)

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..."

- **Flawless Capture - New Kink Unlocked!** ◆

(Ant Girl's Captor)

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*** ◆

(Ant Girl's Captor)

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 - FRIENDLY BUNNY**

(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** ◆

(Cat Mage Captor)

The Cat Mage 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 - RAT FIREWORKS

(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

"Sooooooo...you think that human you got working for you is single?"

"..."

"Ψ'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 - Favorite Bar Snack

(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 guess...
- 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

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

○ Capture - Chastity Unbound

(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

○ AT LARGE

World 3: The Swamp

★ Barometz

○ AT LARGE

★ Cultist

BOSS BATTLES

BOSS BATTLES

BOSS BATTLES

BOSS BATTLES

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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, Humanoid
- ★ 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 *that* again..."

- ★ Official Name: Yamabiko
- ★ Monster Type: Yokai, Humanoid
- ★ Difficulty: Low-Medium
- ★ Location: **Forest Center**

○ Strategy

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 BREAKER

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.

- After beating Yamabiko normally or losing to her, you can trigger an alternate H-scene when you come back to her. She will present her butt to you and gain an Intercourse Meter, prompting you to fuck her. If you choose to take her up on this offer but try to escape before finishing, she will take initiative and mount you, preventing you from escaping, even after all of your health has been drained. Turns out she's pretty possessive-

Note: this can also be triggered after beating her, just follow the steps for the Flawless capture and fill the meter instead of hitting her.

★ REX, THE EYELESS

"That thing can't possibly be safe to be around, can it?"

"You would think that, but...it doesn't seem to be hostile, though I'm pretty certain it's in heat. Perhaps its best if we keep our distance..."

"Agreed. Just looking at it gives me the creeps..."

- ★ Official Name: Rex
- ★ Monster Type: Reptile, Creature
- ★ Difficulty: Medium
- ★ Location: Swamp (Base)

○ Strategy

Though Rex doesn't have a lot of moveset complexity, she still is quite difficult, boasting a relatively high health pool and some of the hardest hitting attacks in the game. Her charge attack (which will involve her running as far as she needs to to get to you before suddenly speeding up for a short distance and ramming into you), deals massive damage on impact and stuns you for a while, forcing you to bounce against the wall if you're close enough, and her tar spit will trap you against the ground if you stand in it for too long, forcing you to mash out of an H-grab and take a decent chunk of initial chip damage. As a cost for having

such strong attacks, Rex's telegraphs are piss-easy to read once you understand them. If you get onto the opposite side of Rex every time she enters cooldown after an attack, she'll turn around. If she steps forwards as she's turning, then she'll just use her tar spit, giving you ample time to react. If she turns around and does nothing for a moment, she's getting ready to charge, so move *immediately*.

■ AT LARGE

★ THE NEKOMANCER

- ★ Official Name: ?
- ★ Monster Type: Cursed Human/Undead, Creature
- ★ Difficulty: Low-Medium
- ★ Location: Swamp (Base)

○ Strategy

The Nekomancer summons a cat-like spirit to fight for her, which has two fairly simple attacks: a mid-damage charge attack and an H-grab (possession) from below. Neither attack is particularly hard to avoid, but be careful not to be caught off-guard, because you can easily get yourself into a mess if you lose focus. The charge attack has a fairly tall and wide hit box, so to avoid taking damage, it's often easier to react to it early if possible to minimize the time you spend in the danger zone.

■ Capture - Overreliant ◆

Since the Nekomancer fights exclusively with her summon, she doesn't have any options if said summon happens to become unavailable. Take out the cat spirit first and she'll be stunned indefinitely by your persistence and her apparent disadvantage, granting you an opening to cover her in spunk and take her home.

BOSSSES

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

○ Strategy

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**

○ Strategy

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?"

"Yeah boss, we made another door for the-"

Insert kicked table here.

"I TOLD YOU TO MAKE A TRAP *ABOVE* THE DOOR, NOT TO MAKE A WHOLE NEW ONE!!!"

"EEP~"

- ★ Official Name: **Bandit Leader Chuchu**
- ★ Monster Type: Rat, Humanoid
- ★ Difficulty: Medium

★ Location: [Secret Hideout](#)

○ **Strategy**

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 will begin with her leaping over you and attempting to swing at you from behind, then backstepping to send an air slash across the ground. The easiest way to avoid this attack and retaliate is to run in the opposite direction that she leaps, then approach her with a double jump after the first slash so you avoid the second one and have time for a counterattack.

★ **JIANG SHI & ARAIGUMA, WINGS OF THE BLACK DRAGON**

"Wow, you must have no shame, cumming between the tits of a corpse. Are you a necrophiliac or something? What a freak you are...hehe...just the way I like it."

- ★ Official Name: **Jiangshi & Jiangshi Master**
- ★ Monster Type: Undead, Humanoid/Tanuki, Humanoid
- ★ Difficulty: Hard
- ★ Location: **Swamp**

○ Strategy

This is the first duo boss in the game, and by far the easiest boss in the game. Jiang Shi will slowly hop towards you after being awakened by Araiguma, damaging and knocking you back a bit if she manages to touch you. Jiang Shi cannot take damage, but Araiguma will never attack, so all you have to do is avoid Jiang Shi and attack Araiguma until her health is go—wait, why did it only go down to half—SHE’S GETTING HER HEALTH BACK?!

...

OH **NOW** YOU TELL ME THIS WASN’T THE REAL BOSS FIGHT?! Now I have to go rewrite the damn script...

This is the first duo boss in the game, and by far the ~~easiest~~ HARDEST boss in the game. Each character has their own set of moves to throw at you constantly, forcing you to keep a close eye on them at all times. And unlike most duo bosses, they don’t have a tandem attack, so they will always be desynced, making things significantly more difficult on your end. The only saving grace is that the entire boss fight is pretty much Phase 2, so you won’t have to deal with anything new coming from a pinch mode or anything.

Jiang Shi is a melee-character, and as such will do everything in her power to get up close and personal. She has four (technically 5) attacks that she will use at any given time:

- A simple leap in an arc towards you, usually to close distance. It’s a very low arc, so running under this is not a safe option and can very easily get you wombo-combo’d.
- A quick dash towards you, followed by a fiery palm strike with low range but tons of power. This is immediately followed by a rising knee, so be careful if you choose to jump over this attack.
- A ~~Fateen Kick~~ flying kick wrapped in flames. The hitbox is pretty damn large, but the telegraph is pretty obvious, so be sure to never stay in the way long.
 - The EX version of this move, telegraphed by a distinct orange glow, will have her send the kick towards you three times instead of one. It’s not any harder to avoid on its own, but the fact that it

forces you to dodge two more times can catch you off-guard if you aren't careful.

- A falling h-grab, telegraphed by her leaping into the air. This attack is by far the most dangerous, as it can be easy to lose track of Jiang Shi depending on how you're fighting Araiguma, and if she's off-screen and you miss the jumping sound cue, she can very easily get the drop on you. Literally. If you do know that she's coming, all you need to do is keep moving until she drops back down.

Araiguma is a ranged character, constantly using magic to keep you at bay and make your interactions with Jiang Shi much more annoying. She has three attacks that she'll use at any given time:

- A pyramid of talismans summoned all around her, which will detonate after a short amount of time. These don't do a lot of damage, but can knock you into something else undesirable if you aren't paying attention.
- A volley of three purple orbs, each of which can be knocked out of the air. They deal a decent chunk of damage even after detonating from being hit with your knife, since the explosion itself is most of the damage, so it's best to just avoid being near these at all.
 - The EX version of this move, telegraphed by a distinct purple glow, will have her charge energy into her staff and send out a single, slow, seeking orb towards you. It doesn't look like much, but it is VERY painful to get hit by, and the detonation it makes is huge in comparison to the normal version, so use Slime Wall to block the blast and get out of dodge before it can explode.
- A running H-grab. Not hard to avoid generally, but easy to accidentally run into. Unlike the Petite Orcs, she won't be affected by using Slime Wall directly on her during her run, so it's easiest to just jump over her. (It's also important to make sure she stops as early as possible by getting on the other side of her, as you never want to lose track of where Jiang Shi is.

Overall, Jiang Shi and Araiguma aren't horribly difficult if you can corral them properly, but you can't afford to look away for even a moment if you hope to beat them.

Now that I'm done writing that and writhing in pain, I'm taking a well-deserved break...

QUESTS

QUESTS

Stolen Book

- Enter the Wasteland Library through here ↓



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

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.

TABLE OF CONTENTS

[History of the Game](#)

[History of Zell](#)

[History of the Guide](#)

[Character Gallery and Facts](#)

[Glitches](#)

[Potential Additions + Debunks]

The First Ambition

Sometime in the early-to-mid 2010, a Japanese artist under the moniker of Zell (followed by varying numbers) got the bright idea to make a small gallery of monster girl h-animations. Originally, it was meant to be an extended art project, but after making quite a few unique monsters, Zell decided to go all out and make it a full-fledged h-game, complete with combat, collectibles, and most memorably, capture mechanics. This game, of course, was named *Forest of the Blue Skin*.

When the game first started out, Zell would post updates through their blog, showing off potential new monsters, gameplay, “the good stuff”, and various bits and bobs along the way in the form of short gifs. This went on for a little while and Zell was content with it...until their ambition was stopped short. The game engine they were using ran out of space to support Zell’s ideas, forcing them to...make another game??

A Tale of Two Games

Rather than condensing their ideas or trying to come up with some alternative, Zell just continued making the game by making a separate file named *Forest of the Blue Skin B*, while the first was, of course, named *Forest of the Blue Skin A*. Until they ran into the same issue. They considered making a *FOBS C*, but at that point, it was clear they needed a better solution. So, in April of 2024, Zell released the very first build of a new game, created in *Pixel Game Maker* to support the fountain of ideas they wanted to share with the world, *Forest of the Blue Skin R*. After that point...well, you should know the rest. You’re a part of it now, after all.

Monster Girls Unlimited

Back when there was only *FOBS A* and *B*, a site called *Monster Girls Unlimited* hosted the complete capture guide for both games, serving as the go-to place for tips on how to 100% the pair of games. As each game got updated, the guide followed in tandem, growing into a rather robust web page. All was well for a time until Zell officially discontinued work on *FOBS A* and *B*. Because it took a while for *FOBS R* to come out, A and B were considered abandoned, or at least as finished as they were ever going to be. It's unclear whether this was a factor in later events, but at some point between *FOBS B*'s final update and the first release of *FOBS R*, *Monster Girls Unlimited* was taken down entirely. Remnants of the guide exist elsewhere through forums and videos, but the archive, for the time being, is lost to the depths of the internet.

AN IDIOT'S RISE

Monster Girls Unlimited, of course, was a heavy inspiration for this guide. Originally, I saw that FOBS R didn't have a guide and thought to myself that perhaps another MGU would rise up from the ashes. I figured that if the need existed for long enough that people would eventually get restless and create one themselves out of necessity or kindness. Someone with significantly more experience with creating websites surely would pick up where they left off.

But nobody came.

After a while, I realized that many others likely had the same mentality, meaning that nothing would change so long as I continued with the "someone else will do it" mindset. So I gathered whatever courage I could muster and got to work. Over the span of a few weeks, this guide was born. Since then, I've meticulously tweaked and updated the guide monthly (most of the time) to make it as helpful and accurate as possible. And look where that got us. ^^

Zell's Other Works

• *Die Kunst der Schreibung* (1802)

• *Die Kunst der Rechenkunst* (1802)

• *Die Kunst der Buchführung* (1802)

• *Die Kunst der Buchführung* (1802)

• *Die Kunst der Buchführung* (1802)

• *Die Kunst der Buchführung* (1802)

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• *Die Kunst der Buchführung* (1802)

• *Die Kunst der Buchführung* (1802)

• *Die Kunst der Buchführung* (1802)

SHIRO NO YAKATA [WIP]

A collaboration between Ansala and Zell, together known as *Succubus Diary* (or *Diary of Sakiba*). Originally meant to be an intensely one-sided horror game, but became more combat-oriented as time went on as a probable result of Ansala's influence. Also started as a horror gal gallery and a solo project from Zell.

Succubus Affection [Final]

Another project from *Succubus Diary*, and their first finished product. Coding and story was mostly Ansala, art was mostly Zell. Technically one of Zell's most popular works.

SHIRATANE TOWER [WIP, Onhold]

Another personal project of Zell's, bearing the spirit of what *Shiro no Yakata* was originally supposed to be. Not currently being worked on, but not abandoned; Zell will likely work on this more when *FOBS* and *SnY* are closer to completion.

SUCCUBUS AFFECTION 2 [WIP, Onhold]

Exactly what you think it is. Development is paused for now, but is planned to resume once more projects are finished, or at the very least in playable states.

Below this tab are the changelogs from each update, machine-translated and sometimes tweaked ever-so-slightly by human input to ensure clarity. Be sure to check back here each update in case something important was added or changed.

There are some unresponsive characters that appear, and there are events that do not progress even though they are displayed. The corresponding object is written as "Not Yet Implemented".

◆Updated content

[Additional]

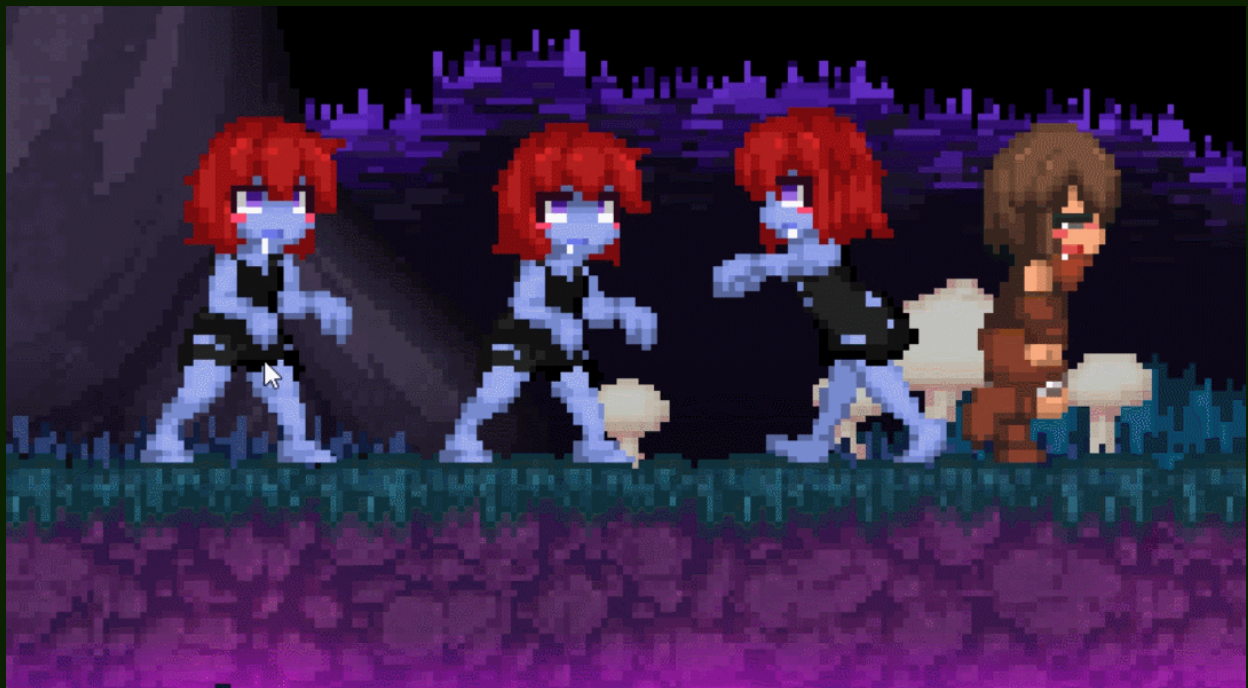
- Add two characters (zombie, cursed doll)
- H anime 2Adds

[Bug Fix]

- You can fly to the undiscovered map with fast travel.
- Inadequate increase or decrease in the status of the picture book.

[Changes and Adjustments]

- Modification of some monster dots.



Even if the Cursed Doll event is cleared, we are not currently able to prepare rewards. You can avoid the game over.

-- -- -- -- --
★ Development of Buru-Sukkin Forest Various (not implemented)
(There are future amendments and changes during development.)

I have received all kinds of materials related to swamps, things I want to do, and translation requests for quests and items, so I would like to proceed at once.

◆Images under development (designs may be changed because they are under development)



Ready for the shop.





A remake of an old character is also underway. Doctokeh.



The Deadly Spirit. Characters that were left only introducing characters like white tigers in the past, I would like to pick up preferentially.

About Buru-Sukkin Forest

December 30th, 2025 04:47 All users

There are some unresponsive characters that appear, and there are events that do not progress even though they are displayed. The corresponding object is written as "Not Yet Implemented".



◆Updated content

[Additional]

- Added two characters and boss battle demos (**Jianshi Master**, **Jiangshi**)
- Two H-scenes added

[Bug Fix]

- If you use fast travel from the swamp, it will freeze.
- The squeezing plant that was whipped turns into a mushroom girl

[Changes and Adjustments]

- Modification of some monster dots.

Because it affects the events and progress conditions of the swamp, there is no reward even if you defeat the boss monster now. The position and behavior of the boss monster may change in the future.

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★ Jiangshi Master & Jiang Shi



Jiangshi Master and Jiang Shi in the swamp. When you get close, you attack.

It is necessary to go through the attack of Jiangshi Master who uses a lot of long-range bullets and Kyonshi who launches a meat war at the same time.

It's a double boss fight. Like Marionette and Tutu, there was a combination of boss + small fish, but I think that the battle to take the boss class at the same time will probably be the first time in the forest of Buru-Sukkin.

It may have been too strong normally, so it could be adjusted. I would like to consider the implementation of multiple bosses in the future.

This time, I consumed a lot of energy making the double boss battle, so next I would like to focus on the effect of the item and the map part.

★Planned change of the picture book

I am thinking of dividing the character selection page of the picture book by area.

This is to eliminate the point that becomes difficult to see after the second page, and to make it easy to understand which area there are uncaptured characters.

Since the area selection → character selection page, the connection speed will be slightly reduced, but I think that there is no problem because it is not as frequently checked.

★About the character of the past

We plan to pull some characters from the characters that have been ruined in "Shinshironoyakata" and "Shiratane no Tou" which are under suspension of development.

"Tower of Shiratane" is not a completely canceled game, but there is no prospect at present, so I thought it would be better to leave the characters to rest. I can not put out characters that do not match the world view to the drift stone, but ...
(uniform zombies, gas masks, etc.)

◆An example of a bottling character of Shironoyakata





◆An example of a character of Shiratane Tower



In addition, we plan to make the character classification a little more detailed.

"The Field Monster"

"The Boss Monster"

"Creatures"

"What?" ???

"Other"

"Unable to fight monster (NPC)"



Thank you very much to everyone who supported us this year.

About Buru-Sukkin Forest

January 30th, 2026 07:23 • All users



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◆Updated content

[Additional]

- Place two characters (dead spirit messenger, Rex)
- H anime 2Adds

* Since the appearance map includes spoilers such as gimmicks, we have placed characters at the base this time. Please note that it is not in the swamp map.

In addition, the dead spirit is in a state where it is possible to capture, but internally it is not in a state of capture.



[Bug Fix]

- Confirmed

[Changes and Adjustments]

- Modification of some monster dots.

Because it affects the events and progress conditions of the swamp, there is no reward even if you defeat the boss monster now. The position and behavior of the boss monster may change in the future.

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The Deadly Spirit.



A dead spirit who attacks by manipulating a large monster "dead spirit". The dead spirit tries to possess the main character and make use of the giant body.



The main character who has been taken over by the dead spirit.
As it is, you will be left as you like.



It's been nine years since I first started my blog. Finally arrived.

★ Rex



Unknown beings, creatures that came from somewhere far away. They range from violent to those who do not show hostility, but they are basically difficult to communicate. There are many individuals who violently rampage, and you may be stingy by monsters.



When you find the main character, they attack you in a straight line. The rush that uses the giant body is very dangerous. In addition, it uses shined hands such as releasing black mucus to catch prey.

If you put all your weight on it and you are chewed, it is impossible to escape.

Rex was in the tower. This main character is a physical strong person, so the attack is even more intense. There are also a few H-Animes, but they have been modified.

Next time, I think that I will reinforce the existing character (such as the second H animation).

If you put out a new character of the swamp map, it is difficult to appear obediently due to the convenience of the map composition and gimmick.

Since there are many things that do not go as planned, it may be better not to say much, but I will move with this intention for the time being.

This month was a month when I often felt the same mistakes, my thoughts were difficult to determine, and I often felt unwell. You may have been hit by the cold... I can't handle the bug, so if there is a noticeable bug, I want to fix it once in mid-February. I want to do my best.



There are some unresponsive characters that appear, and there are events that do not progress even though they are displayed. The corresponding object is written as "Not Yet Implemented".

We are currently creating a swamp. For the convenience of gimmicks and solving mysteries, the marshland will be released at once after it is put together, so for a while it will be an animation completion of the characters in the forest and wilderness.



◆Updated content

[Additional]

- **Two H animations added** (green harpy (mountainous (mountainous position), Yamabiko (joined position))
Each has its own set of conditions.

- **Add capture to Green Harpy** (Added to base)

[Bug Fix]

When you catch a mash, Honeyby appears at the catch base.

- You can use the dive kick from the beginning. Once you open the menu, you will not be able to use it.

- In the H animation when Green Harpy's right turn, the position of the main character is misaligned.

In the second week of Green Harpy's infinite pressing, the main character's movement stops.

- When Green Harpy's voice attack is received during the down, the main character splits.

- There is a time when Yamabiko slips in the opposite direction at the beginning of the battle.

- Fixed the animation error of the motion after the squeeze of the forest residents.

[Changes and Adjustments]

- Modification of some monster dots.

Change the capture conditions of the mash.

- Change the behavior of the relative time of Yamabi.

- Decreased the power of the dive kick.



Because it affects the events and progress conditions of the swamp, there is no reward even if you defeat the boss monster

now. The position and behavior of the boss monster may change in the future.

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This month, I tried various things to see if I could reduce the weight on the field.

In the process, I was in a state where the attack using the field of view of all the characters and the hit judgment of grabbing were misaligned, perhaps because I played with some strange part ...

I made a confirmation correction while fighting one-off battle, but I did not have enough time, and there may be enemies who attract and grab from a considerable distance. I'm sorry.

Some characters appear but are unresponsive, and some events are displayed but do not progress. These objects are marked with "Not Yet Implemented."

I'm currently working on some of the events for the swamp and wasteland areas. Due to the mechanics and puzzles involved, I plan to release the swamp content all at once once it's complete, so for now, I'll only be working on finishing the character animations for the forest and wasteland areas and adding demo animations.

◆Update Content

[addition]

- Added two H animations (Warrior of the Wasteland (boob job), Ghost Cat (fluffy H))

→This is a demo animation only; there is no combat. It is located at the base.

[Bug fixes]

- The background music briefly becomes distorted when ending the event in the minion mouse trap room.
- The gatekeeper orc is at the base from the start.
- In Fenrir's right-facing titjob scene, there's a panel where the semen disappears during the endless milking.
- When Byakko is defeated while spinning and charging, the attack hitbox remains active.
- Corrected incorrect insertion, ejaculation, and cumshot counts for each character.
- If you choose to overwrite the data and start over, the cursed doll may be in your inventory.
- After obtaining the reward for the Perfect Order, having sex with Jackalope will cause him to continuously spurt out either a twisted rat or gold.

[Changes/Adjustments]

- The initial cursor position and language settings on the title screen will be automatically changed based on the save data.
- Change the positions of the magnificent bone and the old gold coin.
- Deploy Fenrir as a base

[Bug under investigation]

- There are enemies that, when defeated, will reward you with the Adventurer's Bracelet.
- If you ejaculate immediately while riding G Harpy, the H animation will remain displayed even after you escape.

Currently, there are no rewards for defeating boss monsters as they affect swamp events and progression conditions.

Consequently, the boss monsters' locations and behavior may change in the future.

★Character Introduction

Currently, only adult-themed anime is implemented, and this may change in the future, including its operation and settings.

Warrior of the Wasteland



These monsters belong to a faction based in the wilderness and, along with the Sandcats, protect the ruins. Permission from their superior is required to enter the ruins.

Lately, it seems they've been plagued by bandits and petty thieves...



As long as you don't harm the ruins, they won't be hostile towards you, but you will need to demonstrate your strength to gain their approval.

○ Ghost Cat



A ghost girl floats around the swamp. She innocently presses her soft, squishy bottom against the protagonist, launching a seductive attack. Like the inhabitants of the swamp, her attack has an aphrodisiac effect, making it difficult to withstand.



Swamp monsters often seem to prefer using poison, as well as aphrodisiacs and seductive tactics to attack.

★Screenshot under development



We are still experimenting with various methods to reduce the game's size and performance.

During the process of deleting unnecessary objects, a bug occurred where a large number of adventurer bracelets were being ejected from some enemies and events. We will fix this bug as soon as we find it, so please bear with us.

About Buru-Sukkin Forest

April 29th, 2026 04:52 - All users

There are some unresponsive characters that appear, and there are events that do not progress even though they are displayed. The corresponding object is written as "Not Yet Implemented".

We are currently creating some events in the swamps and wilderness. For the convenience of gimmicks and solving mysteries, the swamp will be released at once after it is put together, so for a while it will only be an animation completion of the animation of the forest and wilderness characters and the addition of demo animation.



◆Updated content

[Additional]

· Add two H animations (Dokutoizige (joint) and impe (tail squeezing))

→ Demo animation only, there is no battle. It is placed in the base.

- H-like motion and squeeze appeal added to the warriors and ghost cats in the wasteland



[Bug Fix]

- The H anime of the stingad mouse H event is divided. You can attack the ghost cat at the base.

[Changes and Adjustments]

- Change the behavior of the residents of the swamp
- Move the warriors and ghost cats of the wilderness who were at the base to the site to the ruins and the swamps respectively.

→ We are temporarily moving to disturb the base. We will also change the position and behavior from now on.

[Bugs under validation]

- If you ejaculate immediately at the woman on the woman in G-Harpy's cowgirl position, the H animation will remain displayed even after the escape

Because it affects the events and progress conditions of the swamp, there is no reward even if you defeat the boss monster now. The position and behavior of the boss monster may change in the future.

★Character Introduction

Currently, it is an implementation only for H animation, and it may be changed in the future including operation and settings.

○ Dokuto razor



A monster girl hiding in a swamp. I am good at venomous breath attacks and raids from swamps.
It is a remake character from the old Buru-Sukin forest.



○ Imp



Imp in a place in the swamp. It is a character from the tower of Shiratane.

At the time of the transplant, the motion content has been corrected and added.

★Screen under development



Next time, we plan to implement a boss battle with the head of the Wasteland Patrol group.

About Buru-Sukkin Forest

May 30th, 2026 04:31, All users

There are some unresponsive characters that appear, and there are events that do not progress even though they are displayed. The corresponding object is written as "Not Yet Implemented".

We are currently creating some events in the swamps and wilderness. For the convenience of gimmicks and solving mysteries, the swamp will be released at once after it is put together, so for a while it will only be an animation completion of the animation of the forest and wilderness characters and the addition of demo animation.

You will not be able to get around to the quest-related corner of the wasteland patrol group, and it will be only the boss battle like the Kyung-Sea Master. So now, even if you win, you can not get items.

★ Boss battle start place



◆Updated content

[Additional]

- Add one boss character (guardian of ruins)
- Add two H animations (guardian of ruins, sand magician (old sand cat))
- Add motion to some characters

[Bug Fix]

- Some onomatopoeia remain on the map even after the screen is transparent, and the game becomes heavy. (Japanese version)
- When you go down, your body changes direction.

[Changes and Adjustments]

- Name change Sandcat → Sand Magician

Because it affects the events and progress conditions of the swamp, there is no reward even if you defeat the boss monster now. The position and behavior of the boss monster may change in the future.

★Character Introduction★

In the future, it may be changed including the operation and settings.

○Guard of the ruins



A monster who is the leader of the wilderness wilderness patrol group. The warriors of the wasteland, the sorcerers of the sand, follow their subordinates and monitor the ruins together. To enter the ruins, you need to get her permission. These days, it seems that they are troubled by the bandits who work evil in the surrounding area and the koso mud that tries to sneak into the ruins.





○ Warriors of the wasteland



A warrior around. In battle, you can close the distance with a quick movement and jump at the enemy with high leaps.

The Sand Magician.



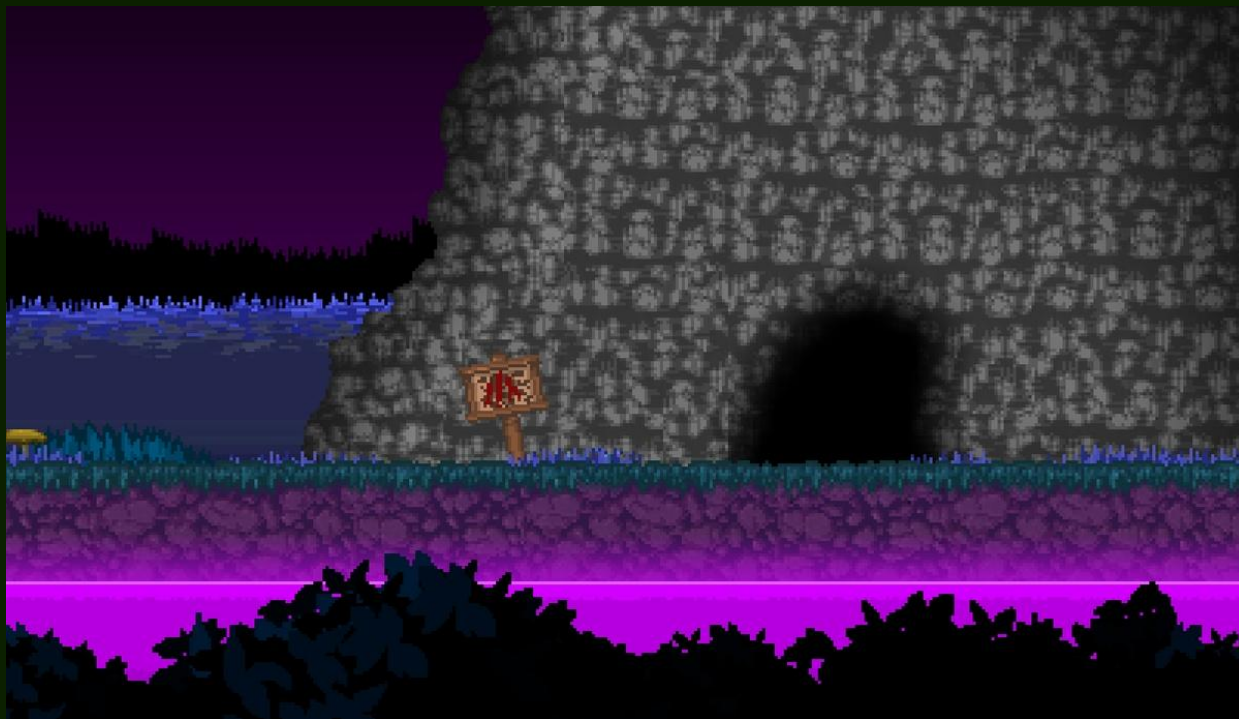
The magician around. They usually guard the area in front of the site or in front of the site.

In battle, focus on logistical support and scatter a bomb with magical power in the sand.



She is expressionless and carefree, but if she has a chance, she will relentlessly squeeze you.

★Screen under development



Next time, I plan to add a group of quests around the wasteland. If you create monster battles, you will not be able to get your hands on quests, items, UIs, and menus. Therefore, I would like to adjust the system direction to the main next time. (However, if you think about the character you want to make, I think that it will be a priority ...)
