

Hello, although I have made this guide to help those who cannot figure out certain events or find endings/easter eggs, I would like to ask that you at least try and play the game blind, at least two or three times.

If you have done so or simply don't care for my request (ouch) I still thank you for taking an interest and playing, I hope you enjoy the content regardless,

NopeHome

Day one:

Fisherman questline:

The fisherman questline is subtle, beginning with an interaction devoid of fetishistic outcomes, so it's a bit of a trick wish. The short of it is that the right wishes need to be granted on each day for the quest to continue the next day. If the port is skipped on any day or granted incorrectly, the quest will default to an "empty port" scenario where Vae fails to grant a wish, causing magical back up.

On day one: Give the fisherman some extra help

On day two: Change the merchant in a small way

On day three: Just need to show up, no choices

Sister follow up:

On day one, if the sister's wish is granted via swapping the two's entire lives around, there will be a follow up wish if the castle is visited again the next day. There is no follow up on day three, regardless of choice.

Cowgirl follow up:

On the first day at the farm, if the "teach her a lesson" option is selected, you can return the following day for a followup interaction. Currently bugged, since the first wish gives you negative karma, but the follow up was supposed to give you good karma to even it out, but currently does not. Will be fixed in future updates. There is no follow up on day three.

Waitress followup:

On the first day, if Vae grants the wish literally, there will be a follow up on day two if the pub is selected again. This follow up includes a bad end as a potential result. There is no follow up on day three, regardless of choice.

Day two:

Showgirls exclusive options:

If the waitress follow up is not active, then pub day two will have Vae run into a pair of showgirls. If Vae has magical build up, two extra choices will be added to the decision list.

Couple exclusive option:

If Vae goes to the farms on day two and doesn't meet with the cowgirl, she will find a farming couple with a broken wagon. If she had magical build up, an additional option is unlocked.

Day 3:

Magical backup questline:

If Vae refuses/fails to grant a wish, she is taken to an alternate night scene at the inn. There are five versions of the in-between inn scenes:

Day one, no build up

Day one, level one build up

Day two, no build up

Day two, level one build up (missing a wish on day two)

Day three, level two build up (missing two wishes in a row)

If wishes on the first two days are missed, then an alternate day three with no location choice occurs. There is one choice, although you are locked into one of three bad ends at this point.

Karma endings:

Various karma endings are possible depending on a secret stat tracked by the game depending on how wishes are granted. Since there are a multitude of ways to reach each, I will simply list out example routes to get each guaranteed.

Very good karma ending - Complete the fisherman quest line entirely.

Good Karma ending - Give the fisherman a little extra help on day one, give the merchant girl rich parents on the docks on day two, and pay Claire back at day three farms. (This ending will be more common, as I will be updating the game to make the very good karma ending harder to get, and thus this one easier).

Neutral Karma ending - Give the fisherman a little extra help on day one, give the merchant girl rich parents on the docks on day two, then try and get a serious wish on farm day 3.

Bad Karma ending - Make the fisherman more effective than he could imagine on day one, go to the castle gardens on day two and refuse the wish, then go to the docks on day three. (Similar to the good karma ending, the criteria for this one will also be changing to make it more common and the very bad less so)

Very bad karma ending - Make the fisherman more effective than he could imagine on day one, go to the castle gardens on day two and force the prince to fall in love on day two, then go to the farms on day three and give the two women a stupid answer.

Misc Bad ends:

Hedonism bad end: Pub day two during a waitress follow up, grant the waitress's own wish rather than fixing her.

Paradox bad end: With magical build up, go to pub day two and grant both showgirl's wishes with the intent to teach them a lesson.

Bee bad end: Unlock the first easter egg and go along with Bee's plan.

Fat bad end: At pub day three, go on the date on one condition.

Execution bad end: Castle day three, hurry up and grant the duchess's wish.

Dragon: During helpless balloon (noon), choose to grant the mugger's wish

Popped: During helpless balloon (night) choose **POP!**

New moon: During helpless balloon (night) **Anything but that!**

Easter eggs:

There are three easter eggs total, and all are unlocked with the same method. If you go to the credits and start over from there, it will unlock an easter egg each time. This can be done through either karma or bad ends.

Easter Egg one: Go to pub on day 2 after reaching the credits once, you will gain an option to talk to a familiar woman in a bar. She meets Bee, her older sister who's mentioned in other parts of the game.

Easter Egg two: After reaching the credits twice, an option to talk to an old woman will appear at

the day one location choice.

Easter egg three: After reaching the credits three times, a creator commentary will be unlocked at the game start screen. This includes some behind the screen information and a gallery of every image used relating to this project.