



# WALKTHROUGH

This walkthrough is compiled from the extensive information contributed by players and the developer at Hanako Games forum by over\_cloud9 and is reproduced under exclusive permission from Hanako. The walkthrough is full of spoilers and also contains cheat codes. In case if you are stuck in the game and do not want to refer the guide to avoid spoilers, you can seek help at the [forum](#). For more information about the game please visit [Over Cloud 9](#). Happy gaming!

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**CRAFTING LIST:** Please note that you can create specific products at some particular level of crafting skill. Higher weapons or armor require higher crafting skill. Also some of the components can be created by more than one combination of ingredients. For ease, I've listed only one combination for each.

Sl	Ingredient 1	Ingredient 2	Product
1	Leather	Fur	Wild leather
2	Lace	Gold	wedding veil
3	Steel	Silk	Corset Dress
4	Leather	Leather	leather armor
5	gold nugget	gold nugget	gold ring
6	Wood	Iron	spear



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7	Gold	Amber	Amulet of Comfort
8	gold	Pearl	Amulet of Innocence
9	Gold	Amethyst	Amulet of Luck
10	Steel	wood	Axe
11	Charcoal	wood	Charcoal Pencil
12	Iron	Charcoal	Steel
13	Iron	Iron	Chainmail
14	Steel	Steel	Platemail
15	Steel	Platemail	Tank Armour
16	Steel	Leather	Armoured Corset
17	Iron	Gold	Officer Sword
18	Steel	Gold	Eclipse Brooch
19	Rock	Wood	Hammer
20	Axe	Wood	Halberd
21	Boxing Gloves	Iron	Gauntlets
22	Wood	Wood	Staff
23	Staff	Steel	Morning Star
24	Silk	Gold	Witch's Cape
25	Witch's Cape	Leather Armour	Mystic Leather
26	Leather	Leather	Leather Armour
27	Leather Armor	Iron	Padded Chain
28	Flowers	Lace	Bouquet
29	Leather	Cotton	Boxing Gloves
30	Gold Nugget	Obsidian	Arrowhead Necklace
31	Steel	Sapphire	Cufflinks
32	Gold	Bone	Amulet of Fear
33	Gold	ruby	Amulet of Strength
34	Gold	Diamond	Amulet of Sharpness
35	Gold	Amber	Amulet of Comfort
36	Lace	Gold	Wedding veil
37	Lace	Silk	Dancer's dress
38	Lace	Cotton	Party dress
39	Wool	Cotton	Artist's Smock
40	Wood	Amber	Yellow Wand
41	Sapphire	Gold Nugget	Amulet of Wisdom
42	Gold Nugget	Emerald	Amulet of Creation
43	Steel	Pearl	Hatpin
44	Steel	Diamond	Armored Collar
45	Sapphire	Wood	Blue Wand



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46	Emerald	Wood	Green Wand
47	Pearl	Wood	Pink Wand
48	Amethyst	Wood	Purple Wand
49	Ruby	Wood	Red Wand
50	Nut	Wood	Nut Wand
51	Obsidian	Wood	Black Wand
52	Diamond	Wood	White Wand
53	Sword	Red Wand	Flametongue
54	Sword	Blue Wand	Snow Sword
55	Sword	Green Wand	Earthsplitter
56	Sword	Yellow Wand	Lightning Steel
57	Sword	Nut Wand	Vine Sword
58	Sword	White Wand	Dazzling Blade
59	Sword	Black Wand	Blade of Terror
60	Sword	Purple Wand	Heart's Strength
61	Sword	Pink Wand	Sword of Faith
62	Padded Chain	Golden Symbol	Isolation Armor
63	Cotton	Cotton	Apron Dress
64	Platemail	Bone	Grim Plate
65	Gold	Star Shell	Golden Symbol
66	Gold	Greens	Laurel Wreath

**RECIPE LIST:** each recipe requires a particular level of cooking skills. So you need to acquire higher levels of cooking skills to get difficult recipes materialized.

1. Barbecue = Meat + tomatoes + spices
2. Beef Burgundy = Meat + wine + mushrooms
3. Salad = Tomato + greens
4. Mushroom Souffle = Flour + Eggs + Milk + Mushroom
5. Cake = Flour + Sugar + Eggs
6. Gingerbread = Flour + Sugar + Eggs + Spices
7. Brownie = Flour + Sugar + Eggs + Chocolate
8. Fish Pie = Fish + Potato + Cheese
9. Steak and Potato = Meat + Potato
10. Eggnog = Sugar + Eggs + Milk + Wine + Spices
11. Fondue = wine + cheese
12. Potato au gratin = potato + milk + cheese



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13. Cookie = flour + sugar + egg
14. Nutty truffles = chocolate + nuts
15. Mulled wine = wine + spices
16. Chocolate Milk = Chocolate + Milk
17. Mushroom Salad = Mushroom + Greens
18. Twice-Baked Potato = Potato + Cheese
19. Mashed Potatoes = Milk + Potato
20. Liqueur Chocolates = Chocolate + Wine
21. Hot Chocolates = Chocolate + Spices
22. Chocolate Mushrooms = Chocolate + Mushrooms
23. Omelet = Eggs + Milk + Cheese
24. Fish Stew = Fish + Spices + Tomato
25. Fish and Chips = Fish + Eggs + Flour + Potato
26. Vegetable Stew = Tomato + Potato + Mushroom + Greens
27. Chilli Beef Cashew = Spices + Meat + Nuts
28. Mushroom Nut Pate = Nuts + Mushroom

**MARRIAGE OPTIONS:** The marriage options depend on kind of ending you are proceeding onto. The endings which end up in marriage are listed here separately. The details of how you can get married to these characters are included in general endings. Here only the name of the marriageable character is given.

1. 'A' = ending Princess
2. Taran = ending Queen
3. Mossam = ending Mermaid
4. Innkeeper = ending Innkeeper
5. Cole = ending Blacksmith
6. Helena = ending Partners

**SKILL LIST:** these are the list of skills that can be obtained from various places.

- Candles = first spell; Growing up in a candle shop, you've had a lot of experience with candles!



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- Mirage = stand next to the dungeon in the desert on the left side.
- Leaf = Walk between the two forested areas directly to the east of your home village.
- Lily = Obtained from the leafy area of the lake west of your home.
- Cross = talk to the priest about sin.
- Incense = Yule celebration in church.
- Nightmare = get defeated in battle.
- Star = talk to the astronomer.
- Sun = walk around near the beach resort area.
- Flame = obtained from the Indian guy in the desert after finding the blocked entrance in the desert dungeon.
- Wine = Work for the market girl in the city.
- Lava = Enter the eastern dungeon.
- Snowflake = Enter the northern dungeon.
- Quake = Enter the western dungeon.
- Mushroom = stand in the circle of mushrooms by the water dungeon.
- Clover = work at foraging.
- Charge = obtained after a chat option opens up at foraging but you need to keep foraging until you get this.
- Crystal = Mining.
- Scream = babysitting (low sin required).
- Rain = tend the fields with the farmer.
- Heart = visit your parents on your birthday.
- Shadow = visit the sewer tunnels southwest of the village.
- Tear = take classes at the cultural center and work as a museum guide and let Armand paint you when he asks, check up with him after and you will receive this.
- Music = sing at the church choir.
- Feather = find out about the shooting star from the astronomer then talk to the innkeeper who will tell you about 5 trees, they are just north of your home town so go there and receive this spell.

**ENDINGS:** these are the various endings by which the games finishes; you can replay the game again to reach different endings in time. Each ending requires you to



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have some particular level in any of your status attributes and skills like strength, cooking, sin, etc. they are described in details here.

## **Romance Endings**

### **Princess**

Go to the fort and talk with 'Al' until he tells you he wants to paint someone. (You'll have to leave and re-enter the fort a few times.) Talk with Helena and work as a hunter until you get the option to ask her to model. Tell her it's because she's strong, then talk to Al. Now build up your skills until the Midsummer Festival. You will need Artistry, Strength, Attack, and Defense - but keep your sin low.

Attend the festival; it doesn't matter what you do there, but you should encounter Al. Then you can go back to the fort and talk to both Als (may need to leave and re-enter).

Continue building your stats. When your Artistry reaches 100, you can offer to trade paintings with Al. He gives you a chance to change your outfit. Before you come back to talk to him, you need to make sure that your Strength, Attack, and Defense add up to at least 220. You also need to have low sin.

If your stats aren't good enough, he says he couldn't get your smile right. If you're too sinful, he paints you as a dangerous warrior. Otherwise, he paints you with a crown and then asks to court you.

### **Queen**

Go to the desert and work as a scribe / talk to the mystic / take astronomy classes until you meet Taran, learn his name, and find out why he came to the kingdom. After this he will appear at the desert oasis as a regular character so you can speak to him.

Raise your Luck and Charm, and go to the dance contest at the Midsummer Festival. This unlocks a new chat option for Taran, and he will ask you to dance with him. If your Luck and Charm together are at least 120, he will be impressed with your grace and skill.

After that, once you have turned 20, he will propose.



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## Mermaid

Adventure in the Water dungeon (to the south, filled with goblins) until you find and rescue Mossam. He will now appear at the beach resort for you to talk to. Go fishing a few times and you'll unlock a conversation about eating fish. Raise your Cooking skill until you can prepare something made with fish (Fish Pie is easiest). Bring it to him.

Now you need to find a book. You can get one from Tirtha, the mystic in the desert, by working for him for a while. If you've already done that sidequest and gotten rid of the book, you can go back and ask him for another now. Give the book to Mossam.

Wait a while, then return to the beach. Mossam will give you a present, a pink shell necklace. Wear it and wait until you turn 21, and your fairy godmother will turn up.

## Innkeeper

Go adventuring a lot, and return to the Inn in the capital city regularly to talk to the innkeeper. Defeating the bosses of the various dungeons will give you stories to tell him. Also work at the inn a lot as a waitress and/or bouncer, once that job is unlocked. Eventually, once you have turned 20, he will propose.

## Blacksmith

Work for Cole on the frontier and chat with him. After some flirting, he'll challenge you to arm wrestle. You need to get your Strength to 100 in order for the match to be a draw. Then he gives you a present, an item which is hard to identify. You will need to raise your Crafting over 200 to be able to see what it is. (If you're already wearing it, remove it so that you can look at it properly, then put it back on.)

Wear the identified collar and talk to Cole, and he will propose.

## Partners

Avoid adventuring when looking for this ending! You need low XP.



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First, spend some time with Betty, the forager. Work for her and chat with her. Also work for Helena the huntress and chat with her. You need to find out what happened to Betty's leg. Then interact with 'Al' to get the painting quest, and work for Helena enough to talk to her about it. When asked, say that she's beautiful.

Work for Cole once, and then Helena will comment about his flirtatiousness.

Do the recipe cards sidequest, which requires working for and studying with Michanda and Sekh in your home village until Sekh tells you about the cards, then talking to the thief, then to John, then to Helena and so on.

Work for Deborah at the dance resort (you'll need Charm and Luck of at least 30 each) until you encounter Helena and talk about your job. If you've done all this, you should unlock a chat option back at the frontier to talk about how she feels about men. If you've spent enough time with Betty, you'll get a chat option for her to suggest you and Helena get together. After that, when you talk to Helena, you have the option to ask her out on a date.

## **True Origin Endings**

### **Star Princess**

Lose a battle, so that you wake up at home afterwards. Talk to the priest in the capital city about this.

Go to the desert and talk to the astronomer / take classes until she tells you about seeing a falling star. (Requires Magic 20, Dream 100)

Talk to the innkeeper in the capital city about this and he tells you about a silver angel. Talk to the priest about his story. Go to the place the innkeeper described (overworld near village) to receive the Feather. Talk to the astronomer about this. Go back to the capital city and sing in the choir until you can chat with the priest again about angels. He sends you to talk to your mother. After that, talk to the astronomer and take astronomy classes until something happens.



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## Wanderer

Lose a battle, so that you wake up at home afterwards. Talk to the priest in the capital city about this. Then go back out and fight battles so that you have at least 100 XP. Talk to Gordy in your home village until he decides not to be mean to you anymore.

Go to the desert and work as a scribe / talk to the mystic until you find out that he's a healer. Go to the fort and work as a forager / chat with Betty and Helena until you find out what happened to Betty's leg and learn the Charge symbol. Then chat with Betty until you offer her magical healing and she turns it down.

Talk to 'Al' at the fort until you find out that he wants to paint Helena. Talk with and work for Helena until you can tell her about the painting. Tell her it's because she's strong.

At this point there are two choices, helping Elsa or helping Armand. In either case, you will need to attend a Midsummer Festival at some point to advance Al's plotline.

To help Armand, work at the museum and chat with him until he shows you a painting. Then go to the beach. Chat with Morris the fisherman, then chat with Jenny and offer to buy her goods until she tells you about her parents in the city. Chat with Morris again. Now go back and forth between Morris and Armand until you hear that they're both set in their ways. Win the dance competition and talk to Armand while holding the prize coupon. You'll have an option to give it to him. Then talk to Morris to receive a gift.

To help Elsa, go back to the desert and continue working as a scribe and talking to Tirtha. Eventually you'll meet a young girl who needs to be healed because she hated her old self. If your dream is over 100, you'll be able to give her the confidence to accept herself. She'll leave a gift for you with Tirtha.

After you have seen Al at the festival, talk to them at the fort until you agree that everyone has worries.

In the desert, talk to the astronomer / take classes until she tells you about seeing a falling star. (Requires Magic 20, Dream 100)

Go back to your home village and talk to the farmer about the falling star (he's evasive). Then talk to Gordy about it. Then talk to the farmer again, and now you'll get the real



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story. Talk to Gordy again to realise something about your past. Now talk to your mother about the night she found you, then the astronomer.

Now, if your Dream is over 100 and your Sin is under 50, take Astronomy classes until you reach the final ending. If you miss a requirement, you will get Star Princess instead.

## **Fighting Endings**

### **Adventurer**

To get this ending, you have to defeat the boss of the desert dungeon, the demon-spider. Build up your fighting skills as necessary. You'll probably want to find some defense against poison in order to survive the fight.

### **Minion**

Fight the demon-spider and lose.

### **Captain**

Get this ending by scoring highly at the archery contest of the Midsummer Festival. You will need a very good Attack skill and at least a little bit of Taming to keep your horse under control.

## **Other Event Endings**

### **Prime Minister**

Go to the fort and talk with 'Al' until he tells you he wants to paint someone. (You'll have to leave and re-enter the fort a few times.) Talk with Helena and work as a hunter until you get the option to ask her to model. Tell her it's because she's strong, then talk to Al.



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Now build up your skills until the Midsummer Festival. You will need a high Mind - but keep your sin low.

Attend the festival; it doesn't matter what you do there, but you should encounter Al. Then you can go back to the fort and talk to both Als (may need to leave and re-enter).

After you've talked to Alanna separately, take Drama classes until you meet her, then chat with her again at the frontier.

Keep raising your Mind, and once it has past 150 you can suggest to Alanna that she appoint a Prime Minister in order to control the kingdom.

## Snake Oil

This ending revolves around Jenny, the pink-haired girl who sells health products at the beach. Buy each special potion she offers, collecting the ingredients as necessary. You'll usually have to wait a month between doses. Eventually she'll offer you a job.

## Royal Chef

Get this ending by scoring highly at the cooking contest of the Midsummer Festival. Your score depends on what dish you make and how good your Cooking skill is. If you get your skill up high enough to make some sort of candy (chocolate + nuts is one) you'll probably win.

## Merchant

Work as a salesgirl and talk to Liling a lot. She'll eventually explain that she wants to leave the business. Earn 5000 gold and you can buy her business and take over.

## Pirate

Work as a salesgirl several times, then speak to the ragged character who occasionally appears in the city and ask for a job in order to become a thief. Work as a thief but don't



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raise your Luck too quickly, because you need to get caught a few times in order to have dialog, and that won't happen if your Luck is really high. Talk to Robin and steal things until Robin talks about wanting to do a big heist.

Go to the Midsummer Festival and enter the dance contest (it doesn't matter if you win). Now you can talk to Robin about an idea for a heist, but you'll have to wait another year before you can pull it off. In the meantime, raise your Luck, because you'll need it to be at least 100 later. Earn gold and buy a party dress from Sekh. When the next festival comes around, give the dress to Robin.

In month 8 (Leaves), go back to your home village and Robin will have sent you a package. Sell the jewels if necessary to earn enough money, then go to the beach and take a vacation. You will meet Robin here, and if your Luck is good, you'll get the ending.

## **Skill-Based Endings (at age 21)**

### **Mystic**

Collect every spell symbol in the game, and raise your Mind and Magic. Minimum requirements are 50 Mind, 50 Magic, 100 Dream.

### **Paladin**

This ending can only be reached if you are a strong fighter for good, with a high XP (500 minimum, more is better), high Dream (100 minimum), and very little sin. (You can scrape by with 5 sin, as long as you didn't get that sin by murdering someone.) Good scores in Attack and Magic will also help. It's a good idea to learn to Spook monsters if you want to be a Paladin.

### **Guard (Mercenary)**

Take fighting class a lot and build up your skills. You're likely to get this ending if you're a fighter and don't have enough points for the other endings, because the requirements for Guard are lower. You should have at least a small amount of sin in order to enjoy



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fighting for pay. Minimum requirements are 50 Attack, 50 Stamina, 50 Strength, but Defense will also help.

## Illusionist

To get this ending, study Magic and Drama. You need at least 200 points in Magic and Artistry combined, as well as 100 Dream.

## Singing Star

This ending requires taking drama class and singing in the choir. You need at least 200 points in Artistry and Charm combined, as well as 100 Dream.

## Acrobat

Take dance class and work as an entertainer at the beach resort. Focus on building up your Luck over other skills. Minimum requirements are 100 Luck, 100 Dream.

## Housewife

Work for both Michanda and Sekh, and build up your skills in Cooking, Taming, and Charm. Avoid XP and Sin, and try not to let your Dream get too high (100 is good). Minimum requirements are 50 Taming, 50 Cooking,

## Government

Work as a scribe and a museum guide, and build up your Mind. Minimum requirements are 75 Mind, 75 Dream.

## Healer



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Work as a scribe and spend time at the church. (If you get the thief event while waitressing at the Inn, ignore the thief, then go and talk to the bishop to unlock donation options.) Build up your Mind and Taming. Don't fight anything, keep your Sin and XP at 0. Minimum requirements are 100 Mind, 100 Dream.

## Prospector

Do all the jobs that involve finding stuff - foraging, fishing, mining, truffling, fighting monsters. Foraging is the most important, so focus on that. Minimum requirements are 75 Luck, 50 Stamina, and 75 Dream.

## Wild

Do all the jobs that involve being out in the woods - foraging, hunting (optional), logging, truffling. Fighting some monster or raising Taming could help. Minimum requirements are 100 Stamina, 100 Dream.

## Caravan

Do every job at least once. Take every class at least once. Fight some monsters so that you have at least a little XP. Then work as a salesgirl and get your dream over 100.

## Inventor

Work as a blacksmith while building up your Mind, Magic, and Crafting. Minimum requirements are 100 Crafting, 100 Mind, 50 Magic, and 100 Dream.

## Toy maker

Work as a babysitter while building up your Artistry, Crafting, and Taming. Keep your Sin low. Minimum requirements are 50 Crafting, 50 Taming, 100 Dream.



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## Dressmaker

Work for Sekh while building up Artistry, Crafting, and Charm. Minimum requirements are 75 Charm, 75 Crafting, 75 Artistry.

## Priest/Bishop

Get your sin really high by doing a lot of different kinds of sins, then purify your sins at the solstice festival. After that, hang out at the church a lot (talk to the bishop, sing in choir, donate if you've unlocked the option).

## Swindler

You can get this ending if you've spent a lot of time being a thief and have high skills in Magic, Mind, and Luck. Minimum requirements are 50 Luck, 50 Magic, 75 Mind, 100 Dream, 10 thief-related sin.

## Selfish

Spend a lot of time working as a thief and get your sin up high (you'll have to find some other sinful things to do as well). Working as an entertainer might also help. The minimum requirement is 25 Sin.

## Conqueror

Get your sin up high while also having good XP and either strong Attack or strong Magic. Strength is also useful. Minimum requirements are 65 Sin, 100 Dream, and either 75 Attack or 75 Magic.

## Entrepreneur



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End the game with a lot of money, at least 1000 Gold.

## Candlemaker

This is the default ending if you can't reach any other ending. To get here quickly, run out of Dream and end the game very early.

**CHEATS:** these are game cheats which is strictly not recommended if you want to play it fair. You can use the cheats at any point during the game, even at game beginning. To make the cheats work, do the following-

- Hit F10 and a text box will open up. If that doesn't work then locate the 'fn' key on your laptop/computer keyboard and toggle it with F10.
- Type in a cheat in the text box.
  - global.gold=1000 for setting the gold amount in the game as per your wish. You can replace the 1000 with any value you like.
  - global.age=18 for setting your characters age to 18 or whatever value you want.
  - global.hp=100 for setting total HP to any value you want (within maximum value of 999). This however sometimes doesn't seem to work.
  - global.mp=100 for setting the total MP value to anything you wish (within maximum value of 999). This however sometimes doesn't seem to work.
  - global.dream=150 to set dream to max.
  - global.xp=5000 maximum value you can put here is 5000.
  - global.magic=300 where 300 is max (you can put values lower than that).
  - global.attack=300 to set attack to max (you can put values lower than that).
  - global.defense=300 to set defense to max (you can put values lower than that).
  - global.str=300 to set up strength to max (you can put values lower than that).
  - global.con=300 to set stamina to max (you can put values lower than that).
  - global.int=300 to set mind to max (you can put values lower than that).
  - global.dex=300 to set luck to max (you can put values lower than that).



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global.tame=300 to set taming to max (you can put values lower than that).

global.cha=300 to set charm to max (you can put values lower than that).

global.cook=300 to set cooking skill to max (you can put values lower than that).

global.craft=300 to set crafting skill to max (you can put values lower than that).

global.art=300 to set artistry to max (you can put values lower than that).

global.sins= 0 for decreasing your sins. However Hanako warns- "There are cases where this won't work, because some of the 'sin' checks are checking something else. People who want to fool around using cheat codes should be advised that sometimes weird things WILL happen. This isn't a bug, it's what you get for trying to break the game. 😊 "

Similarly you can increase or decrease other stats like weapons, skill, etc.