Prologue:

Game starts with “God” saying some things like pray to him. Then it kicks off when you are a child. Your sister runs off. You have to chase after her. You explore the town, then head out of town and into the forest. In the back, near a dragon’s head, you find your sister but get attacked. Since you are a child, you do not stand a chance. Your father saves you by casting magic. Your sister says that she was there because when she dreams at that spot, she sees her dead mother.

You fall asleep there, and see “God”. When you awake, nobody in town recognizes you. Your father and sister are gone.

Main game:

You grow up. You are part of a group that helps people around town. You are tasked to find Suzy, a pig. You find a man who starts boiling a pig, and it’s Suzy. You bring her back.

Bow gets in trouble when he gets accused of being a thief. You sneak him out of town in a trash can.

There is a fixed Coliseum fight where poison arrows will get fired at the contestants. The coliseum is a fun little side activity to break the monotony.

There is a gang who kidnaps Nina’s sister, Mina. The group takes Nina to see her sister. You must go to their hideout and save them.

There is a forest with a transport unit.

There is a town building aspect where you find people to join your town.

Game has a bank system where you can store money or items (money stored does not get affected if you die, money you have on you gets cut in half if you die).

Level inside of a well in a town.

Get to choose who gets a spell in your party.

Change party members whenever you want.

Need to save townspeople before they drown in the well.

Township gradually upgrades throughout the game.

Black wings are token of royal family in Windia.

Step on slow moving platforms that transport you across gaps on a predetermined path.

Some townspeople kidnap the main character and do funny and odd things – helps to keep the game fresh and fun.

Our room gets stolen in the Township by Joiners and Bow gets mad.

One character – Sten the monkey, can get us across gaps with his long arms.

Boat sequence

French frog – Jean – got warped by a witch.

Trap treasure chest in witch’s tower sealed the exit.

With turns people to stone.

Many holes you can fall down – You must choose and guess which brings you to treasure, brings you back, or brings you forward.

Series of transport tiles – puzzle, you must make your way across by picking the right transports.

Moving platforms that turn at every intersection

Tiles flipping a gate puzzle

Young woman kisses a frog to reverse spell

Imposter prince in the frog castle

Cannibals – They ask you to strip down, one room at a time. If you refuse, you have to fight. At the end, you’re in a giant cooking oven. You fight the chef.

Need to find ring in toilet

Witch Party

Flie pudding cooking contest with impostor, cooks take side of impostor

Collect cooking ingredients – Gold Fly

Visible enemies that wander around aimlessly but quick – touch one and a battle starts.

Self destructive device in castle.

Need to find way into Trout’s basement

Sneak into Trout’s place at night – Just bow and me! Must find evidence he’s a thief

Jean, the frog, can travel at fast speed – fewer encounters. He can swim in lakes too.

Secret behind a waterfall gives Ryu special dragon powers. Must get there via Jean.

Trout hides thieves in secret basement

An evil demon is possessing people

A demon from Ryu’s hometown, Gate, burned the forest in a cut scene. The Rangers are scared and don’t want to go. The demon scared the Rangers. It’s the same demon that Ryu saw as a child.

We are tasked by the Elder ranger to go back to our hometown, Gate!

Bow, the dog, has a love interest.

Grass Man can communicate with trees and the forest.

Whale cave – Only Katt can break open the door – Game gives no indication of this, kind of tricky.

Big whale is a level

Stone doll is in big whale keeping it asleep.

Tunlan – People can’t communicate with you until you get a flute

Warp spell transports between towns.

Magician to fix the queen in Tunlan was fired.

Giant frog goes hop hop hop and is used for transportation.

Need to get scent of flower for uparupa to come out of hiding so I can capture it.

Woman lures you with music, then attacks you

Spar can talk to trees and walk through forests.

Go to Tunlan to get therapy pillow so tree can remember things.

Highfort is building a super weapon you have to stop.

Need to solo a part of Highfort with Sten, and fight Trubo

Shrink in size and go into princess.

Enter mind of crazy tree – brings you to a weird world.

Memory world has a memory tower that stores memories.

Rand’s mom is annoying – made us plow the fields.

Church of Namanda? - Agriculture god?

Church of Eva wants to take over Rand’s mom’s home

Need to fly to the East Ocean to the Grand Church to take on St. Eva

Some idiot named Tiga thinks he’s in love with Kat. Some weird conversations await.

Recite St. Eva’s prayers

Join band of rebels to fight against the church

Habaruku gives a sermon, holding Claire hostage. The party doesn’t know what to do.

Ray fights us to unleash Ryu’s biggest dragon power

Strange stepping puzzle where arrows you step on move a big block you are standing on around

A machine was powering the demon from the prayers of the believers

Dragon clan went underground to take care of the demon.

Cut scene where you are your mother

Ryu’s mother was part of the underground clan, she chose to go to the upper world.