

Crescent Sea Story – Hints and Walkthrough

This document contains hints and walkthroughs for [Crescent Sea Story](#) by

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Have questions? Found a bug? [Email me](#).

Introduction


Crescent Sea Story is an interactive game written in Twine. To proceed through the story and reach one of three possible endings, you'll need to solve simple puzzles, navigate a few maps, and overcome four guardians of the gods themselves.

Part 1: Awakening

The short introductory part of the game contains no puzzles, and it should not be possible to get stuck. You'll have a chance to get used to the three types of link the game contains:

Normal links: Clicking a normal link will take you to a different part of the game, erasing all the text on the current page. Make sure you're ready to proceed before clicking these!

Soft links: Clicking a link with a dashed underline will add new text to the current page, but won't erase existing text.

 **Refreshable links:** Some links will have a small 'refresh' icon to their immediate left. Clicking the icon will change the choices available to you, so be sure to check what you can do before you decide. Refreshable links can also be soft links which reveal new content (in which case the refresh icon will vanish afterwards), and in some cases the game will offer options you can't actually select.

Part 2: Memories

In the second part of the game, you will find yourself before an impassable wall.

To overcome this obstacle, you'll need to recover your memories from five separate locations. First, though, you need to locate them!

Click on one of the links that names a compass direction (e.g. [north](#)). This will take you to one of the five locations, give you a brief description of it, and give you a chance to explore your memories there. The compass directions for each location will resolve to its name after you've discovered it once, so don't worry about getting lost or stuck on the main screen for part two.

At each location, you will be able to [remember this place](#) and revisit a specific time in your past. By completing each such memory, you'll increase one of three emotions:

- Anger (rage at the spirits, gods, and your fellow man)
- Coldness (cold analytical observations of what happened)
- Despair (despair at your role in what happened)

After you have finished at least one memory, you will be able to see the count of each emotion in the header when in the main part of the game. Whichever emotion is highest at the end of the game determines which of the game's three endings you will be able to access.

The memories are as follows:

- The village of your youth

- The city
- The lonely island
- The ruined skyscrapers
- The caves

The various memories proceed differently.

Some simply continue until a set number of turns have passed. You can't get stuck in these – although you might need to take specific actions to unlock the different endings. In other memories, you will need to solve simple map-based puzzles to complete the memory.

The two memories with puzzles contain in-game hints, which can be accessed from an NPC within that memory. Where to find these NPCs, as well as solutions for puzzles, are below.

For convenience, the memories are numbered based on in-game chronology in this document. However, while playing the game you may complete them in any order you wish.

You can also revisit memories after completing them to change them and unlock different endings. Note that doing this will erase your previous choices and outcomes.

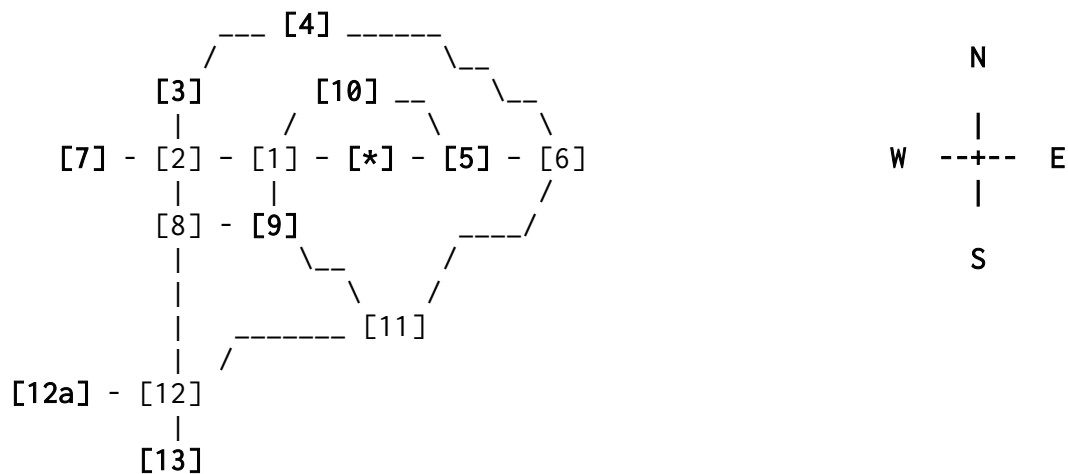
Memory One: The Village of Your Youth

In the first memory, you return to the village of your youth, where an encounter with outsiders represents your first real experience of mortality and conflict.

To reach the end of this memory, you will need to navigate the village, talk to NPCs, and solve one small puzzle. An NPC who gives hints can be found at **the water's edge**, all the way to the south past the meeting place on the main road.

A map of the village, along with key items, is below. The solution for this memory (including what to do for each of the three memory endings) can be found on the next page.

The Island of Your Youth: Map



Key Locations

- * - home (starting position)
- 3 - village road a (first encounter with outsiders)
- 4 - cliff-side path (item: a rock)
- 5 - veranda (item: a ladder)
- 7 - headwoman's house
- 9 - the spirit well (final encounter with outsiders)
- 10 - storage hut (second encounter with outsiders)
- 12a - the meeting bell
- 13 - the water's edge (location of NPC with hints)

The Island of Your Youth: Solution

1. From your home, take the exit **to the west** and then continue **to the west** to reach the main road.
2. Take the road **to the north** to encounter the outsiders for the first time.
3. Here, you can either speak to the outsiders, or leave immediately. (It does not affect the outcome of this memory either way.)
 - a. If you leave immediately, click **go back** and then go **to the west** to reach the headwoman's house.
 - b. Otherwise, proceed until you need to **go get help** and then go **tell the headwoman about this**, then go **to the west** to reach the headwoman's house.
4. Speak to the headwoman until she sends you home and **you cannot disobey**.
5. From your home, go back **to the west** and then go **to the north-east** to reach the hut where the outsiders are being held.
6. After talking to the guard, go **to the south-west** and then **to the west** to reach the main road.
7. From the main road, go **to the south** and then **to the south** again to reach the meeting place.
8. From the meeting place, go **to the meeting gong** to check out the gong, and then back **to the meeting place**. You're gonna need a ~~bigger boat~~ a ladder and a rock.
9. To get the ladder, take the cliff-top path **to the north-east** and **to the north**, then go **to the veranda of your parents' house**.

10. Click [a ladder](#) to take the ladder, then go [to the east](#) to return to the cliff-side path.
11. Follow the cliff-side path [to the north](#), and click [strewn with rocks of various sizes](#) to take a rock.
12. Return to the meeting gong by going [to the south](#), then [to the south](#), then [to the south-west](#) and then clicking on [the meeting gong](#).
13. Now that you have a ladder and rock, you can [strike it a mighty blow](#) to summon the villagers, including the guard. (You'll need to confirm that you really want to [strike the gong](#), and then you'll need to [get out of here](#).)
14. Once you're back in the meeting place, you'll need to take the cliff-side path to get to the storage hut. Go [to the north-east](#), then [to the north](#), then [to the veranda of your parents' house](#). From there, you can go [to the north-west](#) to reach the hut and [go inside](#).
15. Speak to the old woman until she commands you to lead her to the spirit well, when [you find your body doing what it's told](#).
16. Next, you will need to lead the old woman to the well by a safe route – that means returning to your parents' veranda [to the south-east](#), and then taking the cliff-top path by [heading east](#) and [to the south](#).
17. From here, you can go [to the north-west](#) to reach the spirit well and complete this memory.

The Island of Your Youth: Outcomes

Anger

Reach the final scene of the memory and select **you did as she asked.**

Coldness

Reach the final scene of the memory and select **you took the bag and ran.**

Despair

Reach the final scene of the memory and select **you ran home, terrified.**

Memory Two: The City

In the second memory, you talk with classmates and teachers during school lunch as an unnatural, world-changing sickness ravages the city where you now live.

This short memory, which is entirely based around dialogue, contains no maps or puzzles and you cannot get stuck. Instead, which memory outcome you get depends on the actions you take during the first day and what responses you give to the other characters.

The City: Dialogue Guide (day 1)

During the first day, you can speak to two total NPCs out of the three available (Ayya, Jullen, and your teacher).

When speaking to Ayya, selecting If anyone here is sick, it's Jullen will increase anger. Selecting The symptoms are nothing like this will increase coldness. (The third dialogue option increases neither emotion.)

When speaking to Jullen, selecting The spirits have nothing to do with it will increase rage. Selecting The symptoms are nothing like this will increase coldness. (The third dialogue option increases neither emotion.)

To increase despair during the first day, select You excused yourself instead of speaking with Jullen or Ayya and spend the lunch period hyperventilating in the toilet. Doing this before speaking with either character will increase despair twice. Doing it after speaking with either character will increase despair once.

The City: Dialogue Guide (day 2)

During the second day, you can only interact with Ayya.

Selecting **You cursed whatever caused this sickness** will increase rage.

Selecting **You waited in solemn vigil** will increase coldness. Selecting **You sobbed openly** will increase despair.

The City: Outcomes

Anger

During day 1, select **If anyone here is sick, it's Jullen** when speaking to Ayya and **The spirits have nothing to do with it** when speaking to Jullen. During day 2, select **You cursed whatever caused this sickness**.

Coldness

During day 1, select **The symptoms are nothing like this** when speaking to Ayya and when speaking to Jullen. During day 2, select **You waited in solemn vigil**.

Despair

During day 1, select **You excused yourself** instead of speaking with Jullen or Ayya. During day 2, select **You sobbed openly**.

Memory Three: The Lonely Island

In the third memory, you return to a time when you had a teacher of magic – sort of. Actually you’re more like his glorified errand boy. (Sigh.)

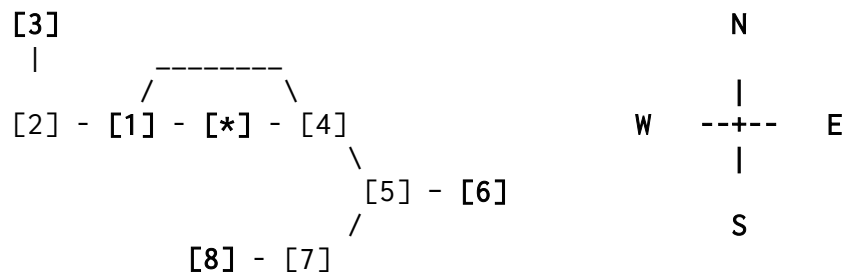
Your master has a total of eight frustrating tasks for you to complete; to reach the end of this memory, you need to navigate the map and complete at least four.

(However, two of the memory endings require you to do more than four!)

If you get stuck on a specific task, you can ask your master for hints at **the cabin** (your starting location). You can also ask your master to give you a different task.

The Lonely Island: Maps

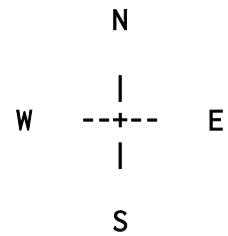
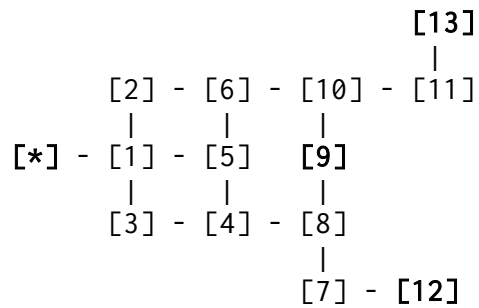
Main Map



Key Locations

- * - master’s cabin (starting position - npc: the master - task: sweeping)
- 1 - the garden (task: weeding)
- 3 - the mountaintop (task: pure nothing)
- 6 - the forest (tasks: woven tree; essence of scavenger; ewer filled with the forest - see map below)
- 8 - the beach (tasks: seashells, seaweed - see map below)

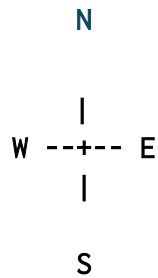
Forest Map



Key

- * - entrance
- 9 - fountain
- 12 - fox den
- 13 - nest

Beach Map



[12] - [11] - [10] - [9] - [8] - [7] - [6] - [5] - [4] - [3] - [2] - [1] -[*]

Key Locations

- * - starting location
- 1 - cockle shell
- 3 - conch shell
- 4 - seaweed clump
- 7 - limpet shell
- 9 - seaweed clump
- 12 - cave entrance

(Note: When on the beach, you cannot move from location to location in the normal way. Instead, you must select how long you want to walk. Selecting **A little while** moves you one location forward. Selecting **A long while** moves you three locations forward. Selecting **A very long while** moves you five locations forward.)

The Lonely Island: Walkthrough

To complete this memory, you will need to complete four tasks. You can receive a task by visiting **the cabin** and selecting Speak to your master followed by **You asked for a lesson** or **You asked for your next chore**.

Once you have completed a task return to **the cabin** and select Speak to your master followed by **You reported on your task**. If you need a hint for a task, return to **the cabin** and select Speak to your master followed by **You asked for help with your task**. If you would like to do a different task, return to **the cabin** and select Speak to your master followed by **You asked for a new task**.

After completing six tasks, you can access a hidden cave at the end of the beach. After completing all eight available tasks, you can confront your master calmly instead of exploding with rage.

Walkthroughs for each specific task, and how to unlock the hidden cave, can be found below.

Gather me three homes that have been left behind

1. First, go to the shore by selecting **leave the cabin, to the south-east, to the south**, and **to the west**.
2. At the shore, select walk along the shore.
3. Select **A little while** to locate the first shell, and Take the shell to pick it up.
4. Select **A little while** two more times to locate the second shell, and Take the shell to pick it up.

5. Select **A long while** and then **A little while** to locate the third shell, and Take the shell to pick it up.
6. Once you have all three shells, select **return to your master's cabin** and speak to your teacher, where you can **report on your task**.

Gather me two clumps of seaweed

1. First, go to the shore by selecting **leave the cabin, to the south-east, to the south**, and **to the west**.
2. At the shore, select walk along the shore.
3. Select **A long while** two times and then **A little while** once to locate the first piece of seaweed, and Take the kelp to pick it up.
4. Select **A little while** two times to locate the second piece of seaweed, and Take the kelp to pick it up.
5. Once you have both clumps of seaweed, select **return to your master's cabin** and speak to your teacher, where you can **report on your task**.

Gather me a woven bit of tree

1. First, go to the forest by selecting **leave the cabin, to the south-east, to the east**, and **to the east**.
2. Select **north**, then **east**, then **east**, then **east**, then **north** to reach the bird's nest.
3. Select A bird's nest to complete the task, and then select **return to your master's cabin** and speak to your teacher, where you can **report on your task**.

Gather me the desiccated essence of a trickster

1. First, go to the forest by selecting **leave the cabin, to the south-east, to the east,** and **to the east.**
2. Select **south**, then **east**, then **east**, then **south**, then **east** to reach the fox's den.
3. Select **a fox's den** to complete the task, and then select **return to your master's cabin** and speak to your teacher, where you can **report on your task.**

Fill my ewer with the forest

1. First, go to the forest by selecting **leave the cabin, to the south-east, to the east,** and **to the east.**
2. Select **south**, then **east**, then **east**, then **north** to reach the fountain.
3. Select **a fountain** to complete the task, and then select **return to your master's cabin** and speak to your teacher, where you can **report on your task.**

Weed the garden beds

1. First, go to the garden by selecting **leave the cabin**, followed by **snakes around it.**
2. Once in the garden, select **Pull some weeds** followed by **at the edge of the garden** until you are able to select **return to your master's cabin** and speak to your teacher, where you can **report on your task.**

Seal the purest nothing in a jar

1. First, go to the mountain peak by selecting **leave the cabin**, followed by **snakes around it, to the west,** and **to the north.**

2. Select Gather some air in the jar, then **return to your master's cabin** and speak to your teacher, where you can **report on your task**.

Sweep the cabin floor

1. While in **the cabin**, select **Sweep the floor** until the floor is spotless.
2. Speak to your teacher and **report on your task**.

The hidden cave

1. First, complete six of the eight tasks above.
2. Next, go to the shore by selecting **leave the cabin, to the south-east, to the south**, and **to the west**.
3. At the shore, select walk along the shore.
4. When prompted, select **A long while** until you reach the end of the beach.
5. Select **a shallow cave mouth**.
6. Proceed through the scene until you can **confront your master** by returning to **the cabin**.
7. Once in **the cabin**, select speak to your master followed by **You asked about the graves**.

The Lonely Island: Outcomes

Anger

Once you have completed at least four tasks, go to **the cabin** and select Speak to your master followed by **You exploded with rage** to complete the memory.

Coldness

Once you have completed at least six tasks, visit **the hidden cave** at the far end of **the shore**. Then, go to **the cabin** and select Speak to your master followed by **You asked about the cave** to complete the memory.

Despair

Once you have completed all eight tasks, go to **the cabin** and select Speak to your master followed by **You calmly confronted your master** to complete the memory.

Memory Four: The Ruins

In the ruins, you return to a time when you called down a calamitous spell that ended the way the world was.

Each turn, you will either be forced to passively observe the effects of the spell. Every three turns, you will be able to choose to either **You tried to stop the spell**, **You poured your fury into the spell**, or **You stood in silent witness**.

It is not possible to get stuck in this memory. Instead, the memory will end after one of the following conditions is met:

1. You have selected **You tried to stop the spell** three times in a row.
2. You have selected **You poured your fury into the spell** three times in a row.
3. 16 turns has passed.

The Ruins: Outcomes

Anger

Select **You tried to stop the spell** three times in a row.

Coldness

Pass 16 turns without otherwise ending the memory.

Despair

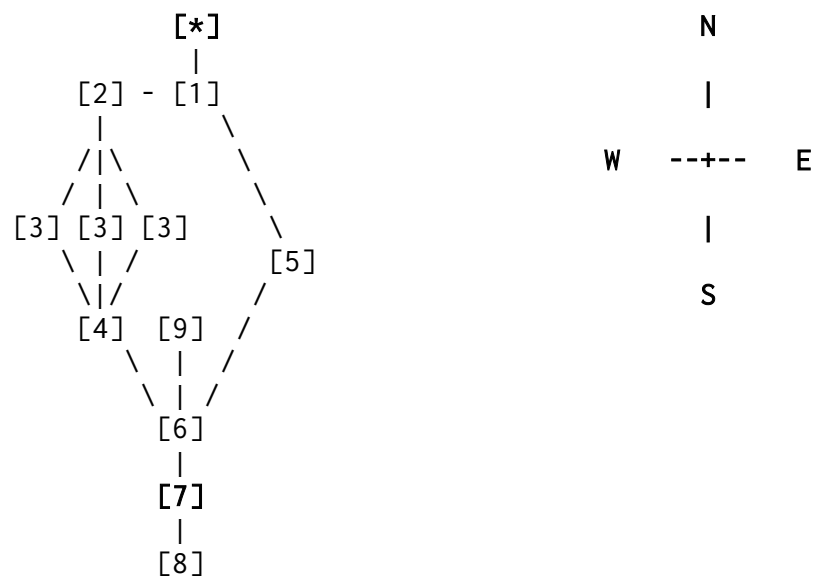
Select **You poured your fury into the spell** three times in a row.

Memory Five: The Caves

In this memory, you must escape from a series of underground caves with no apparent exit.

It is not possible to get permanently stuck in the caves, as this memory will eventually end on its own. However, you may also end the memory earlier by visiting a specific location more than once.

The Caves: Map



Key

- * - entrance
- 7 - ravine

The Caves: Solution

1. From the starting point, head **to the south**, then **to the west**, **to the south**, and **to the south-east** to reach the southern fork.
2. From the southern fork, go **to the south** to reach the bridge across the ravine.
3. Go **to the south** one more time, and then **to the north** to return to the ravine.
4. Select either **You climbed down, your fury rising** or **Despairing, you stepped off the bridge** to end the memory.

The Caves: Outcomes

Anger

Visit the ravine twice. When given the option, select **You climbed down, your fury rising**.

Coldness

Wander the caves for more than forty turns without ending the memory.

Despair

Visit the ravine twice. When given the option, select **Despairing, you stepped off the bridge**.

Part 3: The Wall

After you have completed all five memories in part two, you will be able to proceed to the third, and final, part of the game.

To do so, travel to [the impassable wall](#) from the main map. After a brief introductory section, you will find yourself back in a memory. Unlike in other memories, this time you will be able to see your unlocked emotions in the header.

Chronologically, this memory takes place in between **The Ruins** and **The Caves**. You find yourself in the waters before four islands, with a volcano in the distance beyond them. Your ultimate goal is the volcano, but first you must visit each of the four islands and defeat a guardian on each one. None of the four islands contain puzzles, and it is not possible to get stuck in any of them.

To defeat each guardian, you will need to proceed until you are offered a choice of which part of yourself to split off, and then select the option that matches an emotion you have at least one of. (For example, if you have 0 rage, 0 coldness, and 2 despair, you will only be able to select [You split off a piece of your despair.](#))

Once you have lowered the barrier on all four islands, you must climb the volcano by overcoming two obstacles. The obstacles you face will depend on which emotions you used the most to lower the barriers on the four islands. Each obstacle and its solution are listed below.

First obstacle

Emotion	Obstacle	Solution
Rage	A river of molten rock	You called up a storm of ice
Coldness	A blinding, burning wall of living flame	You carefully observed the flames
Despair	A thick cloud of ash	You strode through the ash

Second obstacle

Emotion	Obstacle	Solution
Rage	The caldera rim crumbles underfoot	Your fury got you across
Coldness	A narrow bridge of rope and wood	You picked your way expertly across
Despair	A massive earthquake	You dropped to your knees in despair

The dragon

After overcoming both obstacles, you will finally reach the dragon—the champion of the gods.

It is not possible to defeat the dragon within the memory. Simply select to split off each emotion to continue to the ending of the game.

Endings

At the end of the third part of the game, you must make one final selection:
what to do now that you have fully regained all your memories.

The choice you make here determines which of the three endings you receive.
However, you need a certain number of emotions available to unlock each, as
described below.

Ending	Option to Select	Emotion Required
Beyond the Wall	You must take vengeance	2+ rage
Voyaging	You must seek further learning	2+ coldness
Repentance	You must pay for your crimes	2+ despair