# The Drained Goddess Simplified Manual

SPOILER WARNING

## Prologue

This chapter is rather simple. It focuses on tutorial and background story. Our main character is still a child by now. The game reminds players to open game map and go back home. However, there are snakes on the road. Players need to find a stone in the garden nearby. (* Get through the bushes between two areas.) Then just throw the stone to the snake.





Walk along the road and pick up the headlamp and fruits. These fruits can be used to save games manually. Then you will meet an enemy that our main character can’ t fight with yet, for lack of proper weapons. The game tutorial will remind you that you can either run and get pass by it or swim. For swimming, you can attract it back to the table where you pick the headlamp then jump into water and swim to the road blocked by enemy earlier. Then just moving along main road. Turn on headlamp when it gets dark. Open map if you are not sure about your location.

Step into the river when main road ends. Note that there is a pickable weapon (Pesticide Spray) above the small waterfall before the entrance of the cave. Equip it if you want to fight with the upcoming enemy.



Soon you will meet a Wasp Nest on the entrance of the cave. This is an optional enemy, and you can run fast to pass it. IF you decide to fight with it, it will spawn 3 waves of swarms. Then you can climb up near to it and spray into it. Alternatively, you can spray towards the nest directly but it's much more dangerous. This enemy will unlock an achievement.



When you get to the camp, read the notes, and wait until drowned to death.

-The End of Prologue-

# Chapter 1

*This is a rather short chapter as it is intended to connect stories.*

Collect all pickable items on game start and wait for the cutscene done. Put the newspaper on card boxes and ignite it with the lighter. Find the open door afterwards and get out of the subway cabin.

You will meet a new enemy, the Dark Eye. This enemy will transport to a location nearest to player every several seconds. Then you need to avoid the Dark Eye’s sight.

The warehouse on the first floor is locked and need a password. The password is the answer of a riddle you can find on the second floor (in the trash can). The password is 126. In fact, if you do not figure out the answer, the system will help you by reminding you of interacting with the phone in the duty room (the phone is not usable before this point).

Input the password and get into the warehouse on the first floor. Pick up the fire axe. (You can also get an antique sword if you got the game before its full release date.) Now you can choose to defeat the Dark Eye or just break the weak wall and leave.

-The End of Chapter 1-

# Chapter 2

*This is a long chapter contains many side stories and background materials.*

Our main character found himself back to the hometown when he was a child. The mission system reminds player to go back to grandfather’s old house (home) first. Player does not have lighting props for now. But the game map shows the roads clearly, and the moon is bright.

After the cutscene at home. Find the gas can on the table in the yard and fill it with the gas barrel on the right side of fire worms in the dark cabin. Then interact with the generator on the left, power should be restored now.

Don’t forget to collect all props (especially the headlamp) in front of the coffin when get into the hall of the main building. Investigate rooms on the first level, find a key on the table. Open the locked room once belongs to our main character. Investigate the room and find Thunder Media, Glue and Firework. Combine them in the inventory menu and get a small Thunder Rocket.

Visit the blood tree (the game start location in Prologue). Put thunder rocket under the tree and ignite it with a lighter (we got it in Chapter 1). *In fact you can pick the wood piles in the garden and pour gas on it, then ignite it. But this won’t burn the tree successfully. Give it a try, it won’t hurt*. The BOSS fight will start now.

Wooden Demon: The boss will cast a powerful scene attack magic skill on combat started, be careful. Before fight with the boss, better to pick the activated thunder media fall from sky, which you must have noticed in the cutscene. It is the most powerful magic weapon player can get in the game. But it also cost a lot of spirit resource.

Pick the heart of the Wooden Demon and go back home. Open grandpa’s study with igniting the heart in the censer. Investigate and collect all props in this room. You can find some Clear Charm here. They can be used to expel the miasma in the yard of the clinic.

Investigate the clinic to trigger next main mission and 2 side missions. Note that distilled water, medical alcohol and Silvia power are all in the cabinet (you can also get white phosphorus here, it's for side missions.). You can find flat sedge near the pool. Fly agaric can be found in the graveyard (near tombstones) and the ceremony platform (near stones next to long chairs). Compound these materials in inventory menu and get the dive potion mix. Go back home and pick a piece of firewood to use in the kitchen. Boil the dive potion mix and pick dive potion, then you can go to the water falling cave. Don't worry about side stories or far distance here. You will not go diving afterwards. And there will be a flag for fast travel back home in the cave.

After visiting the cave, travel back home and walk to the lake. You can see the portal to next chapter. This is the end of this chapter, but there are many side missions, which will affect the story endings.

## 2.1 Side Story: The Secret of the Clinic

You might have noticed that the left drawer in the doctor's office is locked and there is a puzzle plate on the table. The plate requires 9 wooden board with plum on them. They are all in the clinic. The right drawer has a key to open the right door in they yard. There is one board there too. The cabinet in that room also provides a side mission. Go back to the puzzle plate and put 9 boards as the following state. (Rotation doesn't matter and this is just one of the correct answers.)

| | | |
|---|---|---|
| 4 | 9 | 2 |
| 3 | 5 | 7 |
| 8 | 1 | 6 |

You will get a key in the drawer. Use it to open the doctor’s bedroom. And get to know the doctor’s secrets. Pick the Unknown Key 2 on the table near the fruits. Prepare yourself and open the left door in the yard. A fight is coming.

The Chef: This boss has a special weapon, a syringe. He can fill it with different solutions in this room. You can destroy those solutions before the combat. The green solution will deal great continuous toxic damage to player. The purple solution will slow down player a lot. The red solution will kill player immediately. You will unlock an achievement if no solution is destroyed on the end of this combat.

## 2.2 Side Mission: Drowned Boy

This mission is triggered by a note in the lab of the clinic. Take game map as reference to visit the child’s home and notes will inform you to look for the wooden bear toy near the pool. The toy is on the water surface, its location is random. Fortunately, the water surface is not too wide.

Take the toy to the tomb of the child. It on the right side of the entrance of the graveyard.

## 2.3 Side Mission: Tragedy of the Old Lady

This mission is triggered by a note in the lab of the clinic. Just visit her old house and pick the mineral. Be careful when leave the house.

## 2.4 Side Mission: Vendor and the Girl

This mission is triggered by a note found in the cabinet of right room in the yard of the clinic. Player needs to collect 3 ladder parts and make a long ladder. One is near the wall of our character’s home. One is near the wall of the clinic. One is near the wood piles in the yard of the girl’s home. Player also needs to pick the pitchfork on the straw stack near the pool and the stair of the girl’s house.

Go to the straw stack in the yard of the girl’ s house. Use the pitchfork to remove thorns and straws. Apply ladder to the entrance of the cellar. Prepare yourself because there is an enemy, Skeleton in the Cellar, down there. Defeat the enemy and pick the bracelet. Bring it back to the girl’ s tomb.

## 2.5 The Wooden Demon’ s Spirit

**This mission requires the wooden demon defeated.*

Players will notice a tomb with a giant tree on it. But there is toxic gas surrounding it.

*This mission requires finishing side mission 2.2, 2.3 and 2.4 first.* Each of them will spawn a ghost fire. When 3 ghost fire are all spawned and merged. It will move near to the tree. Then when you get close to it. It will burn the toxic gas. CAUTION: Trigger this event will lead to BOSS fight start. But the boss needs to be weakened first.

How to weaken the BOSS:

Go to the ceremony platform (morning dew) and pour gas on the campfire, then ignite it. Trigger the boss and attract her to the campfire. Throw the white phosphorus (got from the cabinet in the lab of the clinic) on the fire. Then the boss should be trapped. Now go the tree on the tomb, pour gas on it and ignite. Don’ t forget to pick the wooden demon’ s spirit. It will fall from the tree. Now you can fight with the boss normally. The boss Dried Lady is difficult, but the loot is a magic weapon with infinite casting times.

-The End of Chapter 2-

# Epilogue

You will meet a maze on the entrance of this level. If you don’t want to solve it, just walk through those portals randomly and they will disappear after you tried about 30 times. This is a fallback of main story puzzles.

Note: The mission asking you to talk with the goddess is optional. If you talk to her. The game will end directly with the story ending variation 1.

You can also investigate the building on the other side of the pool. Solve the chair puzzle and defeat the Fly Worm under the floor. Pick the golden skull and bring it back to the second floor. Answer the riddle from the skulls correctly and they will open a portal and give you a special poison. Add the poison to the smoke pipe and put it back. Then a cutscene will trigger and the boss fight begins.

The Lady:

This boss has 3 different parts during whole combat.

P1: The boss only lies on the bed and cough. She won’t attack you unless you got too close.

P2: The boss flies out of the room and do ranged attack. You can only attack her with ranged attack.

**You can save game once P2 is ended.*

P3: The boss flees to the entrance of this garden. P3 will auto start when player get close to her. P3 is difficult, be careful.

Pick the gem and soul fractions once the lady is defeated. Go back to the portal opened by the skulls. You will be transported to the backyard of the temple. Visit the back room and trigger story endings variation 2-5.

Story Ending 2: Player didn’t get the wooden demon’s spirit.

Story Ending 3: Player possesses the wooden demon’s spirit but don’t have enough echo of the goddess.

Story Ending 4 & 5: Player possesses the wooden demon’s spirit and have at least 3 echoes of the goddess. Player can choose one of these 2 endings.

-The End of Epilogue-

# Appendix 1: Echo of the Goddess locations

Chapter 2: End of the alley between Home and the clinic

Chapter 2: The ruins in front of the old lady the tragedy mentioned.

Chapter 2: Near bushes on the ceremony platform (morning dew)

Chapter 2: The fork road in front of the cave. You meet the lady here.

Epilogue: One portal in the maze will transport you to a chamber where you can pick one echo.

Epilogue: After P2 of the lady boss fight. The water freezes. You can go to the corner on the opposite side of the garden entrance. One echo is there.

# Appendix 2: Hidden Achievements

WORKING IN PROGRESS