

# *Quest for the Teacup of Minor Sentimental Value*

## **Tips:**

- You can download the game for better performance. **Game.exe** will launch it on Windows. The Linux executable (found in *Linux.zip*) is **nw**.
- Navigate menus with the arrow keys.
- Space will choose the currently selected option.
- Escape will take you back to the previous menu.
- You may also use the mouse.
- The Options menu will allow you to adjust some settings. “Always Dash” makes no difference here, but “Command Remember” will have an effect in combat. You can also adjust the volume of various sounds:
  - BGM: Background Music
  - BGS: Background Sounds
  - ME: Music Effects
  - SE: Sound Effects
- Much of the game can be fast-forwarded by holding down the space bar – particularly useful on second and subsequent playthroughs.
- The game will autosave at key points.
  - Should you get a BAD END on your first playthrough, you can choose “Continue” on the main menu and resume from the most recent slot.
  - If you wish to begin a second or subsequent playthrough partway through the game, you may choose whichever slot you wish. A list of these slots is provided on the next page to minimise spoilers.
- *Quest for the Teacup of Minor Sentimental Value* is not a challenging game, and I would recommend exploring it without the following walkthrough – at least initially.

## **Save Slots:**

1. Initial choice to go an an epic quest or use a different cup.
2. Choice to expand your search for the teacup or give up and go home.
3. Choice to confront Actual, Literal Satan or not.
4. Beginning of the encounter with Actual, Literal Satan.
5. After the encounter with Actual, Literal Satan.
6. Fork in road near the swamp of instant, inevitable doom.
7. Ground floor of the wizard's tower.
8. Final showdown.

# Walkthrough:

## **Jasmine's House:**

1. Snooze for as long as you like, then get up to make yourself a calming cup of tea.
2. Check all three places your teacup might be. Surprise surprise, it's not in any of them!
3. Either choose to go on an epic quest - looking around **the village** - or simply use a different teacup and end the game right now.

## **The Village:**

1. Choose to visit either Digby the farmer or Myrtle the woodcutter. Ultimately you'll end up visiting both: the order doesn't matter.
  - Digby is busy alphabetising his potatoes by cultivar. You can ask him about that, and potentially annoy him by rummaging around in his house like the JRPG protagonist you are.
  - Myrtle, coincidentally, has also lost an item of sentimental value: her favourite shovel. Look carefully around her room and you might be able to help her find it. Alternatively, tell her you don't know where it is and maybe mock her fondness for a comparatively plain possession.
2. Having scoured the whole (small) village, you may either give up on your quest for a rather anticlimactic ending, or choose to expand your search. If you choose to expand it, Digby will suggest that Actual, Literal Satan may have stolen your teacup and you will move on to **the crossroads**.

## **The Crossroads:**

1. Decide whether or not you really want to confront Actual, Literal Satan about your teacup. If you do, you will go straight to **Satan's house**.
2. Should you decide not to pester Actual, Literal Satan, you will instead be confronted by the God of Lazy Authorship who does not want to write a storyline in which you do not confront Satan.
3. There are many paths through this encounter, but they all lead to one of three outcomes:
  - If you relent and do as the God of Lazy Authorship wishes, you will go to **Satan's house**.
  - If you refuse to do as the God of Lazy Authorship wishes, you must fight him (and you cannot possibly win).
  - If you annoy the God of Lazy Authorship sufficiently, he will turn you into a boat. You will then go to **Satan's house**, and you will remain in boat form for the rest of the game.

## **Satan's House:**

1. Actual, Literal Satan gives you a surprisingly warm greeting.
2. If you are similarly polite and refrain from questioning him about the teacup immediately, he will give you a little tour of his newly purchased cottage, including his pipe organ, big leather throne, and portal to Hell.
3. Regardless of your choices, however, you will eventually be forced to bring up your missing teacup.
4. Satan will immediately take offence at your assumption that he stole it. As the adversary of all mankind, such petty misdeeds are far beneath him.
5. Ultimately Satan will ask you to leave. If you do so, you will **return to the crossroads**. The only other option is to jump into the portal to Hell to search for your teacup there.
  - Should you jump into the portal to Hell, you will be assailed by a swarm of demons that you almost certainly can't defeat. If by some miracle you defeat the demons anyway, the God of Lazy Authorship will smite you rather than allow the story to continue.

### **Return to the Crossroads:**

1. Here you may choose to search **the road** into town, or expand your search of the forest to include **the forest** to the south.

### **The Road:**

1. This area is known for bandits. You can either stick to the road or take the path through the trees.
  - Should you take the path through the trees, you will be attacked by an ever-growing number of wolves. Trying to fight them all off one-by-one will almost certainly prove fatal. A more promising strategy is to guard against their attacks until you have at least 20 TP (Tea Points), then splash them with tea to defeat the whole pack at once.
  - If you manage to defeat the wolves, Prince Humbleforth will invite you to lead his Royal Guard and you will become a legendary hero, failing your teacup-related quest in the process.
2. Continuing along the path will lead to an encounter with a bandit. This ultimately proves inconsequential as you don't have any money and he doesn't want to hurt you anyway.
3. The bandit, it turns out, has stolen a teacup from you but it's not the one you're looking for. You may abandon your quest here - in which case you will provide the bandit with honest work at your tearoom - or you may search **the forest** instead.

## The Forest:

1. Your first choice here is whether to continue south or to venture into the swamp of instant, inevitable doom.
  - Should you opt for the swamp of instant, inevitable doom, your doom will be instant and inevitable. (Being a boat will not save you.)
2. Continuing south will lead you to discover what initially appears to be your teacup, but is in fact a genie's magic lamp. The genie has forgotten how to do wishes so instead demands you answer his questions three.
  - Asking the genie "What if I don't?" will reveal that the questions are in fact optional, and you will be given the opportunity to continue to **the wizard's tower**.
3. The first question is totally inconsequential (though claiming that your name is "Gertrude Pineapple Hadouken XIV will raise eyebrows).
4. The second question is largely inconsequential, though if you claim that your quest is to be questioned by a magical weirdo then you will immediately complete it (failing the quest for the teacup in the process).
5. In *Monty Python* fashion, the third question is considerably tougher than the first two.
  - If you answer correctly (100%), the genie will let you progress to **the wizard's tower**.
  - If you answer incorrectly, the genie will launch you into the swamp of instant, inevitable doom.
  - If you ask the genie if points on an orthodrome share a hemisphere, he will be launched into the swamp of instant, inevitable doom and you will be free to continue to **the wizard's tower**.

### **The Wizard's Tower:**

1. On the ground floor of the wizard's tower, you will find a long staircase and a mysterious, magical-looking tile. Either one will get you to the top, though you will have to wait a while before the tile will do its thing.
2. When you reach the top, you will find the wizard. He is not pleased to see you, but will offer you a marvellous teacup forged of pure magic in order to get you to go away.
  - If you accept this teacup, you will gain fame and riches but will technically fail your quest.
3. If you reject this marvellous teacup, the wizard will assist you in locating what you seek. Through the power of its sentimental value and his crystal ball, he reveals that Actual, Literal Satan stole it during the night and he's had it all along.
4. You return to Satan's house for the **final confrontation**.

### **Final Confrontation:**

1. You return to Satan's house. Though you may try to trick him rather than confront him directly, one way or another he will realise that you know the truth. Your only options are to demand he give it back, or to enter combat.
  - If you demand the teacup back a great many times, he will become annoyed enough that he will simply return it and you can complete your quest without a fight.
2. If you choose violence, Satan will give you one last chance to reconsider. You may back out at this point and leave with your dignity (but no teacup), or face him in a final boss battle.
3. This battle plays out a little differently to other combat encounters. The trick to winning is to insult Satan, which will cause him to lower his guard until he takes damage. You are then free to attack directly. After no more than three hits, he will be defeated. (You may also choose to escape.)
4. Should you defeat Actual, Literal Satan in combat, he will transform into Super Satan.
5. Super Satan is extremely fragile: insult him just once to win the game!