

Guiding Your Rannygazoo 2.154 1/2



Voices of Friendship Game Guide

The game guide that will get you through
all the death logs and endings of
Voices of Friendship!

FROM THE GREAT MINDS OF
JEN & SIS



We hope that this is what people wanted. We were going to do a full walkthrough guide, but it seems like people would prefer an ending guide instead. If you have any questions or concerns about VoF, or you're stuck, just contact us on any our game pages, and we will be happy to assist you. Thank you again for having interest in our problem child, *Voices of Friendship*.

Love, Jen&Sis

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Holy crap!

**There is a lot of endings to this game!
Can you get them all?**


...

**Well duh, you're going to because
you're reading this guide.**

VoF Menu



Voices of Friendship has a custom menu.

The menu was made by a  **Jen did it!** “not so experienced” dev ← and it can be buggy at times.

Menu Tips

There are a few things that you need to know about the menu while playing the game. If you don't take these tips into consideration, the menu will be a hassle while playing VoF.

Don't push [ESC] or [X] during cinematic events. Since the menu is sensitive, it **will** open.

Don't face any events while opening the menu because it **will activate** the event you're facing and open the menu.

You have been warned!!!

Remember, don't face events while opening the menu!



...or this will happen...



Yikes, that looks soooooo bad!

Death Log Guide


With this guide, you will be able to get ALL the deaths in Voices of Friendship.

When obtaining the death logs, make sure you save before-hand, and then get the death. The death will be saved automatically, and will appear in the Death Log after you load in your save file.

Pretty cool, right?

*Yea, so make sure you die a lot, okay.
Death Logs don't write themselves y'know.*


Tip: If you collect all the deaths in VoF and get the True Ending, something spectacular will happen. So, are you ready to die for something special?

 We have noticed that people have been pronouncing GYR's name as Gir (which is understandable because that's who is based off of, but in VoF, his name is pronounced as [GEAR]. Now go watch an episode of Invader Zim now! It's awesome! It's a oldie but a goodie and needs to be noticed!

Akana's Nightmare

Death Log 1 is found when you go down the path that in the lower-right corner. After you do that, a event will play and you will have to lead Akana to her death!



 You can chase the rats on this map. They will run from you and it's actually pretty entertaining. Give it a try if you have time. It's definitely a stress reliever. **Torment the rats!!!!**

Nukoa Household

Death Log 2 can be found after watching the TV shows. All you need to do is try to leave the house and you will be greeted by a special guest that's been waiting to meet you.



Death Log 3 can be found in the Playroom when you decline the little girl of a game of hide-and-seek.

*Wow, denying a child of a game of hide-and-seek?
Gyr didn't know there were people that cruel
in this world. For shame!*

Death Log 4 can be found in the Library after finding the next few pages of Iblis's diary. Iblis will confront you about something, and you will need to die by her hands.

Death Log 5 can be found in the Library when you need to find the 4 books that are missing from the bookcase. Go to where the green arrow is and interact with this area, and a book will be "addressed" to Akana.



Death Log 6 can be found after finding the 4 missing books and place them back on the bookshelf that is located in the back of the Library. You will meet a spooey monster that will have you jumping for your life, but you will need him to catch you.

Death Log 7 is neat because you have 2 chances to get it. There will be two treasure rooms in VoF, and you will need to choose the wrong chest to get the death log.

You're the loot now!

Death Log 8 can be found in the garage. Akana will get the bright idea to take one of the cars to find help. Choose [GO] and Akana will go on a nice little stroll to her death.

Gyr is just appalled that Akana keeps trying to leave. Ugh, maybe it's because Gyr didn't make any muffins.

Death Log 9 can be found after you make it out of the parent's room and encounter the lovable girl that always calls Akana "stupid". She will get pissed and she will give chase. The thing is...you will have to let her catch you.

Death Log 10 can be found in the Garage after you survived the "death race" between you and the little girl. Well, she's not the only one trying to kill you. After the cars come on, just accept your fate to die.

Don't run from the precious child. She just wants a hug!

Death Log 11 can be found while you are having a great time with Pimp the Imp. When he says this riddle:

*I'm a four letter word that begins with "F" and ends with "K".
If you can't get one, you can just use your hands to finish the job. What am I?*


Gyr saw this word in a dirty magazine...wait...nothing!

Go into the Dining Room, and pick up the knife and give it to Pimp the Imp. He's going to "love" it.

Death Log 12 can be found in the Maze of Chetiri. If you die in ANY of the of the maze challenges, then this death log is yours.

Death Log 13 can be found in the sewer. Choose [RIGHT] and you will taste the rainbow.

Gyr misses when Skittles use to fall from the sky. Those were the good days!

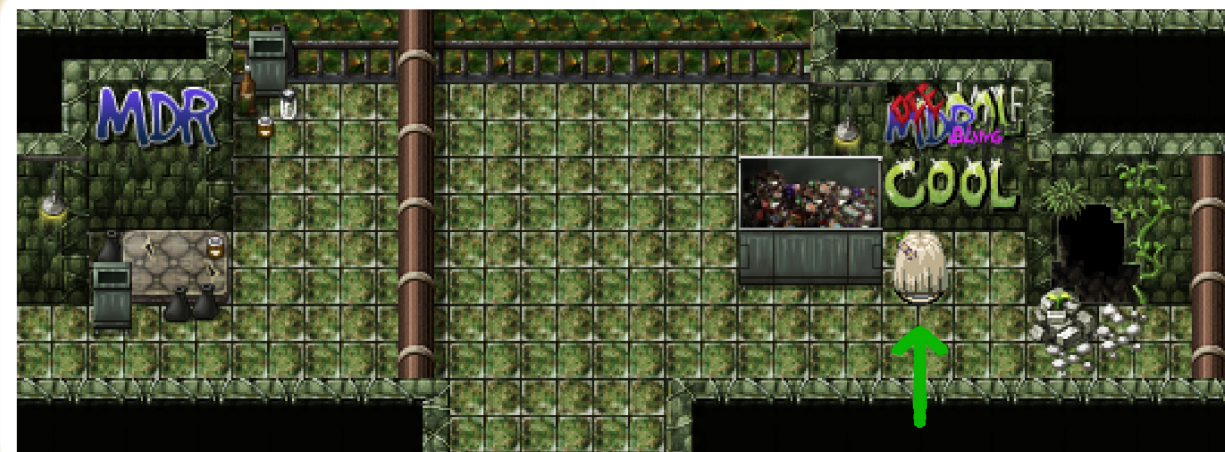
 Read Death Log 15's description first before trying to get Death Log 14 & 15. It's because you have to do something special in the sewer that will change the game completely.


Death Log 14 can be found in the treehouse when you, yet again, encounter the little girl. Choose the [RUN!!!], but in the end, Akana will want to hang around for a little while.

Death Log 15 is the **hardest death log to obtain**. To get this death log, you will have to know the little girl's name. The little girl's name is in the sewer. You will need to check the graffiti before leaving the sewer.

Now, after you know the little girl's name, the encounter in the treehouse will be completely different. Choose [DEFEND YOURSELF!] and you will have to face an unknown force that is too hot to handle. So be cleansed by the flames and get this death log.

Being cleansed by flames sounds a little painful, but at least all the bacteria will be burned away...along with your body...y'know what, Gyr will pass!



 Here's a secret. After the battle that will put some fire in your spirit, go back into mysterious room that had the locked door and it will be opened. YAY!

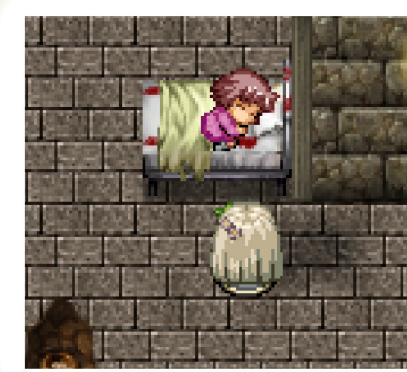
Gekte Well

Death Log 16 can be found in a room where a cute little bear resides. Talk to the better and it will love you long time. Like a beary long time!

Death Log 17 can be found in a room where you will see a little girl sleeping. Just give her a wake-up call and she will totally "appreciate" it.



Death Log 16

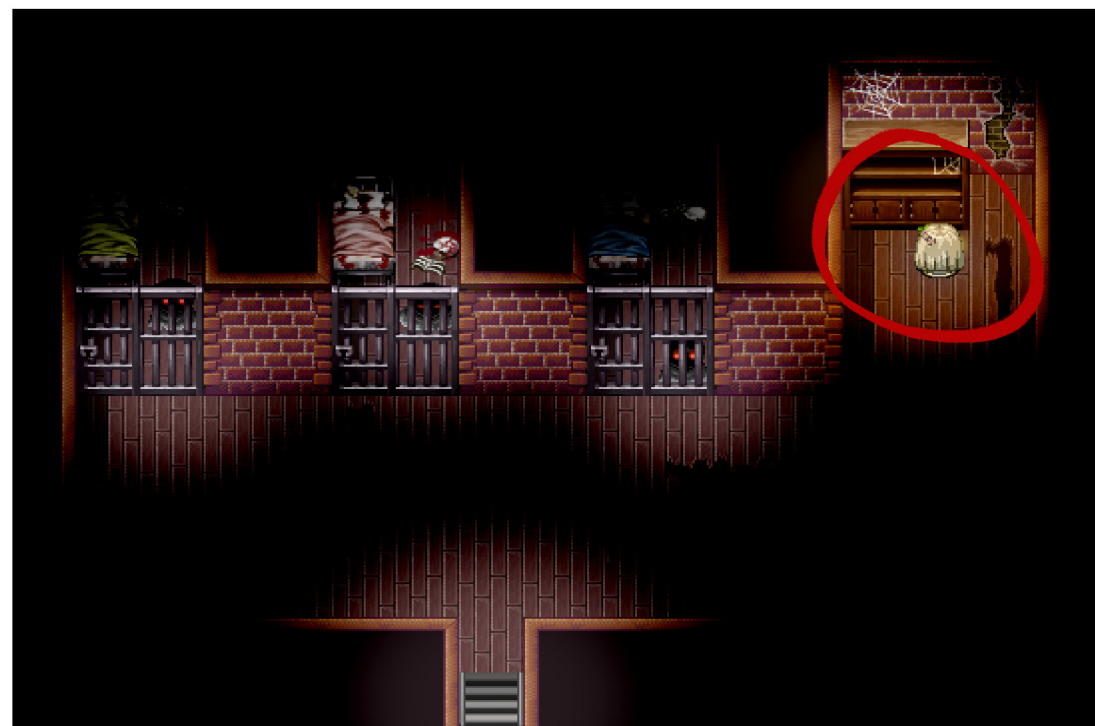


Death Log 17

Death Log 18 can be found in the Mauvais Asylum. Just run into a Mauvais, and sink into oblivion.

Going to the dark side isn't so bad. They have cookies!

Death Log 19 can be found in the Mauvais Asylum. When you make it to the back room, there will be a cabinet. Go on the **RIGHT** side, and interact with it. Then a painful reminder will rain down from the heavens.



Death Log 20 can be found in the Kinderen Nursery. Just go to the shovel that's on the ground, and have a nice conversation with the innocent children there.

Death Log 21 can be found in the Riches of the Carnavar. When Akana opens her big mouth in front of a familiar "face", it won't be too thrilled. It will want to play a deathly game of "tag", and you need to be it.

Death Log 22 can be found in a secret mirror room. Akana will have to smash mirrors, but make sure she smashes the wrong one.

Death Log 23 can be found in the "Hall of Opposites". To put it simply, just go the **right way**.

Death Log 24 can be found in a secret mirror room. If you manage to find the riddles that are hidden in this room (and we're not talking about the mirrors), just answer the riddle wrong, and a certain someone will not be too pleased.

Holy crap! That's all the death logs. If you gather them all, then Gyr can make his dream come true of publishing a book! YAY!

VoF Ending Guide

With this guide, you will be able to get **ALL** the endings in Voices of Friendship.

VoF Endings

5 Bad Endings
Unfortunate End
Neutral End
True End

Now for some of these endings, you will need to find a very important item:

Akana's Friendship Charm

To get this item, you need to find the confused ghost in the "Mauvais Asylum". He will give you some directions. Take those directions and use them on the "**x**" in the mirror room and Akana will find a riddle. Once you answer all the riddles, then an event will occur.

Hey! This is the part where you can get Death Log 24. Gyr thought that was really important to tell you... even though you probably put 2 and 2 together.

Bad Endings

Bad End 1 can be obtained when you meet Iblis for the "first time". When you get the option to help her or not, choose the option to [GO BACK HOME] and you will need to take Akana back to the front door to "leave".

Bad End 2 can be obtained after you finish the Hall of Opposites with **Akana's Friendship Charm**.

Bad End 3 can be obtained while you're trying to get the **True Ending**. If you say the Kentzea wrong, your reward will be this ending.

Bad End 4 can be obtained when you're in Iblis's lair without **Akana's Friendship Charm**. Choose [REDIRECT CONVERSATION].

Bad End 5 can be obtained when you're in Iblis's lair with **Akana's Friendship Charm**. Choose [REDIRECT CONVERSATION].

Unfortunate Ending

To get this ending, you must get through the **teddy bear**. Activate the teddy bear event, and run out the room. **such a cute teddy!!!**



Akana will tell you that she needs to go look for items in the backyard.

Once all the items are found and you follow the rest of the prompt,

go to the teddy bear and get rid of it. This will open up a secret mirror room, and you will need to open the gate by picking the right mirror to smash. After the gate is open, you will have to go through the “Hall of Opposites” and encounter a woman that wants you dead.

Tip: The key to the “Hall of Opposites” is to go the opposite way of the arrows. When multiple arrows are present, you have to remember them, and apply them to all the areas that are shining.

Neutral Ending

To get this ending, you must complete all the rooms in the hallway of the Gekte Well. To do this, start in the “Mauvais Asylum” and make it to the back room and investigate the cabinet on the back wall. Make sure Akana is on the **LEFT** side of the cabinet.

Unless you want to get Death Log 19

After you examine the cabinet, you’ll get a pickaxe. Take the pickaxe to the back of the “Riches of the Carnavar” and break open the crack. After some events, Akana will get a gold coin and you will need to run for your life. After you make it out safely, take the gold coin to the “Kinderen Nursery” and examine the shovel that’s on the floor.

After you get the shovel, go to the little gravesite and dig up the ground. After a few events, examine the mirror that’s on the wall.

Akana will be taken to Iblis’s lair, and you need to examine the papers that are on the ground. Make sure to choose [SHOW FRIENDSHIP CHARM] and enjoy!

True Ending

To get this ending, you must have **Akana's Friendship Charm**. First, complete all the rooms in the hallway of the Gekte Well. To do this, start in the "Mauvais Asylum" and make it to the back room and investigate the cabinet on the back wall. Make sure Akana is on the **LEFT** side of the cabinet.

After you examine the cabinet, you'll get a pickaxe. Take the pickaxe to the back of the "Riches of the Carnavar" and break open the crack. After some events, Akana will get a gold coin and you will need to run for your life. After you make it out safely, take the gold coin to the "Kinderen Nursery" and examine the shovel that's on the floor.

After you get the shovel, go to the little gravesite and dig up the ground. After a few events, Akana will be able to cross the bloody water where there's a mirror. **DON'T ENGAGE THE MIRROR YET!** Now it's time to deal with the teddy bear of doom. **Are you ready?**

Activate the teddy bear event, and bust into a sprint so the bear doesn't catch you and leave the room. **Oh no, teddy has rabies!!!!**



Akana will tell you that she needs to go look for items in the backyard.

Once all the items are found and you follow the rest of the prompt,

go to the teddy bear and get rid of it and a secret mirror room will appear. Get **Akana's Friendship Charm** and go **BACK** to the hallway where you did all the rooms and examine the mirror. Akana will be taken to Iblis's lair, and you need to examine the papers that are on the ground. Make sure to choose [SHOW FRIENDSHIP CHARM] and the Gekte that have Iblis's mind captive will show themselves.

Go through **ALL** of the events and you will obtain Iblis as a party member. Take Iblis through the "Hall of Opposites, and make it to the door that is made of bones.

Once you go through the door, you will need to examine the big red gem in the room, and an event will begin. After the event, you will need to say the Kentzea **correctly** and the **True Ending** will be yours for the taking!

We hope this guide was a big help to you so you can experience VoF to the fullest. We truly hope that you rate and comment your thoughts about the game, so we can apply it to the future games we have in store.

There is also a poll on our Facebook page asking folks if we should make VoF2, so please cast your vote so we know what to do about that matter.

Lastly, thank you again for having interest in Voices of Friendship and Jen&Sis. We are so grateful for all of you, and we hope that you stick around for our future games.

WE LOVE YOU! **Gyr Loves you too!**

-FIN-