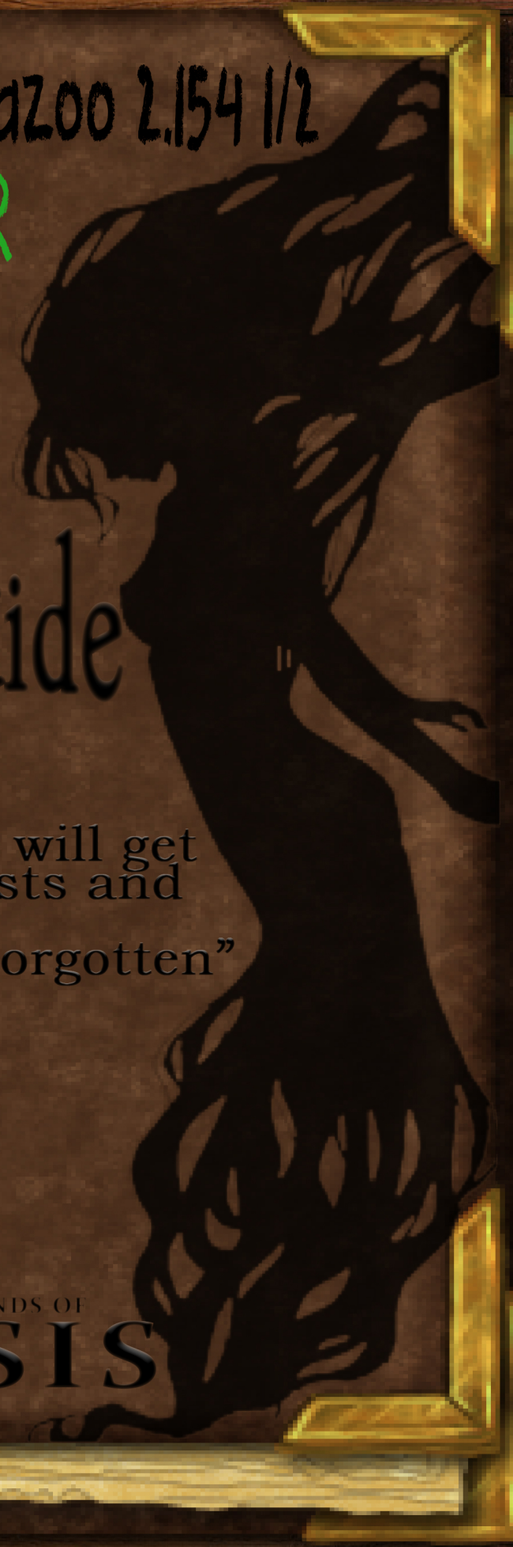
Guiding Your Rannygazoo 2.154 1/2

aka GYR



Nightmare "Survival" Guide

The game guide that will get you through the twists and turns of the "Maze of the Lost & Forgotten"

FROM THE GREAT MINDS OF

JEN&SIS

The More You Know

Hold down [SHIFT] to speed through text

To activate fullscreen mode, press [F5]
Change the window size with [F6]

When “jump” is enabled, face where you want to go and press [Z] or [SPACE]

If you’re curious about the framerate of the game, press [F2]

Use the keyboard to type in words. Be mindful to type in all lowercase

If you constantly click [SHIFT] & [Z] at the beginning of the game, you can quickly skip through all the intro and get right to the title screen.

If you still have any questions or concerns, please contact us at
jen.sis.productions@gmail.com.

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This guide was suppose to be a FULL game walkthough, but was abandoned due to people wanting to know more about the death logs and the endings. We just didn't want all this work to go to waste, so we decided to open it to the public. It seems that people are having trouble with the Nightmare Maze, so we hope that this helps! (well, it should because it tells you EVERYTHING in great detail.) We hope you enjoy and thanks again for having interest in Voices of Friendship.

-Jen&Sis

VoF Menu

Voices of Friendship has a custom menu.

Jen did it!

The menu was made by a "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 sooooo bad!

Chapter One
Akana's Apartment

Akana's apartment has two maps.
You will playing **two nights** in her apartment.

Characters on this Map

Akana Amizade - [AAH-ka-na AAH-me-za-day]

Good doggy! Kanji - [Kahn-gee]

Liling Asola - [La-ling AAH-SOH-la]

Tips for this Map

When engaging the living room TV and the bathtub in the bathroom, interact with them from the right side. If you try to interact from the left side, nothing will happen.

Sis says...

This is because the TV & bathtub are large tilesets. When using large tilesets, an event being activated from one side is common.

Right!

Wrong!

Kitchen/Living/Dining Area

Bedroom/Bathroom/Study Area

LET'S GET THIS PARTY STARTED!

When VoF begins, Akana is busy washing the dishes until she hears her dog, Kanji, bark from the other room. She stops washing the dishes and decides to check up on him to see what has him worked up.

Akana will say dialogue at these places

When you walk into the next room, Kanji will be growling at...something...and Akana will confront him. After that, Akana will receive a phone call from Liling and they will talk about a girl by the name of Iblis [IB-lees].

Akana will have no recollection of Iblis, and Liling will push her to call Iblis's house. When Liling's phone call ends, Akana will try to call Iblis from her cell phone, but her cell dies. Since her cell is dead, she decides to call Iblis on her house phone. **Yes, those still exist!**

Jen says...

The house phone is to the right of the kitchen stove. Akana will say it's her house phone if you interact with it in the start of the game.

Once she gets past her nerves, she dials the number that Liling gave her and talks to a person by the name of Bonne [Bohn]. After the conversation is over, Akana will complain about a headache, and wants to go to bed.

Akana will say dialogue at these places

When you get back to Akana's bedroom, there will be a circle around the bed. Press the circle and choose if you want to go to sleep or not. If you choose to go to sleep, the next sequence of events will start. If you choose not to go to sleep, you can walk around the house and explore if you want.

Sis says...

If you haven't watched the TV in the living room, Akana will say she needs to "watch her shows". Now they aren't really shows, but more like commercials that are part of the story.

Also, can you guess all the music references?

Once Akana is in bed, she will have trouble sleeping because voices in her head are telling her that, “death is coming”. After the voices stop, a loud noise will wake Akana up. She will jump out the bed, and you will be able to control her.

Go out of Akana’s bedroom, and you will see Kanji with a “ghost”. The “ghost” will disappear and possess Kanji. Akana can’t really see what’s going on, so she calls Kanji over, and to her surprise, Kanji starts acting violent towards her. She freaks out and runs back into her room and says, “I need to find something to protect myself”.

Look at these spots for dialouge

Go to the place where the green circle is, and Akana will find a broom. Once the broom is obtained, go out the bedroom, and Akana will “knock some sense” back into Kanji. She will apologize to Kanji and get another headache and go back to bed.

Night 1 down...one more to go!

The next day, you will be introduced to Liling, because Akana has invited her over because she was freaked out about the night before. After dinner, Liling asks Akana if she has talked to Iblis. After that conversation, Liling will tell Akana to go take a bath while she gets ready for bed.

Note

If you try to take a bath before interacting with Kanji, Akana will feel bad about last night, and want to check up on him. Like any good pet owner would do!

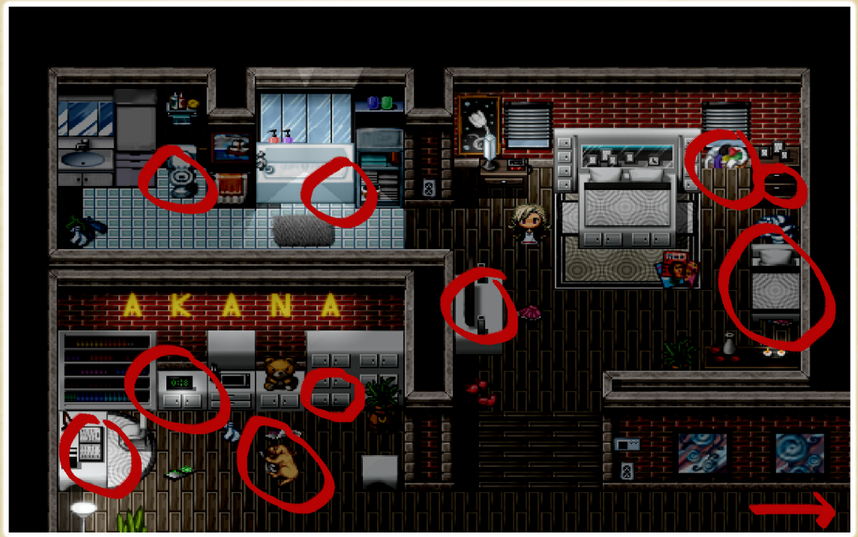
When you talk to Kanji, his spirit will be broken. Akana will try to cheer him up, but fails. She will then say, “Maybe there is something that I can do to cheer him up.” With that, go to the kitchen, and on top of the counter, there will be a red box of dog treats.

Once you obtain the dog treats, go back to Kanji and make him happy again. Once that’s done, Akana will be able to take a bath. While Akana is in the bath, she will talk about the night before and enjoy the rest of her bath. After the bath event is done, the night event will begin.

Are you ready for what happens next?
You better be, because things get CRAZY!

While everyone is sleeping, the “ghost” comes back to wreck more havoc. The “ghost” disguises itself as Liling, and taunts Akana until she wakes up and follows it.

Look at these spots for dialouge

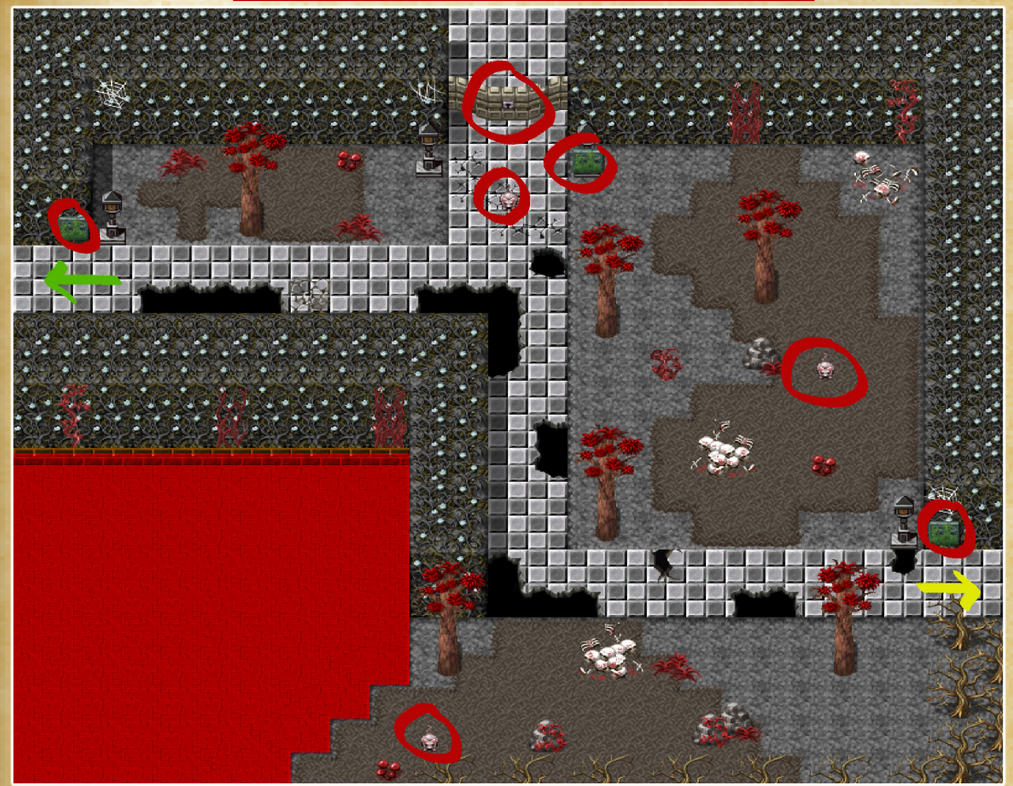


Once you’re done exploring the room, leave Akana’s bedroom, and you will be transported to a horrible place. A mysterious voice will tell Akana to find it, and Akana will think she is having a nightmare. She then decides to look around to see if she can “wake” herself up.

Sis says...

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!!!!

Here’s what Akana can interact with



Note

SAVE! SAVE! SAVE! If you don’t save, you will have to backtrack, and no one likes to do that!

Once you’re ready to proceed with the story, go to where the green arrow is pointing. There is definitely more to this nightmare than you think! Yea, scary stuff!

Jen says...

If you go down the path with the yellow arrow, Akana will die! [GAME OVER] But there’s a secret...If you get that game over, it is actually the first death log! So make sure you save before going down that path. Enjoy!

When you get to the other map, look around until you see a “reaper”. Talk to him, and Akana will ask why he is standing in the way. He will then ask her if she wants to pass. Akana will state that she wants to get by, and the reaper will explain that where she is about to go is called the “Maze of the Lost & Forgotten”.

Save before going in the maze!

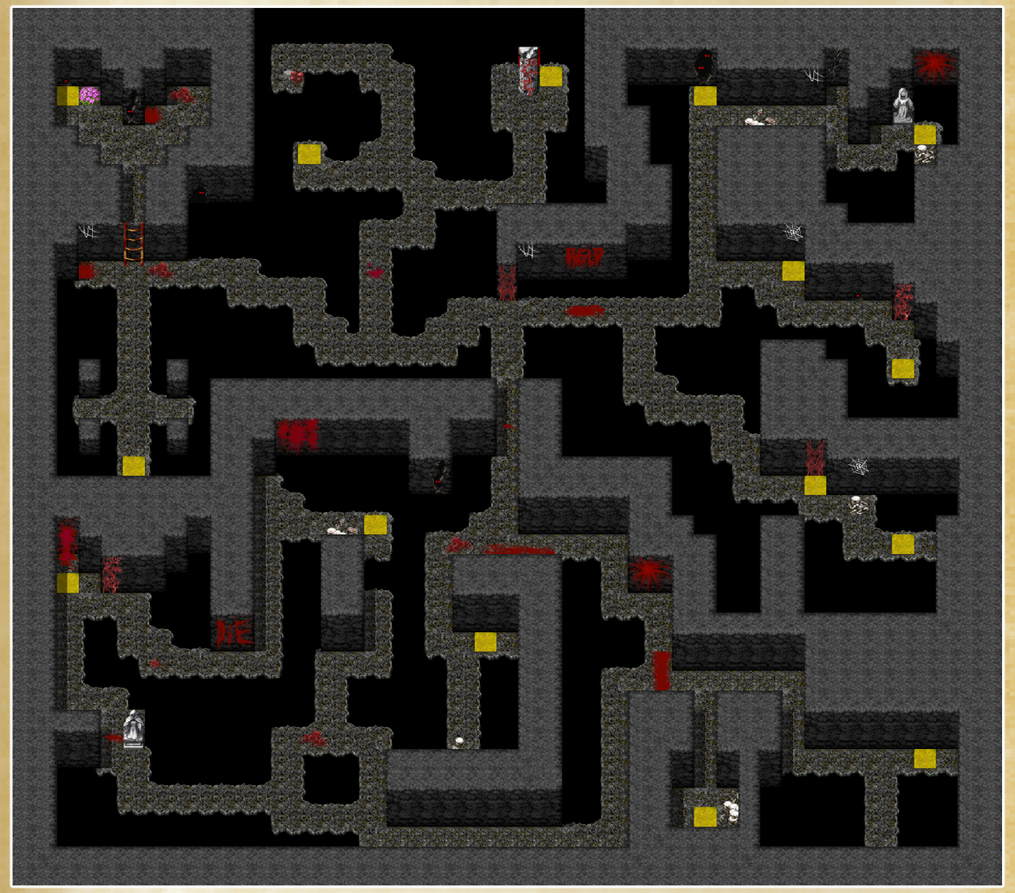
He will then explain that she will need to listen to the ghost’s stories first and then come find him to tell him their name. But not all the stories are right. There are **decoy stories** that will hurt you and drain your soul. So if you find the right story, don’t read the other papers. He also explains the “Soul Gauge” mechanic. If the soul gauge reaches 0, Akana will die! **So make sure to save in each maze, just in case.**

“Maze of the Lost & Forgotten” is based off the **“Seven Deadly Sins”**. Keep that in mind, while you’re in there.

Sis says...

When you enter the “Maze of Lost & Forgotten” the framerate WILL drop. It’s because when I built it, I needed a lot of events running to make it work correctly. Sorry! But it will catch back up when you’re out of there.

Now, the first maze is very interesting. The pages and the reaper will appear randomly on all the yellow marked spaces, so there isn’t a straight forward answer to get the right pages. It is literally **chance**.



Note

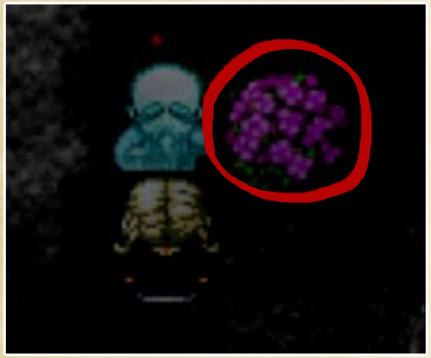
If you go off the path, you will fall and lose some of your soul, so be very careful, and if you get lost, use this map to help you.

Jen says...

Don’t worry if you don’t get the hang of staying on the path. I can’t tell you how many times I died of this map just from falling. Just focus and try your best!

I died a lot too. This map does suck to play!

Once you find the right story, listen carefully to the ghost's tale. When the story is done, you will need to find the reaper, and tell him the ghost's name.



Here are the names you can to choose from

Lust
Gluttony
Greed
Sloth
Wrath
Envy
Pride

Hey, do you see that bush? You should definitely check it out. It can help you in the long run.

If you get the name right, you will be allowed to continue to the next maze. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

Sis says...

So each maze take off a certain amount of your soul gauge. The deeper you go into the maze, the more soul gauge that get taken away!

Now, the second maze is very troubling. The rabbits on this maze will hurt you and you can still fall down the pitfalls. The only rabbit that won't hurt is the one circled in green.

Evil Bunnies Ghost Story Decoy Story
Good Bunny Reaper

Jen says...

To get around the evil bunnies, lure them toward you and juke them! You have to be quick now, because those little buggers are fast. Be quick on your feet!

This maze is pretty straight forward (well, minus the evil bunnies). All you have to do is make it to the right pages, all you have to do is make it back to the reaper.

Here are the names you can to choose from

Lust
~~Gluttony~~
Greed
Sloth
Wrath
Envy
Pride

Hey, you remember that bush I talked about, if you find the good bunny and give him something, he'll do you a BIG favor!

If you get the name right, you will be allowed to continue to the next maze. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

Oh man, you're on a roll. Just 5 more to go!

Now the fourth maze is really easy! Akana will be teleported to an Asian-themed maze, and will seem confused. You will need to interact with the large tombstone in the middle of the map.

Akana will read the tombstone, and will be surprised to know that the tombstone belongs to Kanji. While she is getting emotional about her dog dying, “Kanji” will appear before her and wants her to follow him.
The gimmick to this maze is to follow “Kanji” everywhere he goes. If you don’t follow him, and you go down a different path, you will be blocked, and you soul gauge will drop…by a lot! So, follow the dogge!

Kanji Direction Order

Down
Up
Left
Right

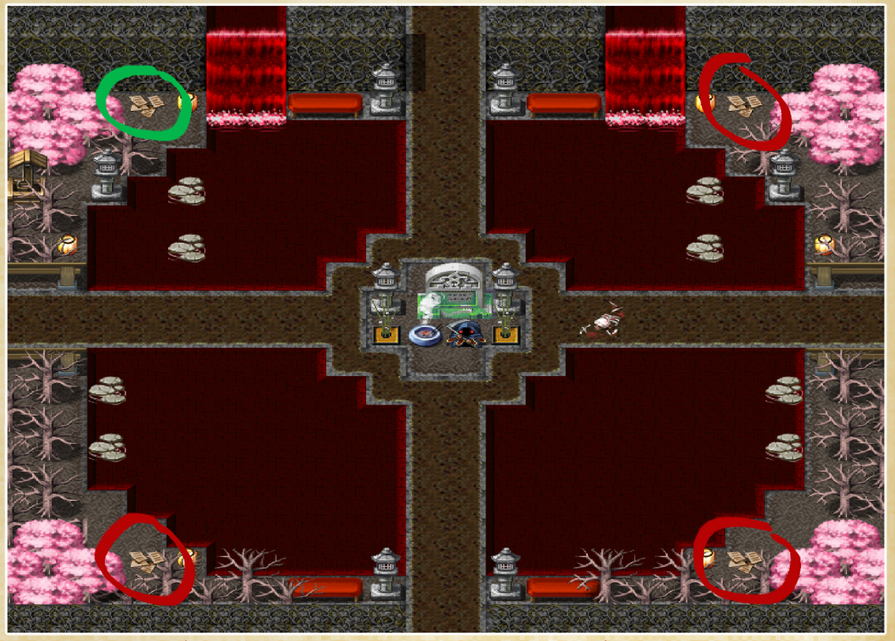
Jen says...

If you look carefully, you will notice that every time you go the right direction, the flames will slowly go away, making it easier for you to use the stepping stones to get to the papers.

After that, you will see “Kanji” standing by the reaper, and Akana will thank him for his help, and he will vanish back into his grave. At this time, [JUMP] will be enabled.

Can you find the right one?

There are 4 papers on this map, and all you have to do is face toward the stepping stones, and press [Z]. Akana will then jump the stones, and you will be able to read the stories.



Go to the green one! Go to the green one!

Once you hear the ghost’s story, go to the reaper and guess the ghost’s name.

Here are the names you can to choose from

Lust
~~Gluttony~~
Greed
Sloth
Wrath
Envy
~~Pride~~

If you get the name right, you will be allowed to continue to the next maze. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

On to the next maze!

Now, the fourth maze is actually pretty fun! Akana will be transported to a place full of money. She notices that the ghost is out of his papers. She goes to talk to him, and he brushes her off, due to her appearance. Akana gets very offended, but the ghost could care less. When Akana notices that it’s not going to be easy to get the story from him, the ghost starts to freak out about losing something.

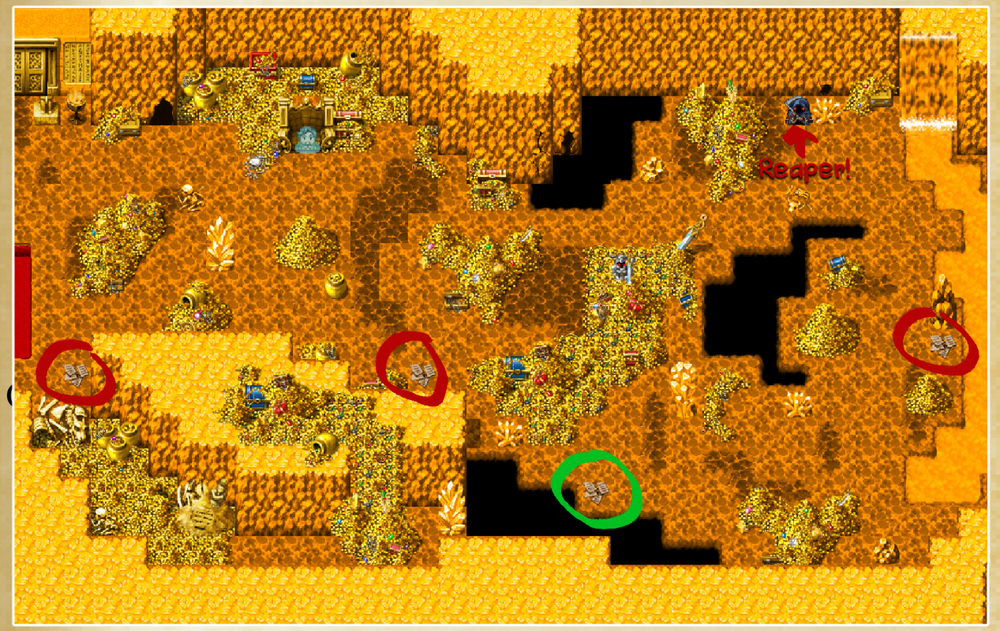
Akana goes back to talk to him, and he tells her that he’s lost his precious treasures. Akana conjures up a plan and tells the ghost that if she finds his treasures, he has to give her his story. The ghost tells her to check his tomb, and that she has less than **3 minutes** to fetch all 24 of his precious treasures. Go to the tomb (which is the door on the left), and the mini-game will start.

The 24 treasures appear randomly on the purple spaces shown above. If you get lost in this maze, be sure to use this map as a guide. When you collect all 24 treasures, an alarm will sound, and you have to get out of the maze before the statues drain all of your soul. So, RUN!

Sis says...

Just FYI, the guards can phase through the walls. We did that just to make the chase more thrilling. Sorry not sorry! Heheheheheheehe!

After you make it out of the maze in one piece, Akana will confront the ghost about not telling her there was an alarm in his tomb. They will have an altercation about the treasures, and Akana tells him that the only way he is getting his treasures from her is to tell her his story. The ghost “agrees” and Akana gives the treasures to him, but he tricks her and steals the treasures and tells her that she still needs to find his story.



If you want to live life on the edge, and read the wrong papers, go to the ones circled in red. The right one is circled in green!

Once you have heard the ghost’s story, go to the reaper and guess the ghost’s name. We know just by looking at the map, it’s pretty obvious what the ghost’s name is, shoot, we just wanted to make a map of gold!

Here are the names you can to choose from

Lust
~~Gluttony~~
Greed
Sloth
~~Wrath~~
Envy
~~Pride~~

If you get the name right, you will be allowed to continue to the next maze. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

Now, the fifth maze is...um...cringy. Just power through and everything will be fine. Now, Akana will end up in a building and will be quite intrigued. If you check the doors in the hallway, most of them will be “occupied”, but one will actually be “open”. Go into that room, and Akana will come across a plethora of dead men. Read the pages next to the bed, and Akana will meet a very, um...“spicy” ghost. She a nasty woman!

She will refuse to let Akana read her story and she will vanish, taking her story along with her. Now while it may seem like there is nothing else to do, go talk to the reaper and he will tell Akana that she needs to improvise to get the ghost's story. Once the reapers “helps” Akana, go to the hotel registry, and pick a name and sign it. Then the fun will really begin! Hold your trousers, this is going to be a bumpy ride!

Akana can interact with these events

After a lot of raunchy text, the ghost will tell Akana that “she” needs to woo her. Akana comes up with an idea and the ghost tells “her” that when “she” is ready, to talk to her.
Now, time for the minigame. All you need to do is pick the right pick-up line for Akana to say. This minigame is pretty easy, but at the same time, entertaining.

Hey baby! Gyr has lots of pick-up lines for ya!

The right choices for the minigame

I just wanted to tell you that...
Your daddy must be a drug dealers, cuz you dope!

Anyway, when I saw you I was like...
Your father must have been a farmer...

Lastly, I just wanted to say that...

ALL the answers are correct!
Just pick one and be merry!

After the minigame, the ghost will definitely be "wooed", but still won't give Akana her story. The ghost then tells Akana that "she" has to guess her special words. Now the gimmick to this puzzle is to **think clean**! Words will appear on the screen with letters missing, and you have to guess what the word is. Please see the words below if you are having a bit of a problem, because your mind is in the gutter. (hee hee)

BOO_S	BOOKS	P_N_S	PANTS
_ _ NDOM	RANDOM	PU_S_	PULSE
F_ _K	FORK	S_X	SIX

Jen says...

If you have a nasty mind, you can spell out the words that you really think they are and the ghost will have commentary about it. But, it will come with a price... of your soul!!!!!!!!!!

See, wasn't that easy? Wait, it wasn't? You typed WHAT!?

After the word-guessing game, the ghost will **FINALLY** give Akana her story. Once you have heard the ghost's story, go to the reaper and guess the ghost's name. We know that yet again, it's obvious what the ghost's name is, but whatever, we know that you blushed a little.

Here are the names you can to choose from

Lust
~~Gluttony~~
~~Greed~~
Sloth
~~Wrath~~
Envy
~~Pride~~

If you get the name right, you will be allowed to continue to the next maze. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

On the the next maze mortals!!!

Once Akana goes through the portal, she will be at a very fancy ball. A skeleton maid will put a more "fitting" attire on Akana (against her will). After that ordeal, Akana will ask the maid if she has seen a story for her to read. The maid tells Akana that the queen may know something about a story, but is very reluctant about taking Akana to the queen. Akana pleas to the maid, and the maid tells her that she must win the dance competition to see the queen.

It's time to d-d-d-d-d-dance!

Akana can interact with these events

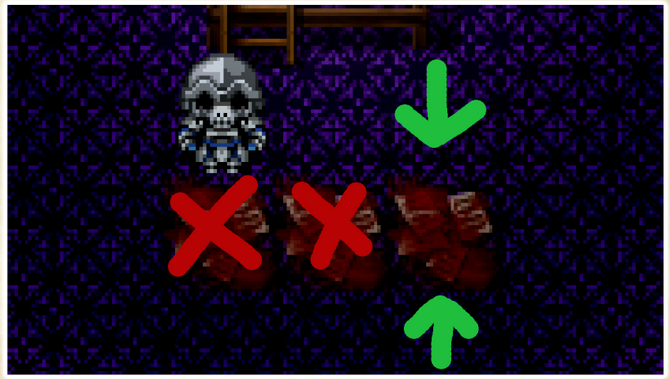
Once you talk to the skeleton maid, the dance competition will commence. Now, we won't waste our time telling you how to do it, because instructions will appear on the screen. So, good luck & have fun!

After you have danced the night away, the skeleton maid will take you to the queen as promised. Once in the queen's lair, Akana will finally see why the maid was so resistant on Akana not seeing her. Akana will witness a "head-rolling" experience. The ghost will notice Akana and the maid, and will confront Akana about the reason she is not tending the ball.
Akana will ask the ghost about her story and will have use fancy words to keep the ghost on her good side.

Sis says...

When you have to pick a word to describe the queen, don't panic. All the choices are correct. Jen just couldn't make up her mind on what words to use, so she just used all of them. lol So just pick a word that fits your fancy. We promise, the queen won't kill you...not yet anyways.

Akana smooth talks her way to letting the queen tell her the story, but the queen won't let Akana off that easy. The queen will show 3 papers, and Akana must choose the right one. Now, this ghost is not like the others. If you pick the wrong paper, you will **DIE**! So it is best to **save** before picking a paper, or you will have to backtrack.



Once you hear the ghost's story, go to the reaper and guess the ghost's name.

Here are the names you can to choose from

~~Lust~~
~~Gluttony~~
~~Greed~~
Sloth
~~Wrath~~
Envy
~~Pride~~

If you get the name right, you will be allowed to continue to the next maze. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

One more ghost left...right?

Akana will then be teleported to an unkempt apartment. She will complain about the smell and wonder where the ghost is. You will then be able to explore this "lovely" place.

Jen says...

This map is pretty cool. Also, there is a lot of gamer lingo on this map. Do you know all the terms? If so, you are a true gamer. If not, look them up, and use them w/ your friends!

You will notice that the ghost is sitting on the sofa playing a video game. If you try to talk to him from the front, he will pause his game, and ask Akana to get out the way. You must talk to him from the side.

Akana can interact with these events

While talking to the ghost, Akana notices that he could care less about what she is talking about and will either fall asleep on her or play his game. Akana gets infuriated at the fact he's not listening to her, and turns off his TV.

Which is a big no no!

The ghost gets annoyed and asks Akana if she knows what PvP is. Akana becomes confused with this question and the ghost tells her that if she can beat him in a game, he will tell her his story. Akana agrees and he tells her to go to the game console when she's ready to play the game. Hey...remember to **save**!

Once you engage with the game console in the living room, you will be asked to pick a class:

Elemental Mage [EASY]
Paladin [HARD]

Once you pick your class, you will get a few messages and the video game will begin. If you're not accustom to RPG Maker battles, here's a rundown.

Elemental Mage

Once you select **[FIGHT]**, you will have a choice of **[ATTACK]**, **[SPECIAL]**, **[MAGIC]**, **[GUARD]**, & **[ITEMS]**. Now, everyone knows (well, we hope) that mages don't do physical attacks. If you use **[ATTACK]** as a mage, it will either miss, or the ghost will take no damage. Now, **[MAGIC]** on the other hand is going to make the battle go by quick. The **[SPECIAL]** will give you a bunch of state increases to help you win. But the biggest help is the **[ITEMS]**. There are tons of items to choose from, so pick your poison.

Paladin

Once you select **[FIGHT]**, you will have a choice of **[ATTACK]**, **[SPECIAL]**, **[MAGIC]**, **[GUARD]**, & **[ITEMS]**. Now, the paladin can hit hard when she wants to. If you use **[ATTACK]** as a paladin, you will do some damage, and also raise your TP. Once you get a lot of TP, you can use **[MAGIC]** do deal more damage. The **[SPECIAL]** will give you a bunch of state increases to help you win. But the **biggest** help is the **[ITEMS]**. If you want to win as a Paladin, you **WILL** need to use "Da Salt" and "Blueberry Lasagna with Applesauce".

After the battle has been won, the ghost will go back to playing his game. Akana will confront the ghost again about his story, and he will tell her that she needs to guess, because he doesn't feel like telling her anything. Since he won't tell you his story, you'll have to go to the reaper and guess the ghost's name.

Here are the names you can to choose from

~~Lust~~
~~Gluttony~~
~~Greed~~
Sloth
~~Wrath~~
~~Envy~~
~~Pride~~

If you get the name right, you will be allowed to continue through the portal. If you get it wrong, the reaper will reap some of your soul gauge. So think carefully before you tell him a name.

Yay!, you're free from the crazy maze! NOT!

Akana will think she's out of the maze, but to her surprise, she isn't done with the maze. All you have to do is read the papers under the tree. Akana will meet a little boy ghost that got trapped down there by the voices. Akana will feel bad for him, but before she can help him, he is taken away. Go through the portal, and congratulations, you have officially finished the "Maze of the Lost & Forgotten".

Gyr bets you're really happy to be done with that, but no worries, there is so much more to see.

After Akana goes through the portal, Akana will wind up by the nightmare gate, but it will be opened. When Akana goes to check out the gate, the ghosts block the exits, and all she can do is go to where the gate is.

Once Akana goes through the gate, she will come across a graveyard. A voice will talk to her, and it will reveal itself as “Akana’s spirit from the future”. They will have a little chat, and the spirit will tell Akana that her next destination, if she tries to pursue Iblis, is her being buried six feet under. When the spirit leaves, it leaves behind a picture that has been vandalized. After Akana looks at the photo, “Liling” will appear, and knock her out and place her in a coffin.

While Akana is screaming her head off, Liling will slap her and Akana will come to her senses, and she will realize that she is back in her bedroom. She will be in a daze, and accuse Liling for playing a prank on her. Liling will tell Akana that she’s been asleep in her bed the whole time, and she only woke up because Akana was running around her apartment screaming. After they finish their conversation, they will go back to sleep.

The next morning, Akana will look like butt, and Liling will ask her to get ready while she heads on home. Once Liling leaves, go to Akana’s dresser and retrieve the dress that she’s going to wear. When you obtain the dress, go to the bathroom sink and Akana will get dressed to go see Iblis. Gyr is so excited!

Akana can interact with these events

After Akana is dressed, you can either explore the house some more. or leave. Once you leave, you won’t be able to come back in, so make sure you are really ready.

Man, Gyr is sssssoooooooo ready to meet you! Hurry up and come to the house. Gyr will treat you right.

Jen says...

Now, this is where things get cray cray olé. This will be completely different from what you have experienced. Keep your head on straight and pay attention to the story. Trust me...