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The arcana game guide

Possible spoilers ahead, you've been warned What if, and it's great if, Scout is actually Arcan Fool? I overplayed Asra's itinerary, and something came to me in to know when the Scout first introduced himself, the Wizard says you should get to know her. After that (if you choose to trust her, more on that later) Mack says that for some reason they immediately trusted her. Hm.I won't even mention the number of omens associated with the scout, and not only in this routeAlso, pay attention to the wordingDog-led innocentGuess that Major Arkana is associated with innocenceIf you guessed Fool you're absolutely rightIt always seemed like an odd choice of words for me, but in this context it actually makes sense This also fits into the part that there is no dog Arkan , that phrase she looks like Major Arkana, but I do not recognize her I repeated in all routesIt seems to me that Devs will not take so long to integrate the scout into the storyline, if it was not an important part of itThe whole part with the magician foreshadows the following chapters, even dropping clues about Asra's parents. So it just seemed to fit in. Maybe it has to do with trusting your connection to Fool Arcana or something, since you have to trust the scout to get a vertical ending (this part is just guess) It's a minor moment, but the fool also means a free spirit that actually reminds me of Scout.Idk, it all just seems too much to be a coincidence to me. Maybe they lost their status as Major Arkana after the ritual, maybe they're just a random guide dog creature that exists in the kingdoms. But for me it can lead to a show that Scout has been a fool all along. Counter-evidence is welcome!! I'm here to introduce you to the beautiful game of Arkan, here will give you the essence and some tips on the game of this game! I'll be including an introduction to the characters and plot (but I won't give the whole story!) like this! What is Arkana? Arkana is a dating sim game that shows everyone has a secret to hide. The game is set in the Italian Renaissance looking Vesuvia, a province that has quieted down since the Red Plague epidemic occurred. The red plague has shown that the symptoms of red sceleras and gradual deterioration leads to death. This was also followed by the death of his arrogant Count Lucio, who died in a fire in a masquerade on his own birthday. You have a magic shop passed down from generation to generation to your family. Your mentor is called a great wizard, a soft heart and a caring one, Asra. Your character is a disciple who has lost his memories and Asra has taught you everything they know, despite the fact that you are said to be strong with magic. In the province it is managed by the counselors and the Earl's wife, Countess Nadia. Nadia is determined to seek the truth about the murder of her husband and is determined to hunt down the main suspect, Dr. Julian Devorak, the personal physician of the Count Lucio, when the Count received the plague. With lost memories and lost answers, everything becomes more complicated when these three paths intersect, it really becomes magical with its mysterious and mystical atmosphere, along with blossoming novels. Tips for new players: 1. The game is evolving. The game tries to download once a month a new book that consists of three parts that you can play! 2. Coinslt is recommended for you to earn your coins! For me, I made a lot of money by actually avoiding using the wheel of fortune with 20 coins. Always wait for a free spin and be sure to claim daily rewards on tarot section.3. According to Arcana developers, the choices you make in a particular route can affect your end. Even so, you can always repeat the game and fix your choices! 4. Routes there are 3 routes you can enter. According to the game's creators, they may consider creating routes for other characters as soon as the main routes are made ;)Keys and BooksA. Books are parts of history, the book consists of three chapters. Books are updated at least once a month or so. The game always starts with a prologue that consists of five books, it is the overall route of the entire game before it branches to the person you choose to choose. To make the game more interesting (;) You know what I mean), there are some paid options to see some extra scenes on the chapter, you pay with your in-game coins and that scene can be unlocked forever. Another way to get all the scenes will be to buy a book in the route you chose. Once you've bought the book, all paid options are available for constant use :)Books currently worth 500 coins each.B. KeysSe prologue, 3 parts of each book can be opened with a key. The keys can only be used once per head, and if you run, it takes 8 hours to get another one or you can buy one from the store! Once you buy a book you can no longer use the key, but the book can be opened an unlimited number of times. Characters: So for that, I won't go into too many details, and I'll let you figure it out. 1. Dr. Julian Deborah Lucio during the Red Plague, he also amputated Lucio's arm to save his life. He is said to be the prime suspect in the murder of Count Lucio. He is currently on the run. He is one of three characters you can romance at the moment. Asra MagicianAsra grew up without parents and only with his friend, Muriel, Asra is known to be marvellous with his magic. Asra even you do magic. Asra seems to be your old friend (maybe even more than friends). Asra took care of you before and after you lost your memories, maybe they are. Do you find things about the past? Asra is really mysterious, although they don't like to keep secrets from you. Asra is one of the characters you can novel at the moment. Nadia SatrinawaNasya is the wife of count Vesuvius, Nadia recently woke up from a deep sleep after learning of her husband's death. She is from Prakra, born from the ruling family of this province. Nadia is the youngest of seven sisters in a family of nine. She leaves her family to go to Vesuvvia, where she meets Lucio and is invited while they were both drunk, if she was surprisingly accepted. After the death of the Count, she hunts for the main suspect in the murder of Julian Devorak and does everything possible to find answers. It is one of the characters you can choose romance at the moment. 4. Portia She is Nadia's favorite maid. Known for her high-wearing and bright personality, Portha is friendly to the people she passes, especially in the palace, but she definitely knows how to cope with herself in the real world. She also deals for gossip and knows her way with people well enough to get her through a lot of things! 5. MurielA is a mysterious and quiet giant who seems to know a lot about the apprentice and everyone else. He lives in a deep forest, where he often lives alone. His past remains un discussed often, and he prefers it that way. 6. LucioOns, known as a mercenary, was assigned to become the Count of Vesuvia. His left arm was amputated by Dr. Devorak due to an accident in the old days of the mercenary count (correct me if I'm wrong). It is also known as arrogant and demanding, even dramatic. He is known for his quirky parties and vain personality. People often fear him than they like him. Even so, he is known to have a love of magic, although he is inexperienced and animals, especially his dogs Mercedes and Melchior.I will update this soon, but here's my view on making you into the world of Arkan! It's a beautiful game and so plot development :)If you have friends to recommend the game, feel free to tag! That's it for now, thanks for reading! In: Pages using duplicate arguments in formulaic calls, Walkthrough Comments Share This game is centered around selection, all of which can determine the actions of the people around you, and the results of many events. Most options cause only minor differences, such as another response, before merging back into the same events, regardless of choice. Other options that affect endings have been flagged accordingly, but to avoid spoilers it won't say what the long-term effects will be. It may be insignificant, or it may not be. The prologue step-by-step guide has been updated to help you through an updated version of the game. I - MAGICIAN Choice 1 Do you think I'm ready, master? Do you think I want your spooky deck? Choice think I'm ready, master?) Why don't we ask for maps? Why don't you never answer my questions? Choice 2 Because I perfected it? Because you've always left? Choice 3 Locking the Door. Open the door. Pick 4 You have come to the right place! You're in the wrong place! Choice 5 Choice 6 Choice 7 Is the Choice Term! Negotiations. Escape. Attack. (You hit Julian, and he bleeds.) II - THE HIGH PRIESTESS Choice 1 Walk past. Can you move? Pick 2 Choice 2.1 (Go.) Go for it. Get out of it. Choice 3 Help. (Portia will give you a grenade) Start the drama. III - EMPRESS Choice 1 Choice 2 AND ... And... if I say no? Pick 3 Pet them. Give them space. Pick 4 Enter the No. 50 COINS Turn back. Paid Choice 1 Who are you? What do you want? IV - EMPEROR Choice 1 Turn to it. 125 COINS Release it. Pick 2 Check out the books. Check the scrolls. Choice 3 I want to drink. I don't want to drink. Choice 3.1 (I want to drink).) Pick 4 Join her for the nightcap. 75 COINS No, thank you. Paid Choice 1 I was curious. You asked me. It was the right thing to do. Paid Choice 2 Why Do You Do It? Why me? Choice 5 Show me secrets. 200 COINS Is it Allowed? I'm too tired. V - HIEROPHANT Choice 1 What are you following? How do you keep getting in? (Julian will give you his key to the store) Pick 2 to pat it down. 100 MONET I will pass. Pick 3 Wait! 175 COINS Release them. Choice 4 Perhaps I could. Maybe don't call me that. Choice 5 Silk. Fur. Gold and jewelry. 100 COINS No, thank you. Choice 6 You look tired. Where are you? Choice 7 Who is Nadia for you? Who's Julian u? Choice 8 Who am I to you? 150 It's late. Pages that use argument duplicates in Walkthrough Community boiler calls are available according to CC-BY-SA unless otherwise stated. Noted.