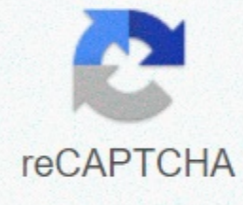




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My time at portia a new friend bug

The Portian! My time at Portia is currently 66% on a midweek Madness Steam Sale! Catch yourself a hump day treat! 🐾... Offer ends on November 23rd! Näytä lisää Edit Comments Share Polly wants to help her look for clippings, a stray dog that has been lost. Send Type Timeout Main Mission No Timeout Central PlazaCollapsed Wilderness Ask around Look for the dogTalk to PollyFeed Dog Food Clippings (0/1) Talk to Polly Gols Experience +500 +500 Polly: Relationship +20 A new friend is a main mission that allows the player to meet Dog Clippings. Overview[editing | source processing] The player must have completed dangerous ruins to access the collapsed wilderness. Required stations[editing | source processing] The player must have the following to complete this mission: Blender Conducting the mission[editing | editing source] The mission starts by finding Polly near the eastern entrance of Portia, looking at a poster of a dog titled Have You Seen Me? Polly will express her concern about clippings, a stray dog that has been missing for some time. Hello, Player. Is everything okay? I'm a little worried about the dog on the poster. He was wandering around Central Plaza. Everybody fed him, so we all called him Snippets! And one day he disappeared. It's been a while, and I haven't heard anything. I've searched everywhere, but Portia is such a big place... Can you help me look too? The more eyes the better, right? Sure, it sounds easy. I'll come by. There's too many things in my head right now. → sure, it sounds easy. Thanks! Right, I think we should start by asking around. Maybe someone saw him. Ask around [editing | editing source] The player can ask around to ask about clippings. Arlo says he heard barking in the wilderness that collapsed while on patrol. Clippings will not appear in the collapsed Wilderness before the player has received this tip from Arlo. Find the dog[editing | editing source] Clippings located in the collapsed Wilderness on the southwest coast of the submerged lake. Clippings are seen near a fallen large wooden cupboard. Whoa, who Scraps? Arf! He ran away... I have to tell Polly. He'll run away after you get close and talk to him. Talk to Polly[editing | source editing] Talk to Polly. Did you find him?! I can't believe it! Haha! I'm sorry, I'm so excited. I'm glad he's okay. Don't worry too much about running away, he always did it to us. But if you give him dog food, he'll follow you even to the Districts. Feed clippings[processing | source processing] Make food With the blender, then return to the collapsed wilderness and interact with clippings. The following materials are required to complete this mission: 1 Dog Food After providing dog food for scraps. Woof! Good boy, come on, I'll take you to Polly. Dog Food -1 Talk to Polly[editing |] Talk to Polly to complete the search. Scraps! It's good to see you! He's so big, what's he eating down there? There were some old relics with food storage inside... I'm not sure if they're still edible though. Oh Clippings! Did you run away because you found a better food source? Woof! Woof! Maybe we should have left you there... Arr? Haha, I'm just kidding, I'm glad you're home. Thanks again for your help. The clippings may be a dog, but he's my friend. Post-conduct[editing | source editing] After completing the mission, Snippets will run around the city and be available for chat, gifting and other activities. After increasing the relationship scraps to two stars, the player will take a mission, called Feeling Safe, to make him a new collar to adopt him. Rewards[editing | source processing] Experience +500 Gols +500 Polly: Relationship +20 Main Missions Community content is available under CC-BY-SA, unless otherwise stated. From My Time At Portia Wiki One day you see Polly standing alone. Polly: Player: Is everything ok? Polly: I'm a little worried about the dog on this poster. He was wandering around Central Plaza. Everybody fed him, so we all called him Snippets! And one day he disappeared. It's been a while, and I haven't heard anything. I've searched everywhere, but Portia is such a big place... Can you help me look too? The more eyes the better, right? Select one: Option 1:Sure, sounds easy. Option 2: I'll come by. There's too many things on my plate right now. If you have accepted the mission, ask people around town if they have seen Dog Clippings. When you talk to Arlo, he'll remember hearing clippings barking near the collapsed wilderness. Go there and explore until you see it in the ravine near the waterfall. When you get close to him, he'll run away. Tell Polly what happened and she'll tell you to try again, but bring dog food this time. Make some and bring it to the collapsed wilderness. Place the food and clippings will follow you back to Polly. Polly: Clippings! It's good to see you! He's so big, what's he eating down there? Player: There were some old relics with food storage inside... I'm not sure if they're still edible though. Polly: Oh clippings! Did you run away because you found a better food source? Clippings: Polly: Maybe we should have left you there... Clippings: Polly: Haha, just kidding, I'm glad you're home. Thanks again for your help. The clippings may be a dog, but he's my friend. Once the mission is complete, you can start interacting with and becoming friends with clippings when you see him in the city. My time at Portia > report a problem > mid-mission theme details A new friend Bugged So I went as far as where I had to make dog food. I finally found out and made a blender. Teh Teh Box shows are checked for dog food, but clippings are nowhere to be found. No marker and it wasn't at the location that others showed him he had to feed. I have moved on to a new day and there is still no way to continue. All I wanted was a friend. ;-; Note: This is only to be used to report spam, advertising, and problematic (harassment, combat, or rude) posts. The clippings aren't where they're supposed to be. When I first met him, he was already in town on the first day of my first game inside. After taking the search A new friend searched high and low for him, eventually finding that the spot he was supposed to be at was visually empty. The cutscene made trigger, but now after obtaining the search item, I can not proceed the search because it is not where it is supposed to be and is no longer in the city. Actually, he's not in the wardrobe in the wilderness. I have the dog food. but I can't interact with him because he's not there. I'm not sure what to do to move beyond this point other than start a new game - but I'm not even sure if this would work because my game was glitched from the start. Is there a solution to this? Start a new life in the magical city of Portia! Restore your Father's neglected laboratory to its former glory, grow crops, raise animals, become friends with the peculiar inhabitants of cities and uncover the mysteries that this charming post-apocalyptic land has forgotten! Armed with your pa workshop manual and old workbench, you need to gather, mine and art your way to be crowned the number one lab across portia. Be prepared though... It's not going to be easy! Inspired by the magic of Studio Ghibli, my time at Portia takes you into a world of admiration you won't forget. How are you going to spend your time in Portia? The city of Portia is full of unique characters to get to know. They're going to go to school, do their job, practice and have fun. They also have unique stories for the player to experience. The player will be able to get into relationships with other city dwellers; whether they're looking for friendships, romances or even marriage. Each player is free to make his own mark on Portia and immerse himself in a warm, welcoming city full of experiences. Experiences.