The Official Walkthrough/FAQ

Star Sky

FAQ

How does the rain works?

The Rain is randomized and can start or stop from time to time. It can however be controlled by standing by the sign. Standing by the sign while it rains makes it stop raining and vice versa.

What determines if the man walks up or down the hill?

He will walk up the hill if it doesn't rain, and down the hill if it does.

I hear the music and I'm standing still but nothing happens?

See if you can see the sparks appear around the man. If you can't that means something can happen in that spot but the criteria's are wrong this time. Try doing things differently next time to see if it works.

Nothing at all seems to happening anywhere?!

Do not rush. Running will sometimes cause events to not trigger even if the criteria's are right. Avoid running, at least in areas you think something can happen. Listen closely for the music and if you hear it, stop and wait to see if something can happen. Give it a couple of seconds, at minimum.

It seems my progress isn't saved, or that previously unlocked events disappear?

There have been reports of these bugs, especially in the GamersGate version. It is unknown why these bugs happen, and I'm working very hard to solve them. Try the game on another computer to see if it works. In worst case scenario, try looking at the ini file (it's called night.ini) to see if the events are unlocked ot not. They are marked 1 for cleared.

Is there an ending?

There is an ending. Unlocking all events will automatically take you to the epilogue after you see the painting.

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Walkthrough

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A Constellation of Stars

Walk past *The Field* after **breaking the moon** and seeing the **starfall**.

A Kiss

Stand in *The Viewpoint* with the **girl** and watch the **starfall**.

A Magical Forest

Stand in *The Field* with the **flower** while it **rains**.

A Meeting in the Night

Stand in *The Meadow* with the **flower**.

A Red Rose

Stand next to *The Bush* to acquire the **flower**.

Among the Clouds

Stand on *The Hill* without the **flower** after having met the **faeries**.

Happily Ever After

Reach the end or enter *The Cabin* with a fire burning, accompanied by the **girl**.

House of Illusions

Enter *The Cabin* after having met the **faeries**.

Land of the Faeries

Stand in *The Grove* or become **whisked away**.

Our New Home

Enter *The Cabin* with a fire burning, accompanied by the **girl** (can only happen if you've already unlocked the **warmth of the walls** event in a previous playthrough).

Rainbow

Stand in *The Field* without having **broken the moon**, while it **rains.**

Rainmaker

Stand by *The Sign*.

Starfall

Stand in *The Viewpoint*.

The Broken Moon

Stand on *The Hill* without having met the **faeries**, carrying the **flower**.

The Company of Strangers

Enter *The Cabin* alone, without having met the **faeries**.

The White Light

Walk past *The Field* after having met the **faeries**, without **breaking the moon**.

Warmth of the Walls

Enter *The Cabin* with the **girl** to start a fire.

Whisked Away

Stand in the middle of *The Field* without having met the **faeries**.

Locations

The Bush

The Meadow

The Grove

The Sign

The Viewpoint

The Hill

The Cabin

The Field