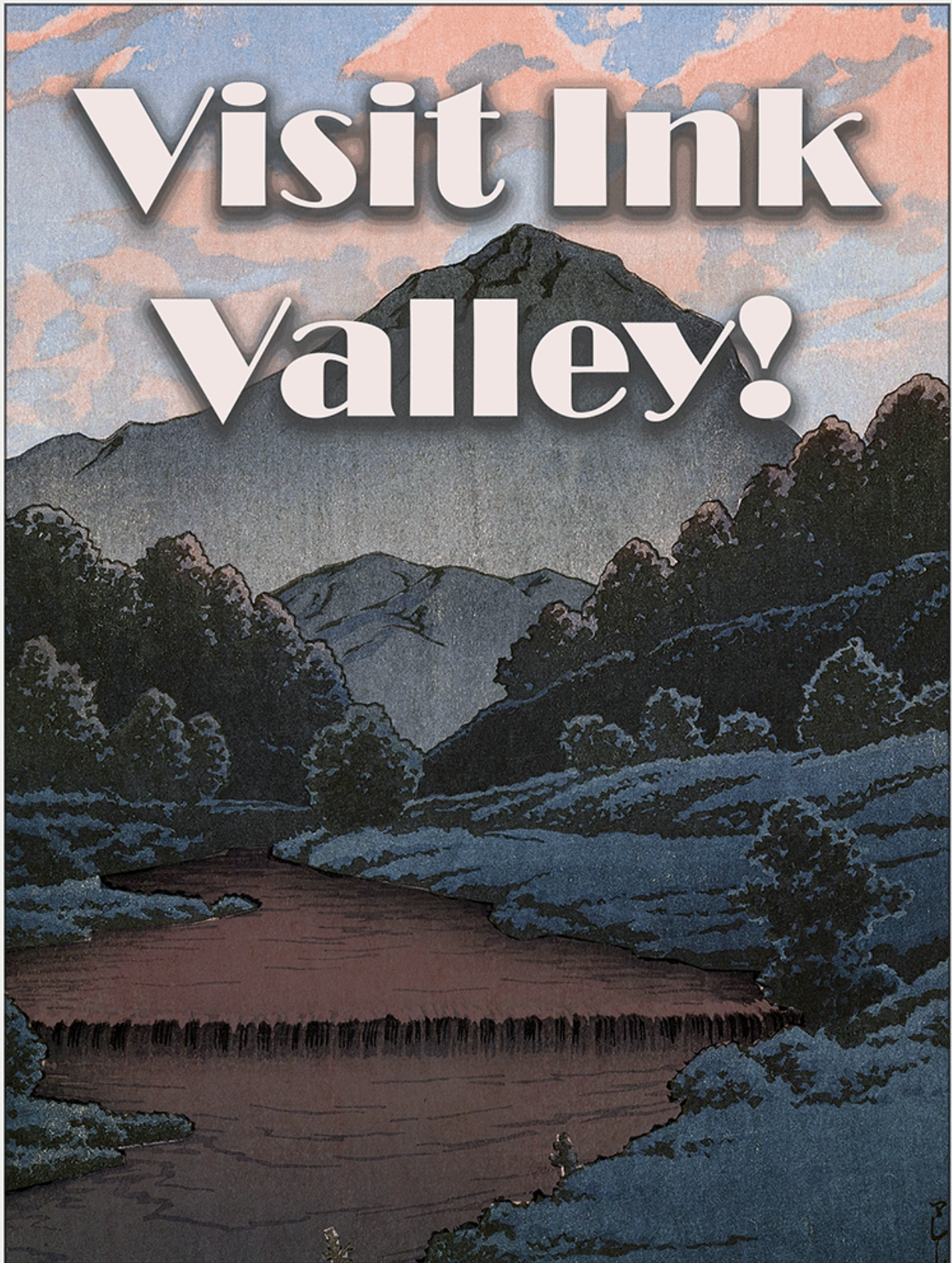


Visit Ink Valley!



Shadow and Ink: Walkthrough

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Gameplay Basics

Shadow and Ink is written in [Twine](#).

Twine games work like web pages, where you click underlined hyperlinks to move around.

Gameplay in *Shadow and Ink* involves finding ingredients and book-making supplies and using them to make books, which are handed to characters to complete quests.

You can take book ingredients from some locations, while others are received upon completing a quest. You can also find more paper and ink with which to make books at several locations.

To make books, visit your **inventory** menu.

Once you have made the book a character needs, an option to hand it to them will appear when you speak to them next. If it is your first time speaking to a character, you will need to complete their introductory dialogue before handing them the book.

Once you have handed over enough books and found one final item, you will be able to complete the game.

Menus

The game has three menus, located at the top of most game screens. Game menus cannot be accessed when speaking with characters or at the very start and end of the game.

Inventory

From the **inventory** menu, you can see a list of current books, book-making ingredients and supplies, and other items.

The inventory menu is also where you can **make books** to give to characters and **unmake books** if you need to.

Quick Travel

From the **quick travel** menu, you can immediately return to key locations you've visited.

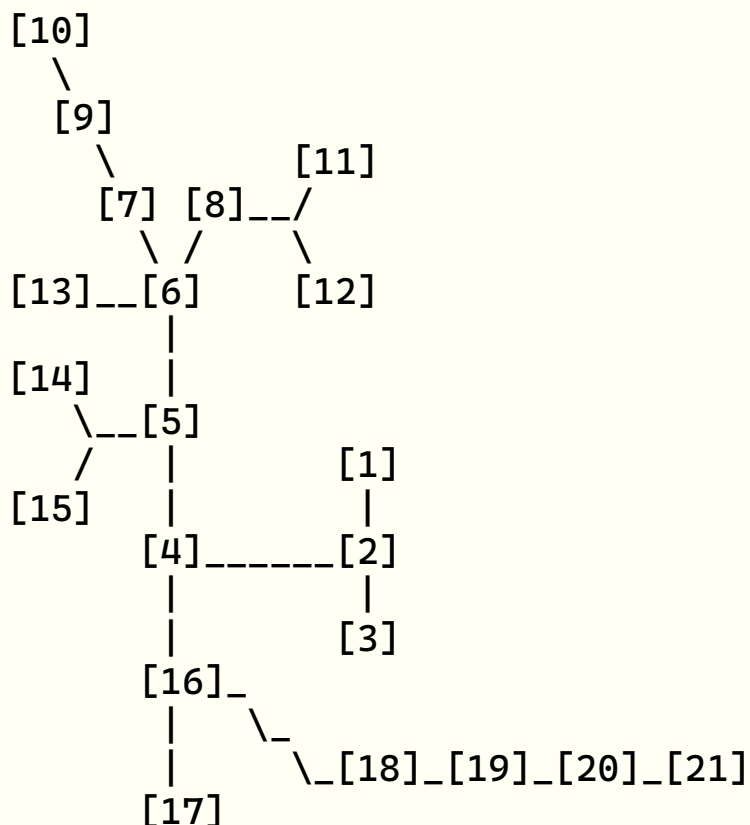
This menu will grow as you explore the world of *Shadow and Ink*.

Settings

The **settings** menu allows you to turn off the game's music and background images.

You can also save and load your current game on this screen, or restart from the beginning.

Map of the Valley of Ink



Map Key

- | | | |
|--|---|--------------------------------|
| 1. River's Edge
(starting location) | 10. Inn | 16. Bridge of Small
Dreams |
| 2. Bridge (East) | 11. The Drifting Tea
House | 17. Rapids |
| 3. Ishikawa Mansion | 12. Ink Springs | 18. The Southeast
Shore |
| 4. Village (South) | 13. Monument to
Exuberant Poets | 19. Field of Fallow
Dreams |
| 5. Village | 14. Museum of
Disappointing
Hands | 20. Shrine of Broken
Dreams |
| 6. North Road | 15. Pawnshop | 21. Cave of Shadows |

Spoilers Ahead!

The remaining sections of this guide contain spoilers.

Stop reading now if you don't like that kind of thing!

Key Locations

These locations hold items, characters, supplies, or are otherwise important to the game.

Most can be accessed from the **Quick Travel** menu after your first visit.

The River's Edge

Starting location.

Characters

Old Willow – Provides hints and can be offered **Shadow and Self** to end the game.

Bridge (East)

Located to the south of **The River's Edge**.

Located to the west of **Village (South)**.

Characters

Bridge Guard – Can be offered **True Stories of Samurai Battles** to complete a quest and access the rest of the game's locations.

The Ishikawa Mansion

Located south of **Bridge (East)**.

Items

Ceremonial Sword – Can be taken from the main room.

Helmet – Can be taken by feeding the fish in the garden.

Village (South)

Located west of **Bridge (East)**.

Located south of **Village**.

Located north of **Bridge of Small Dreams**.

Characters

Dou Natsu – Can complete a quest upon delivery of food stall fliers to other locations.

Items

Doughnut – Can be received by completing Dou Natsu's quest.

Village

Located north of **Village (South)**.

Located south of **North Road**.

Provides access to the **Museum of Disappointing Hands** and the **Pawnshop**.

Museum of Disappointing Hands

Located in the **Village**.

Characters

Museum Painter – Can be offered ***How to Read the Unreadable*** to complete a quest and receive the **Fossilized Joker**.

Items

Jane Austen Essay – Can be taken by searching the museum desk.

Weird Ink Blot – Can be taken by searching the museum desk.

Golden Origami Paper – Can be taken by searching the museum bookshelf.

Pawnshop

Located in the **Village**.

Characters

Pawnbroker – Can be offered ***How to Evaluate Elegant Antiques*** to complete a quest and receive the **Mysterious Tincture**.

Ishikawa Kuro – Can be offered ***Poisons and Their Undoing*** to complete a quest.

Items

Stone Lantern – Can be taken from the stool after Ishikawa Kuro's quest is completed.

North Road

Located north of the **Village**.

Located south-east of the **Forest Path**.

Located south-west of the **River Path**.

Provides access to the **Monument to Exuberant Poets**.

Monument to Exuberant Poets

Located in the **North Road**.

Characters

Ronin Puppet – Can be offered ***Bonsai Poetry Explained*** to complete a quest.

Items

Broken Gramophone Player – Can be taken by examining the monument.

Broken Gramophone Record – Can be taken by examining the monument.

Forest Path

Located northwest of the **North Road**.

Located southeast of the **Clearing**.

Items

Paper (3) – Can be taken from the shrine by examining the leaves and placing the large leaf on the shrine.

Clearing

Located northwest of the **Forest Path**.

Provides access to the **Inn**.

Inn

Located in the **Clearing**.

Characters

Innkeeper – Can be offered ***Meeting Your Dessert Match-cha*** to complete a quest and access the inn's second story.

Medicine Seller (upstairs) – Can be offered ***The World's Oldest Jokebook*** to complete a quest and receive the **Child's Top**.

Items

Paper (2) and Ink (2) – Can be received by rummaging in the back room supply closet until all the maid's cleaning supplies are found.

Supplies

Making a book requires one paper and one ink, as well as its other ingredients.

You will need to refill your ink and paper supplies several times throughout the game, which you can do at the following locations.

It should not be possible to completely run out of paper and ink, but if you have visited all the locations below and still find yourself lacking either, you can return to **The River's Edge** to get more by dipping your bottle in the river and speaking to Old Willow.

Paper

- Forest Path – Examine the leaves to find the string of coins, then place it on the shrine
- Inn (back room) – Help the maid find all her cleaning supplies by rummaging in the closet

Ink

- Ink Springs (inkworks) – Take the bottle of ink from beneath the dripping faucet
- Inn (back room) – Help the maid find her cleaning supplies
- Rapids – Take the ramune bottle of ink near the statues

Books

Bonsai Poetry Explained

This book can be handed to the **Ronin Puppet** at the **Monument to Exuberant Poets** to complete a quest.

Ingredients

Origami Poem – Received when completing the **Ink Monkey's** quest in the **Ink Springs**.

Bonsai – Received when completing the **Insect Composer's** quest in the **Tea House**.

Folding Your Way to Happiness

This book can be handed to the **Ink Monkey** at the **Ink Springs** to complete a quest.

Ingredients

Origami Paper – Received by examining the bookshelf in the **Museum of Disappointing Hands**.

World Map – Received by taking the map in the **Ink Springs Lobby**.

How to Read the Unreadable

This book can be handed to the **Museum Painter** at the **Museum of Disappointing Hands** to complete a quest.

Ingredients

Weird Ink Blot – Received by examining the desk in the **Museum of Disappointing Hands**.

Microscope – Received when completing the **Monk**'s quest in the **Ink Springs**.

How to Evaluate Elegant Antiques

This book can be handed to the **Pawnbroker** at the **Pawnshop** to complete a quest.

Ingredients

Ceremonial Sword – Received by taking the sword in the **Ishikawa Mansion**'s main room.

Ornate Hand Comb – Received when completing the **Nure Onna**'s quest at the **Rapids**.

Meeting Your Dessert Match-cha

This book can be handed to the **Innkeeper** at the **Inn** to complete a quest.

Ingredients

Green Tea – Received by entering the **Tea House** for the first time.

Doughnut – Received when completing **Dou Natsu**'s quest at **Village (South)**.

Poisons and Their Undoing

This book can be handed to **Ishikawa Kuro** at the **Pawnshop** to complete a quest.

Ingredients

Mysterious Tincture – Received when completing the **Pawnbroker**'s quest at the **Pawnshop**.

Shogun and Sensibility

This book can be handed to the **Monk** at the **Ink Springs** to complete a quest.

Ingredients

Jane Austen essay – Received by examining the desk at the **Museum of Disappointing Hands**.

The Sound of One Wing Clapping

This book can be handed to the **Insect Composer** at the **Tea House** to complete a quest.

Ingredients

Beetle – Received by examining the lily pads at the **Tea House Platform**.

Broken Gramophone Record – Received by taking the record at the **Monument to Exuberant Poets**.

A Treasury of Lullabies

This book can be handed to the **Nure Onna** at the **Rapids** to complete a quest.

Ingredients

Broken Gramophone – Received by taking the gramophone at the **Monument to Exuberant Poets**.

Child's Top – Received when completing the **Medicine Seller's** quest at the **Inn**.

True Stories of Samurai Battles

This book can be handed to the **Bridge Guard** at **Bridge (East)** to complete a quest.

Ingredients

Dented Helmet – Received by feeding the fish at the **Ishikawa Mansion** garden.

The World's Oldest Jokes

This book can be handed to the **Medicine Seller** at the **Inn's** second floor to complete a quest.

Ingredients

Fossilized Joker – Received when completing the **Museum Painter's** quest at the **Museum of Disappointing Hands**.

Special Books

The two books below cannot be made from ingredients but are received by performing certain actions. Both books can be used to complete the game.

How to Spot Ninja

This book appears in your inventory after you spot your first ninja.

You can examine it to see how many ninja you have found. Finding all eight ninja and handing this book to **Old Willow** unlocks a special ending.

Shadow and Self

You receive this book from the **Shadow Master** in the **Cave of Shadows**.

You can examine it to see how many quests you have completed. Handing this book to **Old Willow** ends the game.

Walkthroughs by Character

This section of the guide provides a walkthrough for completing each character's quest.

Quest Order

To complete most quests, you will need items received from another character. There are several different orders in which you can complete the game, one of which is provided in the list below.

1. Bridge Guard
2. Dou Natsu
3. Monk
4. Museum Painter
5. Innkeeper
6. Medicine Seller
7. Nure Onna
8. Pawnbroker
9. Ishikawa Kuro
10. Insect Composer
11. Origami Monkey (optional)
12. Ronin Puppet (optional)

Note that the game can be completed without finishing the origami monkey and ronin puppet quests.

The following characters' quests can be completed solely with items found on the map.

- Bridge Guard
- Insect Composer
- Monk
- Origami Monkey

Bridge Guard

1. Speak to the bridge guard at **Bridge (East)**
2. Go east to the **Ishikawa Mansion** and enter the main room, then the garden
3. Feed the shadow fish to get the dented helmet
4. Open your inventory and click "(make book)" under the dented helmet to create *True Stories of Samurai Battles*
5. Return to **Bridge (East)** and offer the bridge guard *True Stories of Samurai Battles*

Dou Natsu

1. Speak to Dou Natsu at **Village (South)**
2. Go north to **Village** and enter the **Pawnshop**, then select "Ask to put up Natsu's flier."
3. Return to **Village** and enter the **Museum of Disappointing Hands**, then select "Ask to put up Natsu's flier."

4. Return to **Village** and go north to **North Road**, then enter the **Monument to Exuberant Poets** and select “Hang up Natsu’s flier.”
5. Return to **North Road**, then follow the **River Path**
6. Enter the **Ink Springs Lobby**, then “Take the map.” and “Hang up Natsu’s flier.”
7. Return to **North Road**, then go to the **Tea House Pier** and select “Hang up Natsu’s flier.”
8. Return to **North Road**, then follow the **Forest Path**, then go further north to the **Clearing**
9. Enter the **Inn**, then select “Ask to put up Natsu’s flier.”
10. Return to **Village (South)** and speak to Dou Natsu

Monk

1. Go to the **Museum of Disappointing Hands** and examine the desk, then take the essay titled *You Did Not Use to Like Cards; But Time Makes Many Changes*
2. Open your inventory and click “(make book)” under the essay to create *Shogun and Sensibility*
3. Go to the **Ink Springs Lobby**, then enter the **Ink Works** and turn off the waterfall tap
4. Return to the **Ink Springs Lobby**, then enter the **Ink Spring**
5. Talk to the monk and offer him *Shogun and Sensibility*

Museum Painter

1. Complete the Monk’s quest to receive the microscope
2. Go to the **Museum of Disappointing Hands** and examine the desk, then take the paper with the strangely-shaped ink blot
3. Open your inventory and click “(make book)” under the microscope and ink blot to create *How to Read the Unreadable*
4. Talk to the museum painter and offer her *How to Read the Unreadable*

Innkeeper

1. Go to the **Tea House** to receive the green tea
2. Complete Dou Natsu’s quest to receive the doughnut
3. Open your inventory and click “(make book)” under the green tea and doughnut to create *Meeting Your Dessert Match-cha*
4. Go to the **Inn**
5. Talk to the innkeeper and offer her *Meeting Your Dessert Match-cha*

Medicine Seller

1. Complete the museum painter’s quest to receive the fossilized joker
2. Open your inventory and click “(make book)” under the fossilized joker to create *The World’s Oldest Jokes*
3. Complete the innkeeper’s quest to receive access to the inn’s second floor
4. Go to the **Inn** and enter the second floor, then clap on the closed door
5. Talk to the medicine seller and offer him *The World’s Oldest Jokes*

Nure Onna

1. Go to the **Monument to Exuberant Poets** and examine the monument, then take the broken gramophone player
2. Complete the medicine seller's quest to receive the child's top
3. Open your inventory and click "(make book)" under the broken gramophone and child's top to create *A Treasury of Lullabies*
4. Go to **The Rapids**
5. Talk to the woman brushing her hair and offer her *A Treasury of Lullabies*

Pawnbroker

1. Go to the **Ishikawa Mansion's** main room and take the ceremonial sword
2. Complete the nure onna's quest to receive the ornate hand comb
3. Open your inventory and click "(make book)" under the ceremonial sword and ornate hand comb to create *How to Evaluate Elegant Antiques*
4. Go to the **Pawnshop**
5. Talk to the pawnbroker and offer him *How to Evaluate Elegant Antiques*

Ishikawa Kuro

1. Complete the pawnbroker's quest to receive the mysterious tincture
2. Open your inventory and click "(make book)" under the mysterious tincture to create *Poisons and Their Undoing*
3. Go to the **Pawnshop**
4. Talk to Kuro and offer them *Poisons and Their Undoing*

Insect Composer

1. Go to the **Monument to Exuberant Poets** and examine the monument to take the broken gramophone record
2. Go to the **Tea House Platform** and examine the lily pads to take the beetle
3. Open your inventory and click "(make book)" under the broken gramophone record and the beetle to create *The Sound of One Wing Clapping*
4. Go to the **Tea House**
5. Talk to the insect composer and offer him *The Sound of One Wing Clapping*

Origami Monkey

1. Go to the **Ink Springs Lobby** and take the town map
2. Go to the **Museum of Disappointing Hands** and search the bookshelf, then take the origami paper
3. Open your inventory and click "(make book)" under the town map and origami paper to create *Folding Your Way to Happiness*
4. Go to the **Ink Springs**
5. Talk to the origami monkey and offer him *Folding Your Way to Happiness*

Ronin Puppet

1. Complete the Origami Monkey's quest to receive the origami poem
2. Complete the Insect Composer's quest to receive the bonsai
3. Open your inventory and select "(make book)" under the origami poem and bonsai to create *Bonsai Poetry for Dummies Puppets*
4. Go to the **Monument to Exuberant Poets**
5. Talk to the ronin puppet and offer him *Bonsai Poetry for Dummies Puppets*

Completing the Game

Once you have completed at least 9 quests, you can end the game. Dou Natsu and the maid do not count as quests for this purpose. To complete the game, follow the steps below:

1. Go to the **Pawnshop** and examine the stool to receive the stone lantern
2. Go to **Village (South)** and head south, then select "approach the bridge" to arrive at the **Bridge of Small Dreams**
3. Click "touch the plaque" and then cross the bridge to arrive at the **Field of Fallow Dreams**
4. Click "touch the plaque" and then cross the field to arrive at the **Shrine of Broken Dreams**
5. Click "touch the plaque" and then go east twice to arrive at the **Cave of Shadows**
6. Enter the **Cave of Shadows** and talk to the shadow to receive *Shadow and Self*
7. Go to the **River's Edge**
8. Talk to Old Willow and offer them *Shadow and Self*

Ninja and Where to Find Them

Eight ninja are hidden throughout the Valley of Ink—once you have found all eight, you can unlock a special ending by going to **The River's Edge** and offering *How to Spot Ninja* to Old Willow.

Here is where and how to find each ninja.

Ishikawa Mansion (Garden)

Feed the fish after completing the bridge guard's quest.

Village (South)

Enter the location after completing Dou Natsu's quest.

Inn (Back Room)

Rummage in the closet after completing the maid's quest.

Forest Path

Examine the leaves after taking the paper from the shrine.

Monument to Exuberant Poets

Examine the monument after taking the gramophone.

Tea House Platform

Examine the lilies after taking the beetle.

Pawnshop

Examine the stool after taking the stone lantern.

Cave of Shadows

Enter the cave after receiving *Shadow and Self* from the Shadow Master.

Credits

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Concept, Coding, and Writing

[Stewart C Baker](#) and [Aidan Doyle](#)

Art

Game cover illustration based on [a public domain work by Watanabe Shōtei](#).

Main game background illustration based on [a public domain work by Musō Soseki](#).

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Playtesting

Thank you to our wonderful playtesters Aletheia Knights, Julia Leef, and Catherine Tavares