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Reigns her majesty duel guide

Reigns: Her Majesty By: Devolver Digital This is a guide to help you with all your royal deeds/objectives reigns: Her Majesty. Other reigns tutorials Need help to get to the final end? See the review here. See my death guide here. I also made a guide to the items. The Virgin: Rule for at least 5 years. The Matron: Steer for at least 20 years The older: Steer for at least 40 years. The anent: to govern for at least 60 years. To last year 41, it seems that the Pistol and use the king when he asks if you are happy. Or reach a high score as a widow. Basically, there are some hoops to jump over that wasn't the original game. The Dear: Govern for at least 80 years. The Crone: Steer for at least 100 years. The Deathless: Steer for at least 200 years. The Graceful: Perform the Coronation Ritual. Once the ordinance is taught, just select these steps when asked. He goes one step ahead, two steps back, claps softly, then blows off his perfume. The Pagan: Recruit the apprentice. When your servant asks you to throw a coronation ball, make a play. Then tell him to have a good time. Then the apprentice will appear. If you already have the Blank Spellbook from Mother, give it to her. He's going to write in it, and it's going to be the Red Magic Book. Now you can use it to talk to animals. The Enlightened: Be patron of the arts. If someone comes and says there's a sculptor here to see you, let them in. The Savant: Explore the closed tower. When asked who will investigate the tower, be sure to answer: Me! The doctor's going to be in there! Keen: Exposes a traitor. When the Countess asks you to borrow the Royal Seal of Kong to get her brother out of church prison, obey. Then the money will disappear. Turns out he's the traitor! Hang it! The Magicians: Talk to an animal. When you see an animal, most likely the cat, pull the Red Spellbook from the inventory to talk to it. Ask him for help. The Un holiness: Speak to the Lady of the Wood. To do this, you must first get the Red Spellbook from Lys. Use it to talk to a cat who says to talk to a fox. Then you need to change the mark of cancer, talk to the fox again, and then follow him to the Lady of the Wood. The Patron: Meet the explorer. When they say a handsome man who claims to be an explorer is here to meet you, tell them to let him in. The Witch: Recruit the witch. When the nurse asks you to take part in witchcraft lawsuits, say ok. The cardinal asks the chef a few questions. She looks like a witch, but tell her she's not. Then you'll recruit the witch! The Mercantile: Recruit a trader. Looks like it's a random event. Just take him when he arrives. The Mother: Prepare an heir. The Fatal: Upgrade the clock. The Engineer: Restore the mechanical owl. First, you need to organize your Say yes when he offers to fix the mechanical owl. The advisor: The Royal Council is common. The king will come and ask you to join the

royal family. Family. as a consultant, so obey. The Romantic: Play matchmaker at court. If your servant asks you to set me up with someone, agree. He'll be waiting behind the pink door. If there's a man looking for him, tell him he's behind the pink door. The Fatal: Upgrade the clock. Give the Strange Clock to the mechanic, and he'll freshen it up for Destiny Hour. The Peaceful: Host a neighboring kingdom. The King of The Northwest Island visits his mysterious wife. Say hello. The Se world: Explore a new world. Recruit the explorer. Then agree to find his expeditions. Tell him to explore the north. He's coming back with a barbarian prisoner. Tell him to send it in. The Extravaganza: Own a royal river boat. If you talk about royal cows at the zoo, you can learn that you can only get on the river boat under Sagittarius. So wait for the signal or use the maze and Destiny Clock to change the signal to sagittarius and wait for the river boat cards to appear. This is the Sagittarius Sign: The Merciful: Examine the Church Prisoner. The Avenger: Duel with the killer. The Isle Queen must first try to poison you. Then you can use the gun on him to initiate a duel. You don't have to win to clear the goal, but if you want to win, step forward until you see something from the Fool. This is where you want to fire: Young people are beginning their journey. It's connected to the tarot card. You can have the Partnership Monument, which prevents you from dying because your army is too weak. The Pure: Overcome the inner darkness. Once you have your mirror and pistol, use your pistol in the mirror to duel yourself. You must move forward each time until you see this card. Then fire! The Hearty: Duel with a pirate. First you need to take the river ship to meet the pirate. Then use the gun to fight him. You have to solve his puzzle, which is Fire, when you hear the name of the pirate's greatest source of shame. Step forward until you get to the Oh, this much work and yet there is no glory for the name The Saint: pass the sacrament test. The chicken bone first. Then, you need to make the church 100%, and the cardinal appears, wanting to try to make it holy. Give him the chicken bone and you'll go through the sacrament and get the Holy Bone, a sacred relic. The Heavenly: Summon an eclipse. You have to follow the sun in the labyrinth until you see a moon monument. Then use destiny clock to create an eclipse! I made this video to help out: The Innocent: Stand Trial. This seems to be bugging at the moment as I've stood trial several times and never cleared the purpose. The Elder: Steer for at least 40 years. The widow: rule without the king. You can either have the king killed in a hunting incident, or you can upgrade the gun to a Deadly Pistol and use it on it. The Builder: Look for three architectural works. tireless: four cases cases Once. The easiest way to do this is to use perfume for the maid and just keep telling her that you are in love with different people. The Millennial: Pass the second millennium. Play past 2000! The Collector: Update all items. Upgrade your perfume, bone, watch, pistol, and spellbook to your ultimate condition. The secret: to reveal the snake society once you have begun to see the snake men, you need to find out who they are. The doctor should investigate and continue the examination until he has nothing to offer. Then you'll have to choose between suspects. Pick this guy, the chamberlain, and he'll confess. They added a new one! The Infidel: Escape from your lover. The Magician: Turn the frog into a princess. See how it's here. The following is also what I haven't seen yet: The position of The Fulfilled *** Note: Sometimes a promo code is provided for the game, but it doesn't affect the review in any way. At AppUnwrapper, we strive to provide the best possible quality reviews. Check out my recommended list for other games you like. If you like what you see AppUnwrapper.com, please consider supporting the patreon page. Everything helps a little and is appreciated. You can read more about this here. And as always, if you like what you see, please help others find it by sharing it. I also offer affordable testing and consulting for iOS developers. COPYRIGHT STATEMENT © AppUnwrapper 2011-2020. Unauthorized use and/or duplication of this material without the express and written permission of the blog author is strictly prohibited. Links may be used provided that full and unambiguous credit is given to AppUnwrapper, in an appropriate and specific direction for the original content. End guide general setting for each finish 1. Die 3 times and get the Blank Spellbook. 2. Recruit the Apprentice during the coronation ball and give him the book, he turn on the Red Spellbook, used to speak to every animal. 3. Use the book to talk to the cat, Rex, he will tell you that you need to talk to a fox in order to meet the Lady of the Wood. 4. Ask the hunter about the living foxes when he offers dead too. If you ask to build a zoo, allow him, you can find all the animals (apart from the deer, but including the fox) there as well. If he asks to kill a rare beast, allowing him, it will give you the Chicken Bone, which you also need. 6. Recruit the Doctor who resides in the tower, who will give you the Strange Clock at some point, you can trigger this by showing the Red Spellbook to him. Give the Strange Clock to the merchant to convert it into the Doom Clock, which is used to change your signal in the labyrinth. You can go into the labyrinth when the king asks if you want to go, or force him to show the Hour of Doom to an animal. 5. Now, make sure you are in an age of cancer. Acolyte can tell us what the sign is, Once you have the Destiny Clock (mentioned in step 6), you can change the signal in the maze. You must meet the Finally, using the Red Spellbook on it, she takes me to Lady of the Wood. 6. The white deer (Lady of the Wood) will tell you that you need to win a duel with yourself, as it is a great act of reflection. To make this possible, you will need the mechanic's offer to repair the owl, which will open the dueling room. You also need the Magic Mirror from the same Mechanic. To the gun, when the explorer wants to find a new world, allow him to travel north. He's bringing in a barbarian prisoner who's going to give you a Duel gun. 6. Use the gun in the mirror. Shoot him when the owl reads: Hidden in the garden labyrinth is a large, sacred crown: Follow the sun, my dear child, says ... The all-nut will appear and update your Red Spellbook to a celestial Spellbook. End 17. Go into the labyrinth and summon the eclipse by following the sun, then use The Hour of Destiny on the moon monument. Use the Heavenly Spellbook for every mother (the book now has a crown on it). End 27. Go into the labyrinth and summon the eclipse by following the sun, then use the Clock of Doom on the moon monument, then use any random object on the mother. End 3 (True Ending) 7. First of all, you're going to need the Sacred Bone, and you're going to get this by showing the cardinal the chicken bone when he wants to test your holy life. (when the Church is fully full, this usually causes your death. You can use both bones onto it later to save yourself from death.) 8. Now you will need a boat to cross the river. To do this, the sign must be Sagittarius, if you have, you will get the opportunity to buy a boat, use it to cross the river and meet the Pirate. Duel with him with the pistol and shoot when the owl reads: Oh, they work and yet do not glory in his name. Recruit, now he's randomly showing up without needing the ship. 9. Recruit the witch involved in witch lawsuits when asked, the cardinal will then ask the witch questions, which seem like she is a witch, but tell the cardinal she is not. Then you recruit the Witch. 10. Go into the labyrinth and use the Hour of Destiny on your own sign, the witch will appear and turn it into a doom card. Summon the eclipse in the labyrinth until you find the moon monument, use the Clock of Destiny (or card) on it. 12. Meet the Witch during the eclipse, give her the Sacred Bone and she will enter the Holy Tablet. If you die during the eclipse before you meet her, the mother will ask for her crown, which could lead to any other ending, because that, you refuse and keep creating eclipses and trying to find the witch beneath them. 13. At some point (especially between 1500-1700), the witch asks if she wants to dig a time capsule, do this, later she gets the results, which replaces the Royal Perfume. 14th Now, you will have to give birth to a son, after his son, the Pirate can ask who Follow the king, if he dies, answer Me. He's her you may conclude that you may need a real gun instead of a ceremonial one if you want to do so and offer to trade yours for the Deadly Gun. Take this profession. 15. Use the deadly weapon to kill the king. While you're a widow, meet the witch and your gun becomes a gun emoji. 16. Die during the eclipse and offer the all-mother items in this order: 1. Emoji Gun 2. Holy Tablet 3. Destiny Card 4. In the case of the results 5. Pistol Emoji

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