

Suli Fallen Harmony solution

Part 1 : The Village

The adventure begins after the storm. Take a look around the house and pick up a plank from the debris on the floor. Talk to your parents then go out. Go to the beach on the left of the fish stall and notice the absence of the sea.

Go home and explain to your parents that you need to find a solution. They disagree and think you are too young to go on an adventure. To convince them, you will have to ask for the support of mayor. Get the small chest under the bed.

Going to the plaza, you can chat with several residents. A lady is shopping in front of the fish stall. She tells you that she lost a coin when she came and she needs it to make her purchase.

Continue walking towards the plaza. The guard, Oscar, in front of the town hall has the coin. He picked it up from the floor and is playing with it. He will only give you the coin if you answer his riddles. The correct answers are: mist, candle, path and a wood. You can take the opportunity to ask him where the mayor has gone, he will answer that he has gone to the beach.

A little girl, Agatha, appeared near the fountain on the plaza. Talk to her. She explains that she is angry because her dad is late to pick her up.

Returning to the fish stall, give the coin to the woman who will give you a sardine.

Back on the beach, the mayor didn't seem to be there. A fisherman, Angus, sits in the sand near to the boat. You can speak to him if you have already spoken to Agatha. Angus explains to you that he needs something sharp to cut his net.

Continue exploring the beach on the left and find another fisherman, Seth, who is talking to a baby seagull in diaper. If you find something to feed the seagull, he will tell you where the mayor is gone.

If you have already found the seashell buried somewhere in the sand, you must find something to sharpen it. You have to go back to the village. The fish seller has a sharpening stone above the stall, but you can't get it without distracting her.

Return to the village plaza and continue on the path on the right which leads to the forest. Examine the shaking bush. If you have the sardine, a dog comes out. If you go back to the village, the dog will follow you. Go to the fish stall and give him the sardine there.

The way is clear. Combine the seashell and the sharpening stone to obtain a sharp seashell.

Return to Angus and give him the sharp seashell then go back to the plaza. Agatha left and you can now take the biscuit packet.

Go on the beach et give the cookies to Seth who will tell you that the mayor took refuge at home. Return to the plaza and knock at the door of the house on the right.

If you have the small chest, you can use it to climb at the mayor's window.

Interact with the curtain near the stairs to get him out and talk to him. To convince him to go out you have to find his pocket watch. Before that you can take the pearl behind the curtains under the sink after dropping the mayor's statuette. The pocket watch is hidden behind the painting, above the trophies.

Bring back the watch to the mayor. You can finally go on an adventure.

Part 2 : The Sea

If you didn't take the pearl under the sink before now, you can still go to the mayor's house and take it.

You can now explore beyond the dock. Cross the small desert. You're now close from a seashell-house where you discover a couple of fishes in trouble. You need to find a lever to free the woman.

Reach Nautilia by going left.

You can observe the entire area and particularly the mug on the stall of the tourists trap. It costs five pearls.

Keep going left and interact with the balloon-fish to make him deflate and pick up the pearl behind. Then talk to the seahorses guards. To talk to the queen, you'll have to distract them. Make them fight with each other and they'll let you pass.

Talk with the queen to discover what's going on. She asks you to find her lost son and gives you his crown. Before you leave, pick up the big rock near the offerings baskets and the pearl that was under it.

Go back to Raymond and Soline's house so you can combine the plank and the rock to obtain a lever. Use it on the debris to clear the way and free Soline. When it's done, talk with her until she tells you where she hid the prince. Before going inside the cave, pick up the pearl that was stuck in the debris and landed near Soline and Raymond. Pick up some of the seaweed too.

Enter the cave. The last pearl is on the floor, behind one of the seasheep. Interact with the water to make prince Prios appear. Talk and try to convince him to come back home, but your words aren't enough.

Go back to Brian's stall and ask him to sell you the mug with the prince and the queen on it. You now have enough pearls for the purchase. Go back to Prios and show him the mug to convince him. Give him some of the seaweed so he can feed the seasheep.

After a black screen, you're back to the queen with her son. To thank you, she will send you back on the island.

You land on the beach of Osir's temple. It was unreachable until now because of the debris on the plaza. Enter the temple to talk with the elder Meleas who gives you the wind sword so you can go and explore the forest.

When you get back to the plaza, you discover that everything has changed. Your parents are missing. You can talk with the villagers before going to the edge of the forest where you found the dog before. Use the sword on the brambles to clear the way.

Part 3 : The Forest

Once you're in the forest, walk to the right side of the screen until you reach the giant tree. Take the liana hanging from the branches and talk with the spirits around you. You can go further into the woods by taking the path on the left side of the giant tree where you'll find a big crater with a silent spirit next to it. You can also take the path on the right side of the giant tree and go there later.

Once the cutscene is over, you must find a way to cross the lake. You'll have to assemble 3 big branches with the one already on the bank of the lake. Two of these branches are next to the crater, the third one is at the entry of the woods. To drag them

to the bank, use the liana. Once the 4 branches are together, tie them together still with the liana to obtain a raft. Combine it with the plank to paddle.

Unfortunately, once you've reached the isle, you're immediately taken by a monstrous creature keeping guard in front of the ruins of the temple. After a black screen, you find yourself locked in a cage. Your inventory has been stolen ! Look around you.

The mayor is in the cage next to yours. Make him talk until he tells you what's going on and admit he has a liquor flask hidden in his beak.

In the top left corner of your cell, there's a mouse hole. He can help you get out, but you'll have to find something for him first. The right answers are : he's scared, he wants a weapon and a shield. Pick up the lid on the pot near the chimney to make a shield and the corkscrew on the bottles at the bottom right corner of the cell to make a weapon. You can also pick up the mortar and pestle on the table for later. Give the gear to the mouse so he can go fetch the key.

You're now controlling Jean-Pierre the mouse. Pick up the key on the belt of the sleeping minion then go back to the cell.

You're Suli again and the key is in your inventory now ! Use it to open the door. You can look around before climbing up the stairs on the left.

You're now in the hall of the old temple. You can't get out by the door on your left since the huge minion is still guarding the entryway. Pick up the rope on the floor next to the curtain and keep walking on your right until another minion stops you. If you didn't get the flask on Archibaldus, he'll send you back to your cell and you'll have to ask for Jean-Pierre's help again. If you do have the flask, the minion will drink the alcohol inside it and become chatty. Learn everything that you can from him then wait for him to snore to open the chest next to him. Your inventory is inside. If you're taken to your cell again, don't worry, the mouse will help you every time until you succeed.

With your inventory, you obtain Gaia's statue that was guarded in the chest too. Keep going on your right. You can observe the big golden door but you can't open it. Move the stones of the left wall to clear a secret tunnel and leave this place. You arrive in a new zone called the sacred fields. Go on your left to come back to the giant tree but from a higher path. To climb down, use the rope on the root at your feet.

Get back to the village. On your way there, you meet Meleas. Chat together to explain the situation to him so he can advise you to read a potion book that's on the bookshelves in Osir's temple. Once you're there, look for the book and then observe it in your inventory to open it.

To make the underwater breathing potion, you'll need to combine these ingredients with the mortar and pestle :

- The seaweed
- A red albizia flower that you'll find on the beach next to Osir's temple.
- A blue clover that you can pick up behind the crater in the woods.
- A daisy with pointy edges that you'll find near the water pump on the sacred fields.
- A cornflower bud on the right of the sacred fields.
- And some seawater taken with the mug on the first beach.

Combine the mug with the mortar full of plants to make the potion. Use it on Suli. You now can go back to Nautilia under water.

Part 4 : Eris

Now that you're under the sea, you must find someone who can tell you where Juba's temple and relic are. You can talk with Raymond, Soline and Carlotta, but it's the queen Bala-Bala who's the only one able to let you enter the temple.

Avoid the minions talking with Brian and go chat with the queen and then with Prios to convince her to give you the key to the temple.

Once you have the star key, use it on the rock on the plaza with the star symbol on it. There's a flute at the center of the temple. You must play 3 part of a melody to make Juba appear. Look at the walls on the left, right and middle of the temple, they indicate which notes you have to play.

Considering the lower note is 1 and the higher one is 5, the solution for each wall is :

2 - 3 - 2 - 1

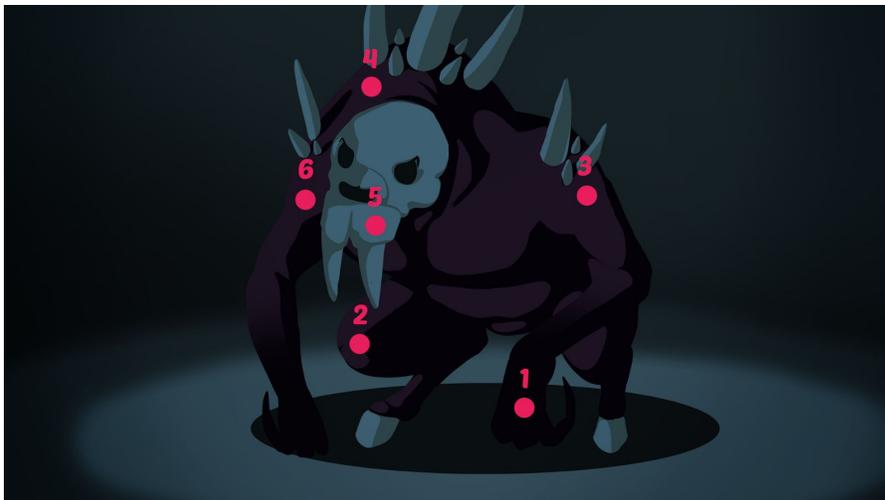
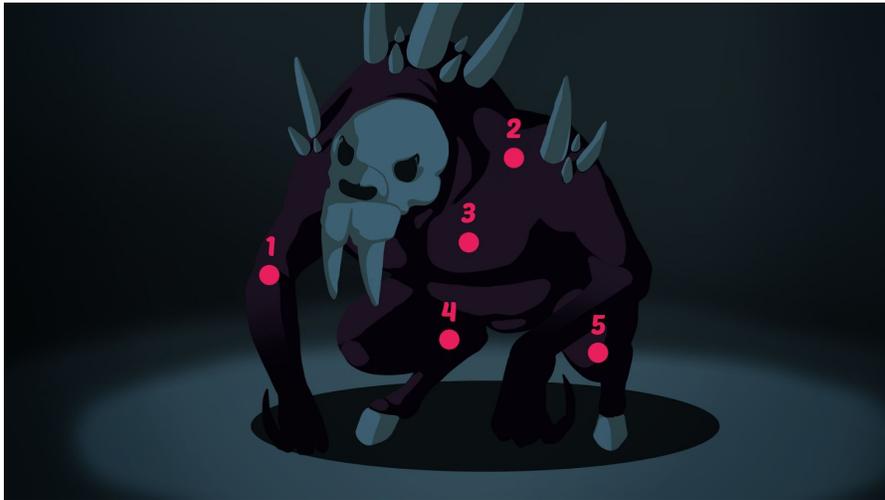
4 - 3 - 4 - 3 - 2

1 - 2 - 5 - 4

Once the melody is complete, get out of the temple. Suli will give back the key to the queen so you can directly go and see what is going on near Raymond and Soline's house. You meet Juba and listen to what he has to say. After that, you obtain the last relic : Juba's harp.

All you have left to do is go back to Gaia's temple and enter by the golden door that's now open.

Congratulations, you've found Eris ! To close the portal she has opened and stop her evil plans, you'll have to blind her first (or rather blind the crow that she uses to see) because she won't let you do anything otherwise. Interact with the mirror on the left. A shard falls. Pick it up and put it in the little crack in the floor where the moonbeam is. Once the crow is blind, Eris will make a new creature appear that you'll have to face with your sword. A mini-game starts. You'll have to reproduce 3 different sequences by hitting specific spots on the enemy.





Once the beast is defeated, you can move more freely in the room. Observe the mural on the right that will give you some clues. Pick up two pieces of stone on the ground which are parts of the base at the center of the room. Repair the base to put Osir's sword in it. Place Gaia's statue on one of the floor tile, the right one being the second one from the bottom and from the left. Finally, give Juba's harp to Carlotta so she can pray the gods.

Everything is ready to close the portal and you've stopped Eris !