

The Little Match Girl 4

CROWN OF PEARLS

THE OFFICIAL PLAYER'S GUIDE

INTRODUCTION

Thank you very much for your interest in my game, *The Little Match Girl 4: Crown of Pearls*. I should point out that this game includes a **HINT** command that will tell you fairly directly what needs to be done in the location where you use it, and I like to think that's probably all the help you'll need. But if I am wrong, and you do need more help, then I am happy to say that you and I are in exactly the right place.

BACKGROUND INFORMATION

You don't need to know all this to enjoy the game. Scroll past this to the part with the hints for the place where you're stuck.

What is even going on in the *Little Match Girl* series? The titular little match girl, Ebenezabeth Scrooge, is a time-traveling bounty hunter/vampire slayer/heroine-at-large. Her special ability is this: Whenever she **looks at fire**, she travels into another time and space. When she needs to return to her own time, all she has to do is **wake up**.

What is Ebenezabeth's deal? Ebenezabeth is a very noble and kind-hearted person. She always tries to find the best in people, despite having witnessed the worst in people so many times. She makes lots of friends wherever she goes. Her patience is so prodigious that it might be called her second superpower. She abhors the use of violence—and yet, all too often, she finds that she cannot make things right without resorting to it. In this game, she is almost twenty years old.

What happened in the original *Little Match Girl* game? A little girl with no name was forced by her cruel father to sell matches in the street on a frigid New Year's Eve, 1845. On the verge of freezing to death, she struck the matches herself, and discovered she could look at fire to travel through time and space. She used this power to meet and befriend, among other people, Poseidon (the king of Atlantis) and Ebenezer Scrooge (the famous philanthropist), but she also found herself forced to slay the vampiress Urimedonte in the catacombs of Paris. In the end, Scrooge adopted the little girl and christened her "Ebenezabeth."

What happened in *How the Little Match Girl Got Her Colt Paterson Revolver, and Taught a Virtue to a Goblin*? After arriving at her new father's home in London, Ebenezabeth practiced at her new power and traveled to, among other places, Paterson, New Jersey. Here she met and befriended Samuel Colt, who gifted her with a custom-engraved revolver. Later, she taught a virtue to a goblin.

What happened in *How the Little Match Girl Met the Queen of Vampires*? Ebenezabeth's reputation had grown, and she was called upon to save the King of Birds, who had been turned into a snail. She ended up restoring a few other transformed monarchs, including Atë, the Queen of Vampires. Although Atë appreciated the help at first, her gratitude turned to murderous rage when she learned that Ebenezabeth had killed Urimedonte. Ebenezabeth barely escaped the Vampire Queen's clutches, but she had gained a powerful enemy. She was also able to save Brittany, the Sewer Queen.

What happened in *The Little Match Girl 2: Annus Evertens*? On December 31, 1846, the birds reached out to Ebenezebeth again, asking her to “take care of” the Old Year, who was refusing to abdicate his position. (It was around this time that Ebenezebeth learned how Poseidon had named her his champion in the mortal realm.) Ebenezebeth tracked 1846 down to the Woods outside of time and was forced to kill him in order to rescue the Baby New Year. She delivered 1847 into the care of the Stork, and time was permitted to resume at last.

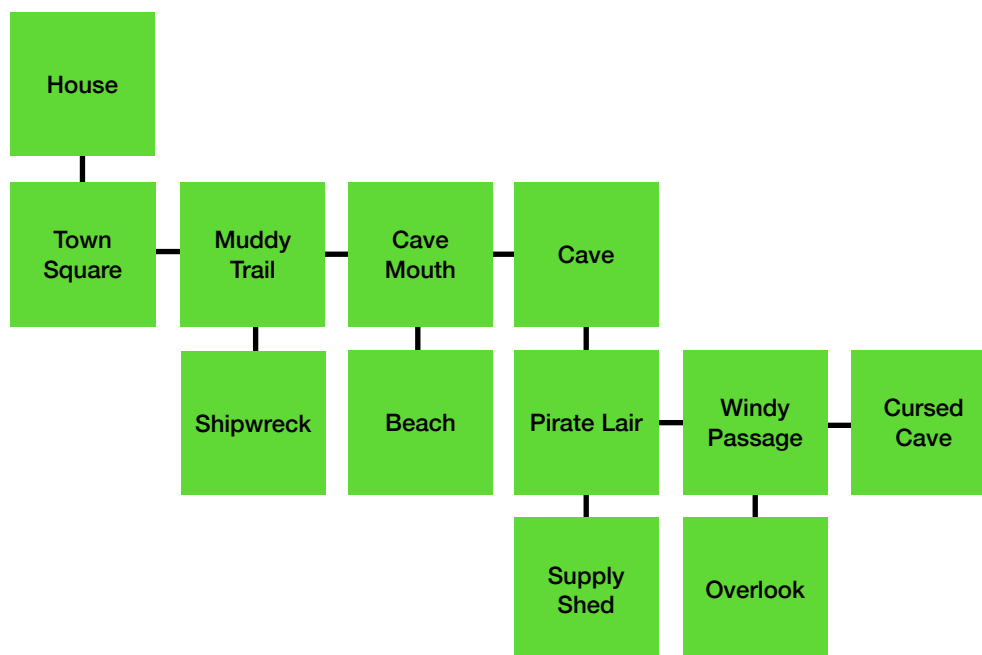
What happened in *The Little Match Girl 3: The Escalus Manifold*? Because of her unique abilities, Ebenezebeth was hired to put a stop to the Snow Queen, who had spread insidious Shards of the Mirror of Belial throughout space and time in an effort to bring about an Escalus manifold. (An “Escalus manifold” is a phenomenon in which a particular point in the experientiable material universe somehow coincides precisely with its corresponding point in the Heaven of Archetypes, theoretically allowing any occupant of that point to become identical to their ideal Platonic self.) Rather than go it alone as usual, Ebenezebeth teamed up with her “sister” Eunoia (a princess of Atlantis), Cole (a cowboy from Deimos), Hrieman (a crow), and Nuci (a butterfly knight from Jardinver). Unfortunately, even with so many friends’ assistance, Ebenezebeth was not quite able to apprehend her target, and the Snow Queen was lost in the uncreated, timeless Night that precedes the “real” universe. Fortunately, this did bring an end to her schemes, and Ebenezebeth’s employers considered her contract completed.

What? You don’t have to know all that stuff to enjoy this game. Ebenezebeth goes on adventures by looking at fire. She gets back home by waking up. She can roll with any being or situation she encounters, and so can you.

What is going on in *The Little Match Girl 4: Crown of Pearls*? Let me explain: From the starting location (“Beach”), **look at me. Take inventory. Look at the charcoal sketch. Go north. Go west. Go south. Look at the lighthouse. Look at the crib. Look at the baby. Look at the midwife. Talk to the midwife. Talk to the midwife. Look at Iota. Talk to Iota. Talk to Iota.**

Whenever you find a pearl, you should come back here and place it in the crib (or give it to the midwife) (or to Iota).

PENZANCE, 1876



How can I light the streetlamps? Go north from the town square, into the home of the lamplighter. **Wake up the lamplighter** and **talk to him**. Go south and he will have lit the lamps.

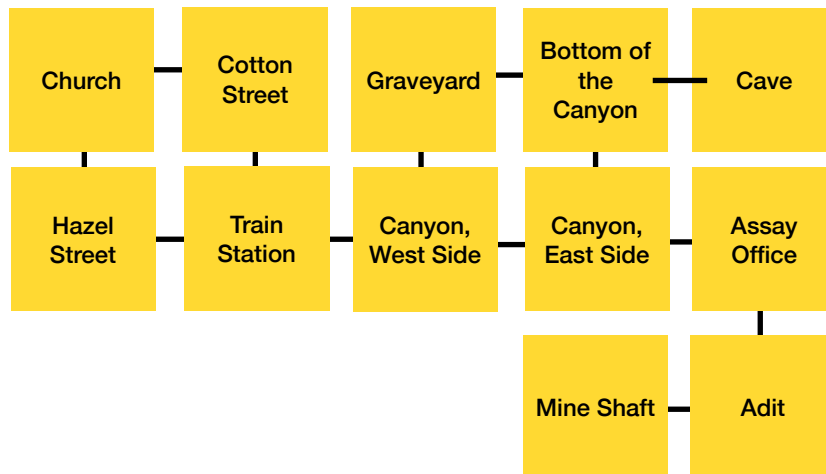
How can I navigate the dark cave? You must make use of an item that allows you to see in the dark. You'll find this item in Austria.

How can I pass the barricade in the Windy Passage? You must apply a technique for shooting fire from your revolver. You'll learn this technique in Pilcrow, Arizona.

How can I pick out the right pearl from the treasure hoard? You must make use of an item that can analyze things. You'll find this item on the *HCS Damocles*.

How can I convince Ruth to let me out of the supply closet? Ruth won't let you out until you convincingly appear to be a man. You must abstain from wearing womanly or revealing garments, especially the low-cut puffy shirt. You must tie back your flaxen curls, or hide them under a (non-feminine-looking) hat. You must also fashion a fake beard somehow. All the materials you need are with you in the supply closet, but, critically, the heavy lockbox (which contains beard-fashioning necessities) is locked. Fortunately, one of the dresser drawers contains a "skeletal key," which can unlock anything. So, use that.

PILCROW, 1922



How can I communicate with Loretta Fox? Find the bottle of whisky by going south from the cemetery and then all the way west along the railroad tracks. **Pour the whisky** on Loretta's grave. **Talk to Loretta. Focus. Shoot the tree.**

How can I shoot fire bullets again? After you've learned Loretta's technique, you still must **focus** to "charge" your fire bullets each time.

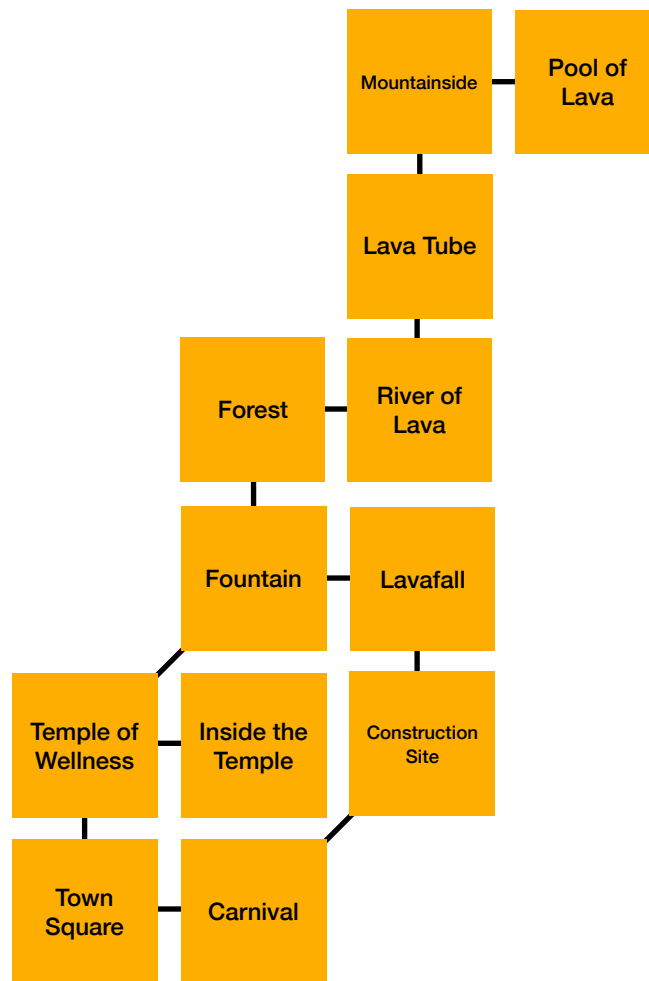
How can I cross the railroad bridge? You must learn a technique to become very small. You'll learn this technique in Montana.

How can I blast open the cracked wall? You must make use of an item that can analyze things. You'll find this item on the *HCS Damocles*.

How can I open the safe? You must make use of an item that can unlock anything. You'll find this item in Penzance.

Where is the silver ring Michael McKeever mentioned? It's in the assay office. You must **search the ruins**.

MONTANA, 67,000,000 BC



How can I save the Repton from the Dakotaraptor? You must **shoot the raptor**.

But I thought Ebenezabeth abhorred violence! She does.

How can I learn the Geneshaman Brish's technique? You must **talk to Brish** after saving him from the Dakotaraptor.

How can I pass through the wall of brambles? You must apply a technique for shooting fire from your revolver. You'll learn this technique in Pilcrow, Arizona.

How can I enter the Temple of Wellness? You must make use of an item that can unlock anything. You'll find this item in Penzance.

How can I navigate the Temple of Wellness? You must make use of an item that allows you to see in the dark. You'll find this item in Austria.

How can I win in the shooting gallery? You have to type fast! Winning in the shooting gallery is not necessary or helpful for finishing the game, though.

THE AUSTRIAN ALPS, 1999

How can I deal with Lephrea? You must **shoot Lephrea**.

But I thought Ebenezabeth abhorred violence! She does.

Make sure you **pick up Lephrea's pendant** and **wear it**.

How can I enter the castle from Castle Wall? At the foot of the castle walls, you must make use of an item that can analyze things. You'll find this item on the *HCS Damocles*.

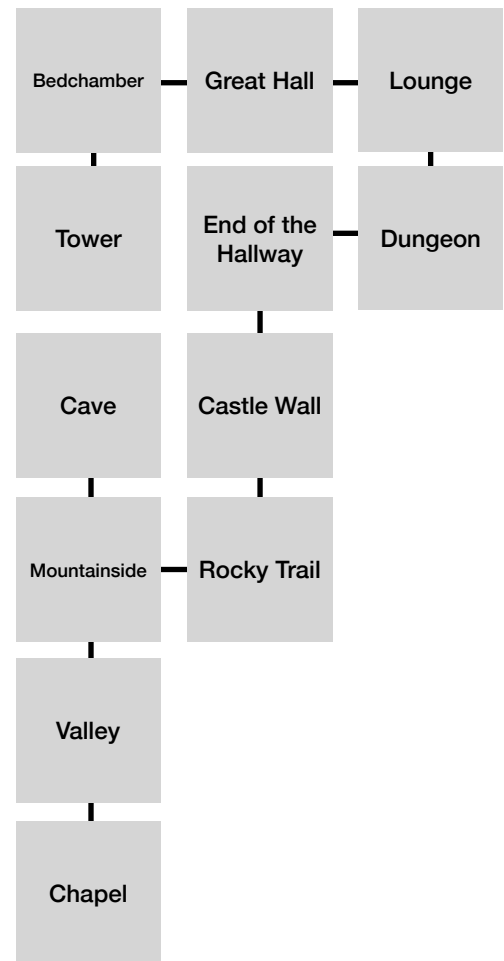
How can I open the wall at End of the Hallway? You must make use of an item that can analyze things. You'll find this item on the *HCS Damocles*.

How can I enter the hall where the vampire conference is taking place? You must learn a technique to become small and unnoticeable. You'll learn this technique in Montana.

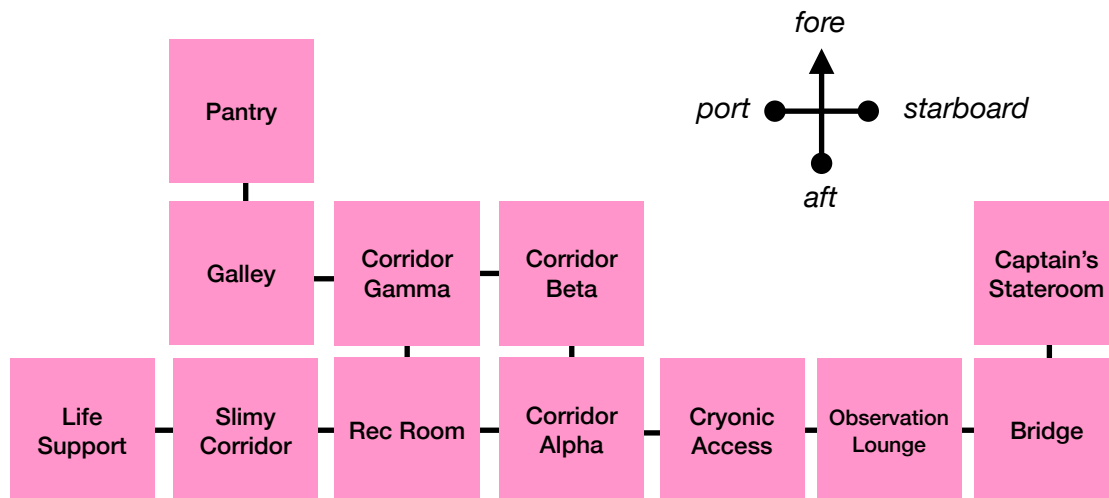
How can I melt the block of ice in the tower? You must apply a technique for shooting fire from your revolver. You'll learn this technique in Pilcrow, Arizona.

How can I save my future self from the vampires? You can't do that in this game.

How can I get more information out of Linus? You can't do that in this game.



HCS DAMOCLES, 4044



How can I deal with the gluttonous pirate in the pantry? You must **point your gun at the pirate**. Then, make sure you **take the scanning lens** and **wear the lens** so you can start scanning everything.

How can I attain a special scan rate of 100%? By scanning everything (that the scanner considers special). This isn't necessary for finishing the game, though.

How can I evade the robot, OpEr? Be careful about how you navigate the cryostasis area. If you hear OpEr at the other end of a corridor, don't go down that corridor.

How can I deactivate OpEr? In the rec room, **look at the console** and then **touch the console**. Then, in the captain's stateroom, **look at the desk**, **look at the console**, and **touch the console**.

How can I open the door between Cryonic Access and Corridor Alpha? You must make use of an item that can unlock anything. You'll find this item in Penzance.

How can I walk along the darkened corridor? You must make use of an item that allows you to see in the dark. You'll find this item in Austria.

How can I enter the small hole in Slimy Corridor? You must learn a technique to become very small. You'll learn this technique in Montana.

How can I deal with the space pirate captain? First, just to be polite, **talk to the captain**. Then, **shoot the captain**.

But I thought Ebenezabeth abhorred violence! She does.

How many animals' signatures can I collect? I forget. You don't need to collect all (or any) of them. If you're having trouble reaching the stated quota of ten, keep in mind that you can sign the petition yourself.

What is the HCS Damocles and what is it doing? You will remember from *The Little Match Girl 2* that, by the year 3030, humanity's short-sighted dependence on renewable energy had depleted the power of Earth's sun. Some people chose to go into stasis aboard Human Continuity Ships in search of habitable planets that had not been ruined yet. The *Damocles* has been traveling at a significant percentage of the speed of light for roughly one thousand years in "objective" time (but only a few centuries from the ship's own perspective), and has just reached Kepler-11.

ENDGAME

What do I do after I deliver the fifth pearl? You must **look at the bonfire** in the Fairy Realm.

What do I do in Copenhagen? You must **go inside** the alley. **Go inside** the hovel. **Look at the little girl.** **Look at the woman.** **Talk to the woman.**

EXTRA STUFF

The shooting gallery: The shooting gallery is a speed-typing challenge that you can find at the carnival in Montana. It is only available in the Vorple version of the game. You'll get a prize if you rack up enough points! But it's completely optional.

Special scan percentage: Finding 100% of special scans won't get you anything but a fleeting sense of fulfillment. You might find it amusing to keep track of how many percentage points each special scan is worth.

The goldfish's petition: Finding the ten signatures the goldfish needs for the petition is completely optional.

Michael McKeever's Journal: The information in the journal isn't actionable in this game.

Ebenzabeth, captured by the vampires: You can't do anything to help Ebenzabeth's future self in this game.

Source material: This game is based on Hans Christian Andersen's 1854 story "The Last Pearl," but it is also based on the 2002 game *Metroid Prime*. How many similarities between the two games can you find?