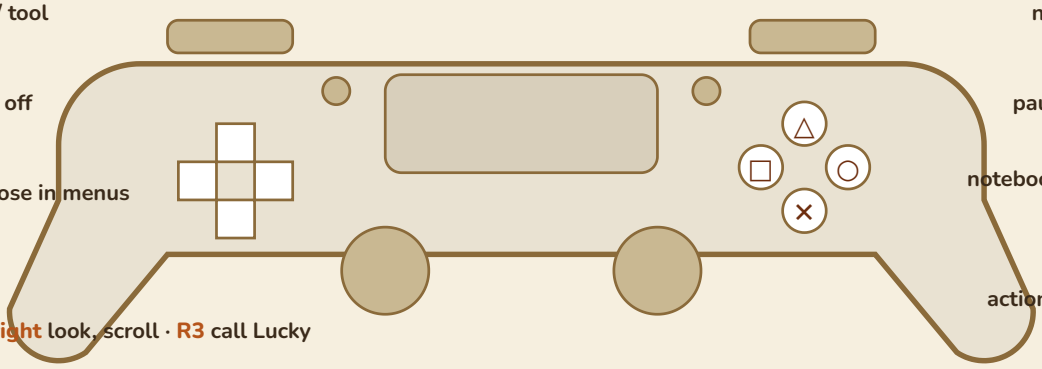
Help card v1.5.0

Whispers of the Sampo – Sammon kuiskaus · CyberLeo Games. Controller, keys, spirits and origin words, kantele, winter, Pohjola and weather. Age 7+, best for ages 10 and up.

PLAY
cotwp.itch.io

PS5 controller

DUALSENSE · OTHER STANDARD PADS WORK TOO



BUTTON	IN PLAY	IN MENUS AND DIALOGUE
Left stick · ←↑↓→ **right stick** · **R3**	move · the right stick looks around, **R3** calls Lucky (V)	choose · ← → tab · the right stick scrolls texts and moves the map (R3/L3 whole map)
× **cross**	action: on the field always the right job (hoe, sow, water, harvest), talk, listen to a plant, pick up	confirm · next line
○ **circle**	–	back · close · in an address or origin, remove the last verse
△ **triangle**	notebook: tasks, words, clues, whispers, notices, endings & badges	close the notebook
□ **square**	backpack: eat, place a shard, see your things	close the backpack
L1 · **R1**	switch seed (rye, turnip, flax, hops) or tool	–
R2	kantele: choose a song (from the end of chapter 1)	–
L2	drink a water bottle (G on the keyboard)	–
Touchpad	map (the village or the world you are in)	□ legend · close the map
Options	pause menu: continue, save and load, **move save** (export / import), map, Call Lucky, notebook, storybook, name, help and **Settings** (sound, speech, language, fullscreen, pace, hint markers, graphics, text size, time played)	–
Create	sound on / off	–

Day and night

- **By day** (6–20) press × on the field: the game hoes, sows or waters. Every crop has its own 3 × 3 patch, which picks the seed. Fill the can at the well or the pier.
- **By night** plants whisper near a Pixel shard – place it on the patch's centre stone and press × next to a plant.
- **The cottage** – go in: sleep, cook porridge and bake rye bread or Karelian pasties in the baking oven, fry fish at the hearth, read the almanac, weave woollen cloth. The cottage needs 2 logs a night (3 in winter). At 2:00 you collapse – the game warns at 23:00, 1:00 and 1:30. After 22:00 🏠 Home takes you straight to bed.
- **Markers:** ! = news to tell, ? = a task to take or hand in, gold star = something to pick up, ×2 = several matters with the same person.
- **Lucky** the dachshund (on the porch): × next to it – chase off the hiisi folk, sniff, dig, feed, pet. In the evening it herds the animals into the barn (Lucky's menu). **V / R3** calls it to you; it shows on the map as a paw.
- **Requests:** read the notice board and bring the things to whoever asked. The animals graze in front of the barn, eggs are collected from the hen's nest. Autosave every morning + 3 slots **for every player** (Who is playing?); the old save is kept as a backup.

Connecting a controller: with a USB cable or Bluetooth (hold PS and Create together until the light blinks). Open the game and press any button.

Keyboard COMPUTER

MOVING AND WORKING

W A S D / arrows	move
E / Space	action · talk · listen · pick up
Shift / L3	run (hold / press the left stick)
3 – 6	rye · turnip · flax · hops
1 · 2	hoe · can
Q · R	next · previous tool

MENUS

N / Tab	notebook
I / B	backpack · place a shard
K	map · on the map I legend
J	the notebook's Notices
L / C	kantele · songs
Esc	pause menu · close
Enter	confirm · next line
Backspace	back · remove a verse
← →	notebook tab
↑ ↓	choose · scroll

OTHER

H	home to bed (after 22:00)
F	fullscreen on / off
M	sound on / off

The kantele and three worlds

After Kekri night you receive the pike-jaw kantele; Lempi twines its first string after the riihi tonttu's pact. Every string is a song that affects things near you:

- **Calming** – the wild grow calm, the ruin's arch opens (chapter 2)
- **Growth** – crops grow one stage (once a day)
- **Opening** – gates, junipers and bound mouths
- **Light** – the lantern refills, the mist lifts
- **Memory** – the dead remember and speak

Puzzles: at the Metsola crossroads follow the scorched moss (the wrong path = the forest-hide). The memory sparks of Tuonela flee the lantern – corner them or sing light; a bluish mist swirl hides a spark. **Gifts:** 2 rye loaves for Tapio, 2 Karelian pasties for Arvo. Vipunen's forges are lit in the order of his riddle (notebook Clues, bring 5–6 logs). Piece together the patterned lid of the Sampo in the hiding place under the riihi's stove (Rautio's key opens the hatch stone from the riihi's menu): the stone first wants the four carved marks – Rautio's hammer, the Water Mistress's stone, Sootbeard's ear of grain and your own name in the log – then choose the lid's fate – three endings; *save first* so you can try the others.

Pixel shards

Plants whisper only near a shard. Pick up the glowing crystals (the first is by the rowan) and place them next to plants – on the field on a patch's centre stone, so one shard covers the whole patch. Crops must also be watered and grown enough.

Spirits and origin words PACTS

A spirit's favour is won with a gift, customs and the right address: gather the 4 verses of the address (the spirit's folk by their right names, in the right order), bring the gift and address the spirit at night in its own place: a pact that helps the farm for good. Order: tonttu → maahinen → Water Mistress (the riihi tonttu before the kantele's first string).

House tonttu	PORRIDGE · the cottage threshold, after 21:00. The cottage stays warm (1 log/night), the lantern is refilled in the morning.
Maahinen	TURNIP · the mound by the field, after 21:00, once the turnip has told you about it. Every harvest gives two.
Water Mistress	SILVER COIN · the end of the pier, after 22:00. Dew waters the field every morning.
Riihi tonttu	FIRST SHEAF · the riihi woodpile at night while the stove burns. The riihi can no longer burn down; 1 log is enough.

The map (K) shows where the spirits are. An address can be recited only when every verse is found – in the right order; the Words tab tells where a missing one is. **Origin words** (syntysanat) are a sage's power, recited only where there is power to wield: the Origin of Fire on Joukahainen's bridge, the Origin of Iron at the forge and Louhi's lock, the Origin of the Sampo at Vipunen's heart. The parallel line is the clue: two lines say the same thing.

After autumn: winter and the polar night

- When the autumn story has ended, choose *Continue the story – winter is coming*, visit the Pohjola road sign and listen to the rowan at night. Next morning the first snow falls: **chapter 4, The Road to Pohjola**, begins with the polar night.
- In the polar night the sun does not rise, the frost eats your energy and the hiisi folk move about already in the afternoon. Keep the lantern full; the cottage burns 3 logs a night.
- To keep warm: **Kerttu's sheepskin coat** (2 fleeces; Kerttu sells wool, 6 mk each), warming up **by the hearth** (1 log) or the **smoke sauna** (carry water to the bucket and the cauldron, heat it with 2 logs, bathe). The coat keeps the frost almost entirely away, the warm shirt by half; the temperature shows under the clock.
- Get ready: skis (Rautio's shop, 20 mk; if Rautio has left, off the wall of the dark shop or from Anni's shop), 6 logs, a full lantern, two meals and 3 gifts.
- The notebook's **Endings & badges** page shows your endings (3 autumn + 3 Pohjola), progress and 25 badges. Pohjola: see page 3.

Tips

- A plant whispers once a night and tells you when it is ready. A dry plant only mumbles.
- The hiisi folk steal eggs, crops and shards. Chase a thief off with the lantern, or fetch the loot from the Hiisi Stone at night with salt. Salt on the threshold or the evening bell guards the night.
- Rautio buys crops and finds; save for upgrades (can, lantern, cow, decorations). Stuck? The notebook's Next line helps.
- **Juho the Pedlar** visits the village square every 7th day (from day 3): pea, barley and buckwheat seeds for silver. Silver also buys fishing luck and fair weather.
- **The riihi** (the drying barn east of the Kekri field): hang grain or flax on the pole, heat with 2 logs, thresh in the morning – flour (bread, porridge) and flax fibre for Kerttu. Watch the night fire (20:00–1:00), ask Veikko to guard or make a pact with the riihi tonttu – or it may burn.
- Every character has a voice; best in Microsoft Edge.

Demo and full game: the demo (cotwp.itch.io) ends at the ruin's arch; *Move save* carries your game on into the full game. **PS5 / Switch:** a console's browser may not accept the controller – a computer with a PS5 controller is surest.

Pohjola

The story's four chapters: 1 Waiting for Kekri · 2 Pieces of the Sampo · 3 The Patterned Lid · 4 The Road to Pohjola. Here chapter 4: the polar night, the journey north, Louhi's Trials, forging the Sampo and spring – plus the map, treasures, weather, clothes and touch controls.

The road to Pohjola CHAPTER 4

- **Gear and food:** Kerttu's sheepskin coat, skis, 6 logs, a full lantern, two meals (porridge, turnips, fish or fried fish) and 3 gifts from home (bread, pasties, flour or honey – the Maiden of Pohjola receives them). The road starts at the north edge of the village behind the fallen spruce.
- **Camp:** the campfire takes 2 logs and keeps your energy through the night. The shepherd boy and his dog Musti sit by another fire.
- **The Origin of Fire:** verses from the shepherd, the camp's rune stone and the ice flower by the border river (a shard next to it). The contest is sung in turns: Joukahainen boasts, you answer with a line. **The Origin of Iron:** Ilmarinen teaches it with the Song of Iron – recite it at the forge and at the gate's lock.
- **Singing contest on the bridge:** Joukahainen sings a verse, you answer with the right verse before time runs out (9 s, 16 s with relaxed timing). A wrong verse costs 5 energy – try again.
- **Sariola:** the Maiden of Pohjola gives you the guest cottage. Talvikki's storehouse sells logs, oil, porridge, barley and water at twice the village price and buys fish. Kauko fishes at the ice hole; the scoop brings up lake ore (twice a day).

Louhi's Trials CHAPTER 4

- **Tools:** bring Ilmarinen 2 lumps of lake ore per tool through the forge's hatch: plough and iron shoes, steel bridle, iron eagle.
- **The viper field:** push the plough to the right (→ / D / stick). Moving vipers break the furrow – dodge them. Dim vipers are asleep. Four furrows.
- **The bear of Tuoni:** learn Otso's Song from the shepherd. Sing to the bear: press ✕ / E when the note hits the circle (4 hits out of 6). Then put on the bridle.
- **The pike of Tuonela:** lower the iron eagle into the big ice hole and press ✕ / E when the water churns – three times, before the pike tires.

Forging the Sampo and spring CHAPTER 4

- **Four ingredients:** a swan's feather (the Maiden of Pohjola's storehouse), a barren cow's milk (the shepherd), barley (Talvikki) and wool (shear Louhi's sheep).
- **Bellows:** press ✕ / E in rhythm and keep the heat in the green zone: embers, flame, white heat.
- Take word to Louhi and sing the **Song of Iron** at the gate of the stone hill. The sun and the moon go free, and Louhi gives you the Cloak of Pohjola.
- Return south: **spring** comes to Vaskilahti; the ending follows your autumn choice (*Two Guardians*, *The Pohjola Alliance* or *Shards of the Sampo*).

Map, markers and treasures

- The **map** (K / touchpad) shows the same ! and ? marks as above heads (×n = several); □ / I folds the legend.
- The **top-bar counter** (! 3 · ? 2) opens the notebook's tasks. **Notices:** J or the pause menu.
- **Chests** wait at the ends of two hard forest trails. Juho's **old treasure map** (4 mk) reveals a gold chest hidden in the marsh.
- **Gold** (under the ruin at full moon – Lucky finds it – or in the map's chest) buys Juho's golden lantern or, with the kantele, a **golden string**: songs carry further, one free song a day.
- **Axe** (Rautio, 18 mk): a fallen tree a day → 4 logs. **Swim** from the sauna pier's ladder (not in winter).

Weather NEW EVERY MORNING

WEATHER	WHAT IT DOES
Rain · shower	waters the field; after a shower a rainbow – something may lie at its end
Morning mist	the hiisi folk linger at the pond and the marsh until 9:00; plants whisper as at night; the Song of Light clears it
Thunder	lightning may fell a tree (logs); Lucky is scared – pet it
Wind · gale	eats lantern oil and rocks the float; after a gale, branches at the forest edge
Night frost	protect the plants with a watch fire at the edge of the field (2 logs)
Starry night	make a wish on a falling star (✕ / E)
Snow · blizzard · frost	in winter; the cold drains energy outdoors – the sheepskin coat and the sauna help
Northern lights	plants whisper even without shards; watch them from the Kekri field

The morning's weather and a tip appear when you wake up.

Clothes

At the cottage's **clothes chest** you change into the clothes you get along the story: everyday clothes, Kerttu's woven **warm shirt** or Arvo's old jumper (the night cold no longer drains energy), the **sheepskin coat and fur hat** (winter and Pohjola), the **Cloak of Pohjola** from Louhi, and the pedlar's **Kekri festive outfit** and **raincoat** (put on by itself when it rains; rain work takes a quarter less energy).

Touch and accessibility

- On a **touch screen** the game works in landscape and portrait (**landscape** shows the most). The stick is in the lower left corner, **E** (action) and ↩ (back) on the right. Tap the bottom bar to switch tool or seed, tap the screen to advance a speech bubble, and every window closes with its ✕ button.
- **Start over:** *Delete saves and achievements* in the main menu clears saves, endings and badges (the game asks first: "Do you know what you're doing?").
- **Settings** (pause menu): text and interface size (small / normal / large), relaxed timing tasks (fishing, singing contest, bellows, pike, Otso's Song, viper field; offered by itself after two failures) and light graphics. On a slow computer the game switches to light graphics by itself.

Storybook: the whole story illustrated – open it from the main menu or the pause menu (*Storybook*); PDF in Finnish and English; contains spoilers. **Films:** the intro plays on the first start (any button skips it) and is in the main menu (*Watch the intro*); seen films can be replayed from Films in the pause menu.