

Purgatory



Purgatory is a secret location in *Tunic*. It is accessed after receiving [page 9](#) of the [instruction manual](#) and selecting "Load" a couple of times from the title screen, spawning a strange save file.

Save File

This save file is marked with a golden square with a question mark, like depicted by [page 9](#), indicating its special nature. By default, it has 13 manual sheets, 509,342,400 gems, the Sword, the Shield, the Stick, the Lantern, the Magic Dagger, the Magic Wand, the Hourglass, the Muffling Bell card, the Inverted Ash card, and 1 Golden Coin already unlocked, and 8 points in each stat. The time spent in the save file is 999:59:59, a maxed-out amount, suggesting that the save file has been active for over 999 hours, 59 minutes, and 59 seconds.

This save file contains a fragment of [The Golden Path](#). The player can travel from Purgatory to [Devworld](#) by killing their [fox](#).

Trivia

- When the number of starting gems, 509342400, is converted from a Unix timestamp into a real-life date, it outputs February 21, 1986, 04:00:00 GMT, the release date of *The Legend of Zelda* for NES.
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