

- Foreword -

This is the **Full Walkthrough**, which goes into much greater detail and explains everything. For simple version view the **Quick Walkthrough** instead.

[CLICK HERE FOR THE QUICK WALKTHROUGH](#)

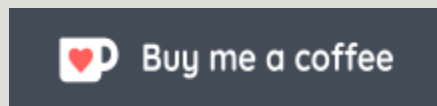
Please be advised that using this walkthrough is not recommended on your first play through of Radiant. This game is designed to adapt to the player's style and preference, not the other way around. There are no game overs and the consequences of your choices are usually rather obvious.

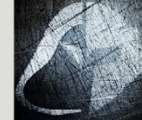
In addition to this, the game alerts players when a "Crucial Choice" is made (Also see the in-game tutorial and the next part in this walkthrough). Play the game, have fun, and don't worry too much about manipulating the outcomes. The only catch is to try and find somewhat of a balance. Going too far in one direction can lead to more extreme consequences.

This is a harem game and as always we recommend bedding as many girls as possible even if it means you're "cheating." However, the vast majority of relationships are optional and you won't be punished for rejecting a girl... you will simply have a slightly different experience than others.

And last but not least, if you enjoy the game then please show some support (if you want of course) to the developer of the game, Ravenknight Studios, on one of the following sites below. Also feel free to join the Radiant Discord channel to talk about the game, ask questions or other shenanigans.

You can click on the buttons below which will open your browser to link you to Ravenknight's Patreon, Buy me a coffee, SubscribeStar and the Radiant Discord.





- Choices -

Lust, Purity, and Darkness

These are three words that will resemble you a lot when playing through Radiant, so let's dive a little deeper into their meaning and what they exactly do to you, the player.

Purity: Freedom from immorality or contamination.

Lust: A strong or passionate desire; usually sexual.

Darkness: Wickedness, immorality or corruption.

Some would argue that one is "bad" and the other is "good," but I would disagree.

There is no "wrong" decision in this game -- only different outcomes... and certain outcomes can be more beneficial to players than others. Choosing "Purity" over "Darkness" won't necessarily always be "the right choice." It really just depends on what you're looking for.

These three variables will affect every single decision you make in this game.

They are weighed/measured when making choices that affect the player-character's **Psyche** & **Relationships**... and they are also the three branches of the **Core-Plot**.

Understanding these variables will help players better understand **Crucial Choices**. If you played the tutorial you already know that there are three types of crucial choices in Radiant: **Plot**, **Psyche**, & **Relationship**.

Plot Crucial Choices: The game's core plot is driven by these choices so they tend to hold more weight than the others. These are *literally* the "game-changers." Naturally, you can expect each "Plot Choice" to lead down three separate paths: Lust, Purity, or Darkness.

Psyche Crucial Choices: The player-character's behavior and sometimes even his actions are driven by his Psyche. While nearly every decision affects or is affected by your Psyche,



a crucial "Psyche Choice" will have a greater than normal impact, sometimes adding up to 3-points to one of three categories: the player's Lust, Purity, or Darkness.

Relationship Crucial Choices: Much like with Psyche there are 3 facets to every relationship in this game: Lust, Purity, or Darkness. Each "Relationship Choice" you make can change the dynamic of your relationship with each girl.

Summary

We've stated something repeatedly: the "right choices" depend entirely on you. We've stated that players should play the game how they *want* to play repeatedly and we stand firmly behind this. The entire game is designed around this... and therefore the outcomes and variables of your decisions are left intentionally vague.

We understand that some of you may be "scarred" by incompetent game design, but this system is foolproof and can only serve to heighten your experience.

So what should you choose and why?

Well, the specifics of this will be included in this walkthrough and we will do our best to spell it out to players... but your Psyche & Relationships are multifaceted and your points will work together to sometimes form outcomes it should be rather obvious that the variable you have the most points in will serve as the predominant trait.

And it all comes full circle: your **predominant trait** will be the primary determining factor in what type of gameplay you will experience, while your **secondary trait** will sometimes take the wheel to give you the best possible outcome. In other words, playing how you feel like playing and not trying to "manipulate" points will more than likely give you the best gameplay experience possible.

With that additional information out of the way, we will finally start the walkthrough for Radiant!



- The Guide -

The first half of this chapter doesn't have any significant choices because it is a prologue that predates the part of the story in which the game takes place. For this reason, simply enjoy the prologue and don't worry about using a guide (**which you shouldn't on a first play through**). Once the prologue is out of the way, you'll be faced with the first choice:

This decision actually serves as an introduction to the new Crucial Choice system. If you've played Polarity, you'll notice some major differences with this new and improved system.

Crucial Choice #1 – Ouch... that was cold.

Your good friend Bernie decided to take a rather harsh dig at you... one that is a bit over-the-top and personal. Your first major choice involves how you react to this and you'll have three options to choose from. This is where the new system comes in:

The screen will flash **blue**, alerting you to the fact that your next crucial choice will heavily impact your Psyche. Decisions that impact your Psyche more heavily influence the player's thoughts & personality.

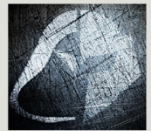
You'll have the choice between three options, each of which are annotated with which part of your Psyche they will affect. This is a one-time occurrence: you'll have to use your judgement (or this guide) to know which variable your choices impact in future decisions.

Option 1: [Crack Back] – This option will add several points to your "Lust" profile.

Option 2: [Scold Him] – This option will add several points to your "Purity" profile.

Option 3: [Threaten Him] – This option will add several points to your "Darkness" profile.

What you choose here is entirely your decision but these variables have the potential to change the game. For example, a character who puts most points in "Darkness" will, simply put, most often experience some rather dark outcomes and scenarios. In this specific instance your "Psyche" will grow more clouded by darkness. As stated earlier, however, so long as you find a balance and don't veer too heavily in one direction the game will not be too punishing.



Crucial Choice #2 – Defend Maddison?

Things get a bit heated between the triplets, specifically Maddison and Olivia who are butting heads over Maddison's attitude towards their new living situation. This major choice works a little differently than the previous: in that rather than having a heavy impact on your Psyche it impacts your relationships.

The screen will flash **pink**, alerting you to the fact that your next crucial choice will heavily impact your relationship (with Maddison). Choices that influence relationships can radically alter the way you and the girls behave around each other and what kind of relations you have with them.

You'll have the choice between three options, which you'll notice are not annotated this time.

Option 1: [Defend Maddison] – This option will have you step in and stand up for Maddie, despite her questionable attitude towards you thus far. This will make her a lot less hostile towards you in the next chapter and dramatically increase her love for you.

This choice is recommended if you prefer a more loving relationship.

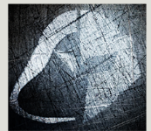
Option 2: [Don't Intervene] – This option will mean you don't step in at all and instead let things play out on their own. She will spot you on the way out and realize you've witnessed the whole thing, which makes her embarrassed and ashamed of her behavior.

This choice is recommended if you prefer a more lustful relationship.

Option 3: [Berate Maddison] – This option will have you step in and join in Olivia's beratement of her twin sister. This will make Maddison heavily ashamed of her actions and make her far more submissive in the next chapter.

This choice is recommended if you prefer a darker, depraved relationship.

And finally, we have the more inconsequential choices of the chapter. The variables these choices effect will be listed below. You'll notice that periodically, a point is added to your Psyche. Don't worry, as your Psyche can be multi-faceted... Meaning you can have multiple points in any of the three profiles without it drastically altering the game. It is only when those choices stack up and become disproportionate to the others that you will see a heavier effect (which can be either good or bad, depending on the direction you want the game to go).



Choice 1:

Option 1: [Get Dressed First] – If you get dressed here, the girls will notice how handsome you are and it will give each of them 1 point in "Purity."

Option 2: [Just Answer It] – If you don't get dressed, the girls will notice your "bulge" and it will give each of them 1 point in "Lust."

Choice 2:

On Day 2 in the morning, you visit each of the girl's rooms to see if they're awake. Peeking inside Olivia & Allison's rooms will add a single point of "Lust" to your Psyche. Not peaking at all will add a single point of "Purity" instead.

Choice 3:

Option 1: [A Loving Relationship] – Choosing this option adds 1 point of "Purity" to your Psyche.

Option 2: [I Will Seduce Them] – Choosing this option adds 1 point of "Lust" to your Psyche.

Option 3: [Obedience] – Choosing this option adds 1 point of "Darkness" to your Psyche.

Choice 4:

Option 1: [Check Her Out] – Choosing this option adds 1 point of "Lust" to your Psyche and Maddison's relationship profile.

Option 2: [Don't Do It] – Choosing this option adds 1 point of "Purity" to your Psyche and Maddison's relationship profile.



Choice 5:

Option 1: [Be Nice] – Choosing this option adds 1 point of "Purity" to Maddie's relationship profile.

Option 2: [Be Blunt] – Choosing this option adds 1 point of "Lust" to Maddie's relationship profile.

Option 3: [Tell Her Off] – Choosing this option adds 1 point of "Dark" to Maddie's relationship profile.

And that's it! All other choices you are presented this chapter simply lead to different dialogue options for the remainder of this chapter.

- THIS IS THE END OF THE GAME FOR NOW, UNTIL NEXT TIME! -

