

Akamari's Guide

A HEAVY FIVE WALKTHROUGH

GENERAL TIPS and WHATNOT

- 1) READ THIS PAGE!
- **ALL CONTENT IS OPTIONAL!** If the walkthrough takes you somewhere you're not comfortable, don't follow it to the letter. You have a choice. You don't need to follow every route.
- 2) Ask yourself the question: „Do I actually need a walkthrough? Wouldn't it be more fun to experience everything on my own?“
- 3) I have colour coded all mentioned choice options.
 - **WHITE ARE OPTIONS THAT I RECOMMEND, BUT DON'T CONSIDER NECESSARY. FEEL FREE TO EXPLORE OTHER OPTIONS IF YOU WANT.**
 - **RED ARE OPTIONS THAT LEAD TO SEXY ENDERS/SCENES. THEY ARE NOT ESSENTIAL THOUGH, SO YOU MAY TREAT THEM THE SAME AS WHITE.**
 - **GREEN ARE OPTIONS THAT I CONSIDER VERY IMPORTANT OR ESSENTIAL IN REGARDS TO EACH ROUTE.**
 - **IMPORTANT GREEN OPTIONS COMBINED WITH RED LEAD TO SOME IMMEDIATE/ADDITIONAL SEXY STUFF**
 - **(R) - PREFIX/SUFFIX USED TO MARK MAJOR SUBPATHS**
- 4) You need multiple playthroughs to see most of the content. Each major route is described separately herein. You don't need to play them in sequence. You don't need to play all of them. Just choose those that interest you. More routes will be added with further chapters.
- 5) For completionists or anyone wanting to know every piece of the story or lore, you need to explore further on your own. It is beyond the scope of this WT to cover everything.
- 6) In-game PDA contains plethora of lore, useful information and hints.
- 7) Talking about mission related topics recommended on all routes. Up to you how much do you wish to delve in the plot though.
- 8) The game is in active development which means anything from this walkthrough can become obsolete and incorrect with future Chapters.
- 9) Why do I say „up to you“ all the time, when everything is? Because it's a quick way to write that none of the choices at that point are important towards that route. Play your character as you wish.
- 10) During the game you will have opportunities to move around and explore. Some locations contain clickable objects. Those that significantly affect dialogues in respective routes are mentioned in the WT.
- 12) It is recommended to go through and read Becca's tutorials. You can also get some answers to your questions in the FAQ segment at the end of a chapter.

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ANNIE (MALE ROMANCE)

CHAPTER 1

Hangar (Sarah) - *How you deal with Sarah is up to you.*

Defence (Annie)

- **1) BE JUST AS CASUAL BACK**
- **2) AGREE**

Crewroom (Sarah) - *Up to you*

Freeroam: Cargo Bay

- **1) INSPECT TRITANIUM BOXES**

Freeroam: Defence

- **1) INSPECT MUG**

Engineering (Annie)

- **1) ASK ABOUT THE REFIT**
- **2) SYMPATHISE**
- **3) ASK ABOUT SARAH**
- **3) ACTUALLY, I'M MORE INTERESTED IN YOU...**
- **4) YES**
- **5) I DON'T CARE**
- **6) ASK ABOUT THE MISSION**
- **7) SHE HAS A POINT**

Crewroom (Chris)

- **5) ASK ABOUT THE MISSION**
- **6) OPTION**
- *You can talk with Chris about anything else that interests you. Just don't be a fool and don't complain about the crew!*
- **1) SMALL TALK**
- **2) COMPLIMENT HER ON SPORTS CAREER**
- **3) TEASE HER BACK**
- **4) ACCEPT**

Engineering (Annie)

- **1) SMALL TALK**
- **2) THE WEAPONS STATION**
- **3) YES**
- **4) GIVE HER A CHANCE**
- **5) TELL HER**



- **6) BOXING**
- **7) YES**
- **8) ASK FOR THE HUG**
- **9) ACTUALLY, I RATHER LIKE IT A LOT**
- **10) BRÄZEN IT OUT**
- **11) TIME ON OPTION**
- **12) SURE**

Crewroom (Sarah)- Up to you

Bridge

- **1) TRUST CHRIS. SHE CAN FLY US IN.**
- **2) TO BE HONEST, YES**
- **3) YES**
- **4) WELL...WHY NOT.**
- **5) DO IT**
- **6) IT IS RATHER FUNNY**

You got an invitation from Annie to go for drinks

You performed a sexual act with Annie...

CHAPTER 2

Airfield (Chris) - Up to you

Gate (Joneses) - Up to you

Hallway (Marcus) - Up to you

Power Plant (Mike) - Up to you

Power Plant (Trisha) - Up to you

- If you're playing as black male, you can also accept invitation from Trisha to go drinking. As you might expect, addition of Trisha will change how the drinks will go quite a bit.
- **(BM) 1) ACCEPT THE OFFER**

Free Roam - Up to you until night.

Lounge (Annie)

- **1) TALK ABOUT LANDING**
- **2) HER ENDORPHIN ADVICE / REMIND HER WHAT YOU THINK OF HER**
- **3) ASK ABOUT REPAIRS TO THE VANGUARD / SMALL TALK**
- **4) CHEERS!**
- **(BM) 4) ASK TRISHA TO LEAVE.**
- **5) ASK ABOUT CHRIS... / ASK ABOUT SARAH...**
- **6) FUCK YES! (A) / ACTUALLY...NO. NOT LIKE THIS. (B)**
 - o Your call, this decision has major consequences and leads to different paths.
- **(B) 7) GIVE IN (A) / WE'RE NOT DOING THIS TONIGHT.**

- **(B) 8) LISTEN TO ANNIE SING.**

(A) Your Room (Annie)

- **1) BETTER SAFE THAN SORRY (C) / IT'LL BE FINE (A)**
 - o Another possible branching here. Make your choice.
- **2) MORE THAN A HANDFUL... / THERE'S MORE TO A WOMAN...**
- **3) SHE'S A BRAT! SPANK HER!**
- **4) INTERVENE / LET JUSTICE TAKE ITS COURSE.**
- **5) TAKE THE BLAME / PROTEST... / CHRIS IS BEING UNREASONABLE**

(B/C) Your Room (Chris) - *Up to you*

(A) You got Annie into serious trouble.

CHAPTER 3

Hallway (Chris) - *Up to you*

Parade – *Up to you*

Airfield (Annie)

- **(B) 1) NO!**

Rescue Mission (Chris/Sarah) – *Up to you, if you volunteer to go.*

Power Plant (Mike) – *Up to you*

Free Roam – *Up to you, make sure to see Annie at least once before evening.*

Vanguard (Annie, Sarah)

- **(B/C) 1) ALWAYS HAPPY TO HELP! / NO. I'M GOING TO GO AND GET MARCUS.**

Roof (Amanda) – *Up to you*

(A) Lounge (Annie, Sarah)

(B/C) You met a princess! (sort of...)

ANNIE (FEMALE ROMANCE)

CHAPTER 1

Hangar (Sarah) - How you deal with Sarah is up to you.

Defence (Annie)

- **1) BE JUST AS CASUAL BACK**
- **2) AGREE**

Crewroom (Sarah) - Up to you

Freeroam: Cargo Bay

- **1) INSPECT TRITANIUM BOXES**
- **2) INSPECT EQUIPMENT BOXES IN THE TOP RIGHT CORNER TWICE**

Freeroam: Defence

- **1) INSPECT MUG**

Engineering (Annie)

- **1) INTERRUPT HER**
- **2) ASK ABOUT THE REFIT**
- **3) SYMPATHISE**
- **4) ASK ABOUT SARAH.**
- **5) ACTUALLY IT WAS YOU I WAS TRYING TO SHOW OFF TO...**
- **6) YES**
- **7) KEEP TRYING**
- **8) TRY WITH HUMOUR (A) / TRY WITH „reason“ (B) / TRY W. CUNNING (C)**
 - All options have their perks. They also shape the MC's personality with „humour“ establishing her as a lesbian, „reason“ as someone who is ~~toes~~ usually straight, and „cunning“ more of a subtle option without revealing much.
- **9) ASK ABOUT THE MISSION**
- **10) SHE HAS A POINT**

Crewroom (Chris)

- **1) ASK ABOUT THE MISSION**
- **2) OPTION**
- You can talk with Chris about anything else that interests you. Just don't be a fool and don't complain about the crew!
- **3) SMALL TALK**
- **4) COMPLIMENT HER ON SPORTS CAREER**
- **5) BRUSH THE COMMENT WITH LIGHT HUMOUR**
- **6) WHY NOT!**



- **7) PERHAPS...**

Engineering (Annie)

- **1) THE OPHIONS**
- **2) AGREE**
- **3) HARRIS**
- **4) WALKER**
- **5) SMALL TALK**
- **6) BOXING**
- **7) TIME ON OPHION**
- **8) SURE**

Crewroom (Sarah) - Up to you

Engineering (Annie)

- **(A) 1) LAST MINUTE FLIRTING**
- **(B) 1) LAST MINUTE FLIRTING**
- **(C) 1) DISCUSS THE CAUSE OF THE PROBLEM**

You got an invitation from Annie to go for drinks

(B) You've seen engineer bewbs...*

CHAPTER 2

Airfield (Chris) - Up to you

Gate (Joneses) - Up to you

Hallway (Marcus) - Up to you

- **1) CANCEL CHRIS**
 - o You get this choice if you've also accepted drinks invitation from Chris.

Power Plant (Mike) - Up to you

Power Plant (Trisha) - Up to you

Free Roam - Up to you until night. **(A)** As of Chapter Three, there is a bug involving the pool table. Don't inspect it on this subpath. It will be fixed in the next version.

Lounge (Annie)

- **1) TALK ABOUT LANDING**
- **2) ASK ABOUT REPAIRS TO THE VANGUARD / SMALL TALK**
- **3) CHEERS!**
- **4) ASK ABOUT CHRIS... / ASK ABOUT SARAH...**
- **(A) 5) ASK WHETHER THE CUNNING PLAN WOULD HAVE WORKED.**
- **(B) 5) IS SHE SUGGESTING SPANKING ME?**
- **(A/C) 6) LISTEN TO ANNIE SING.**
- **(B) 7) CALL HER BLUFF.**

- **(B) 8) LET ANNIE OFF THE HOOK / INSIST ON GETTING SPANKED.**
- **(B) 9) CALL IT A NIGHT / PUSH IT FURTHER.**
- **(B) 10) LET IT DROP / INSIST ON THE SPANKING.**

Your Room (Chris) - Up to you

(A) You learned about witches...

(B) You might be getting a spanking

CHAPTER 3

Hallway (Chris) - Up to you

Parade – Up to you

Rescue Mission (Chris/Sarah) – Up to you, if you volunteer to go.

Power Plant (Mike) – Up to you

Free Roam – Up to you, make sure to see Annie at least once before evening. *If you have learned about witches, you might want to visit the lounge and check there is a pool table, if you haven't already.*

(A) As of Chapter Three, there is a bug involving the pool table. Don't inspect it on this subpath. It will be fixed in the next version.

(A) Lounge

1) INSPECT POOL TABLE

(A) Vanguard (Annie, Sarah)

- **1) ASK HER FOR DRINKS AGAIN.**
- **2) „HOW ABOUT A GAME OF POOL INSTEAD?“**

(B) Vanguard (Annie, Sarah)

- **1) UP THE ANTE (B) / LET HER OFF. (e)**
- **(B) 2) ACCEPT HER TERMS (B) / CHALLENGE THE TERMS (D)**
- **(e) 2) PUSH A LITTLE...**
- **(e) 3) „NO, I DON'T.“**
- **(e) 4) PUSH IT!**
- **(e) 5) CHALLENGE ACCEPTED.**

Roof (Amanda) – Up to you

(e) You talked „chicken“ with Annie.

CHRIS (MALE ROMANCE)

CHAPTER 1

Hangar (Sarah) - How you deal with Sarah is up to you.

Engineering (Annie)

- **1) BE JUST AS CASUAL BACK**
- **2) AGREE / DISAGREE**

Free Roam: Crewroom

- **1) INSPECT BORED PILOT MAGAZINE
(THEN READ IT IN THE POD)**

Free Roam: Cargo Bay

- **1) INSPECT TRITANIUM BOXES**

Engineering (Annie)

- **1) ASK ABOUT THE REFIT**
- **2) SYMPATHISE**
- **3) ASK ABOUT THE MISSION**
- **4) SHE HAS A POINT.**

Crewroom (Chris)

- *Whatever you do, don't complain about the crew! It shouldn't come as a surprise that it's not clever to do, but as it is a first option, it's tempting to click it, right?*
- **1) ASK ABOUT THE MISSION**
- **2) REPLACING HARRIS**
- **3) DEMAND AN ANSWER**
- *Talking about other mission related topics is as always recommended*
- **4) SMALL TALK**
- **5) TALK ABOUT HER**
- **6) COMPLIMENT HER SPORTS CAREER**
- **7) TEASE HER BACK**
- **8) ACCEPT**
- **9) DISCUSS THE LATEST BORED PILOT MAGAZINE**

Engineering (Annie)

- **1) MORE MISSION QUESTIONS**
- **2) THE OPTIONS**
- **3) AGREE**
- **4) ...**
- **5) SMALL TALK**
- **6) BOXING**



- **5) YES**
- **6) SURE**

Crewroom (Sarah) - *Up to you*

Bridge

- **1) TRUST CHRIS. SHE CAN FLY US IN.**

You got an invite from Chris to spar with her

CHAPTER 2

Airfield (Chris)

- **1) CHALLENGE HER ATTITUDE**
- **2) PUSH IT**
- **3) ACCEPT THE WAGER!**

Gate (Joneses) - *Up to you*

Hallway (Marcus) - *Up to you*

Power Plant (Mike) - *Up to you*

Power Plant (Trisha) - *Up to you*

Free Roam - *Up to you*

Lounge (Annie)

- **1) ASK ABOUT REPAIRS TO THE VANGUARD**
- **2) CHEERS!**
- **3) ASK ABOUT CHRIS...**
- **4) ACTUALLY...NO. NOT LIKE THIS.**
- **5) WE'RE NOT DOING THIS TONIGHT.**
- **6) LISTEN TO ANNIE SING.**

Your Room (Chris) - *Up to you*

You made a wager with Chris

You found out something about Chris

CHAPTER 3

Hallway (Chris)

- **1) VOLUNTEER. WE CAN'T LEAVE SOMEONE OUT THERE.**

Parade

- **1) TAKE CHRIS.**
 - If Sarah volunteers.

Rescue Mission

- **1) ASK WHAT SHE'S THINKING ABOUT**
- **2) AGREE WITH HER / BE NON-COMMITAL**
- **3) MENTION THE WAGER OVER KELLY.**
- **4) „WELL, I LIKE YOU...”**
- **5) OPEN FIRE AND THEN CLOSE THE DISTANCE.**

Power Plant (Mike) – Up to you

Mess (Kelly)

Gym (Kelly, Chris)

- **1) STAY TO THE END**
- **1) STAY**

The rest of free roam is up to you.

Roof (Amanda) – Up to you

You went and rescued Walker.

CHRIS (male DOMME)

WARNING: This route contains femdom content. If such content offends you, skip this route.

CHAPTER 1

Hangar (Sarah) - How you deal with Sarah is up to you.

Engineering (Annie) - How you deal with Annie is up to you

Free Roam: Crewroom

- **1) INSPECT BORED PILOT MAGAZINE (THEN READ IT IN THE POD)**

Free Roam: Cargo Bay

- **1) INSPECT TRITANIUM BOXES**

Engineering - Up to you

Crewroom (Chris)

- Whatever you do, don't complain about the crew!
- **1) ASK ABOUT THE MISSION**
- **2) REPLACING HARRIS**
- **3) DEMAND AN ANSWER**
- Talking about other mission related topics is as always recommended
- **4) SMALL TALK**
- **5) TALK ABOUT HER**
- **6) COMPLIMENT HER SPORTS CAREER**
- **7) TEASE HER BACK**
- **8) ACCEPT**
- **9) DISCUSS THE LATEST BORED PILOT MAGAZINE**

Engineering - Up to you

Crewroom - Up to you

Bridge

- **1) TRUST ANNIE. THAT BRAKE NEEDS TO BE CLOSED.**

Airlock (Chris)

- **1) YES**
- **2) SEE WHERE THIS IS GOING**
- **3) SQUEEZE**

Chris is going to try and „train“ you...



You got an invite from Chris to spar with her.

CHAPTER 2

Airfield (Chris)

- **1) CHALLENGE HER ATTITUDE**
- **2) PUSH IT**
- **3) ACCEPT THE WAGER!**

Gate (Joneses) - *Up to you*

Hallway (Marcus) - *Up to you*

Power Plant (Mike) - *Up to you*

Power Plant (Trisha) - *Up to you*

Free Roam - *Up to you*

Your Room (Chris)

- *Up to you to choose your trait.*
- **1) BE CONTRITE / BE DEFENSIVE**
- **2) CLIMB DOWN THE RABBIT HOLE**
- **3) IT'S A TRAP! / I CAN HANDLE THIS**
- **4) I CAN'T WIN...**
- **5) PASS THE CAGE OVER**

You gave control to Chris

You made a wager with Chris

CHAPTER 3

Hallway (Chris)

- **1) VOLUNTEER. WE CAN'T LEAVE SOMEONE OUT THERE.**

Parade

- **1) TAKE CHRIS.**
 - If Sarah volunteers.

Rescue Mission

- **1) MENTION LAST NIGHT.**
- **3) MENTION THE WAGER OVER KELLY.**
- **4) DROP THE WAGER / THE BET WAS MADE... / „WELL, I LIKE YOU...”**
- **5) OPEN FIRE AND THEN CLOSE THE DISTANCE.**

Power Plant (Mike) – *Up to you*

Mess (Kelly)

Gym (Kelly, Chris)

- **1) STAY TO THE END**
- **1) STAY**

The rest of free roam is up to you.

Roof (Amanda) – *Up to you*

Your Room (Chris) – *It's in your hands. ;)*

You went and rescued Walker.

CHRIS (FEMALE ROMANCE)

CHAPTER 1

Hangar - How you deal with Sarah is up to you.

Engineering,- How you deal with Annie is up to you

Free Roam: Crewroom

- **1) INSPECT BORED PILOT MAGAZINE (THEN READ IT IN THE PDA)**

Free Roam: Cargo Bay

- **1) INSPECT TRITANIUM BOXES**

Engineering - Up to you

Crewroom

- *Whatever you do, don't complain about the crew! It shouldn't come as a surprise that it's not clever to do, but as it is a first option, it's tempting to click it, right?*
- **1) ASK ABOUT THE MISSION**
- **2) REPLACING HARRIS**
- **3) DEMAND AN ANSWER**
- *Talking about other mission related topics is as always recommended*
- **4) SMALL TALK**
- **5) TALK ABOUT HER**
- **6) COMPLIMENT HER SPORTS CAREER**
- **7) RISK A SUBTLE COMPLIMENT / BRUSH THE COMMENT AWAY WITH LIGHT HUMOUR**
- **8) SHE IS INDEED PRETTY**
- **9) WHY NOT!**
- **9) DISCUSS THE LATEST BORED PILOT MAGAZINE**
- **10) SHE DOES HAVE A DECENT PAIR/TOO BIG FOR MY TASTE**
- **11) ONE OF INTEREST**
- **12) ACCEPT**

Engineering - Up to you

- *You may also get a drinks invitation from Annie if she likes you enough. Having drinks with both will be a bit different than just with Chris alone.*
- **1) SMALL TALK**
- **2) TIME ON OPHION (ANY)**
- **3) SURE**

Crewroom - Up to you

You got an invitation from Chris to go for drinks



You got an invite from Chris to spar with her

CHAPTER 2

Airfield (Chris)

- **1) CHALLENGE HER ATTITUDE**
- **2) NEVER BEEN TEMPTED / MIGHT HAVE BEEN / I'M USUALLY THE ONE...**

Gate (Joneses) - Up to you

Hallway (Marcus) - Up to you

- **(AN) 1) IT'LL BE FINE**

Power Plant (Mike) - Up to you

Power Plant (Trisha) - Up to you

Free Roam: Lounge

- **1) INSPECT ALL THE POSTERS IN THE ROOM**

Free Roam - Up to you until night.

Lounge (Chris) / **(AN)** Lounge (Annie)

- **(AN) ASK ABOUT REPAIRS TO THE VANGUARD / SMALL TALK**
- **(AN) ASK ABOUT ANNIE**
- **(AN) DROP THE MATTER**
- **1) TALK ABOUT HER CLOTHES**
- **2) LET'S GO GLAM!**
- **3) TALK ABOUT THE ARTS**
- **4) TALK ABOUT MUSIC**
- **5) TALK ABOUT HER FAVOURITE FILM**
- **6) TALK ABOUT HER FAVOURITE MUSICAL**
- **7) PUSH ON!**
- **8) YES / I ASKED FIRST**
 - o Not gonna help you with next one if you're such a huge fan. ;)
- **9) PLAY A SILLY QUIZ**
- **10) WHAT ABOUT IF IT WAS TEAMS? / WE COULD ASK EACH OTHER QUESTIONS?**
- **11) ASK A SILLY QUESTION / ASK A TRIVIA QUESTION**
- **12) NO OTHER QUESTIONS...**

Your Room (Chris) - Up to you

You need to get glam!

You have a drinks invite from Chris

CHAPTER 3

Hallway (Chris)

- **1) VOLUNTEER. WE CAN'T LEAVE SOMEONE OUT THERE.**
- **2) ME TOO.**

Parade

- **1) TAKE CHRIS.**
 - If Sarah volunteers.

Rescue Mission

- **1) ASK WHAT SHE'S THINKING ABOUT**
- **2) AGREE WITH HER / BE NON-COMMITAL**
- **3) ASK WHAT SHE'S THINKING ABOUT / ASK ABOUT THE VANGUARD.**
- **4) OPEN FIRE AND THEN CLOSE THE DISTANCE.**

Power Plant (Mike) – *Up to you*

Mess (Kelly)

Gym (Kelly, Chris)

- **1) STAY TO THE END**
- **1) STAY**

Vanguard (Annie, Sarah) – *If you're looking for something to glam up.*

The rest of free roam is up to you.

Living Quarters / Mess (Sarah) – *Depends on what (if anything) you're playing with Sarah. Be sure to follow her to watch some news and talk about clothes to borrow.*

SARAH (MALE ROMANCE)

CHAPTER 1

Hangar (Sarah)

- **1) BE CASUAL**
- **2) PLAY ALONG**
- **3) FLIRT IT UP**
- **4) FLIRT IT UP MORE.**

Engineering (Annie)

- **1) BE JUST AS CASUAL BACK**
- **2) DISAGREE**

Crewroom (Sarah)

- **1) ACCEPT IT IS WHAT IT IS**

Engineering (Annie) - How you deal with Annie is up to you, but it doesn't hurt to be nice.

Crewroom (Chris) - How you deal with Chris is up to you.

Engineering (Annie)

- You can talk about all the topics with Annie, but the most important small talk here is the weapons station.
- **1) SMALL TALK**
- **2) THE WEAPONS STATION**
- **3) YES**
- **4) GIVE HER A CHANCE**
- **5) TELL HER / LET HER CARRY ON.**

Crewroom (Sarah)

- **1) SMALL TALK**
- **2) EXPRESS GENUINE INTEREST/SUGGEST SOMETHING MORE CHALLENGING**
 - Either way is good, but you'll learn more about her with some suggestions.
- **3) ENCOURAGE IT**
- **4) IT WAS FUNNY**
- **5) ACCEPT (VR) / VR GAMES AREN'T REALLY MY THING (COC)**
 - Choose whatever of her suggestions do you find interesting, or neither if you don't want to play any games with her. And perhaps make a save here, it might be worth trying both games in the future.
- **6) AGREE TO PLAY CAVERNS OF CREATURES (COC) / FANTASY VR GAME (VR)**



Bridge

- **TRUST CHRIS. SHE CAN FLY US IN.**

You got an invite from Sarah to play games

CHAPTER 2

Airfield (Chris) - *Up to you*

Gate (Joneses) - *Up to you*

Hallway (Marcus) - *Up to you*

Power Plant (Mike) - *Up to you*

Power Plant (Trisha) - *Up to you*

Free Roam - *Up to you until night.*

[VR] Living Quarters (Sarah)

- **1) FIND OUT MORE ABOUT GLORIA**
- **2) TELL HER / DON'T TELL HER**
- **3) COULD BE FUN TO EXPLORE A BIT / FINE. I'LL PLAY LIKE THIS**
- **4) HELL, WHY NOT... / NOT MY THING [COC]**

[COC] Mess (Sarah)

- **1) WIZARD / THIEF / WARRIOR**
- **2) FIND OUT WHY**
- **3) FIND OUT MORE ABOUT GLORIA**
- **4) ASK ABOUT THE FIGURES**
- Making a save at the start of the dungeon is recommended. Don't save during combat, dice rolls won't change upon loading if you do. Play CoC as you wish - you don't need to win. My only tip is to drink from fountains. Good luck!
- **6) I LIKED IT / I THINK IT NEEDS SOME WORK / NOT FOR ME, SORRY [VR]**

Your Room (Chris) - *Up to you*

[VR] *You found out that Sarah would „play“ with you...*

CHAPTER 3

Hallway (Chris)

- **1) VOLUNTEER. WE CAN'T LEAVE SOMEONE OUT THERE.**

Parade

- **1) TAKE SARAH.**

Rescue Mission

- **1) WE SHOULD KEEP QUIET / TALK ABOUT THE VANGUARD**
- **2) IGNORE IT AND FOLLOW THE ROUTE (A) / TAKE THE SHORTCUT (B) (P)**

(A) Following the Route

- **1) MAKE CONVERSATION.**

(B) The Tunnel

- **1) AGREE WITH SARAH'S IDEA.**

Power Plant (Mike) – Up to you

Free Roam – Up to you, make sure to visit Sarah and Annie at the Vanguard.

Vanguard (Annie, Sarah)

- **1) ALWAYS HAPPY TO HELP! / NO. I'M GOING TO GO AND GET MARCUS.**

Roof (Amanda) – Up to you

(VR) Living Quarters (Sarah)

- **1) I'M PLAYING VR.**
- **2) FIGHT THE AVATAR**
- **3) MAKE THE FIGHT EASIER / LEAVE IT AS IT IS.**
- **4) STAY**
- **5) TELL SARAH ABOUT „VAMPY / DON'T TELL.**

(COC) Mess (Sarah)

- **1) SOUNDS GREAT / SOUNDS BORING.**
- *CoC play is up to you. There are random encounters in between, so I can't predict what or how much you'll experience between shopping. Of course, more travel around the town means more possible encounters, so I recommend to spend some time hanging around. You might even meet the Princess you might have saved earlier. Have fun!*
- **2) I LIKED IT / I LIKED IT EXCEPT FOR THE PRINCESS SCENE.**
- **3) SURE**

You went and rescued Walker.

You met a princess! (sort of...)

(B) You made your first kill...

(VR) Babe got „banged“...

SARAH (MALE BLACKMAIL)

CHAPTER 1

Hangar (Sarah)

- **1) HAVE AN ENSIGN FOR BREAKFAST**
- **2) PUSH IT FURTHER**

Engineering (Annie)

- *At this point, it's better not to antagonize Annie. Making too many foes simultaneously could backfire... But if you're brave and want to be as much of a bad guy as possible... here are some suggestions that I mark as orange.*
- **1) INSTALL SOME ORDER**



Crewroom (Sarah)

- **1) MAKE YOUR DISSATISFACTION KNOWN.**
- **2) LOOK TO EXPLOIT THIS**
- **3) TIME TO GET MY WICKED ON...**

Engineering (Annie)

- **1) I WILL HAVE RESPECT ON THIS SHIP!**
- **2) ASK ABOUT THE REFIT**
- **3) BERATE HER FOR THE CONDITION OF THE SHIP**

Crewroom (Chris)

- **1) COMPLAIN ABOUT THE CREW**
- **2) PROTEST YOUR IMPORTANCE**

Engineering (Annie)

- **1) TALK TO HER**
- **2) NO. IF ANYTHING I DIDN'T GO FAR ENOUGH**

Crewroom (Sarah)

- **1) SHE CAN'T TALK TO ME LIKE THAT**
- **2) SOMETHING MILD**

Bridge

- **1) TRUST CHRIS. SHE CAN FLY US IN.**
 - o You don't get to choose if Chris doesn't think you're trustworthy. If you got on Annie's bad side, who knows what would happen if you chose to trust her...

You're trying to blackmail Sarah

CHAPTER 2

The blackmail route doesn't get any significantly unique content in this Chapter. Original content was rewritten, expanded and will now take place in Chapter 4.

Airfield (Chris) - *Up to you*

Gate (Joneses) - *Up to you*

Hallway (Marcus)

- **1) ASK SOME QUESTIONS**
- **2) WHAT DO SCIENTISTS ACTUALLY DO?**
- **3) ASK ABOUT THE SECOND PROJECT**
- *The rest is up to you.*

Power Plant (Mike) - *Up to you*

Power Plant (Trisha) - *Up to you*

Free Roam - *Up to you.*

Your Room (Chris) - *Up to you.*

You found out about what Marcus is working on.

CHAPTER 3

No specific recommendations for this route in Chapter 3. You may well skip this route for now until the next Chapter arrives, if it's not your main route.

SARAH (FEMALE ROMANCE)

CHAPTER 1

Hangar

- **1) BE CASUAL**
- **2) PLAY ALONG**
- **3) FLIRT IT UP**
- **4) FLIRT IT UP MORE.**

Engineering

- **1) BE JUST AS CASUAL BACK**
- **2) DISAGREE**

Crewroom

- **1) ACCEPT IT IS WHAT IT IS**

Engineering - How you deal with Annie is up to you.

Crewroom - How you deal with Chris is up to you.

Engineering

- You can talk about all the topics with Annie, but the most important small talk here is the weapons station.
- **1) SMALL TALK**
- **2) THE WEAPONS STATION**
- **3) YES**
- **4) GIVE HER A CHANCE**
- **5) LET HER CARRY ON**
 - o Not very nice, but we are looking for sexy bits so...

Crewroom

- **1) SMALL TALK**
- **2) EXPRESS GENUINE INTEREST/SUGGEST SOMETHING MORE CHALLENGING**
 - o Either way is good, but you'll learn more about her with some suggestions.
- **3) ENCOURAGE IT**
- **4) IT WAS FUNNY**
- **5) ACCEPT /VR GAMES AREN'T REALLY MY THING**
 - o Choose whatever of her suggestions do you find interesting, or neither if you don't want to play any games with her. And perhaps make a save here, it might be worth trying both options in the future.

Bridge

You got an invite from Sarah to play games



CHAPTER 2

Airfield (Chris) - *Up to you*

Gate (Joneses) - *Up to you*

Hallway (Marcus) - *Up to you*

Power Plant (Mike) - *Up to you*

Power Plant (Trisha) - *Up to you*

Free Roam - *Up to you until night.*

(VR) Living Quarters (Sarah)

- **1) FIND OUT MORE ABOUT GLORIA**
- **2) TELL HER / DON'T TELL HER**
- **4) HELL, WHY NOT... / NOT MY THING (COC)**

(COC) Mess (Sarah)

- **1) WIZARD**
- **2) PRAISE HER / WARN HER**
- **3) THIEF / WARRIOR**
- **4) FIND OUT WHY**
- **5) FIND OUT MORE ABOUT GLORIA**
- **6) ASK ABOUT THE FIGURES**
- Making a save at the start of the dungeon is recommended. Don't save during combat, dice rolls won't change upon loading if you do. Play CoC as you wish - you (probably) don't need to win. My only tip is to drink from fountains. Good luck!
- **7) I LIKED IT / I THINK IT NEEDS SOME WORK / NOT FOR ME, SORRY (VR)**

Your Room (Chris) - *Up to you*

(VR) *You're going to be „mega-heroic“!*

CHAPTER 3

Hallway (Chris)

- **1) VOLUNTEER. WE CAN'T LEAVE SOMEONE OUT THERE.**

Parade

- **1) TAKE SARAH.**

Rescue Mission

- **1) LET HER CONTINUE**
- **2) IGNORE IT AND FOLLOW THE ROUTE (A) / TAKE THE SHORTCUT (B) (P)**

(A) Following the Route

- **1) MAKE CONVERSATION.**

(B) The Tunnel

- **1) AGREE WITH SARAH'S IDEA.**

Power Plant (Mike) – Up to you

Free Roam – Up to you.

Roof (Amanda) – Up to you

(VR) Living Quarters (Sarah)

- **1) I'M PLAYING VR.**
- **2) FIGHT THE AVATAR**
- **3) MAKE THE FIGHT HARDER / LEAVE IT AS IT IS.**
- **4) STAY**
- **5) TELL SARAH ABOUT „VAMPY / DON'T TELL.**

(COC) Mess (Sarah)

- **1) SOUNDS GREAT / SOUNDS BORING.**
- *CoC play is up to you. There are random encounters in between, so I can't predict what or how much you'll experience between shopping. Of course, more travel around the town means more possible encounters, so I recommend to spend some time hanging around. You might even meet the Princess you might have saved earlier. Also, should you encounter a certain wizard, you might be asked to show your...**(BUM)** Have fun!*
- **2) I LIKED IT / I LIKED IT EXCEPT FOR THE PRINCESS SCENE.**
- **3) SURE**

You went and rescued Walker.

(B) You made your first kill...

(VR) Babe got „banged“ ...

(BUM) You showed Sarah your bum...

SARAH (FEMALE BLACKMAIL)

CHAPTER 1

Hangar (Sarah)

- **1) HAVE AN ENSIGN FOR BREAKFAST**
- **2) PUSH IT FURTHER**

Engineering (Annie)

- *At this point, it's better not to antagonize Annie. Making too many foes simultaneously could backfire... But if you're brave and want to be as much of a bad guy possible... here are some suggestions that I mark as **yellow**.*
- **1) INSTALL SOME ORDER**



Crewroom (Sarah)

- **1) MAKE YOUR DISSATISFACTION KNOWN.**
- **2) LOOK TO EXPLOIT THIS**
- **3) TIME TO GET MY WICKED ON...**

Engineering (Annie)

- **1) I WILL HAVE RESPECT ON THIS SHIP!**
- **2) ASK ABOUT THE REFIT**
- **3) BERATE HER FOR THE CONDITION OF THE SHIP**

Crewroom (Chris)

- **1) COMPLAIN ABOUT THE CREW**
- **2) PROTEST YOUR IMPORTANCE**

Engineering (Annie)

- **1) TALK TO HER**
- **2) NO. IF ANYTHING I DIDN'T GO FAR ENOUGH**

Crewroom (Sarah)

- **1) SHE CAN'T TALK TO ME LIKE THAT**
- **2) SOMETHING MILD**

You're trying to blackmail Sarah

CHAPTER 2

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Airfield (Chris) - *Up to you*

Gate (Joneses) - *Up to you*

Hallway (Marcus)

- **1) ASK SOME QUESTIONS**
- **2) WHAT DO SCIENTISTS ACTUALLY DO?**
- **3) ASK ABOUT THE SECOND PROJECT**
- *The rest is up to you.*

Power Plant (Mike) - *Up to you*

Power Plant (Trisha) - *Up to you*

Free Roam - *Up to you.*

Your Room (Chris) - *Up to you.*

You found out about what Marcus is working on.

CHAPTER 3

No specific recommendations for this route in Chapter 3. You may well skip this route for now until the next Chapter arrives, if it's not your main route.

KELLY

CHAPTER 1

Play as you wish.

CHAPTER 2

You don't meet Kelly until Chapter Three, but first choices that are about her start here.

Airfield (Chris)

- **1) CHALLENGE HER ATTITUDE**
- **(M) 2) PUSH IT**
- **(M) 3) ACCEPT THE WAGER!**
- **(F) 2) NEVER BEEN TEMPTED / MIGHT HAVE BEEN / I'M USUALLY THE ONE...**

Rest of the Chapter is up to you.

You made a wager with Chris.

CHAPTER 3

Hallway (Chris) - Up to you

Parade – Up to you

Power Plant (Mike) – Up to you

Mess (Kelly) – Go there after you or Kelly returns from the mission.

Gym (Kelly, Chris)

- **1) STAY TO THE END**
- **1) STAY**

The rest of free roam is up to you.

Roof (Amanda) – Up to you



KELLY



KELLY

TRISHA (WHITE MALE)

CHAPTER 1

Play as you wish.

CHAPTER 2

Airfield (Chris) - *Up to you*

Hallway (Marcus)

- *How you deal with Marcus is up to you. Learning as much information as possible about him and his wife might not be a bad idea.*

Power Plant

- *How you deal with Mike and your job is up to you.*
- **1) BE MODEST / BE CONFIDENT / BE BOASTFUL**
- **2) LET'S KEEP MY OPTIONS OPEN FOR NOW / FUCK IT. SHE'S HOT!**

Free Roam - *Up to you.*

Your Room (Chris) - *Up to you.*

You got an invite from Trisha

CHAPTER 3

Hallway (Chris) - *Up to you*

Parade – *Up to you*

Rescue Mission (Chris/Sarah) – *Up to you, if you volunteer to go.*

Power Plant (Mike) – *Up to you*

Geology Lab (Trisha)

- **1) DISTURB HER.**
- **2) ASK ABOUT THE MINING**
- **3) SURE (A) / I'D BETTER NOT. (B)**
- **4) ASK ABOUT THE SAMPLES.**
- **5) OFFER TO REPAIR THE MRI**
- **6) TALK ABOUT OTHER MATTERS.**

Freeroam – *Up to you, but I recommend visiting Trisha again later.*



Biology Lab (Marcus)

- **1) „I HAVE SOME QUESTIONS...”**
- **1) HOW IS YOUR WORK PROGRESSING?**
 - o *You might be invited for dinner with Marcus and Trisha, depending on what you might have said about his research in Ch. 2. At this point, I’m not sure about the significance of this course towards Trisha’s path, so it’s marked as non-essential. Feel free to ask him about anything else.*

(A) Geology Lab (Trisha)

- *No choices to make.*

(B) Geology Lab (Trisha)

- **AGREE TO GO TO THE MINE. / STOP THIS.**
- **AGREE TO GO TO THE MINE. / STOP HER.**
- **AGREE TO GO TO THE MINE. / STOP HER.**
- **AGREE TO GO TO THE MINE. / CALL HER BLUFF.**

Roof (Amanda) – Up to you

You agreed to go to the mine...

You have a dinner invite...

TRISHA (BLACK MALE)

CHAPTER 1

Play as you wish.

(A) *Alternative path in Ch.2 will take place if you have invitation from Annie to go drinking. See Annie's route if you don't know how. Generally, just being friendly with her and talking about Ophion with Chris, should be enough, you don't need to show interest in her.*

CHAPTER 2

Airfield - Up to you

Hallway

- *How you deal with Marcus is up to you. Learning as much information as possible about him and his wife might not be a bad idea.*

Power Plant

- *How you deal with Mike and your job is up to you.*
- **1) ACCEPT THE OFFER**

Free Roam - Up to you until night

Lounge (Trisha) - Go meet her

(A) Lounge (Annie)

- **1) ASK ABOUT REPAIRS TO THE VANGUARD / SMALL TALK**
- **2) ASK ANNIE TO LEAVE**

Your Room (Chris) - Up to you.

You got an invite from Trisha

CHAPTER 3

Hallway (Chris) - Up to you

(A) Hallway (Chris) – *If you went drinking with Trisha and Annie, I recommend volunteering.*

- **VOLUNTEER. WE CAN'T LEAVE SOMEONE OUT THERE.**

Parade – Up to you

Airfield (Annie)



- **1) BE SARCASTIC. / BE TRUTHFUL.**

Rescue Mission (Chris/Sarah) – *Up to you, if you volunteer to go.*

Power Plant (Mike) – *Up to you*

Geology Lab (Trisha)

- **1) DISTURB HER.**
- **2) MENTION THE REWARD**
- **3) ASK ABOUT THE MINING**
- **4) SURE**
- **5) ASK ABOUT THE SAMPLES.**
- **6) OFFER TO REPAIR THE MRI**
- **7) TALK ABOUT OTHER MATTERS.**

Freeroam – *Up to you, but I recommend visiting Trisha again later.*

Biology Lab (Marcus)

- **1) „I HAVE SOME QUESTIONS...”**
- **1) HOW IS YOUR WORK PROGRESSING?**
 - o *You might be invited for dinner with Marcus and Trisha, depending on what you might have said about his research in Ch. 2. At this point, I’m not sure about the significance of this course towards Trisha’s path, so it’s marked as non-essential. Feel free to ask him about anything else.*

Geology Lab (Trisha)

- *No choices to make, unless you haven’t agreed to go to the mine.*

Roof (Amanda) – *Up to you*

You agreed to go to the mine...

You have a dinner invite...