Karlsson's Gambit 0.4 Dev Tips/Walkthrough (WT)

For a walkthrough for Updates 0.1 to 0.3, please see the excellent WT by Zoey Raven at patreon.com/zoeyraven

I have gotten a few requests from a few of the higher tier supporters of mine to do a WT with a little context behind the choices, so attempting to do this for them. I would always recommend a player to try and play a blind walkthrough first just to experience the game that way, but that is certainly my own preference and by no means applicable to everyone. So I am doing this for a few people, and perhaps others will find value in it too. This WT is not designed for a pure numbers check but rather I will be tipping off how current flags may impact the future too. So don't read this carefully if you want to be totally blind to 0.5 and beyond with a few things...

A lot of choices in PRIOR updates heavily impact future episodes, both from 0.1 to 0.3, and 0.4 choices impacting the future. I will try and note the major ones in RED, but you may have to go back and read the older WT to get clarity on certain earlier choices.

Some explanations for certain choices that may not be super clear at first glance:

If you see a money symbol (\$) and then a word, that is a choice flag that means something down the road, whether it be a scene or flag about your status, etc. Example: \$ atecarrots (choice flag to eat carrots, etc.)

Character Scale: This generally is a measurement of how dominant or submissive a character is to that one specific character. (not the same as overall dominance/submissiveness) So you could be very submissive in general overall, but dominant to one particular character as an example.

PLUS is dominant, MINUS is submissive.

Example: Katsumi_scale +1 (gained one dominance point for Katsumi relationship)

Character_p: Like/Dislike of specific character. Fondness, and possibly romantic level as well if character can develop that way.

PLUS is like, MINUS is dislike.

Example: sam p +1 (Sam gains 1 point of fondness/like for you)

I will also highlight in RED choices that I believe are very major in terms of not being able to easily go back the other way in future updates to the game. You might want to

make another save here to enjoy multiple save playthroughs if desired. This game is designed on purpose to not allow a player to see all scenes in one game, so multiple saves are a good idea anyway.

I will skip non-choice scenes in general for purposes of a WT, but hopefully one can follow along reasonably ok, as this is not my strong suit by any means. (writing something like this...not my forte as it's more technical to me than creative...which is bad for me haha!)

EPISODE 4:

<u>Three beginnings</u>: Your rank carried over from Episode 3 will determine one of three starts.

```
$ k4 (Rank K4) → K4 start scenes
$ k5 (Rank K5) → K5 start scenes
$ k6 (Rank K6) → K6 start scenes
```

K4 START:

Note: Olivia (sister default name) will be wearing either a red boots outfit or grey blazer based on clothing choice in Episode 3. Players will also hear different dialogue if the sister is good or evil from prior choices.

Chanel/Kane (Kane is player default name if not chosen by player) Shower Room Scene:

```
"Chanel_Scale -1
Player will jump to scene okk (chained on wall scene)
"I want to please her. I think...I just want to serve her..."
Chanel_Scale -2
Player will jump to scene okk (chained on wall scene)
"I should stand up for myself and object somehow..."
Leads to follow up choices as below:

"She's just going to keep shocking me if I don't relent..."
Chanel_Scale -1
Player will jump to scene okk (chained on wall scene)
"I need to hold my ground somewhere! If I let every..."
Chanel Scale +1
```

Chanel p +1

Player will see <u>Chanel ass sitting</u> scene

Chained on Wall Scene:

```
"I may as well try and beg. Maybe it actually works, and I don't..."

Elena_Scale -1
Chanel_Scale -1
I don't believe anything I do will change her mind..."

No effect
```

Scene leads to Olivia Bathroom Scene

Chanel Ass Sitting Scene:

No choices, leads to Olivia Bathroom scene

Olivia Bathroom Scene:

Note: Players will see different early dialogue if Olivia has at least 4 sub points (sub dialogue), 4 dom points (dom dialogue), or neutral dialogue (neither).

Now players will see either one of four possible scenes or jump ahead to Kane/Olivia meeting scene. This is based on the punishment Olivia gave to Daniel in Episode 3.

It works as follows:

Olivia chose Daniel to be a pet → go to scene <u>Daniel Pet</u>
Olivia chose Daniel to be a toilet → go to scene <u>Daniel Toilet</u>
Olivia chose Daniel to be human furniture → go to scene <u>Daniel Furniture</u>
Olivia had Daniel killed (only with evil menu from Episode 3)

→ go to scene <u>Daniel Dead</u>
Olivia forgave Daniel (good menu only) or put him in jail

→ go to scene <u>Kane/Olivia meeting</u>

Daniel Pet Scene:

```
"How dare he talk to me like that! I better make sure..."

Sister Dominant +1

"I don't want to be constantly lording it over him..."

Sister Submissive +1

"I think I want to see him beg for my help. I especially want him..."
```

```
Sister Dominant +1
```

"I'm not comfortable making someone beg for food. But he needs..."

Sister Submissive +1

"Daniel seems like he is agreeing to be a good pet for now. I should..."

Sister Good +2

Player will now move to Kane/Olivia Meeting Scene

"I think it's too soon to reward him for anything. He needs to prove..."

Sister Dominant +1 (player will move to Kane/Olivia Scene)

"I don't just want his obedience. I want to enjoy my power by making..."

Sister Evil +2

Player will now move to Kane/Olivia Meeting Scene

Daniel Toilet Scene:

"How dare he talk to me like that! I better assert..."

Sister Dominant +1

"I don't want to be constantly lording it over him for every little minor..."

Sister Submissive +1

"I think I want to see him beg for my help. I especially want him..."

Sister Dominant +1

"I'm not comfortable making someone beg for food. But he needs..."

Sister Submissive +1

"I do feel a little pity for him. I also think being humane..."

Sister Good +2

"No way I should reward him so soon. Besides, I think I want to..."

Sister Evil +2

Players have the option to skip Olivia pissing on Daniel if desired.

All choices here ultimately lead to Kane/Olivia Meeting

Daniel Furniture Scene:

"How dare he talk to me like that! I better assert..."

Sister Dominant +1

"I don't want to be constantly lording it over him for every little minor..."

Sister Submissive +1

"I think I should show a little mercy by giving him food, and it's the humane..."

Sister Good +2

Player will now move to Kane/Olivia Meeting Scene

"I think it's too soon to reward him for anything. He needs to prove..."

```
Sister Dominant +1 (player will move to <u>Kane/Olivia Scene</u>)
"I don't just want his obedience. I want to enjoy my power by making..."
Sister Evil +2
```

Player will now move to Kane/Olivia Meeting Scene

Daniel Dead: (Player will see Nathan instead of Daniel here since Daniel was actually killed by Olivia in Episode 3 with this choice)

```
"I think he's terrified enough. I can tell him that Daniel did something..."

Sister Good +2

"I like him being afraid. I think I should say I had him killed just because..."

Sister Evil +2

This evil choice leads to another choice:

"I think I've terrified him enough..."

No effect

"I think I want to shock him to drive my point even..."

Sister Evil +1
```

All choices in this scene lead to Kane/Olivia Meeting

Kane/Olivia Meeting (K4 path):

Players will see three different possible initial Olivia dialogues based on her choices from prior three episodes.

```
Good (Kane gets hugged) either Sister Good 4 points or above OR Sister_Brother_p of at least 2

Evil - Sister Evil 4 points or above

Neutral
```

There is additional alternative dialogue based on Olivia's good/evil and/or relationship points with Kane.

```
"I need to trust everything I know with my sister of all people! I should..."

Sister Team +1

"Maybe I should hold back on telling her about Katsumi and..."

Kitty_Scale -1

Sister_Brother_p -1
```

After this choice, player will see three different possible offers from Olivia based on her choices from prior episodes:

Sister Good at least 4: Sister Good Offer Sister Evil at least 4: Sister Evil Offer

Neutral: Sister Neutral Offer if either of above is not met

Sister Good Offer:

"I think Olivia is right. No matter what happens, we need to keep the best..."

Sis Team +1 Good +1 (Kane's morality, not sister)

"I think survival here might be more important than just doing the right thing..."

Sis Team -1

Sister Good +1

Sister Evil Offer:

"I think Olivia is right. I should do whatever it takes to thrive here. Even if..."

Sis Team +1 Sister Evil +1 Evil +1

"I get where Olivia is coming from, but maybe part of being here is testing..."

Sis Team -1 Good +1

Sister Neutral Offer:

"I need to show Olivia that I completely have her back. I'll tell her I will help..."

Sis Team +1 Good +1

"I have to watch out for myself first. Maybe I can help Olivia at times, but..."

Sis Team -1

NOTE: Player will experience a different shock scene with Olivia if Olivia is Evil of at least 4, but both scenes lead to <u>K4 Cell Scene with Jake</u>.

K4 Cell Scene with Jake (default name for friend):

"There's no point beating around the bush. I should tell Jake everything and..."

Sis Team +1

"I can let him be shocked about Olivia being here, but maybe I don't mind..."

```
$ FriendNoWarn = True (choice flag may impact future choice/scene, but not Episode 4)
```

Both choices ultimately lead to a scene called <u>Check In (have to scroll further down past K5/K6 starts)</u>

K5 Start Scene: (Wake up with Kwame in cell)

```
"Regardless of the intent of whoever gave it to me, I trust Kwame right now..."

Kwame p +1
```

"I should agree with Kwame to share the data...but if I get the chance..."

Kwame_p -1

During this path, the player no matter what picks up a tip from Kwame about Dominique Karlsson:

```
$ Dominique Tip = True
(choice may impact future scene/choice, but not Episode 4)
```

Ultimately, this scene leads to a few more scenes leading to a scene called Kane Spa

K6 Start Scene: (Wake up alone in own cell)

```
"I should be assertive in this environment and respond confidently..."

Delilah_p +1
Chanel_p +1

"I shouldn't be too arrogant. I should just say I intend to do my best..."
Chanel_Scale -1

"Screw it. I'm going to respond...and tell Delilah not to worry...we'll be fucking..."
Delilah_p +3
Chanel_p -1
Delilah_Scale +1

All choices lead to Kane/Kwame shower room scene
```

Kane/Kwame Shower Room:

```
"I think it would be helpful to have a quick moment with Kwame alone..."

Chanel_p -1

Kwame p +1
```

```
"Kwame could be helpful to talk to alone, but maybe better...to side...Chanel" Chanel_p +1
Kwame_p -1
```

Both choices lead to Kane Spa scene

Kane Spa Scene: (Note, there are many alternative dialogues based on past choices...but mostly I will just go over relevant choices)

```
"I think it's wise to strategically agree with Katsumi no matter what I think..."
             Kitty p +2 (Note: Katsumi is real name of Kitty)
             Delilah p -1
             Nurse p -1
             Junko p +1
      "I agree with Katsumi on this one. It seemed like a silly argument..."
             Kitty p +1
             Delilah p -1
             Nurse p-1
             Junko p +1
      "I get where Katsumi is coming from, but they're just young...it's helpful..."
             Kitty p -1
             Delilah p +1
             Nurse p +1
             Junko p -1
Big choice split to different scenes:
      "Chanel is too tempting to pass up, and I am curious how it will feel..."
             IF Player had in prior updates opened Junko Romance Path:
                                              Junko Romance Path CLOSES
             Chanel p +2
             Chanel Scale +2
             $ Chanel Fucked = True (alternate dialogue mostly in Episode 4 later)
             Choice leads to Chanel Sex Scene
      "Chanel is tempting, but I think I'd rather sit next to Junko and Katsumi..."
             Junko p +1
             Kitty p +1
             Chanel p-2
             Choice leads to Katsumi Junko Sit Scene
      "I don't want to watch poor Zach just suffer and get abused by Delilah and..."
             Good +2
             Kitty p -2
             Junko p + 2
```

If Player opened Kitty Offer Path in prior updates:

Kitty Offer Path CLOSES

Player can also unlock Junko Romance Path here too, although player can already have it in prior choices from earlier episodes.

Note that this third choice skips a lot of content and players can generally gain similar points/flags in other ways. (i.e. no need to skip the rest of spa scene unless really opposed to seeing Zach tormented by Delilah/Nurse Reves)

Choice leads to Check in scene.

Chanel Sex Scene:

```
"I finally have a situation with some control! I should make her beg me to..."

Chanel Scale +3
```

"I should focus on gaining her loyalty and support. I should tempt her..."

Elena_p +2

Cunning p +1 (Cunning points, first instance of this value)

Either choice leads to Check in scene.

Katsumi/Junko Sit Down Scene:

```
"I think it's the smart strategy to stick with Katsumi right now. She's a newly..."
```

Kitty p +1

Cunning p +1

IF player had Junko Romance Path Open:

Junko Romance Path CLOSES

"I'd like to make Kitty happy, and I'm actually feeling interested in her..."

\$ Kitty Flame = True (relevant choice Episode 5 and on)

(needed choice for Kitty romance path later)

Kitty p + 2

IF player had Junko Romance Path Open:

Junko Romance Path CLOSES

\$ Junko Slave Path OPENS

(possible to enslave Junko as joint owner with Kitty in a later episode)

First two choices lead to Kitty Tub scene

"I know it's a risk to possibly make Kitty unhappy, but I want to talk to Junko..."

Kitty p -2

Junko_p +2
If Player had unlocked in a prior update Kitty Offer:

Kitty Offer CLOSED

This third choice leads to <u>Junko Tub</u> scene

Kitty Tub Scene:

"It's smart to stay on good side for now by giving the best answer she wants to..."

Cunning_p +1

Unlocks \$ Kitty Offer if player doesn't already have it from prior update

"What she said about herself and Elena feels like me too...I can admit I..."

Unlocks both \$ Kitty Offer AND \$ Kitty Flame if player doesn't already have either from prior choices

NOTE: You do NOT unlock Junko Slave Path here, you had to pick the right choice in prior scene

"I should tell her I want to help her, but also that I need to keep my options..."

Kitty_p =1

All choices lead to Check in Scene

Junko Tub Scene:

Junko Romance Path OPENS if player doesn't already have it in prior choices

Leads to Check in Scene

Check In Scene:

Note: Not covering alternate dialogues, but they exist in this scene based on prior choices by Olivia.

******** MAJOR CHOICE for many updates in the future! *******

"I think I want some women in here too."

\$ Bisexual Sister Path UNLOCKS

\$ Lesbian Sister Path UNLOCKS

(future updates will allow a further choice of either of these two)

"I really only need men in here."

No effect

```
"I'm just not comfortable punishing Cassandra for something that might..."
      Sister Submissive +2
"I think I need to be clear about expectations as her boss. I'll punish her..."
      Sister Dominant +2
      Leads to another two choices:
             "I don't need to be too harsh here..."
                    Sister Good +1
             "I think I want to punish her harshly for making this mistake..."
                    Sister Evil +1
                    $ Cassandra Lick = True
             Leads to another two choices:
                    "I could do even more here, but I think I've done enough..."
                           No effect
                    "I want to do a little more to add to her humiliation..."
                           Sister Evil +1
                           Sister Cassandra p -1
```

If a player earned Cassandra Loyal in prior updates, she will give different advice about meeting the Board of Directors of The Karlsson Group.

All choices in this scene ultimately lead to **Board Meeting** scene

Board Meeting Scene:

```
"I can decide for myself what is in my best interest! I want to know everything..."

Sister Dominant +4

Sister Yvette_p +2

"I'd like to know everything right away, but I don't think I want to challenge..."

Sister Submissive +4

Sister Juliette_p +2

Sister Dominique_p +2

"My best interest? I should tell her I know better...only as far as company..."

Sister Alessandra_p +2

Sister Veronica_p +2
```

Major choice for Olivia for Episode 5:

```
"I think I'd like to first learn about Sales and Marketing..."

$ Sister Sales = True (Juliette)

"I think I'd like to learn about the Operations Department with Dominique..."

$ Sister Operations = True (Dominique)

"I think I'd like to start by learning about Research and Development..."

$ Sister Science = True (Veronica)

$ Sister Yvette p +5
```

All choices lead to either <u>Pod 4</u> or <u>Pod 5 and 6</u> (depending on player rank, K4 goes to <u>Pod 4</u>, K5 and K6 go to <u>Pod 5 and 6</u> scene.

Further Note:

Pod 4 and Pod 5&6 are different scenes in the same room with different dialogue. But both scenes ultimately lead all players to <u>KTrain</u> scene.

KTrain Scene:

Note: If not specifically indicated, all players see the same choice, if rank is specified, the scene is splitting into different experiences in the same room with the same characters.

```
"Damn, I better apologize for my gaffe..."

Submissive +1

"No use denying it, she caught me..."

Dominant +1, Kiyomi_p +1
```

IF K4 the scene splits to these choices:

```
IF Vipertoy (choice flag from Episode 3):

"I think I want to drink the mixture...it likely will be awful..."

Kiyomi_p -4

Sonya_Scale -2

Pat_p -2

Leads to KTrain Final Scene

"I think I'm better off getting marked on my ass...the drink"

Kiyomi_p +4

Sonya_p +2

Leads to Ktrain Branding scene
```

IF NOT Vipertoy (missed choice from Episode 3):

"I think I'm better off getting marked on my ass..."

```
Kiyomi_p +2
Sonya_p +2
Leads to Ktrain Branding Scene

"I think I'd rather eat my own cum off the floor..."

Kiyomi_p -4
Sonya_Scale -2
Pat_p -2
Kane will masturbate and leads to KTrain Final scene
```

KTrain Branding:

\$ Kane Branded = True (Kane gets marked on his ass)
Scene leads to KTrain Final scene

KTrain Final:

Leads to scene First Client/Seth Experiment/then finally First Lesson

IF K5 or K6, the scene splits off from K4 path with different choices/scenes:

Goes to scene Ktrain Dom

KTrain Dom:

Player will see different dialogue if player has Juliette Sponsor, Dominique Sponsor, Veronica Sponsor, or No Sponsor from Episode 3.

NOTE: If Veronica Sponsor ---> Nurse_p +4

Nurse Scale +2

All dialogue leads to KTrain Dom 2 scene

KTrain Dom 2:

```
"This sounds outrageous! Making men fight to the death..."

Good +3

"No matter what...I better keep my thoughts to myself..."

Kiyomi_p +1

"I guess I can understand the appeal..."

Evil +3
```

This scene leads to Kane K5/K6 meets Olivia scene

Kane K5/K6 meets Olivia scene:

Players will experience different conversations/dialogue with Olivia based on prior choices of sister in prior episodes.

Leads to Alessandra in scene...

"I should ask her what the company really wants from Olivia..."

Sister Team +1

"I should ask her what the company really wants from both Olivia and I..."

No effect

"I should ask her what she personally wants to happen to both of us..."

Alessandra p +1

"Maybe she wants me to be fairly aggressive...select breasts..."

Alessandra Scale +1

"I feel like she is expecting me to be very aggressive...pussy..."

Alessandra_Scale +1

Alessandra_p -1

First two choices lead to Alessandra Breast Massage

"I think I better pick a fairly safe spot...feet..."

Alessandra Scale -1

Leads to more choices:

"She's reading me wrong. I definitely don't want to..."

Alessandra_Scale +2

Leads to Alessandra Breast Massage scene

"I think I'd like being submissive in the bedroom..."

Alessandra Scale -4

Warning to Dom Players: This path leans submissive to Alessandra but not overall to everyone else

This choice path leads to scenes <u>First Client</u>, <u>Seth Experiment</u>, <u>and finally First Lesson</u>

Alessandra Breast Massage:

No choices, leads to <u>First Client</u>, <u>Seth Experiment</u>, <u>then finally</u> First Lesson scene.

First Lesson: (all ranks end up here from their paths)

NOTE: K4, K5, and K6 all experience the same scene, in future episodes, the training could greatly differ by rank.

Note with testing: If Delilah_p +2 or more, she will try and help you cheat by offering her spot in order for the breast test (2nd) and the taste of her pussy for the pussy test. Otherwise, the scene plays out normally.

I will now list choices by the correct/wrong answers for each one for simplicity...on a side note, some men might want to pay close attention to the breast stuff, haha! (information based on err...someone that is speaking from their own perspective haha!)

```
Breast Test # 1:
    Correct Choice: Patricia → LessonOne +1

Breast Test # 2:
    Correct Choice: Delilah → LessonOne +1

Breast Test # 3:
    Correct Choice: Kiyomi → LessonOne +1

Pussy Test # 1:
    Correct Choice: Chanel → LessonOne +1

Pussy Test # 2:
    Correct Choice: Delilah → LessonOne +1
```

If Player got all 5 choices correct and received LessonOne +5 overall, the player will see a small extra scene and receive \$ KPass = True (won a KPass ticket for use in a future episode)

This scene will now split into K4 cell, K5 cell, and K6 cell based on rank from prior episodes.

K4 Cell:

Leads to K4 Cell Fork

K4 Cell Fork:

There are three possible scenes to jump to...based on choices in Episode 3. If ScarlettPeg \rightarrow Jump to K4 Juliette scene If Junkopet \rightarrow Jump to K4 Dominique scene If Vipertoy or BusyBoy or none of the above \rightarrow Jump to K4 Viper Scene

K4 Juliette:

```
If Sam Sadist (punished prisoner in Episode 1 with rats and box) with Samantha,
             then Juliette p +4
      Else:
             No effect
             If extremely high Evil Score (almost impossible), go to K4 End Branch,
             which then leads to OliviaEnd (final scene of the update)
             If not meeting that evil requirement \rightarrow $ K3 = True
                    (demoted to rank K3)
                    This path leads to End K3 Scene
End K3 Scene:
      "I'm stuck no matter what...why endure a shock when they can likely..."
             $ K3 Comply = True
             Kitty Scale -1
             Sam Scale -1
      "I don't feel like giving them the satisfaction of compliance...shock me..."
             $ K3 Resist = True
             Kitty p +1
             Scene leads to OliviaEnd (last scene of update)
K4 Dominique: (pet walk, then outdoor pool scene)
      "I should obey Junko perfectly here. Plus she might get mad..."
             Junko p +2
             Delilah p -2
      "I don't want to just roll over...err figuratively to Junko..."
             Junko p -2
             Delilah p +2
      "I really feel like Junko would be a great owner or Mistress for me..."
             Junko p + 3
      "I think I'd like to do more than serve Junko, but I should still compliment..."
             Dominique p +1
             Junko p +1
```

```
"It's a risk, but I don't want to be stuck as a simple pet for her. I should..."

Dominique_p +2

Junko_p -2
```

MAJOR CHOICE:

```
"I think I should tell her that I can be a reliable and strong asset..."

$ Dominique Strong = True

"I don't think I can be strong in any way. I think I'd rather serve."

$ Domonique True Sub = True
```

This is a very major choice for future episodes. Dominique will tend to treat you as a true ally and asset with the first choice with one kind of romance (more traditional being possible except submissive in the bedroom, but very normal otherwise outside the bedroom) versus the second choice being a pure femdom relationship (pure sub in everything, she won't see you as a true ally in her goals, but merely a servant to utilize as a tool) long-term. This is of course assuming you can even get Dominique romantically interested in you, which is not possible yet.

This scene ultimately leads to Olivia End (last scene in update)

K4 Viper:

```
"I should try and control my situation by saying that I deserve..."

Alessandra_Scale +2

"Maybe I can gain some brownie points by showing I am willing..."

Alessandra_Scale -2

"Maybe I can give another idea. I could suggest letting Olivia pick my job..."

Alessandra_p +4
```

Scene ultimately leads to <u>Olivia End</u> (last scene in update)

K5 Cell:

```
Note: This choice only appears if you won the KPass

"I should share with Kwame that I received a KPass..."

Kwame_p +2

"Maybe I should keep quiet about getting the KPass..."

No effect
```

Scene leads to K5/K6 Fork

K6 Cell:

First set of dialogue you see based on a choice in Episode 2:

```
If Hacker Secret (did not tell best friend Jake about the hacker when it showed up on your computer during Episode 2)
```

```
$ Callista Blood = True
```

\$ Bracelet Password = True

If not Hacker Secret:

No effect

Scene no matter what leads to K6 Delilah

K6 Delilah:

```
$ DeCock Open = True
```

(opens for future episodes certain Delilah/DeCock family paths)

Scene leads to K5/K6 Fork

K5/K6 Fork:

Leads to Mining scene, Atlantis scene....

Atlantis:

```
"I think I'd like to assist with Olivia's welcome party..."
```

```
Sis Team -1
```

```
$ Party Hardy Boy = True
```

(impacts some Episode 5 scenes)

"I think I want to help Olivia with the fashion show..."

```
Sis Team +1
```

\$ Fashion Boy = True

(impacts some Episode 5 scenes)

Kane will be told a specific sponsor will be taking him away from Atlantis III. (depends on sponsor)

Atlantis forks out:

```
If Dominique Sponsor \rightarrow go to Dominique End
If Juliette Sponsor \rightarrow go to Juliette End
If Veronica Sponsor \rightarrow go to Veronica End
If no Sponsor \rightarrow go to Olivia End scene (last scene in update)
```

Dominique End:

No choices but possible alternative outcome:

```
If Good >= 4 AND Junko Romance Path Open:
    $ K7 = True (Rank K7) (will start Episode 5 as a K7)
    $ cpride +2 (not a relevant stat until Episode 8)
Else:
    No effect
```

Both paths lead to OliviaEnd (last scene in update)

Juliette End:

No choices, Kane just given assignment by Juliette Leads to <u>OliviaEnd</u> (last scene in update)

Veronica End:

No choices, Kane just given assignment by Veronica Leads to <u>OliviaEnd</u> (last scene in update)

Olivia End:

Major Choice possible: Nothing about Olivia is irreversible yet, but this is actually a possible huge choice for Elena moving forward. Her narrative arc and what she does in game could be hard to change in the future if Olivia commits a certain way.

```
"I think I'd want to try and use the company to improve the world somehow..."

Elenagood +3 (can open up Elena redemption arc)

Sister Good +3

Sister Trust Elena +1

"No use lying about it...I want and crave more power...even curious...sadistic..."

Elenaevil +10 (can open very evil tag team path)

(warning: some of darkest paths will be with evil Elena)

Sister Evil +3

Sister Trust Elena +1

"I don't know what I would do. I'm still trying to figure out..."

No effect

"I have an idea...but maybe I should keep it to myself..."

Sister Trust Elena -1
```

Last Final Notes: For Episodes 3 and 4, there has been a lot of splitting with the sisters. Down the road, the player will have more ability to interact with more of them as a group and also be exposed to each of them more often, but the choices now are kind of giving one sister a leg up/more exposure to Kane first. K4 players also can later on be sponsored just like K5/K6 players. I spent a while writing this, but not sure what else to add at this point. I hope everyone has enjoyed the game, and I am shocked this took 20 pages to write out.