

## Callisto Walk Through.

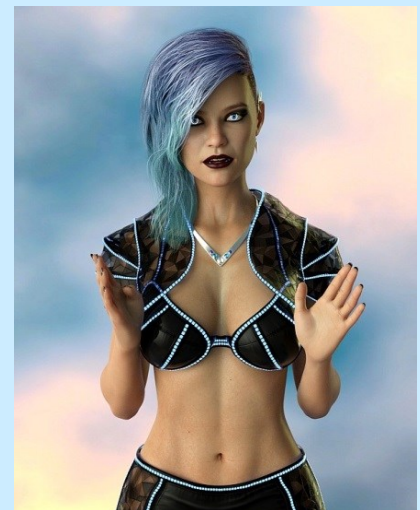
Rev. 3

*By Professor X10*

Hello,

So we've met.

You've signed in,  
been through my little introduction  
and now you find yourself in your  
cabin wondering what to do next!!



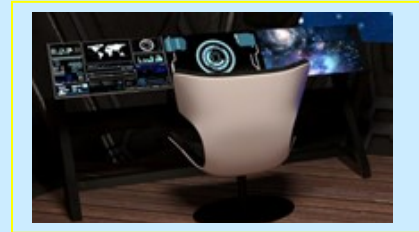
# The Beginning:

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NOTICE: This walkthrough lasts the 1<sup>st</sup> two weeks game time. It is meant to give you a feel for the Callisto Universe, reveal all the initial story events, earn you enough credits to step up to the next level and start you off on your first great adventure challenge.

**To begin: Day 1 Monday Early**

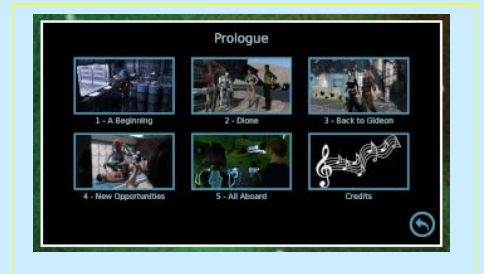
1. Click on the **computer chair** in the left hand corner.  
(It opens the computer to **Callisto Database**.)




2. Click on the **PROLOGUE** in the upper left corner.



3. Click on **1 – A Beginning** in the upper left corner.  
You are now in the Opening Chapter of Callisto which will show you the adventure that brought you, a heroic military fighter pilot, to become a lowly freighter captain with an eclectic female crew.



4. At the end of the story Click on the Lower Right hand Arrow button →  to EXIT back to the Computer's Callisto Database Screen

5. Click on the On/Off Button  to EXIT back into your CAPTAIN'S CABIN.

**When you are back in your Captain's cabin go to the next page.**

## Part one, The Trading Mission



**NOTE:** When you see the **STATUS AND CONTROL BAR** at the top of the screen, the Game is in the **FREE ROAMING MODE** and you can roam around the ship any way you want. The **STATUS** tracks your Day, Weekday and Day Period, your Ship's Credits and Location Purpose. The **Control Buttons** are to the right; see below.

**SITUATION:** You are now a poor, cargo ship captain with only **8,000 credits** on your first day out. You have part ownership in a strip club back on Gideon but don't count on it for much income. **YOU NEED TO TRADE TO MAKE** enough credits so you can pay yourself and the crew, buy upgrades and advance the game.

**MISSION:** You must travel between the three trading posts making enough credits to move the story forward and enable the next phase. The first part is difficult as you have no information on Market Prices and Commodities.

**GOALS:** Your first goal is to make credits trading, acquire market information that will guarantee you make many more credits. Finally you need to purchase a scanner which will enable the next level, the Salvage stage of the game, expand your wealth and begin your major adventures.

**STRATEGY:** There are three Trade Posts: Here is your best buy and sell strategy at the start of the game. You **BEGIN** the game **AT PLEIADES STATION:**

STATION	BUY	SELL AT
PLEIADES	Grain or Protein	ORION
ORION	Titanium or Beryllium	BEEHIVE
BEEHIVE	Fuel or Machinery	PLEIADES

And continue to **REPEAT** this sequence.

**FINALLY:** The game has **6 periods a day**, **EARLY, MORNING, AFTERNOON, EVENING, LATE, NIGHT** and each period of the day has new events.

### CONTROL BUTTON FUNCTIONS



NAV → Ship Overview



QUEST Screen



CREW Status Screen



Captain's Briefing HELP



ADVANCE TIME of DAY

BEGIN: =====

**Week 1: Day 1 Monday Early**

**Location:**

**Action**

Captain's Cabin

Click on NAV button in **Status and Control bar**. → 

Ship Overview screen

Click **Silver Star**  "News Story" in **Captain's Cabin**.

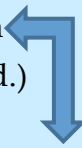
Captain's cabin, Couch

Click on coffee table in front of you (it lights up)

Captain's TV Menu

Click on Krillen Empire Relations  
[click thru to watch news story]

WATCH: Ship Docking at PLEIADES station  
(Each completed Event increments a Period.)



**Week 1: Day 1 Monday Morning**

**Location:**

**Action**

Captain's cabin, Couch

Click on NAV button 

Ship Overview screen

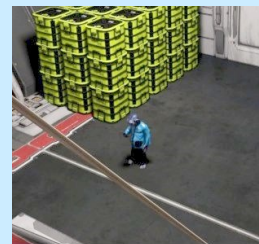
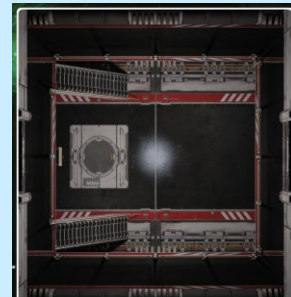
Click on the **CARGO HOLD** →

Cargo Hold-

Click on Marvin →

After talking to Marvin you will need to buy goods to trade.

NOTE: Marvin only appears in the Cargo Hold at a station  
in the **MORNINGS** giving you the other times during  
the week for other actions.



**The Buy and sell process is common and repeated.**

Marvin will show you the **CARGO MANIFEST**. Select the proper Commodity  
and Quantity and push Purchase. The system will not let you buy  
what you can't afford.

To start, purchase either **Grain** or  
**Protein**

HINT: Save Game before each  
trade. If you lose credits,  
restore and buy the other.

**Exit Procurement**

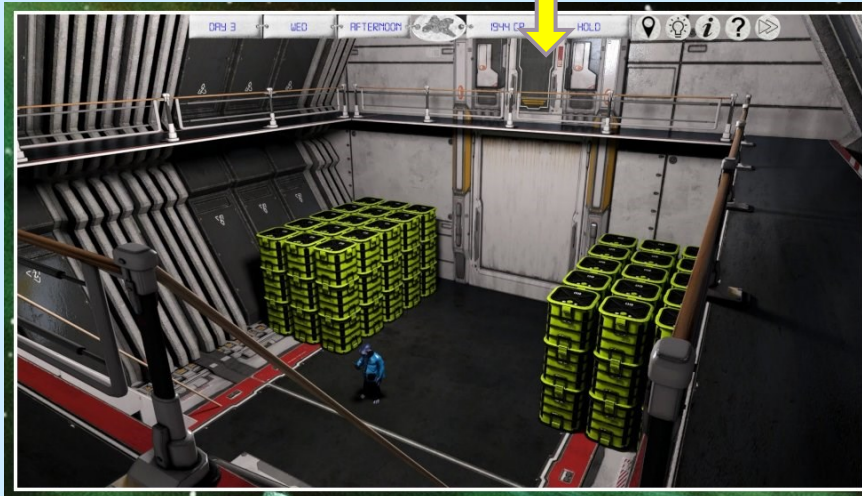




**Week 1: Day 1 Monday Afternoon**

**Location: Action**

Cargo hold Click on Door to Bridge



Bridge Click on Tanya the Pilot (She'll ask you to set a course.)

Tanya Click on ORION Station (She'll confirm the setting.)



You are now on your way to ORION STATION

Bridge

Click on NAV button 

Ship Overview screen

Click **Silver Star**  "Minor Event" in Kara's Cabin.

Room Kara

Click on **Kara** to start workout session with 'Heavy Bag.'

**Week 1: Day 1 Monday Evening**

**Location: Action**

Room Kara

Click on NAV button.



Ship Overview screen

Click **Silver Star** "Minor Event" in **Kitchen** (Julia, Alice and Tanya) Click and watch Conversation


**Week 1: Day 1 Monday Late**

**Location: Action**

Common

Click on NAV button.

Ship Overview screen

Click Blue Star  "NSFW" in Captain's Cabin or anywhere ON Captain's Cabin

Captain's Cabin

Click on Captain's bed

Captain's Bed Menu

Choose "Sleep to Morning" or "Invite Tanya" for some fun. Either way this ends DAY 1.

**CALLISTO will fly through a Star Gate** and when you wake up in bed you begin DAY 2 events.

**Week 1: Day 2 Tuesday Early**

**Location: Action**

Captain's Cabin

Click on NAV button

Ship Overview screen

Click Silver Star in Kitchen with Lia and Tanya  
Click and watch Conversation

WATCH Callisto DOCK in ORION Station

**Week 1: Day 2 Tuesday Morning**

**Location: Action**

Common

Click on NAV button

Ship Overview screen

Click on CARGO HOLD

Cargo Hold

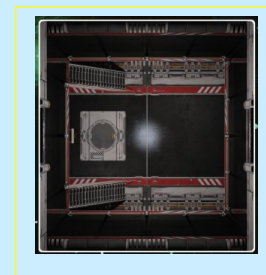
Click on Marvin

CARGO Manifest


Click on Sell Inv. (Check credit balance. Make any Credits?)

CARGO Manifest

Buy Titanium or Beryllium and EXIT PROCUREMENT.



**Week 1: Day 2 Tuesday Afternoon**

Cargo hold Click on Door to Bridge  
Bridge Click on Tanya the Pilot  
Tanya Click on BEEHIVE Station  
You are now on your way to BEEHIVE STATION  
Bridge Click on NAV button  
Ship Overview screen Click **Silver Star**  near **Tiffany** and then on **Tiffany**.  
Watch Event

**Week 1: Day 2 Tuesday Evening**

Corridor Click on NAV button  
Ship Overview screen Click **Silver Star** in **Kitchen**, then the **Table**. Watch Event

**Week 1: Day 2 Tuesday Late**

Common Click on NAV button  
Ship Overview screen Click **Silver Star** in **Lounge** with Julia and Tanya  
Watch Conversation

**Week 1: Day 2 Tuesday Night**

Captain's Cabin Click on Captain's bed  
Captain's Bed Menu Choose "Sleep to Morning" or  
"Invite Tanya" for some fun. Either way this ends DAY 2.  
WATCH CALLISTO fly through a Star Gate begin DAY 3

**Week 1: Day 3 Wednesday Early**

Captain's Cabin Click on NAV button  
Ship Overview screen Click **Silver Star** in **Kitchen** with Kara, Tiffany and Julia  
Watch Conversation

WATCH CALLISTO land at BEEHIVE STATION

**Week 1: Day 3 Wednesday Morning**

Common Click on NAV button  
Ship Overview screen Click on CARGO HOLD  
Cargo Hold Click on Marvin

CARGO Manifest Click on Sell Inv. (Look at your credit balance)  
CARGO Manifest Buy Fuel or Machinery and EXIT PROCUREMENT.

**Week 1: Day 3 Wednesday Afternoon**

Cargo hold Click on Door to Bridge  
Bridge Click on Tanya the Pilot  
Tanya Click on PLEIADES Station

You are now on your way to PLEIADES STATION

Bridge Click on NAV button  
Ship Overview screen Click **Silver Star** "Minor Event" in **Kara's Cabin**.  
Room Kara Click on **Kara** to start workout session with 'Heavy Bag.'

NOTE: Working out with KARA changes and increases your Fighting ability.

**Week 1: Day 3 Wednesday Evening**


Room Kara Click on NAV button.  
Ship Overview screen To Select OPT **BASKETBALL GAME** with OPT LEWD  
ENDING\_ Click **Silver Star** in **HOLD** (EVERYONE)

To **SKIP** click on **Time Advance**  Go to **(Opt2)**  
below

NOTE: this is a Side Game that is fun and if you win a nice shower time can happen.  
If you Choose "Sorry Girls..." you must click NAV button to go back to the  
ship over view screen then, **Time Advance button. Go to (Opt2) below** ".

**Week 1: Day 3 Wednesday Late**

POST BASKETBALL SHOWER Click on **NAV BUTTON** (If you bother Alice, she  
won't be happy being disturbed )

**(Opt2)**Ship Overview Click **GOLD STAR**  with **Tiffany and Julia** Watch  
Conversation NOTE: Takes you to your cabin pauses and  
then **BACK** to Julia and Tiffany. Don't click just wait.

**Week 1: Day 3 Wednesday Night**

Captain's Cabin Click on Captain's bed



Captain's Bed Menu      Choose "Sleep to Morning" or  
"Invite Tanya" for some fun. Either way this ends DAY 3.

WATCH CALLISTO fly through a Star Gate begin DAY 4

**Week 1:    Day 4            Thursday            Early**

Captain's Cabin            Click on NAV button

Ship Overview screen    Click **Silver Star** in Kitchen with **Alice, and Rachel**  
Watch Conversation

WATCH CALLISTO land at PLEIADES STATION

**Week 1:    Day 4            Thursday            Morning**

Common                    Click on NAV button

Ship Overview screen    Click on CARGO HOLD

Cargo Hold                Click on Marvin

CARGO Manifest          Click on Sell Inv. (Look at your credit balance)

CARGO Manifest          Buy Grain or Protein and EXIT PROCUREMENT.

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IMPORTANT TRADING NOTES:

This completes one round trip and you should have profited a couple thousand credits. IF NOT profiting, realize one commodity loses and one gains and the prices change. You have 2 choices. 1) use a save game before each trading leg, writing down prices on which commodity earned on that LEG of trading (then go back and choose the winner each time) or 2) keep guessing and wait until help arrives. Then you'll know beforehand what the prices will be. IF you are less than 8,000 credits at this point seriously consider starting over using option 1!

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**Week 1:    Day 4            Thursday            Afternoon**

Cargo hold                Click on Door to Bridge

Bridge                      Click on Tanya the Pilot

Tanya                        Click on ORION Station

You are now on your way to ORION STATION

Bridge                        Click on NAV button

Ship Overview screen Click **Silver Star** near **Tiffany**. Watch Event

**Week 1: Day 4 Thursday Evening**

Corridor Click on NAV button

Ship Overview screen Click **Silver Star** **KITCHEN (Alice, Julia, Tanya)** Watch Conversation

**Week 1: Day 4 Thursday Late**

Common Click on NAV button

Ship Overview screen Click **Silver Star** in Lounge (**Tiffany and Alice**) Watch Conversation

**Week 1: Day 4 Thursday Night**


Captain's Cabin Click on Captain's bed

Captain's Bed Menu Choose "Sleep to Morning" or "Invite Tanya" for some fun. Either way this ends DAY 4.

WATCH CALLISTO fly through a Star Gate begin DAY 5

**Week 1: Day 5 Friday Early**

Captain's Cabin Click on NAV button

Ship Overview screen **click on the Time Advance button** 

NOTE: If you Click on any girl you'll get a short talk but no time advance

WATCH CALLISTO land at ORION STATION

**Week 1: Day 5 Friday Morning**

TRADE WITH MARVIN (You know the drill by now, right?)

**Week 1: Day 5 Friday Afternoon**

SET COURSE FOR BEEHIVE STATION and Click on NAV button

Room Kara Click on **Kara** to start workout session with Practice Forms

NOTE: You can chose to have fun with Julie in the MedBay if you'd rather but you should keep up with your practice until you max it out.

**Week 1: Day 5 Friday Evening**

HOLD Click on NAV button then LOUNGE to join the Crew and listen to Tanya or Rachel

**Week 1: Day 5 Friday Late**

LOUNGE Click on NAV Button  
Ship Overview screen Click ON Captain's Cabin  
Captain's Cabin Click on Captain's bed  
Captain's Bed Menu Choose "Sleep to Morning" or "Invite Tanya" for some fun. Either way this ends DAY 5.  
WATCH CALLISTO fly through a Star Gate begin DAY 6

**Week 1: Day 6 Saturday Early**

Captain's Cabin Click on NAV button  
Ship Overview screen Click **GOLD STAR** with **Tiffany** and **Julia** Watch Conversation NOTE: This takes you to the LOUNGE pauses and then BACK to Julia and Tiffany. Don't click just wait.  
CALLISTO LANDS AT BEEHIVE STATION

**Week 1: Day 6 Saturday Morning**

Common Click on NAV button  
TRADE WITH MARVIN (You know the drill by now)

**Week 1: Day 6 Saturday Afternoon**

SET COURSE FOR PLEIADES STATION and workout Practice Forms with KARA

**Week 1: Day 6 Saturday Evening**

HOLD Click on NAV button  
Ship Overview screen Click ON **Silver Star in Lounge** with Julia and Alice Watch Conversation

**Week 1: Day 6 Saturday Late**

Common Click on NAV button.  
Ship Overview screen Click ON Captain's Cabin  
Captain's Cabin Click on Captain's bed

Captain's Bed Menu Choose "Sleep to Morning" or "Invite Tanya" for some fun. Either way this ends DAY 6.

WATCH CALLISTO fly through a Star Gate begin DAY 7

**Week 1: Day 7 Sunday Early**

Captain's Cabin Click on NAV button

Ship Overview screen **click on the Time Advance button**



CALLISTO Lands at PLEIADES STATION

**Week 1: Day 7 Sunday Morning**

Common Click on NAV button

TRADE WITH MARVIN (You know the drill by now)

**Week 1: Day 7 Sunday Afternoon**

SET COURSE FOR ORION STATION and workout with KARA. You should be able to move up to LIGHT SPARRING.

**Week 1: Day 7 Sunday Evening**

You assemble in the kitchen with entire crew for the WEEKLY BUSINESS meeting. Each crewmember reports and it is Pay Day for everyone including you. This concludes one WEEK of activity. You will discover you need a SCANNER (cost 12,000) in order to begin Salvage. You likely won't be able to pay wages this week but that will change as trading gets more profitable...soon. You ADJOURN the meeting.

**Week 1: Day 7 Sunday Late**

Common Click on NAV button

Ship Overview screen Click **GOLD STAR** with **Tiffany** and **Julia** Watch Conversation .

**Week 1: Day 7 Sunday Night**

Captain's Cabin Click on Captain's bed

Captain's Bed Menu Choose "Sleep to Morning" or "Invite Tanya" for some fun. Either way this ends DAY 7 Week 1 .

WATCH CALLISTO fly through a Star Gate begin DAY 8 NOTE: Week days repeat but weeks are not counted, just days.

--Since we'll be repeating steps I'll change to a simpler notation form --

[Day 8, Mon, Early] Captain's Cabin Click on NAV button →Kitchen with Rachel and Alice.

[Day 8, Mon, Morning] Callisto arrives at ORION: Common **SAVE GAME** Click on NAV button then **Tiffany Silver Star** to see what she's been up to in **Kara's room**. Then **LOAD GAME** so you do not miss trading with MARVIN. Set course for BEEHIVE.

[Day 8, Mon, Afternoon] Overview, Click on NAV button →workout with Kara

[Day 8, Mon, Evening] Hold Click on Kara and Rachel Sparring

[Day 8, Mon, Late] Hold Click on NAV then **LOUNGE GOLD STAR**  
IMPORTANT: Alice will help you out with **TRADE** Info.

[Day 8, Mon, Night] Cap Cabin Click on **COMPUTER** in **CORNER** then Choose the Commodities screen



You will now get the full analysis of the Prices so you can always buy and sell at a profit. This means you can change to the best destinations too.




MARKET ANALYSIS						
Current Sector:	Beehive Cluster		Current Balance:		4328	
Destination:	Pleiades Station					
Commodity	Beehive Cluster		Orion Nebula		Pleiades Cluster	
	Buy	Sell	Buy	Sell	Buy	Sell
Grain	41.5	37.5	40.4	36.6	40.3	36.5
Protein	189.4	171.4	222.4	201.2	172.5	156.1
Fuel	218.6	197.8	260.3	235.5	218.9	200.9
Machinery	85.3	77.1	84.4	76.4	82.6	74.8
Titanium	78.5	71.1	57.3	51.9	85.2	78.1
Beryllium	129.0	116.8	104.8	94.8	123.9	113.8
Current Inventory:	80 x Machinery					

HINT: Marvin always comes in the MORNING so look at the Market Analysis screen in the Captain's Cabin BEFORE you go trade with him.

NOTE: Now that you have access to MARKET ANALYSIS screen you can choose the commodity and destination that makes you the most credits. You do not have to Save game before each trade or stick to the original route. HOWEVER, for now, follow the recommended destinations for this walk through.

Click ON Captain's Cabin, Bed, Tanya or Sleep NEW DAY

[Day 9, Tue, Early] Captain's Cabin Check Market Analysis, Click on NAV

button → No stars so click on TIME FORWARD button. 

[Day 9, Tue, Morning] BEEHIVE Trade with Marvin, Set course for PLEIADES Station.

[Day 9, Tue, Afternoon] Spar With KARA (Full Contact)

[Day 9, Tue, Evening] Click NAV GOLD STAR Kitchen Watch EVENT

[Day 9, Tue, Late] Click ON Captain's Cabin, Bed, Tanya or Sleep NEW DAY

[Day 10, Wed, Early] Captain's Cabin Check Market Analysis, Click on NAV button, Play with Tanya in Shower or TIME FORWARD Button.

[Day 10, Wed, Morning] **PLEIADES** Trade with Marvin Set course for ORION Station.

[Day 10, Wed, Afternoon] NAV Button, Click on **Silver Star Engine Room** Click on Lia

[Day 10, Wed, Evening] NAV Button, **Silver Star** in HOLD to Play **Basketball game** or Time Forward Button → Same steps as Day 3, Evening

[Day 10, Wed, Late] **IF POST GAME SHOWER** NAV Button, Otherwise Click on **Silver Star** in Lounge Lia/Kara **Watch Conversation**

[Day 10, Wed Night] Captain's Cabin, Click ON Bed, Tanya or Sleep **NEW DAY**

[Day 11, Thurs, Early] Captain's Cabin Check Market Analysis, **NOTE: At this point, plan next course for PLEIADES Station (NOT BEEHIVE)** Click on NAV button, **Silver Star** in Kitchen Alice & Rachel. If you had Lewd action after Basketball Game otherwise Time forward button

[Day 11, Thurs, Morning] **HOLD**, Trade with Marvin Set course for PLEIADES station (NOT Beehive)

[Day 11, Thurs, Afternoon] NAV Button, Practice with KARA or Play with Julia.

[Day 11, Thurs, Evening] NAV Button, Click on **GOLD STAR** with Tiffany.

[Day 11, Thurs, Late] NAV Button, Click on **GOLD STAR** in LOUNGE with Alice and Tiffany.

[Day 11, Thurs, Night] Click ON Captain's Cabin, Bed, Tanya or Sleep **NEW DAY**

=== SURPRISE EVENT Lia and "...Come see something" ===

[Day 12, Friday, Morning] NAV Button, Click on **GOLD STAR** with Tiffany in **HOLD** Trade with Marvin Plan course for ORION Station.

NOTE: Tiffany will now present you with the MARKET ANALYSIS screen at the **beginning of Trading** making profiting a snap. Later you can skip trading occasionally after you buy the scanner, not now, later.

[Day 12, Friday, Afternoon] BRIDGE Set course for ORION station then  
Practice with KARA (Not Firearms) or Play with Julia.

[Day 12, Friday, Evening] LOUNGE to relax with the crew or Time Advance.

[Day 12, Friday, Late] Click ON NAV Button, Captain's Cabin, Bed, Tanya or Sleep  
NEW DAY.

==== SURPRISE EVENT Wake up to Sam in your room =====

NOTE: Has choice: SAVE GAME before choosing so you can see both results if you  
wish. (Different but both outcomes Ok)

[Day 13, Sat, Morning] Corridor or MedBay Click on NAV Button, Click on  
Tiffany in HOLD Trade with Marvin for PLEIADES go to  
Bridge

[Day 13, Sat, Afternoon] BRIDGE NAV Button Set course for PLEIADES station  
Practice with KARA choose Fire Arms Training.

[Day 13, Sat, Evening] HOLD NAV Button Click Silver Star in Kitchen

[Day 13, Sat, Late] Common NAV Button Click GOLD Star with Tiffany

[Day 13, Sat, Night] Captain's Cabin, SAVE GAME, Bed, Tanya or Sleep NEW DAY.

NOTE: When you set course for PLEIADES. You triggered the start of your first mission  
**THE LIBERATION OF DIONE PART 1.**

Watch Callisto Dock at Pleiades Station. Captain Mathews and Tiffany tell you the  
Admiral wants to see you. **You are now in MISSION MODE.** Hint: Save Game  
before choices. Follow the story until the STATUS AND CONTROL BAR shows  
at top of screen putting you back in FREE ROAMING MODE.


[Day 14, Sunday, Afternoon] Liberation of Dione Mission (common) NAV  
Button BRIDGE Listen to Tanya's suggestions. Set course for "Former Hive  
Planet" Visit HOLD and sell any inventory you have. Do not purchase  
commodities at this point. EXIT TRADING


[Day 14, Sunday, Evening] The entire crew is assembled in the kitchen for the  
WEEKLY BUSINESS meeting. This concludes WEEK TWO of activity. Rachel will  
report you have enough Credits to buy the SCANNER (cost 12,000) in order to begin  
Salvage. You pay everyone wages and then you ADJOURN the meeting.


[Day 14, Sunday, Late] NAV button SILVER STAR in LOUNGE Lia and Kara

[Day 14, Sunday, Night] Click on Computer then on Captains Data, Ship Upgrades and Personal Procurement screen. **Purchase scanner** and upgrades always leaving over 8,000 credits Available Credits for trading. **Exit Computer.** You now have the Scanner and can begin the Salvage operations method of earning credits.



**NOTE: For more help** click on the help button  For Details on salvage operations, GO to Page 4. They're in the upper right hand corner.

**NOTE** Before going to bed you can check the QUEST TRACKER  at any time and see how you are doing. At this point we've seen Alice's Back story and all the Trading Lessons needed (skipped G). We are ready to start the Liberation of Dione and have a potential Side mission coming. The Adventure's next level is beginning.

**NOTE:** You can and should keep an eye on the girls Love indexes here. 

**SURPRISE EVENTS** may happen when the girl's love balances get to out of whack.

By now I hope you've learned enough about how the game works and are ready to go forth and 'Save the World'...amongst other things.

**= This concludes the Walk Through. Go ahead, Start Day 15! ...and Good Luck =**

