Walkthrough for Shuggerlain v.0.33

<u>Prologue Part</u>

In this part of the game there are no bad or good choices in the story, as it's a prologue and it's still quite linear. Once you are in Bertresh, just go home to keep going with the story.

In the first Battle, the defense of Bertresh, it's really really hard to lose, but anyway, just feel free to get used to the mechanics of the new system of battles. And yes, the boiling oil is a bit OP. Use it ;)

After the first part of the prologue and <u>once</u> you are in Littanos you will already have some choices to make.

In Littanos there's a succubus battle hidden. Check Succubus Guide on this walkthrough to trigger it.

NOTE: Keep in mind that triggering this event makes possible the sex training with her later, when you advance to Eldrien/Nocverchis.

In Littanos Battle just follow the tips on the "Battle Guide" of this walkthrough.

After all that Dynae and you finally share your feelings with each other and magic happens. So here you'll get the first **H-scene** with her.

Next morning Saraith will come, then the tale about the 2 dragons will be explained and you finally will find Izuin.

The next day you will recruit Luth, an araxian soldier, as Izuin's babysitter. After that, Fredic (that old drunk man from the tavern) will explain you that you can get some special currency after defeating a succubus girl and he will give you some presents you can use to boost your relationship with the girls later. Then you depart to Yalen.

YALEN

-Character to unlock: None

-Type of unit to unlock: Mages/range

Go ahead through the plot and soon you will find that an army is waiting for you. Check the "battle guide" for more info about this battle.

After the battle you'll be able to access to the camp. Do what the game says and **visit Nadine** to congratulate her for her great job in battle.

Surprise! She's masturbating thinking about Nulkan. At this point you may want to save your game because you'll have to decide: **let her relieve you** or **go back to your tent**.

-First option will unlock Nadine's handjob scene + 30 XP points of relationship with Nadine.

-Second option will unlock Dynae's blowjob scene.

After that, there's not much more to do so **go to your** tent and **Rest**.

The next day is pretty linear, just go ahead and... see what happens.

The next day, you'll only be able to visit Dynae's ceremony. Do that.

After the HAPPENING, you'll talk with Dynae and among other things, she'll give you the stone of Spatial Convergence. This will be useful for dating other girls.

Ok, so... you've heard Dynae. With the current situation, you'll have to start getting to know better the girls of the game. So from now on, you can spend time with the other girls.

Talk and **Ask** with them. When your level with one of these girls is 3, you'll be able to date them. On level 6 you will unlock Date 2 with them (Vex, Luth, Nadine, and Saraith) and in level 9 Date 3 (only Saraith for now).

On the dates you'll only need to select the correct choice to trigger the H-scene. Check the part "Dates Guide" for more info about them.

ADVANCING TO ZONE 1 NATIONS

NOCVERCHIS

-Character to unlock: Vex -Type of unit to unlock: Flying

After the initial dialogue, in the camp just spend some Action points until the evening comes. Vex will show up in the camp, warning you about an attack next day.

Once you've won the battle, go ahead and you'll be in the camp again. To advance through the plot, **visit the Shaman**.

After talking with the Shaman and once you're in the camp again, now select **Explore the north of Nocverchis**, to keep going with the plot.

ELDRIEN

-Character to unlock: Yraselle

-Type of unit to unlock: Archers/Range

Eldrien is pretty linear for now. Just advance through the dialogue. Once in the camp, just spend some AP or you can also directly rest to keep going with the plot. In the battle you may notice that after 2 enemy turns in the 3rd one Pyrus will appear and cast a fire explosion (this starts happening in the first enemy turn). This is a dangerous attack that inflicts a good amount of damage, so keep in mind to activate Defensive tactics before Pyrus attacks. Other than that, just follow that chart of unit weaknesses and strong points that is some pages below on this walkthrough.

Once the battle is won and you are in your camp, you'll receive an invitation from the King Aenor. Visit him. After the conversation with him and later with Yraselle, choose **"Aenor, you promised me the best archers of the kingdom"** otherwise Yraselle will get mad at you (This is not really important, she will only get mad at that moment).

Both options will lead you to an archery tournament with a simple minigame.

You must tell Yraselle the strength and direction of the wind before any shot to make sure she's able to defeat her opponent. The correct combination is:

1."Strong wind, from the North"

2."Weak wind, from the North-East"

3."Medium wind, from the South"

4."Weak wind, from the South-West"

5."There's no wind at all"

6."Strong wind, from the South"

7."Weak wind, from the South"

8."Medium wind, from the West"

9."Strong wind, from the East"

10."Weak wind, from the North"

And that's it. Yraselle has impressed everyone thanks to your help and she'll be ready to join you. If you fail this mini game, later she'll also join but you won't be able to improve your relationship with her until you advance to a Zone 3 nation (you can't reach that zone at this point of development).

About Luth: Before going to Zone 2

ZONE 2:

Important: If you don't reach at least level 7 with Luth before advancing to Zone 2, your relationship with her will get stuck, she won't be interested in you anymore.

FERNIA

-Character to unlock : Atzi -Type of unit to unlock: Spearmen

In this update you can only advance to Fernia if you are in Eldrien (as it's the only country in this update that shares borders with it). It is much recommended to advance to Fernia only when your army is pretty recovered from the previous battles.

Advance through the plot that is pretty linear until the fight happens. In the 3 different waves there're 3 different kind of enemy units so make sure you are using the most effective unit to make sure you don't suffer too many casualties. As it's the first battle of Zone 2 and you are almost facing 2 Legions, this is probably the hardest battle for now but luckily, the battle ends once the HP of the wave 3 is reduced to 50%.

Keep going with the plot and when you visit Atzi again after the battle. Just select the option ""Ehm... Ahh... Oof.." as it will give you a small boost of XP points with her.

The main plot of the update ends here but now you are able to keep flirting with the girls and unlock some new events.

Dates guide

These are the correct decision that will trigger the H-scene on the dates with every girl.

<u>Nadine</u> Date 1: Kiss her Date 2: No. Enough for today.

<u>Luth</u> Date 1: Obey the voice Date2: Get to know her better Date3: I see the bravest woman I know

<u>Saraith</u> Date 1: Move her away by her shoulders Date 2: I will not be prey Date 3: Awake her demon side

<u>Vex*</u> Date 1: Think about it Date 2: Offer her some bread and some lunch meat you have.

<u>Yraselle*</u> Date 1: Did you really want to marry Pyrus? Date 2 : I can help you with that

<u>Atzi*</u> Date 1: Honestly, I'm unable to think properly

<u>Izuin</u>

In Fernia (or any Zone 2 country that is still not developed in this update), visit Luth and an Izuin event will trigger. From now on you'll be able to visit Izuin in her own tent. Dates at this point of the game are basically spending some time with her. There are 3 differents events that can happen if you visit Izuin while she's a teenager.

*Dates with these girls are available once you are an ally of their nations

Succubi Guide

MISHA SEX BATTLE

Just to make sure to trigger the succubus battle in Littanos, make sure to have **breakfast** both times you have that option available. Otherwise she won't appear and you'll miss the event.

After that, you only need to **have a walk at night with Dynae** to activate the event.

After Dynae leaves with the two Ashteran girls, Misha will appear. At that point select **free her** to start the combat. "Scare her" option will do exactly that and you'll miss the event.



GIFRIX SEX BATTLE

To trigger it, wait at least until day 7. Then, in the camp, select **"Take a walk through camp's surroundings"** when your actions points are just 1.

<u>Tips</u>

Gifrix is a Nocverchan, a bat-human race. She will regenerate after any attack where she uses her mouth and gets Nulkan's fluids. These attacks are:

[You kiss her] [She kisses you] [Lick tip] [Blowjob]

You want to avoid these attacks. Well, in fact, the only thing you can avoid is **kissing her**, so at the beginning just **kiss her neck**.

Too hard? Don't worry. Gifrix has a weak point. She's very sensitive in the **nipples**. So focus on them to be sure you win. If she doesn't perform too many blowjobs or other



IONE SEX BATTLE

To trigger this event you need to spend **6 days** on the camp being in Nocverchis. When the event starts, three Yalenite mages will talk with Nulkan. Select **"Go ahead with the tests"**

Now you have 3 different options. All of them will unlock some sexy content:

• **Go behind the trees:** Ione will drink Nulkan's cum from a flask.

- I'd need something enticing...: shows a topless Ione.
- **Reject:** to start the sex battle.

This battle is a bit harder because Ione has some really powerful attacks and some supposedly Nulkan strong attacks don't do much damage on her.

Tips:

- -Her neck is her weak point. Focus on it at the beginning.
- Fingering is not much effective
- Sex is effective, but Nulkan also will suffer damage from this move.
- Assjob, blowjob and especially titjob are the most dangerous attacks from her.



ZOE SEX BATTLE



Zoe appears in your tent after you visit Nadine twice being in Eldrien. Nadine will come and they both will have a bit tense moment.

After that happening Zoe will come back. Then you should select: **"I can't do that. Nadine is an important person to me."** After being refused she will come back again and then you need to choose: **"No. I don't want to hurt Nadine."**

And Sex battle will start.

ARMY BATTLE'S GUIDE

After Littanos Battle, all the casualties you will suffer in combat should be replenished. This costs gold. Gold is obtained after each day. The amount of gold you receive each day is increased the more nations are allies of Ashtera. To recruit more soldiers, just visit the city of any of the nations, you will find Hann there and he will get the troops in exchange for gold.

Now, about the new battle system. The basics of this new system are not hard to understand, however, we'll give you some information that can help you win or minimize the casualties you suffer in each battle.

- 1. The most of the first skills of the heroes generate +25 mana.
- 2. You also get +25 after ending a turn
- 3. When you attack to another melee units with their first skill, you'll also receive damage.
- 4. Second skills don't receive reply
- 5. Range units don't receive reply damage (unless it's against another range unit)

And now, here is the table of weaknesses and strengths (the left column is the attacker):

	Swordmen	Spearmen	Archers	Mages	Cavalry	Flying
Swordmen						
Spearmen						
Archers						
Mages						
Cavalry						
Flying						

- Green indicates that the squad is effective against the other squad and will cause bonus damage.
- **Red** indicates that the squad is not effective against the other squad, it will cause less damage and probably receive more damage.
- Empty white slots mean neutral damage.

So you know, look for green combinations and avoid the red ones.

You will also realize that at the beginning of every wave you should make a decision. The effects of these decisions are:

Bertresh Battle

- 1.1- Wait for it just under the city gate" \rightarrow +50 Mana points
- 1.2- **Go find them**" → You suffer 300 HP of damage
- 2.1- Hide behind the walls \rightarrow > +50 Mana points
- 2.2- **Keep fighting** → You suffer 250 HP of damage

Littanos Battle

1.1-Soldiers, keep your forces! Dynae, keep gathering mana → +50 Mana points

1.2- Start casting spells against them →
You start the battle without mana, but you cause 250 HP on the enemy

2.1- **Pressure her** \rightarrow consumes 25 Mana Points

2.2- **Calm her down** \rightarrow generates 50 Mana Points

3.1-Araxians! Yalenites! Look how your Executor is trying to run away!!" →
Some enemy flee. You cause 500 HP on the enemy
3.2- Just focus on your battle → Nothing happens

Yalen Battle

1.1-Soldiers, hold position! Dynae, keep gathering mana → +75 Mana points.

1.2-Start casting spells against them \rightarrow You cause 250 HP damage to the enemy. Your also empty your mana.

2.2- Defensive tactics! Tortoise formation, now! → Minimize the damage taken.

2.1- We'll reach them before the cast anything! → Cause damage on the enemy, but you also suffer some damage.

Nocverchis Battle

1.1- Don't worry for us Dynae. Focus on gathering mana. We'll protect you!" → +75 mana points.

1.2 -Cast something to scare them! → you spent some mana and you also cause 250 HP of damage on the enemy

2.1-Put order → Nothing* 2.2-We can only keep fighting → Nothing*

*Take into account that, if in this battle you don't gather the required mana **before wave 2 starts**, the battle will be lost and you won't have Nocverchians as allies because you are causing too much casualties. *©*

Eldrien Battle

1.1- We need to stop them before it's too late! → You suffer 500HP of damage

1.2- We are facing a dangerous pyromancer!! Shields up, guys! → Active defensive tactics

2.1- Shields up! Shields up!! → Activate defensive tactics.

2.2 -We need to finish them soon to reach Pyrus! \rightarrow You cause 300 HP of damage to the enemy.

3.1- We have some time to recover → +100 Mana points

3.2- Recover youselves, guys. But don't forget about your shields→ +50 Mana points. Defensive Tactics activated as well.

Note: In this battle on enemy turns 1, 4, 7, 10... (+3) Pyrus will be casting his flames against you. This is a dangerous attack. Be sure to get defensive tactics activated before finishing any of these turns.

Fernia Battle

1.1- Nadine, crush them!! → You receive 500 HP of damage.

1.2- Keep position! → Activate defensive tactics.

1.3 (Only If Yraselle is in your army)

"Yraselle! Remind them why they should use a shield!" → You inflict 450HP of damage.

2.1- Shields up! → Activate defensive tactics.

2.2 - We need to reach Jilliana! They won't surrender until we defeat her!→ You receive 300HP of damage.

3.1- Dynae, focus on gathering more mana!→ +100 Mana points

3.2- We need to be cautious now→ +25 mana points. Defensive Tactics activated as well.

About Nulkan's Corruption System

The Nulkan's corruption system indicates how long Nulkan has been without "releasing" the corruption of the demonic sword and armor and how much affected he is.

After each day corruption will be increased 15%. Just make sure to release before it goes to 100%. How? Do any sex scene where Nulkan cums. You can also reduce it with Sex Training.

If the Corruption level reaches 100%, the first time that that happens, Saraith will save you but she will warn you, again. If it happens a second time, that will mean a **game over**.

HOWEVER, is it possible that you want your corruption to be above 50% at some times...

Why? Because that's how you will trigger hidden quick sex scenes (not animated though)

Raise you affection with Saraith or Luth to level 7. If you spend 2 actions with her (let's say, talk with her, and after that make a question...) and then you kiss her, she will tease you a little bit.

Do exactly this on level 8 when the Corruption is above 50% and Nulkan won't be able to hold himself after her teasings :P

This is only available with Saraith and Luth for now, but there will be hidden "quick sex scenes" with the rest of the girls in next updates.