

## **SHOUT OUT!**

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### **GRYM GUDINNA GAMES**

**[HTTPS://WWW.PATREON.COM/GRYMGUDINNAGAMES](https://www.patreon.com/grymgudinna)**

## **STRATEGY**

This guide will do its utmost to make sure your journey through the game as painless as possible. I aim to give you the best decisions for each variable and let you make your own wherever possible.

**WARNING! – THIS GAME HAS ADULT CONTENT, PLEASE MAKE SURE YOU ARE OF LEGAL AGE IN YOUR COUNTRY.**

## **STAT POINTS**

**[RP/CharacterName]** Relationship Points gained/lost per character.

**[Good+]** Affects character affinity in a positive way.

**[Evil+]** Affects character affinity in a negative way.

**[Sub]** Affects characters level of submissiveness.

**[Dom]** Affects characters level of dominance.

**[Shock]** Points used to determine character being shocked as punishment.

**[Friend]** Affects MC friendship with Jake (at least so far).

**[Misc Points]** All points that are not covered under another color.

**[Event Trigger]** Triggers that affect dialogues, scenes and choices.

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## Chapter 1

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**Note:** Default names will be used throughout the course of this guide.

MC=Kane Jacobs, BF=Jake Robertson, Sis=Olivia Bro=Seth.

### Hallway

1. Choose one:

- A) Call her out on her cruelty. [Dom+1] [Good+1]
  - B) Say nothing but frown. [Sub+1] [Good+1]
  - C) Tell her you don't care as long as you're left alone. [Sub+1] [Evil+1]
  - D) I could do a better job. [Dom+1] [Evil+1]
- 

### Meeting

2. Choose one:

- A) Play it straight.
- B) Sarcastic. [Elena+1] [BadJoke]
- C) Silent Treatment. [Elena+1]

3. Choose one:

- A) Interrupt her forcefully. [Dom+1]
    - ❖ Appeal to her decency and that there is no...  
**Note:** {Go to Taunt}
    - ❖ Argue that if she wants to get something... [Elena+1]  
**Note:** {Go to Prop}
  - B) Allow her to continue without interruption. [Sub+1]
- Note:** Go to Taunt.
- 

### Taunt

4. Choose one:

- A) Say nothing. [Elena+1]
  - B) Lash out in anger and stand up to show it. [Shock+1]
-

## Prop

### 5. Choose one:

- A) (I think I better obey her. I might stay stuck here for)...
- ❖ Let her know you feel like you have no... [Sub+1]  
**Note:** {Go to Lick}
  - ❖ I think I want to serve a woman like her. I... [Sub+2]  
**Note:** {Go to Lick}
- B) (I don't want to submit, but my position is very...) [Elena+1] [ElenaMentor]  
**Note:** {Go to Elena}
- C) (Maybe she wants pure strength and dominance...) [Dom+1]  
**Note:** Go to Punish}
- 

## Lick

No Choices. {Go to Test Choice}

---

## Elena

No choices. {Go to Test Choice}

**Note:** You will obtain [Shock+1] by default.

---

## Punish

### 6. Choose one:

- A) Grovel at her feet.
- B) Refuse to grovel. [Elena+1] [Dom+1] [Shock+1]
- 

## Test Choice

### 7. Choose one:

- A) Give him a lesser punishment of one week in solitary. [Good+2]
- B) Give him the standard two weeks in solitary.
- C) Give him a more severe punishment beyond two...
- ❖ Have Patricia discipline the prisoner. [Evil+1] [Pat+1] [PatPunish]
  - ❖ Have Samantha discipline the prisoner. [Evil+3] [SamSadist]
- 

## Samantha

### 8. Choose one:

- A) Give the food to 20 prisoners. [Good+2]
- B) Give the food to Jake [Good+1] [Friend+1]
- C) Keep the food for yourself. [Evil+1] [SelfishEater]
- 

**Note:** If you obtained [SamSadist] {Go to Samantha Punish}

If you obtained [PatPunish] {Go to Patricia Punish}

Else {Go to Solitary}

### Solitary

9. Choose one:

- A) Try and lessen the punishment and object to this... [Good+1]
- B) Don't object to the cage.

{Go to Aftermath}

---

### Patricia Punish

10. Let them kiss. (Your Choice)

{Go to Aftermath}

---

### Samantha Punish

11. Choose one:

- A) I don't think I want to watch Sam. I'm out.

**Note:** {Go to Aftermath}

- B) This sounds bad, but I'm too curious.

12. Choose one:

- A) Fuck him, he deserves what gets for attacking me. [Evil+2]
- B) No, do you really need to go this far? [Good+1]

13. Choose one:

- A) Call her a sick evil woman. [Sam-2] [Good+1] [SamUpset]
  - B) Comment that you hope you never get on her bad... [Sam+1]
  - C) Agree with her that it would have been better if she... [Sam+2] [Dom+1]
- 

### Aftermath

No choices.

**Note:** If you obtained [ElenaMentor] {Go to Elena Visit}

If you obtained [Dom] >=3 {Go to Samantha Visit}

Else {Go to Sister Intro}

---

### Samantha Visit

No Choices.

**Note:** You will obtain [Dome11] by default.

{Go to Sister Intro}

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### Elena Visit

14. Choose one:

- A) (Maybe I should ask her for advice on meeting Elena.)
- B) (Maybe I should try to compliment her and butter...)
  - ❖ (Appeal to her looks and let you know how hot...)
  - ❖ (Let her know how powerful she is, and how it...) [Sub+1]
  - ❖ (Let her know you would want to hire her if...) [Pat+2] [PatSecPath]

15. Choose one:

- A) (No, I don't want a blowjob like this.) [Elena-1]
- B) (I need some release, Badly.)

16. Choose one:

- A) (I think strong.) [SisDom+1]
- B) (I'd say gentle.) [SisSub+1]
- C) (I'm not sure yet.)

### Sister Intro

17. Choose one:

- A) Demand she get to the doctor more quickly for... [SisDom+1]
  - B) Wait quietly for a doctor. [SisSub+1]
- 

### Sister Apartment

18. Choose one:

- A) Berate and yell at your kidnapper. [SisDom+1]
- B) Remain quiet and say nothing. [SisSub+1]

### Sister Meeting

19. Choose one:

- A) (Handle it diplomatically and be friendly to her.) [SisAP+1]
  - B) (Handle it with suspicion and coolness.)
- 

20. Choose one:

- A) (I can't make this kind of serious decision, maybe I... [SisSub+1]
- B) (I don't really want to punish him. I think just an... [SisDom+1] [SisGood+1]
- C) (It seems like he prefers a little pain to a demotion... [SisDom+1]
  - ❖ (I think the current punishment is enough.)
  - ❖ (I think I want to see him suffer a little more.) [SisEvil+1]
- D) (He's most terrified of being demoted. I want him... [SisEvil+1] [SisDom+1]
  - ❖ (I think I've done enough and maybe I did the...)
  - ❖ (Am I actually enjoying the power to crush this...) [SisEvil+1]

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## Chapter 2

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### Sister Job Offer

- A) Show anger at the thought of your own brother... [SisAP-1] [SisGood+1]  
B) Show confidence in Kane and tell Alessandra... [SisBro+1]  
C) Question out loud the coincidence and timing of... [SisAP+1]
- A) State your doubt that you can handle being in... [SisSub+1]  
B) (Lie) I will treat him the same as any other person... [SisBro+1] [SisGood+1]  
C) (Truth) I will treat him the same as any other person...  
D) State confidently you will run the program... [SisDom+1]

**Note:** If [SisAP] >=2, then you will obtain [SisBonus].

- A) It's her servant, I don't think it's my place to tell her... [SisSub+1]  
B) Maybe I can show some mercy and offer to take out... [SisDP+1] [SisGood+2]  
C) I should show some thought behind this and suggest... [SisDom+1]  
D) I'll show Alessandra I can be ruthless by making... [SisEvil+2] [PoorNath]

---

**Note:** If you obtained [PatSecPath] {Go to Patricia Terms One}

If you obtained [Sub] >=2 {Go to Patricia Terms Two}

Else {Go to Patricia Terms One}

### Patricia Terms One

- A) Accept Patricia's offer. [Pat+2] [PatDealYes]  
B) Reject her offer. [Pat-2] [PatDealNo]

{Go to Jake}

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### Patricia Terms Two

- A) Beg with everything you have for her to... [Sub+2] [Slave+3] [Beggarboy] [PatDealNo]  
❖ I think I want to sit on Kane's poor face for a bit... {Go to Face Sitting}  
❖ I think he needs to worship my feet and move... {Go to Worship}  
❖ I think I want to tease his worthless dick but... {Go to Denial}

B) Stay silent and don't beg for mercy. [PatDealNo]  
❖ I think I better listen to her this time. Maybe I... [Sub+1] [Slave+1]  
◆ Ass seat? Why not. {Go to Face Sitting}  
◆ Worshipping Patricia doesn't sound too... {Go to Worship}  
◆ I really could use some pleasure. {Go to Denial}

C) I'm not going to beg for her mercy. I won't do it. [Dom+1]
-

### Face Sitting

6. **A)** Let loose some gas on his poor face. [Sub+1] [Slave+3]  
**B)** No, that's a little too disgusting for me.

{Go to Jake}

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### Worship

7. I'd like to lick Patricia's boots. (Your Choice)
8. **A)** Do a really good job begging Patricia to lick her pussy. [Sub+1] [Slave+1]  
**B)** Do a poor job of begging by saying nothing and... [Pat-1] [Slave+3]

{Go to Jake}

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### Denial

9. **A)** Give it your best effort begging Patricia to play with... [Sub+1] [Slave+1]  
    ❖ (I think she wants to hear me degrade my...) [Slave+2]  
    ❖ (Don't give her that much satisfaction...)  
**B)** Give a halfhearted effort begging Patricia.
10. **A)** Having Patricia on her knees serving my needs. [Pat+1] [Dom+1]  
**B)** Being on my knees serving all of Patricia's needs. [Sub+1]  
**C)** I don't think of Patricia at all when I do my thing... [Pat-1]  
**D)** I don't masturbate in my cell. [Pat-1]
11. **A)** Beg. [Sub+1]  
**B)** Don't say anything.
- 

### Jake

12. **A)** Samantha is definitely a scary chick, but something... [Sam+1]  
**B)** Patricia is more interesting to me, and she looks... [Pat+1]  
**C)** Why not both at the same time? [Friend+1]  
**D)** Give a little scolding about needing to concentrate... [Veronica+1] [Friend-1]
13. **A)** I think I should share what I know including my... [Slave+1] [Friend+1]  
**B)** I should share a little about what I have heard...  
**C)** I better not say anything at all. Especially talking... [Slave-1]
- 

### Juliette

14. Continue femdom scene. (Your Choice)
-



## Training

15. **A)** A. Try and recover the equipment and workers and... [Dominique+1] [Good+1]  
**B)** B. Calculate the value of the equipment and workers... [Alessandra+1]  
**C)** C. Quickly determine everyone who actually knows... [Veronica+1]  
**D)** D. Go in and rescue a worker or two, publicity for... [Juliette+1] [Evil+1]
16. **A)** A. Investigate everything about him (and make a...) [Veronica+1]  
**B)** B. Determine how valuable he actually is as a... [Alessandra+1]  
**C)** C. Don't let him leave. Keep him in the same research... [Juliette+1] [Evil+1]  
**D)** D. Look at ways to move the researcher into a less... [Dominique+1] [Good+1]
17. **A)** A. Simply determine as best as you can which child... [SoloPlayer]  
**B)** B. Try and split up the empire to each child's... [TeamPlayer]  
**C)** C. Try and gather additional data even after your... [GambitPlayer]
18. **A)** Share what happened with your computer. [Friend+1]  
**B)** Don't share what happened. [HackerSecret]
- 

## Seth

19. **A)** Question her skeptically about how it benefits... [BroEP+1]  
**B)** Question her about what criteria was used to... [BroEP+2]  
**C)** Thank her for giving your brother the opportunity... [BroEP-1]
- 

## Outdoors

20. **A)** I can't let him fall apart. I should encourage Zach... [Slave+1] [Good+1]  
**B)** I shouldn't get too involved with others. I have to...  
**C)** It's every man for himself. Maybe testing today is... [Evil+1] [ZachWeak]
- 

## Final Test

21. **A)** I have no questions. [Slave+1]  
**Note:** If you obtained [PatDealYes], then [PatDealYes] [PatDealNo], else [Slave+1]  
**B)** I have no questions, Mistress Patricia.  
**Note:** If you obtained [PatDealYes], then [Slave-1] & Sub Choices will appear.  
❖ Try to signal somehow to Patricia that Zach... [Evil+1]  
❖ Don't take the risk of upsetting her by doing...  
**C)** Say absolutely nothing. [Sub+1] [Slave+1]

**Note:** If you obtained [SelfishEater], then you will obtain [StrongWalk].

**Note:** #22 is only for those who did NOT obtain [SelfishEater].

22. **A)** I don't think I can jog for 45 straight minutes... [SprintWalk]  
**B)** I don't think I can jog for 45 straight minutes... [JogWalk]

**Note 1:** If you obtained [Strongwalk], then [Slave+0]  
If [SprintWalk], then [Slave+2]  
If [JogWalk], then [Slave+3]  
Else [Slave+2].

**Note 2:** If you obtained [PatDealYes] {Go to *Ball Kick Fake*}  
Else {Go to *Ball Kick Real*}

---

### *Ball Kick Fake*

23. **A)** Show your acting chops and sell the pain with...  
**B)** Act out grunting in pain, but don't verbalize any... [Slave+1]  
**C)** Don't sell the pain at all. [Slave+5]

{Go to #25}

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### *Ball Kick Real*

24. **A)** Just get things over with for this test and let yourself... [Sub+1] [Slave+2] [KaneFallOne]  
**B)** Tough it out and try your hardest to keep standing.

**Note:** If [Friend] <2, then [Friend-1].

25. **A)** Don't ask any questions at all. [Sub+1]  
**B)** Ask Patricia how often someone gets demoted ranks... [Sub+1]  
**C)** Ask Patricia how often someone gets promoted... [Dom+1]  
**D)** Ask Patricia what percentage of people entering... [Gambit+1]
- 

### *Second Test Fork*

No Choices.

**Note:** If you obtained [PatDealYes] {Go to *Patricia Sex*}  
Else {Go to *Second Test Pain*}

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### *Second Test Pain*

26. **A)** Attempt to crawl over Patricia. [Juliette+1]  
**B)** Don't do it. [Juliette-1]

{Go to *Sister New Hire*}

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### *Patricia Sex*

27. **A)** Move your hands from her shoulders down to her... [Pat+1] [Dom+1]  
**B)** Tell her your balls are big enough to fuck her right... [Pat+3] [Dom+1] [Evil+1]  
**C)** Just keep massaging her shoulders and say nothing. [Sub+1] [Pat-2]
-

### Sister New Hire

28. **A)** (Show a little disapproval of her bad first impression). [SisCP-1] [SisDom+1]  
**B)** (Don't say anything about her first impression at all)... [SisSub+1]  
**C)** (Express mild disapproval of her first impression... [SisCP+1] [SisEvil+1]
29. **A)** (Cassandra at 30,000 dollars is making more...)[SisCP-2] [SisGood+1] [RichPrisoners]  
**B)** (I think Cassandra can survive without the car and...) [SisCP-1]  
**C)** (I don't think I should show leniency to the... [SisCP+2] [SisEvil+1] [PoorPrisoners]
- 

### Kane Result

30. **A)** (Ask her directly how you did.) [Dom+1]  
**B)** (Stay Silent.) [Sub+1]

**Note:** If [Slave] >=10, then you will obtain [Pissboy] & [K4]

If [Slave] >=3, then [K4]

If [Slave] >=1, then [K5]

Else [K6].

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### Seth Wake

31. **A)** (She's going to kill him? I think I don't want to see... [BroKP+1]  
**B)** (I need to see everything I can, even this...
- 

### Sister

**Note:** #32 is only for those who obtained [SisEvil] <2.

32. **A)** (Praise him for his work and give him a bonus of... [SisGood+1]  
**B)** (Just thank him for his work and send him on his...

### Kane Dom End

**Note:** #33 is only for those who obtained [K5] OR [K6]. {No} {Go to End Chapter 2}

33. **A)** (Is this a test on whether I would just punish... [Good+1]  
**B)** (I don't think Elena to see weakness, so I... [Elena+1] [RedAss]  
**C)** (Maybe Elena wants to see that I am completely... [Kitty+1] [Evil+1]

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## Chapter 3

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### Kane Wake Up

- A) (Tell Sam sarcastically that you will miss her so much.) [Sam+1]  
B) (Don't say anything at all.) [Sub+1]  
C) (Answer with little enthusiasm and general...)  
D) (Tell her how unhappy you are that you never got... [Sam+1] [Dom+1])

### Cell One

No Choices.

**Note:** If you obtained [K5] OR [K6] {Go to Cell Two Dom}

Else {Go to Cell Two}

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### Cell Two

- A) (I'm curious if Sam has an employee rank...) [Sam-1] [Kitty+1]  
B) (Do they expect me to fit in that cage?...) [Kitty-1] [KittyS+1]  
C) (I should try and please Kitty in her new...) [KittyS-2]
- A) (I think she probably want to hear something...) [Kitty+1]  
B) (I shouldn't even try to answer. I should...) [KittyS-2]  
C) (I have no clue. I should just tell...) [Kitty-1] [KittyS-1]
- A) (No fucking around here. I better just...) [Kitty-1]  
B) (I need to try and stand up a little for myself!...) [Kitty-2] [BroPunish]  
❖ (She's probably not going to change...)  
❖ (She may punish me either way with...) [KittyS+1]
- (Kiss her toes.) (Your Choice)

### Pissboy

**Note:** #6-7 are only for those who obtained [Pissboy] <2. {No} {Go to Cell Two Continue 1}

- A) (I really want to serve Katsumi the best...) [Kitty+1] [KittyS-2]  
B) (I really don't want to get pissed on...) [Kitty+1]  
C) (I'm just not going to answer, anything I... [Kitty-1]  
D) (I should be honest and tell her...)  
❖ (It may work if I beg...) [Kitty-1]  
❖ (Begging probably won't work...)
- A) (Lick up everything.) [KittyS-1]  
B) (Hesitate to lick it up.) [Kitty-1]

{Go to Cargo}

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### Cell Two Continue 1}

8. **A)** (I should try to get on her good side...) [Kitty+1] [KittyS-2]  
**B)** (Is she expecting me to say something...) [Kitty-1]  
**C)** (Maybe she doesn't want me to totally...) [Kitty+2] [KittyS+1]
9. **A)** (I better be very obedient...) [KittyS-1]  
**B)** (I think I'm kind of stuck on this one...) [Kitty-1]

{Go to Cargo}

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### Cell Two Dom

10. **A)** (I think I should show strength here...) [KittyS+1]  
**B)** (Maybe it isn't good to sound too...)  
**C)** (Maybe I can't trust anyone... [KittyS+2]
11. **A)** (I should probably congratulate her...) [KittyS+1]  
**B)** (Maybe I should show some ambition...) [KittyS+1]  
**C)** (I should always try and take...) [Veronica+1] [ElenaMtg]
12. **A)** (It might not help...) [Dmeet+1] [Friend+1] [KittyS-1]  
**B)** (I don't think it's worth...) [Dmeet+1]  
**C)** (I'm not sticking my neck out on the line.) [Jmeet+1] [Friend-1]
13. **A)** (I should try and give...) [Dmeet+1] [Friend+1] [Kitty-1]  
**B)** (I better just keep my mouth shut...)

### Jet

14. **A)** (Is she serious? I don't need to hear...) [Dmeet+1] [Good+3]  
**B)** (I really don't want to hear...) [Vmeet+2] [Good+1]  
**C)** (I never liked Zach anyway...)  
❖ (Hmm, I better not try and fake...) [Dmeet+1] [Good+3]  
❖ (Hmm, I better not try and lie...) [Vmeet+2]  
❖ (I better not lie here I am sadistically...) [Jmeet+3] [Evil+3] [KittyOffer]
15. **A)** (I really could use some release.) [Dmeet+3] [JRomanceOpn]  
❖ (I think I can give her a hug...) [JRomanceOpn] [JFriendOpn]  
❖ (It sounds like she is really lonely...)  
**B)** (Maybe I should just take advantage...) [JFriendOpn]

{Go to Parking}

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### Cargo

16. **A)** (I shouldn't even bother...) [Junko+1]  
**B)** (I should definitely answer...) [Scarlett+1]  
**C)** (Maybe I should try and fake some kind...) [ScarlettS-1]

- 17. A)** (I think Junko seems a little more...)  
❖ (I want to please her...)  
❖ (I'm not super enthusiastic about...)  
**B)** (Scarlett seems rougher and might...)  
**C)** (This might be a crazy though...)  
❖ (I don't think there is any point...)  
❖ (I think I should state I want to...)  
❖ (I don't feel like just constantly...)  
**D)** (I'm not sure I should commit...)
- [JunkoS-2] [JunkoPet]  
[JunkoS-1]  
[ScarlettS-2] [ScarlettPeg]  
[BusyBoy]  
[ScarlettS-1]  
[Junko+1]  
[Scarlett-1]  
[Scarlett+2] [Junko-2] [FreeAgent]
- 

**Note:** If [SisCP]  $\geq 3$  then you will obtain [CassLoyal].

### Parking

- 18. A)** (I don't think I have any desire to...)  
**B)** (I'm not against exploring some of my...)  
**C)** (I want this. I want to enjoy having...)
- [SisGood+1] [MoralOne]  
[SisVP+1]  
[SisEvil+1] [EvilPolice]

### Store

- 19. A)** (I feel like picking the more...)  
**B)** (They did pick me to manage...)
- [SisDP+2] [Sis]P+2] [ProBoss]  
[SisAP+2] [SisVP+2] [RedDevil]

### White

- 20. A)** (I bet Cassandra has useful information...)  
**B)** (I wouldn't mind Cassandra's advice...)
- [SisCp+1]  
[SisDom+1]

### Stage

- 21. A)** (I think I shouldn't say anything about...)  
**B)** (I don't think it hurts to say it...)  
**C)** (I need to show that I won't be soft...)
- [SisBro+1]  
[SisVP+1]  
[Sis]P+1]

### Sis Evil

**Note:** #22 is only for those who obtained [SisEvil]  $\geq 7$ .

- 22. A)** (I do want to punish him, but...)  
**B)** (A human pet?? It sounds...)  
**C)** (A human toilet? It seems...)  
**D)** (Human Furniture...)  
**E)** (I... I want to go all the way...)
- [SisVP+1] [Daniel]jailed]  
[SisDP+1] [DanielPet]  
[SisDP+1] [DanielToilet]  
[Sis]P+1] [SisAP+1] [DanielFurniture]  
[SisGambitQueen-2] [Murderess] [JulietteWorry]

## Sis Good

**Note: #23 is only for those who did NOT obtain [SisEvil] >=7.**

23. **A)** (I do want to punish him, but...) [SisVP+1] [DanielJailed]  
**B)** (A human pet?? It sounds...) [SisDP+1] [DanielPet]  
**C)** (A human toilet? It seems...) [SisDP+1] [DanielToilet]  
**D)** (Human Furniture...) [SisJP+1] [SisAP+1] [DanielFurniture]  
**E)** (I... I can't just punish him...) [SisGambitQueen+2] [MoralityTwo]

## Fork

No Choices.

**Note: If you obtained [K5] OR [K6] {Go to Clinic B}**

**Else {Go to Clinic A}**

## Clinic A

24. **A)** (She seems all business...) [VeronicaS-1]  
**B)** (I doubt I can just disobey...) [Veronica-2]  
**C)** (I better just answer...)  
    ❖ (I should just ask her...) [VeronicaS-1]  
    ❖ (I doubt she will divulge...) [Veronica+2]  
    ❖ (I should ask her about the...) [VeronicaS-1]
25. **A)** (Maybe she'll actually do what...) [NurseS-1]  
**B)** (I'm not going to give her...)
26. **A)** (It feels like...) [ToughPain]  
**B)** (It feels like...) [Veronica+1]  
**C)** (It feels like...) [WeakPain]
27. **A)** (Shit... this fucking suck...) [VeronicaS-2]  
**B)** (Screw her! I'm not going to...) [Veronica+3]

{Go to Cell Fork}

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## Clinic B

28. **A)** (I should just ask her...) [VeronicaS-1]  
**B)** (I doubt she will...) [Veronica+2]  
**C)** (I should ask about her...) [VeronicaS-1]
29. **A)** (Wait a minute... [Veronica-1]  
**B)** (I'm worried about what this...)

## Cell Fork

No choices.

**Note:** If you obtained [K4] {Go to K4 Cell}

If you obtained [K5] {Go to K5 Cell}

If you obtained [K6] {Go to K6 Cell}

Else {Go to K4 Cell}

## K4 Cell

**Note:** #30 is only for those who obtained [Friend]  $\geq 2$ .

30. A) (I definitely agree with...)

[Friend+2] [BFLoyalOpn]

B) (I think we need to help...)

**Note:** #31 is only for those who did NOT obtain [Friend]  $\geq 2$ .

31. A) (I definitely agree with...)

[Friend+2]

B) (I haven't forgotten...)

## K4 Fork

**Note:** If you obtained [ScarlettPeg] {Go to Pegging}

If you obtained [FreeAgent] {Go to Free Agent}

Else {Go to Pet}

## K5 Cell

32. A) (Kwame seems very intelligent...)

[Good+2] [KwameFriendOpn]

B) (I should try and gain...)

C) (I have to look out for myself...)

[Evil+2]

{Go to Dom Paths}

---

## K6 Cell

33. A) (No time to be fucking timid...)

[Chanel+1]

B) (I don't want to sound too arrogant.)

[ChanelS-1]

C) (This might be risky...)

[Chanel+1] [ChanelS+1] [Jmeet+1]

{Go to Dom Paths}

---

## Pet

**Note:** If [Good]  $\geq 3$  then you will obtain [DominiqueInt]

34. A) (I think I do want to obey Junko...)

[JunkoS-1]

B) (I don't want to do anything she says...)

C) (I don't feel like just rolling over...)

[Junko-1]



### Cage Man

35. A) (I guess I want to please her...)  
B) (She's just teasing me...)

[JunkoS-1]  
[Junko-3] [DominiqueInt]

**Note:** If you obtained [BusyBoy] {Go to Pegging}  
Else {Go to End Chapter 3}

### Pegging

36. A) (It's going to hurt a lot more...)  
B) (I am not going to suck on...)

[InjuredAss]

{Go to End Chapter 3}

---

### Free Agent

37. A) (I don't think I better mess with...)  
B) (Maybe I should asset myself...)

[Chanel-1] [Kiyomi-1]

38. A) (Somehow, I feel like the best decision...)  
B) (I... I just can't risk accepting...)

[Kiyomi+1] [ViperToy] [FreeAgent]  
[Veronica+1] [Kiyomi-2]

{Go to End Chapter 3}

---

### Dom Paths

**Note:** If [Vmeet] >=2 {Go to Veronica Meet}  
If [Jmeet] >=3 & [Evil] >=3 {Go to J Meet}  
Else {Go to D Meet}

### Veronica Meet

39. A) (I think there was something about the...)  
B) (I still believe I was set up...)  
C) (I'm convinced there is something about...)

[Veronica+1]  
[Veronica+1] [VeronicaS+1]

**Note:** You will obtain [MomKnowledge] & [VeronicaSponsor].

{Go to End Chapter 3}

---

### Juliette Meet

40. A) (My gut is that she wants...)  
B) (I think I should focus on more than...)  
C) (Truth be told, I'm both...)

[Juliette+2]  
[Juliette+1] [JulietteS+1]  
[Juliette+1] [JulietteS-1]

### Dumbo Time

41. A) (I... there's just no way...) [Julliette-5] [Good+3]  
B) (I'm willing to be ruthless...) [Julliette+1] [JullietteS+1]  
    ❖ (I'm willing to kill...) [Julliette+3] [Evil+3] [JullietteSponsor]  
    ❖ (I... I can't do it...) [Julliette-5] [Good+3]

{Go to *End Chapter 3*}

---

### Dominique Meet

**Note:** You will obtain [DominiqueSponsor]

42. A) (I mean... if there is a way...) [Dominique+2]  
B) (I'd want to try and do the right thing...)[Dominique+1] [DominiqueS+1]  
C) (If I was in charge...) [Dominique-1]
- 

End Chapter 3

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# Karlsson's Gambit 0.4 and 0.5 Dev Tips/Walkthrough (WT)

**Notes for 0.5 below this, so read past this if you are starting at 0.5 but note the general notes overall up here!**

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:**

Three beginnings: 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 seems to have a lot of direct influence on me...”

**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 Chanel ass sitting 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 Daniel Pet

Olivia chose Daniel to be a toilet → go to scene Daniel Toilet

Olivia chose Daniel to be human furniture → go to scene Daniel Furniture

Olivia had Daniel killed (only with evil menu from Episode 3)

→ go to scene Daniel Dead

Olivia forgave Daniel (good menu only) or put him in jail

→ go to scene Kane/Olivia meeting

### **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 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 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)

Sister Good +1

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

Sis Team -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 K4 Cell Scene with Jake.

**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 Check In (have to scroll further down past K5/K6 starts)

### **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 Reyes)

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 Junko Tub 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 Pod 4 or Pod 5 and 6 (depending on player rank, K4 goes to Pod 4, K5 and K6 go to Pod 5 and 6 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 KTrain 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 First Client,

Seth Experiment, and finally First Lesson

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### **Alessandra Breast Massage:**

No choices, leads to First Client, Seth Experiment, then finally 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** → Jump to K4 Juliette scene

If **Junkopet** → Jump to K4 Dominique scene

If **Vipertoy** or **BusyBoy** or none of the above → 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 → **\$ 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 Olivia End (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** → go to Dominique End

If **Juliette Sponsor** → go to Juliette End

If **Veronica Sponsor** → go to Veronica End

If no Sponsor → go to Olivia End scene (last scene in update)

### **Dominique End:**

No choices but possible alternative outcome:

If Good  $\geq$  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 OliviaEnd (last scene in update)

### **Veronica End:**

No choices, Kane just given assignment by Veronica

Leads to OliviaEnd (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.**

# Karlsson's Gambit 0.5 Walkthrough Notes and Tips

Hi everyone, hope you all have a fun time playing the game! I am putting some general notes like I did for 0.4 here, so you can play along with your desired choices. Major choices that I believe are far reaching beyond this episode I will put in **RED** while more normal choices will be in **PINK**.

A few notes before we start:

- 1) I'm not so great at writing this kind of thing, so I apologize in advance for any errors or lack of clarity, I will do my best, but please reach out directly to me on Patreon or Discord if you have any questions or concerns!
- 2) I am going to underline scene names, meaning that a choice/situation leads to that specific scene in the story. So you can cross reference those names in the WT (walkthrough) here to follow along.
- 3) There is a lot of alternative dialogue based on past choices, but it would be too difficult to list every single one based on prior actions, but I might mention a few major deviations in this area if I feel it's super relevant. But you'll just have to play out a few different scenarios/saves to maybe explore that level of dialogue depth, etc.
- 4) Regarding the "ranks" for Ks -- Try not to worry so much about the specific ranks except for limited extra scenes -- just save at big choices during your play, and you should be able to explore other things. The ranks are kind of in tiers -- K1, K2 to K4, K5 to K8 a bit of K9, K10, and then if one gets that far, the Z ranks.
- 5) If you see a TRUE or FALSE flag with a \$ sign, that makes something kind of open or closed for future things. So pay attention to those as they open up other possible things.
- 6) I understand my game has a bit of complex branching at times (trust me, it's hard to write it all!) but I feel like a game is fun if there are real choices with different possible endings, so that's why I kind of write it that way I do, hope you all have fun!
- 7) The first time a choice type appears, I may try and indicate what the points actually mean, but if I am not clear on any of them, just ask me!

Please have fun! **Tess aka Grym Gudinna**

START:

**E5Pier (Callista on pier):** No choices

**Oliviapiertwo:** No choices (it's the same pier as Callista, but of course many years later)

**Cassk (Olivia talking to Cassandra):**

“I don't think I should even inquire about something like that...”

Sis sub (Sister submissive points) +1

“I should ask her directly in a way that doesn't give away anything...”

Sis dom (Sister dominant points) +1

“I don't think I should share anything with Cassandra as it could be risky...”

No effect

“It might be a risk, but sharing my true background with Cassandra might be a good idea...”

\$ cassknows = True (Cassandra knows Olivia's true father)

If cassandraloyal = False (prior choices mean Cassandra is not loyal yet)

Then = \$ cassandraloyal = True (Cassandra stronger loyalty to Olivia)

**Casstwok (Olivia and Cassandra decide on what to do next):**

**Note:** This scene splits into two possible dialogues and choice menus depending on whether you achieved the flag of **\$ evilpolice = True** from a prior episode (when Cassandra asks you if you want to play police in the parking lot during the car/clothing store time together) So I am doing evil police choices first, then the normal route second below.

**If \$ evilpolice:**

“I know I agreed to do this before, but I can tell we're going to do nasty things to very innocent people struggling...”

Sisgood (Sister good morality) +3

Sis\_c\_p (Sister/Cassandra relationship) -3

**NOTE: If you pick this option, you will SKIP the entire police scene and jump straight to the scene called ok3visit (visiting K3 area) So jump to ok3visit**



“I agreed to this before, and I’m not changing my mind now. I’ll play policewoman out there in the streets...”

No effect

Scene will jump to **opolice**

**Else: (path for those without the evil police flag above)**

“I should tell Cassandra I’ve changed my mind about her prior suggestion...”

\$ Neutralpolice = True (you will receive neutral police menu options in police scene, not the evil police menu options)

Scene will jump to **opolice** scene

“I still don’t feel comfortable with the idea of bothering people outside as fake police...”

No effect, but will skip entire police scene and jump to **ok3visit** scene

**Opolice: (Cassandra/Olivia in changing room):**

“Maybe I should make her get on her knees and thank me properly...”

Sisdom +1

“I don’t think I need to do this right now. She’s obeying me very well so far...”

Sissub +1

Both jump to **Olot scene:**

**OLot: (Kiyomi/Olivia/Cassandra in parking lot):**

Note: Some dialogue splits with different conversations with sub/dom paths, prior choices/results (kpass, rank, branding, etc), but nothing critical to making a choice in this scene.

“If there is a way to quietly help Kane (default protagonist name) out a little more, I should try and do it...”

sis\_kiyomi\_p - 1 (Kiyomi’s fondness/relationship level with Olivia)

sisgood +2

“I should tell her to treat Kane the exact same as everyone else in the program.”

sis\_kiyomi\_p +2

**\$ Kiyomidoor = True (highly recommend a save with this choice if interested in Olivia exploring someday a relationship with Kiyomi romantically/lesbian - choice opens possible door for later scenes**

“Maybe this is a chance to show I can handle myself without attachment to Kane...”

sis\_kiyomi\_p -1

sisevil + 2

Scene jumps to ostreets (drive in tunnel) and then jumps to vagrants (police scene)

### **Vagrants: (Three girls meet the two vagrants):**

Note: This scene has two choices menu depending on if you are on the **evilpolice** track or **neutralpolice** track. Basically, you will have different options as Olivia, so will write each set below.

Both tracks see this choice menu:

“I need to assert my leadership whenever I can to keep a strong image...”

sisdom + 3

“I can let Kiyomi keep going, I’m curious how she’ll handle...”

sissub + 3

If on the **neutralpolice** path, you will see these choices below:

“I think I should just let them go. They seem willing to work hard for the company, and there’s no need to torment...”

sisgood +1

sis\_c\_p (Cassandra/Olivia points): - 1

“I’m going to take them back with us to the facility.”

sisqueen + 1 (Sister Queen points, secret point system for now)

(But it has to do with Sister gaining power/support over time)

scene will jump to opoliceend and then ok3visit (K3 area visit)

If on the **evilpolice** path, you will see these choices instead:

“I’m going to take them with us back to the facility...”

sisqueen + 1 (Sister Queen points, secret point system for now, but it has to do with Sister gaining power/support over time)

“This might be a good chance to gain further support from the staff. I’m going to give them as a gift...”

sisqueen + 4

sis\_kiyomi\_p + 1

sis\_c\_p + 1

“I think I just want to have them killed right now.”

sisevil + 3

sisqueen + 2

sis\_c\_p + 1

sis\_kiyomi\_p - 2

scene will jump to **opoliceend** and then **ok3visit (K3 area visit)**

### **Ok3visit (Olivia visits the K3 area escorted by Cassandra):**

Note: There are two possible scenes here -- the normal one, and an alternate scene if Kane has the flag **K3 (He is a K3 rank from prior episode)** If Kane is a K3, he will be in the pit in this scene, but other players will see another person in the pit.

If Kane is a **K3**:

“I think I want to preserve a good relationship with Kane as best as I can. I won’t piss on him...”

**Sis\_team + 1 \*\*\*\*\* (Please note this stat is how Olivia aligns with Kane as a team, it is VERY important to Olivia evaluating Kane at the end of this episode, maybe make a save here in case you have trouble getting the points needed if you choose the other option below)**

sis\_c\_p - 1

“I shouldn’t rock the boat at all. I need to do whatever it takes in here...including degrading Kane if necessary...”

sis\_c\_p + 1

Scene jumps to **k2lab (K2 area tour where they meet Doctor Chastain)**

If Kane is NOT a **K3**: (most people will see another guy in pit here)

“I don’t think I want to piss on him. He’s not a program participant...”

sis\_a\_p + 1 (Olivia’s relationship with Alessandra Karlsson)

“Hmm, I think I want to do this...”

No effect

Scene jumps to **k2lab (K2 area tour where they meet Doctor Chastain)**

**k2lab (Doctor Chastain intro/K2 area):**

**Note: For players that picked Olivia to have the chance with females (bisexual or lesbian flags from prior episode choice) -- Doctor Chastain will have different dialogue and she is a romancable option for Olivia.**

**Note 2: Although it is not apparent here, a good and moral Olivia will later be able to try and diminish her choice here in some manner.**

“I can’t believe this is popping in my head first...but I think I want to see Kane...”

\$ doctorkane = True

(Major choice flag, the Doctor will attempt to target Kane for special “work” on her job)

“The first name that pops in my head is [pname2] (best friend name)...”

\$doctorjake = True (Same major choice, but Doctor targets Kane’s best friend instead of him)

Scene eventually jumps to **gambitrevealone (Scene where Veronica reveals a lot of the Gambit and what it means with Yvette and Olivia)** and that leads to a major fork for the game called **startfork (where your rank determines your starting scene)**

## Startfork:

**Major starting fork: Basically, your rank at the end of Episode 4 determines which start you see: So...jump the proper scene for your save(s).**

**K3 rank → e5k3start**

**K4 → e5k4start**

**K5 → e5k5start**

**K6 → e5k6start**

**K7 → e5k7start**

**K5, K6, and K7 jump on ahead, a lot of the sub path here first...look for the start scenes for each rank below Celeste playing with Kane.**

**SUB PLAYERS NOTE: Subs (K3 and K4) will be flagged with a point system called opts - basically, if you want a better recommendation chance for a higher rank you want LESS points, if you want to get downgraded in rank and treated worse, you want MORE opoints. Keep that in mind when playing.**

**DOM PLAYERS NOTE: Doms (K5, K6, and K7 start) will be flagged with a point system called zpts - basically, you want LESS points for a higher rank/recommendation, and MORE zpts if you want to screw up a little more and not get the highest rank chance. Keep that in mind when playing.**

## E5K3Start (Kane sub path starting as a K3 rank):

**Scarlett has three choices on what to inflict on Kane -- they are pretty self-explanatory and you can save and try each one I guess. :)**

Eventually the scene jumps to **E5K4Start**

## E5K4Start:

"I was assigned Prisoner Number 14."

opts + 1 (remember note -- opts being higher means you are doing "worse" for rank)

"I was assigned Prisoner Number 16"

No effect

Scene leads to **beltorama (Kane meets Kiyomi and the Nurse for a “fitting”)**

**Beltorama: (Kane meets Kiyomi/Nurse):**

"I'll tell her that I should greet her politely as Mistress and then maybe..."

opts + 2

"Screw telling her anything. I should immediately get down...kiss...then greet her politely somehow as Mistress.)"

opts + 1

"Screw telling her anything...get down...kiss...and not say a word."

kiyomi\_p + 1 (Kane's relationship/respect/fondness with Kiyomi)

"Wait a minute, what the hell are they going to do to me?"

opts + 1

"I better keep my mouth shut. It's probably a bad idea..."

No effect

Scene leads to **beltshot (Sam teases Kane's cage)**

**Beltshot (Sam teasing Kane's cage):**

"I'm going to lie and cover for Sam. I'll tell Delilah I volunteered to eat her out..."

\$ noratsam = True (Kane did not rat out Samantha)

delilah\_p + 2 (Delilah's fondness/romance potential with Kane points)

"I'm going to tell Delilah the truth about what happened..."

\$ ratsam = True (Kane ratted out Samantha -- could be bad for Kane later...)

Scene leads to **subclasstime (Pod 4 in the sub training lesson):**

**Subclasstime (subs go to meet Alessandra/Sonya/Celeste):**

"I better keep my mouth shut. Nothing good..."

delilah\_p + 1

"I think I should say something that conforms...but is still passive aggressive..."

scarlett\_p + 2 (Scarlett's fondness for Kane points)

opts + 1

"I should be direct and just say that I think it's pretty shitty..."

scarlett\_p + 1  
delilah\_p - 1  
opts + 2

Scene leads to darkdump (three guys sitting in the dark dumpster)

Dark Dumpster (three guys in the dark dumpster):

**Note: Please note these choices carefully, there are two choices with give pod4pts as a point, this is relevant for 0.6! So be aware of that, as it awards a team point for the entire group (Pod 4) and could matter for 0.6 results for the entire pod.**

“I think we need to focus on protecting ourselves...I’ll do my part too...”

good + 2

pod4pts + 1 (note what I said above: Pod 4 points overall as a team)

“I think we need to focus...I can quietly betray them later if...”

evil + 2

pod4pts + 1 (big point)

“I need to focus on Zach. Best friend is streetsmart...but Zach needs...positivity...”

good + 1

zachopts + 1 (This point helps Zach perform better himself during the day, his own personal opoints like Kane has too)

“I need to focus on Zach...I think he needs some tough love to perform...”

zachopts - 1 (can impact Zach’s own rank later)

friend + 1 (best friend bromance/relationship with Kane)

Scene leads to darkdumpopen (First part of class with Alessandra):

“Celeste’s favorite punishment is based on the chair...body worship...”

opts + 2

“Celeste’s favorite punishment...lounge chair...Sitting on one prisoner...”

pod4pts + 1 (big point to get if you want the pod to do well in 0.6!)

celeste\_p + 2 (Celeste’s fondness/desire for Kane points)

\$ celestecorrect = True (not major flag, but minor dialogue)

“Celeste’s favorite punishment is based on the gibbet cage...”

opts + 3

“Celeste’s favorite punishment is based on the pillory..pegging prisoners...”

opts + 1

celeste\_p + 1

Scene jumps to **alessandraguess**

### **Alessandraguess (Now they guess Alessandra’s kink:**

“I think Alessandra’s favorite punishment is the normal chair with...body worship...shocks...”

\$ acorrect = True (just minor dialogue for Alessandra guess being correct)

alessandra\_p + 2 (Alessandra fondness/romance interest points for Kane)

“I think Alessandra’s favorite punishment is the lounge chair...gibbet...”

opts +2

“I think Alessandra’s favorite is the gibbet cage, tormenting immobilized...”

opts + 1

alessandra\_p + 1

“I think Alessandra’s favorite punishment...pillory...pegging...”

opts + 3

pod4pts - 1 (watch out for this one! Deadly two point swing maybe for 0.6)

Scene leads to **aeat and aeat2 (eating out Alessandra):**

### **Aeat/Aeat2 (Eating out Alessandra):**

“I should try and be specific about why it’s a nice ass...tight and petite...”

opts + 1

“I think she would appreciate...a lowly scum like me...some superior...”

No effect

“I should simply say that I feel so lucky and fortunate...”

opts + 1

“I should play it very safe and lick her stomach...”

No effect

“I should risk it a little and move to her breasts...”

opts + 1

Leads to **Celestefun (her choice which punishment to inflict on Kane)**

### **Celestefun (her choice):**



**Note: Just pick if she wants to peg Kane or have Alessandra use the gibbet while she sits on Kane.**

**Note 2: Gibbet choice has no additional choices for points, only the pegging scene has one choice!**

**Scene goes to either cpeg (pegging) or cgibbet (gibbet):**

**CGibbet:** No points, scene leads to **Queenmeet (jump ahead in walkthrough)**

**CPeg:**

“Please Mistress Celeste...ravage my worthless ass...I’m begging...”

opts + 1

“Mistress Celeste...my only purpose is to endure pain for your amusement...”

No effect

scene leads to **Queenmeet (jump ahead in walkthrough)**

## DOM PATH START PATHS:

Remember, getting positive zpts are BAD for getting good rank and good for keeping a lower rank like K5.

**E5K5Start (Kane wakes up with Kwame/Delilah/Chanel):**

“I should just say they both look great.”

chanel\_p + 1 (Chanel’s fondness to Kane/ally/friend w/benefits score)

delilah\_p + 1 (Delilah’s fondness/romance potential score)

“I should specifically tell Delilah she looks hot.”

delilah\_p + 2

chanel\_p - 1

“I should specifically tell Chanel she looks hot.”

chanel\_p + 2

delilah\_p - 1

Two girls make out, then scene leads to **domprogtime (massage)**

### **E5K6Start (Kane wakes up and plays with Delilah):**

**Note: If Kane has Delilah\_p +2 from prior choices in the last episodes, he will get to fuck her, if not, it will be a little less of a sexual scene.**

No choices, scene leads to **domproptime (massage)**

### **E5K7Start (Kane wakes up with Junko):**

**Note: There is an additional choice/dialogue if Kane has jromanceopen flag open from prior choices in earlier episodes. (Junko romance path open)**

"I'm not entirely sure...but I feel like Junko is someone I want to know more and more...spark there..."

No effect, Junko romance path remains open -- NOTE this could make it harder to romance someone else, not impossible but harder.

"I think Junko is very interesting...but...pushing something I'm not feeling..."

Junko romance path CLOSES (Jromanceopen = False)

If not romance open, then normal scene is only blowjob with Junko.

One minor note: If dominiquesponsor = True (Kane got Dominique as a sponsor) Junko will mention to Kane how to talk to Sonya for protection as ally of Dominique Sonyahelp = True (Sonya might help Kane later)

If not sponsored by Dominique, this will not appear to the player.

Scene leads to **domproptime (massage)**

### **Domproptime (Massage scene with Claudia):**

"I should be very proactive to meet her needs..."

zpts + 1

"I should ask if she wants help...do it if she accepts..."

No effect (remember, no effect is a good choice for zero zpts)

"I shouldn't be too proactive...best to just let her disrobe on her own..."

zpts += 1

“I should keep it simple and tell her she looks beautiful...”

zpts + 1

“She seems to like Katsumi a lot...beautiful like her...”

zpts + 1

“I need to risk a more nuanced answer...looks like a Karlsson executive...”

No effect

“I think I can't push too far yet...offering to finger her pussy...”

No effect

“I think she would get the most pleasure...used my tongue...lick pussy...”

zpts + 1

“Fuck it, I should be aggressive...offer to lightly fuck her...”

zpts + 2

“I should keep it nice and simple...flick my tongue on her nipples...”

zpts + 1

“I should lick a circle around her nipples...” (sorry game dev bias haha!)

No effect

“I should take a small risk and lightly bite her nipple...”

zpts + 1

“Cum on her ass and back!”

No effect

“Cum inside of her!”

zpts + 2

Scene leads to **queenmeet (sub path does as well)**

## SUBS and DOMS CROSS HERE A SECOND

### QueenMeet: (Gambit Queen meets at the lake):

No choices -- subs go to sub2task  
doms go to dom2task

### Sub2Task: (church scene with Olivia/Phoebe):

"I'll lie fairly flat on the ground..head touching way down...ground..."

No effect

"I'll lie fairly flat..but slightly up..."

opts + 1

"I'll be very obedient...say that I will assist Mistress Olivia (sister) in any way..."

opts + 1

"I'll be very obedient...say I will assist Mistress Phoebe in any way..."

No effect

"Olivia (sister) told me to try and anticipate...I should start licking Phoebe's body..."

No effect

"I'm worried about doing anything I'm not supposed to...I should wait..."

opts + 1

"I could suggest her husband eat out Olivia (sister) while I please her..."

opts + 1

"I could suggest that she sit on her husband's face as I continue to worship her body..."

No effect

Sister choice:

“This is part of my job...to make the facility run well with satisfied VIP clients...”

\$ Phoebevot = True (very big flag to open if you want to try and get Phoebe later as ally)

“I’m here to help her fantasy...I’m going to turn her down...”

No effect

Scene jumps to jd yacht (Dominique meets Juliette on yacht -- jump ahead in walkthrough!)

### Dom2task: \*\*\*\*Notes\*\*\*\*

Note 1: If you picked in 0.4 the fashion show option, it does NOT block any future content in 0.6 with the party scene(s) -- there will be a narrative way to connect them even though you didn’t volunteer to help for 0.5.

Note 2: Your decision at Atlantis III (underwater complex) to help for the party or fashion show determines your starting path for this part:

Note 3: There is a complex coding with the two sex scenes -- basically, you will have a chance to do both sex scenes no matter which planning path you chose in 0.4 -- but NOT play each planning part -- so it jumps around, but just play it out and play sex scenes if desired -- if not, code will skip you to jd yacht at some point.

Fashionboy = True: (picked fashion show) - go to Fashiondom

If picked Party option -- go to Partydom:

#### **Fashiondom (Kane helps Olivia with fashion show):**

"If they are supposed to be the lowest...perhaps Olivia should make them crawl..."

No effect

“If they are supposed to be lowest...Olivia could make them come out in literal chains...”

zpts + 1

“I think the first image is the one Olivia should use...”

zpts + 2

“I think the second image is the one Olivia should use...”

**sis\_bro\_p + 2 \*\*\* (Huge flag if you want Kane to have better chance to be promoted now and even later beyond 0.5, this is basically the level of confidence sister has for Kane)**

“I think the third image is the one Olivia should use...”

zpts + 1

“I think the VIPs should trump even the Karlsson sisters...”

No effect

“I think the two young twins don’t trump at least the Karlsson sisters...”

zpts + 1

Scene will lead to Celeste sex scene, then a choice for Phoebe Netori scene (please see walkthrough section for those choices under partydom section as the game jumps around in this area bit) and then ultimately leads to **scene jdyacht**

### **Partydom (Kane meets Dominique and Alessandra in parking garage):**

Scenes shows one possible location for Olivia party, then jumps to driving with Hyori in the car outside...

“I think top bosses at this company...I’d have her pleasure me right now...so I should order her to do just that...”

No effect (I can’t penalize a guy for getting a blowjob here, haha!)

“I don’t think I should do anything with Hyori right now...”

zpts + 1 (lucky I don’t penalize a player more here, use her, haha!)

Note: Party suggestion is not set in stone for 0.6, but Olivia’s alignment (good/evil) matters for this choice, note that...

"I think Olivia would like the first location and dinner party..."

zpts + 2

"I think Olivia would like the second location and casino idea the best..."

if sisgood > 4 (sister good alignment) **then zpts + 1** (bad choice for good Olivia)

if sisevil > 4 (sister evil alignment more than 4) **then sis\_team + 1**

(very good for evil Olivia, note sis\_team for rank too later)

"I think Olivia would like the second location and masquerade ball..."

if sisevil > 4 (sister evil alignment) **then zpts + 1** (bad choice for evil Olivia)

if sisgood > 4 (sister good alignment more than 4) **then sis\_team + 1**

(very good for good Olivia, note sis\_team for rank too later)

Please note: it is actually possible to get both penalized and helped with a sister that is both good and evil over 4 with two choices -- this is ok by design, you can still achieve max rank with a zpts here, but pick the best sisteam choice if you really want to max chance for rank.

Scene leads to **Phoebechoice**

Also fashion show players can jump here as well as noted earlier.

### **Phoebechoice (Phoebe asks Kane to fuck her):**

"I think it's outrageous that she would do this to her husband...she's evil..."

good + 3

claudia\_p + 2 (Claudia points with Kane)

phoebe\_p - 2 (Phoebe points with Kane)

Note: You will jump to **jd yacht** scene and SKIP the Phoebe Netori sex scene

"That sounds really evil and brutal...but maybe there is context for it..."

phoebe\_p + 2

claudia\_p + 1

"She's definitely being evil here...but what do I care about her husband..."

phoebe\_p + 1

claudia\_p - 1

evil + 2

"I don't think I can fuck her in front of her husband..."

good + 2

phoebe\_p -2

“I think I can fuck her...”

phoebe\_p + 1

Bottom choice leads to **Phoebe Netori**, top choice skips scene and leads to **jdyacht scene**

**Phoebe Netori (Sex scene with Phoebe):**

No choices, leads to **jdyacht scene**

**Jdyacht (Dominique meets Juliette on yacht, subs and doms both see this scene):**

Dom players (k5 to k7) will jump to **Dom3task**:

Sub players will jump to **Sub3task**

**Subtask3 (fashion show scene -- hard scene to render, haha -- 12 people!):**

“I should lie completely down and lick her toes...”

No effect

“I should get in a kneeling position...greet Olivia...”

opts + 1

“This is supposed to be a little show displaying...basically me...dance a little...”

opts + 1

“This seems like...fashion show setup...slowly turn my body...”

No effect

“Olivia directly told me to show my ass...bend over...”

opts + 1

SIS CHOICE:

“I’ll order Kiyomi to lick Claudia...”

sisdome + 1

“I’ll let Kiyomi choose...”

sissub + 1

Scene leads to **lastsubchoice**



### **Lastsubchoice (Kane picks Dominique or Juliette):**

"I'm going to pick to see Dominique Karlsson..."

Nojuliette = True (did not pick Juliette in Episode 5)

Scene jumps to **domq5 (Dominique sub scene):**

"I'm going to pick to see Juliette Karlsson..."

NoDominique = True (did not pick Dominique in Episode 5)

scarlett\_p + 1

Scene jumps to **jule5 (Juliette sub scene):**

### **Domq5 (Dominique sub scene):**

**Note: different dialogues if you were Junko's pet or agreed to be strong for Dominique in prior episode, but not relevant for these specific choices.**

"I should say that I'm hoping for a reward..."

junko\_p - 2 (Junko points with Kane)

"I should just tell Junko it is only my desire to serve her..."

junko\_p + 1

IF GOOD >= 4 only → junkosubromanceopens = True

(please note, this is a big flag for Junko, you must be good player to have a chance to be a true sub romance with this character, no evil player can do it)

(Episode 0.6 will actually have an extra flag that if Kane's evil points are too high, she will reject him even if he is good over 4.)

(What, you think every woman in this game is evil and loves evil players? Hah!)

scene jumps to **familychoice**

### **Jule5 (Juliette sub scene with Delilah)**

No choices here, scene will jump to **familychoice**:

**Please note: If you want to sub romance Junko, you should make a different save for Dominique sub scene.**

**Dom3task: (meeting three Karlsson sisters in Juliette's fun bedroom):**

"I should say it's been kind of an easy first day..."

veronica\_p + 2 (Veronica's points/romance potential/fondness with Kane)

"I should say it's been a little hard..."

veronica\_p - 1

Note: Lots of different dialogue depending on sponsor, but choices all have the same impact regardless of prior sponsor or not.

Note: These 3 choices can have different impact based on sponsor, so read them carefully:

"I think I'm going to pick Dominique..."

IF Dominiquesponsor: player receives **dominique\_p - 1**

(Dominique's fondness/romance potential with Kane)

(She gets upset because she asked you to try and get closer to Veronica if you became her sponsor in prior episode)

Else: (not Dominique's sponsor) → **dominique\_p + 1**

All players get **juliette\_p - 1**

"I think I'm going to pick Juliette..."

IF Dominiquesponsor (you have her as sponsor)

Player gets **dominiquesponsor = False**

You lose Dominique as a sponsor.

All players get **dominique\_p - 1**

"I think I'm going to talk to Veronica..."

If Dominiquesponsor: player receives **dominique\_p + 3**

If Juliettesponsor: (have Juliette as sponsor):

**Juliettesponsor = False** (you lose Juliette's sponsorship)

All players get **juliette\_p - 3**

Players choosing Dominique go to **Domkane55**

Players picking Juliette go to **Juliekane55**

Players picking Veronica go to **Verokane55**

NOTE: These three all lead to different start scenes in Episode 6 so a good save point to consider for all 3 girls. (You will get to see the others too, but the first one you see has more impact)

**Domkane55 (Kane meets Dominique privately):**

"I think in her position, I would always try and do the right thing..."

**Dominiquetestfail = True (Kane fails Dominique's secret test)  
(big flag later)**

good + 2

"In her position, I think she shouldn't worry so much about others..."

**Dominiquetestpass = True (Kane passes Dominique's secret test)  
(big flag later)**

Kane gets two more flags

Domqmineswork = True (Kane in 0.6 works with Dominique at mines)

Domqaless3 = True (sex scene flag for 0.6)

Scene leads to **kittyfork (whether you meet Kitty or not)**

**Juliekane55 (Kane meets Juliette privately):**

**Kane gets Juliesaleswork = True (Kane works with Juliette in 0.6 for  
Sales)**

"I...don't want it under these circumstances! I don't care what she just..."

IF juliettesponsor → Kane loses Juliette as sponsor

Juliettesponsor = False

juliette\_p - 5

good + 3

"I don't think I can push back on her right now..."

**Kane gets flag of schadenfreudemeal = True  
(opens up evil scene with Juliette in 0.6)**

Scene leads to **kittyfork (whether you meet Kitty or not)**

**Verokane55 (Kane meets Juliette privately):**

No choices, but significant back story for Kane to hear...he will get two flags for 0.6:

**veroscience = True (Kane works with Veronica in 0.6)**

**vsexperiment = True (Kane sex experiment with Veronica opens up for 0.6)**

Scene leads to **kittyfork (whether you meet Kitty or not):**

**Kittyfork (Kitty scene or not?):**

If Kane has flag of either **kittyflame or kittyoffer** (from prior episodes) scene will go to **kittyflamefun**:

Otherwise, scene goes to **familychoice**:

**Kittyflamefun (sex scene with Katsumi and slave junko):**

"I'll give Junko a jolt of pleasure..."

if kittyoffer active --. **kittyoffer = False** (Kane loses kittyoffer flag)

Note: You can't get an actual offer later in this scene now.

"I'll give Junko a jolt of pain..."

If Kane does NOT have kittyoffer flag yet (only got here because of the kittyflame tag, then he will get **kittyoffer = True** right now -- he will get offer later in scene)

if **kittyoffer flag True** --> scene continues below, if not jumps to **familychoice**:

"I think I want to accept her offer to help on her game show idea..."

**Gameshowhost = True** (Kane can help host a game show later in the game with Katsumi)

Scene now jumps to **familychoice**

**Familychoice (Olivia meets with Elena in Alexander's old office):**

**Note: Olivia sees different person in cage (woman/man) based on if she has lesbian/bi flag or not**

**NOTE: This is really the biggest decision of this entire episode and has far reaching consequences all the way into 0.8 and beyond -- HIGHLY RECOMMEND A SAVE HERE IF YOU WANT TO TRY BOTH PATHS SOMEDAY.**

"I can't abandon him in here...real brother or not...he's family to me..."

**Helpseth = True (gigantic long-term flag)**

sisgood + 5

"I've come too far to turn back now...too bad for Seth..."

**Fuckseth = True (gigantic long-term flag)**

sisevil + 5

Scene leads to different scenes based on status/choices:

If k3 or k4 AND you picked **Fuckseth** → jump to **fucksethtime**

If k5, k6, or k7, AND you picked **Fuckseth** → jump to **fucksethtimedomkane**

If picked **helpseth** → jump to **helpsethtime**

**Note: Kane does NOT appear in helpseth time scene -- there is a narrative reason for this later.**

**Fuckseth time: (sub path Kane/Fuck Seth path):**

"A chance to receive less pain is an offer I should always take..."

No effect

"I should reject her offer and ask to be treated...same way..."

**Brokiyomiflower = True (opens up Kiyomi path for Seth)**

IF Olivia/Sister has Bisopen flag (bisexual/lesbian flag):

Additional choice:

“Kiss Katsumi.”

**katkiss = True (kissed Katsumi/opens up Katsumi fucktoy/romance)**

“Don’t kiss her.”

No effect

Scene jumps to elenakanetime

**FuckSethtimedomKane: (Dom Kane with Sister choosing Fuck Seth):**

"A chance to receive less pain is an offer I should always take..."

No effect

"I should reject her offer and ask to be treated...same way..."

**Brokiyomiflower = True (opens up Kiyomi path for Seth)**

"I don't think I can enjoy getting a blowjob..."

good + 1

broally + 1 (Brothers alliance points)

**sis\_team -1 (Note: this is a big flag for rank at end of episode!!!!)**

Regardless of my horniness, it's probably...smart to accept..."

**sis\_team + 1 (Note: big flag for rank end of episode!)**

scarlettsuck = True (leads to Scarlett blowjob)

If Kane has scarlett suck scene -- Sister will gain:

princesseyes + 1 (For seeing Kane's dick during blowjob)

(point system secret for now but obvious I think)

Scene jumps to elenakanetime

**HelpSethtime: (Olivia help Seth path -- scene with her and Seth):**

"I think I should tell...that's he's not my brother."

Sethnobroknows = True (Seth knows he's not Olivia's brother - she tells him)

"I don't think I'll tell...the truth right now..."

No effect

"A chance to receive less pain is an offer I should always take..."

No effect

"I should reject her offer and ask to be treated...same way..."

Brokiyomiflower = True (opens up Kiyomi path for Seth)

If sethnobroknows - Olivia will tell him they are not related during this scene before she hugs him, etc.

Scene jumps to **elenakanetime**

**Subelenakanetime: (Sub Kane meets Elena):**

**Katsumi choices: Just pick for fun, explore all of them!**

"Maybe what she wants me to see..."

No effect

"I think she wants me to see them as it relates to myself..."

Elena\_p + 2

Scene jumps to **finalevaluation**

**DomElenakanetime: (Dom Kane meets Elena/Katsumi):**

"I think I'd like to play with Katsumi's breasts..."

kitty\_scale + 2 (more dominant with Katsumi scale positive is dom)

elena\_p - 1

"I think I'll just rub her inner legs..."

kitty\_scale + 1

elena\_p + 2

"I don't think I want to risk anything right now..."

kitty\_scale - 1

elena\_p + 1

“Maybe she wants me to see...dehumanized objects...”

kitty\_p + 1 (Katsumi fondness/romance potential points)

“I think she wants me to see...in relation to my future...like a fork in the road...”

elena\_p + 1

Scene leads to **finalevaluation**

### **FINALEVALUATION: (Kane gets evaluated with his Pod 4):**

OK: Some notes: The scenes splits to a dom or sub Kane and is different for each, but the scene starts the same for the other three prisoners, Zach first, Kwame, and then Jake (friend) third.

The rank and how it is derived is a bit complex, so I will do the best I can to explain it along the way:

Please ask me directly if you have trouble, I know it's a little complicated for some, but I was very specific as to why I did it the way I did...I probably made some mistakes, but I'll just have to adjust for 0.6!

The ranks for all of Pod 4 COULD MATTER for overall Pod 4 grade later so keep that in mind! (Example, take all four combined ranks and divide by four people for an average)

Zach - Delilah reports

Kwame - Chanel reports

Jake/Friend - Delilah reports

If Sub Kane - Delilah will report on Kane

If Dom Kane - Chanel will report on Kane

NOTE: The sis\_team points are key, think logically too -- this is based a lot on morality to some extent but how Olivia sees Kane as a potential ally. If Kane has made decisions against what she perceives as for her interest, she is less likely to want to help him.



### ZACH EVALUATION:

If Zach has **zachopts**  $\geq 1$  (only possible sub path) - Zach stays at Rank K4.

Otherwise, he will be demoted to K3. (**zachk3 = True**)

### KWAME EVALUATION:

If Kane has **kwame\_p**  $\geq 2$  (friendship points with Kwame, only possible on dom path) then Kwame is promoted to K6.

(**kwamek6 = True**)

Otherwise, Kwame remains at rank K5.

### JAKE/FRIEND EVALUATION:

Jake stays at Rank K4 (but note if Kane has **kpass = True** from earlier episode, he can choose something later in this scene -- more below)

### SUB KANE EVALUATION:

**STEP 1: Delilah has to recommend to Olivia a proposed rank, this depends on the following scale:**

**IF opts  $\geq 13$  for all choices:**

**If Kane is a K4, she recommends K3**

**If Kane is a K3, she recommends K2!**

**IF opts  $\geq 4$  but less than 13:**

**Delilah recommends Kane stay at his same rank**

**If Kane K3, she recommends K3**

**If Kane K4, she recommends K4**

**IF opts 3 or below:**

**Delilah recommends Kane for K5**

## **STEP 2: Kane decides to lick Olivia's shoe?:**

"I should lick her shoes..."

sis\_team + 1 (big point if you want nicer Olivia maybe!)

sub + 1

"I'm not going to take the bait..."

sis\_team - 1 (big loss of point, more likely meaner Olivia)

## **STEP 3: OLIVIA DECIDES ON DELILAH'S RECOMMENDATION:**

The critical flag for this situation is sis\_team and basically whether Kane has sis\_team >= 2 or not. If yes, first situation, if not, second one applies.

### **STEP 3: Situation 1 - Kane has sis\_team 2 or more points:**

If Delilah recommended K5 → Olivia gives Kane a K5 rank

He gains flag of subk5 = True (a sub leaning K5)

If Delilah recommended K4: Olivia keeps Kane at K4

If Delilah recommended K2 or K3: Olivia disagrees, keeps him at K4.

### **STEP 3: Situation 2 - Kane has sis\_team 1 or less points:**

If Delilah recommended K5: Olivia disagrees, gives Kane rank K4.

Otherwise, Olivia follows Delilah's recommendation

Delilah recommended he stay at current rank (K3 or K4):

Kane stays same

Delilah recommended K3 -> Kane K3

Delilah recommended K2 -> Kane K2

(these bottom two are different than same rank one)

If Kane has kpass, one more choice (after domjudge stuff, skip ahead since it applies to both paths)

## DOM KANE EVALUATION:

### STEP 1: CHANEL MAKES A RECOMMENDATION TO OLIVIA :

If Kane has **zpts 3 points or lower** **OR** **chanel\_p (Chanel points) 3 or higher:**

Chanel recommends Kane be given a K7 rank (no matter his current rank)

If Kane has **zpts between 4 to 7 points:**

Chanel recommends Kane be given a K6 rank (no matter current rank)

If Kane has **zpts 8 points or higher:**

Chanel recommends Kane be given a K5 rank (no matter current rank)

### STEP 2: OLIVIA ASKS KANE ABOUT POWER/BEING AN EXECUTIVE

**Note: Here, Kane might need the sis\_team point possible here to get the best outcome for rank -- note that Olivia is going to want to help Kane if she thinks he is aligned to her -- meaning if Kane picks a selfish choice and Olivia chose to fuck over Seth, that for her is good...and vice versa. If Olivia picked to help Seth, she is more likely to help Kane for rank if he picks right thing morally...as seen below:**

"I'll tell her that I'll aim to be a great company executive...right thing morally..."

good + 2

**IF Sister picked helpseth:**

**sis\_team + 1**

"I'll tell her that I would strive...but also striving...gain power..."

**IF Sister picked fuckseth:**

**sis\_team + 1**

**STEP 3: OLIVIA CONSIDERS CHANEL'S RECOMMENDATION:**

Main first flag - Does Kane has sis\_team of 2 or more points??

Sis\_team >= 2

If yes, situation 1, if not, situation 2 below:

**STEP 3: Situation 1 - Kane has sis\_team 2 or more points:**

If Chanel recommended K7 AND sis\_team >=3 AND sis\_bro\_p >= 1:

Kane is promoted to K8!

If Chanel recommended K7 but either sis\_team or sis\_bro\_p fails points above:

Kane is given a rank of K7.

If Chanel recommended K6:

Kane is given a rank of K6.

If Chanel recommended K5:

Kane is given a rank of K5.

**STEP 3: Situation 2 - Kane has sis\_team 1 or less points:**

If Chanel recommended K7:

Kane is given a rank of K6.

If Chanel recommended K6:

Kane is given a rank of K5.

If Chanel recommended K5:

Kane is given a rank of K5.

BOTH sub and dom Kane can get extra scene if they have **kpass flag (got the Kpass during breast test in 0.4)** If not, scene jumps to **e5endings**

**Endjudgment: (extra scene with kpass or e5endings right away if not):**

If **Kpass**:

“I’ll keep Jake/Friend at his current rank...”

friend + 3 (friend bromance score)

**IF sisgood >= 4:**

**sis\_team + 1**

“I’ll demote him down to k3...”

evil + 1

friend - 5

**if sisevil >= 4:**

**sis\_team + 1**

**Friend gains jakek3 = True (Jake/Friend is now a K3)**

Scene jumps to **e5endings**

No more choices but different dialogue, scenes dependent on sub/dom good/evil, but there are four possible starting scenes for Episode 6 based on everything here:

Situation 1: **Kane is a low ranked sub (K2 to K4) AND Olivia picked Helpseth:**

Kane sleeps in servant bedroom and gets the starting flag for Episode 6:

**e6startgoodsissub = True**

Situation 2: **Kane is a low ranked sub (K2 to K4) AND Olivia picked FuckSeth:**

Kane sleeps in cage, Seth shown in chains on floor, gets start flag for Episode 6:

**e6startevilsissub = True**

Situation 3:

**Kane is rank K5 or higher (Sub K5 or all other K5+ ranks) AND HelpSeth:**

Kane sleeps modern white/green room with good Olivia talk, starts Episode 6:

**e6startgoodsisdom = True**

Situation 3:

**Kane is rank K5 or higher (Sub K5 or all other K5+ ranks) AND FuckSeth:**

Kane sleeps modern white/green room with evil Olivia talk, starts Episode 6:

**e6startevilsisdom = True**

I'm done! I'm really sorry it's likely hard to follow and/or confusing, but I'm not really good at this kind of technical writing like this at all! If anyone has any questions, please reach out to me on Patreon or Discord!

Patreon site is: [Patreon.com/grymgudinnagames](https://Patreon.com/grymgudinnagames)

I may release a version 2 of this as I correct it, etc.

# Karlsson's Gambit Walkthrough 0.6

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or

<https://grymgudinnagames.itch.io/karlssons-gambit>

Hello everyone!

This is the dev walkthrough for Version 0.6 of Karlsson's Gambit! I am not the best at doing technical writing like this, but I will try my best to be as helpful as possible! Given the branching/choices in the game, it is necessary to jump around sometimes in ways that might be a bit tricky to follow at times!

Some basic rules:

Underlined names are scenes: These are indicating to the player that a new scene is starting and where to jump ahead to from prior scenes. So I'll commonly say the next scene will be for example (Why not funnymile) so you would look for that scene title to keep moving along on that playthrough.

Black text scenes are generally seen by ALL players. So you can always read these scenes as they are for all players, regardless of the path they have chosen.

Choices will be in (parenthesis) in general with dialogue...to try and match the start of choices so you can follow reasonably well.

Some of the scene links that are underlined are “clickable”, meaning that you can click on them to jump to the next scene in the walkthrough. If the scene continues on or is very close to the current scene being looked at, there may be no link. However, if there is a jump down the walkthrough to keep moving on, there is likely an active link to “jump” to your next scene.

Blue text generally means most scenes/choices in the DOM PATH. Generally, this is for players starting at Rank K5 or above. Keep in mind this does NOT include some subk5 switches during the dom path, I will color code those a little differently. But subK5 path players will play a mix of dom and sub scenes, so they need to pay closer attention.

Note: Dom players, depending on which departments they see (they have 2 of 3 possible) will get GRADE points for certain choices. (they are labeled separately by sister, but generally work the same way for all three departments leading to the final ending of this episode) In general, getting POSITIVE points from any sister are leading towards HIGHER ranks, and getting less points in general will lead to lower ranks. So if you are trying to maximize rank, note this in choices as you play. Plus = higher rank, no points generally leads down.

Green text generally is referring to the SUBK5 path. This is a new path in 0.6 and it refers ONLY to players that have gotten either a k5 ranking from a sub path in a prior episode, OR they made certain decisions with Alessandra with her massage a few episodes back to flag this path. It is a path in which the player must play a lot of dom scenes, but also get some side sub scenes. It is basically a specific path for players that want to be dom on the outside in general life, but privately a sub to one or a few specific females that are available. I do NOT recommend this path for those dom players that do not want to see Kane be dominated himself, etc. I also do not recommend this path for hardcore sub players that do not ever want to see Kane be a male dominant. So keep that in mind. It's a very specific path for a certain kind of balance and niche crowd that can play this way. Note also green does not start it's own path at first, you need to follow the blue dom path for a bit before hitting some side green scenes. Over future episodes, this path will grow a bit more, but for 0.6, it's not super extensive yet.

Note: Sub K ranks are the same as the dom path for the most part, you want to get POSITIVE points from the two departments you visit to get the highest possible subK rank. So note these choices in that path.

The purple text generally refers to the SUB path. These are for players that are primarily rank K4 or below. It is not designed for those subs that got promoted to K5, or those that got submissive with Alessandra during the dom path in an



earlier episode. This is the primary sub playthrough path for most submissive Kane saves.

Note: There is a major flag called sishpts for subs – in general, the more of these points you get, the worse your rank will be at the end. Explained in more detail at the end, but this is something sub players need to know. Positive points in this means lower rank, less points means higher rank. Note it is the OPPOSITE from the dom path, here – plus points means lower rank in general.

*Underlined/italicized text in branches will involve choices and impacts in a playthrough path. I will generally include these in the same color as the path being played. Blue Green Purple*

The exception will be decisions I consider very MAJOR decisions that impact beyond 0.6 in a way that you might want to have an extra save in this specific spot if you want to explore more choices later. I will note these specific circumstances in RED.

I would also recommend using the relationship chart created by a great user Kxca, that highlights a lot of the characters with pictures, etc. It's just a nice chart to help keep track of every character.

I will also note **\*\*\*WARNINGS\*\*\*** if I can too, which indicates content that is more evil/dark and possibly not for everyone. It is not my intent to show harsh scenes for those that don't want to see it, so I hope this helps avoid it...a lot of the choices will also show warnings so take heed of them if you see them and are worried.

Last minor note: There are two specific endings (and I mean FINAL endings for the entire game) that can CLOSE during this episode if you do not open them at that point. So I will point those out in RED as well. Having them open does NOT mean you are locked to those endings but simply that it's likely you cannot access this path down the road for these two specific final endings. So just note that.

Ok, will start this with how I have coded it – by scenes, and trying to move forward that way. Keep in mind it is necessary to jump around at times, so try

and just follow as best as you can, I apologize in advance that this is not my expertise at all! I am not a very technical person so writing this way is far far harder for me than writing dialogue, etc.

## **START OF EPISODE 6:**

All players will see e6start, byecallista, and oldpark scenes which will lead to e6startfork

e6startfork: This fork determines the start of the game depending on one of FOUR possibilities from Episode 5. They depend on 1) Kane being on the sub or dom path and 2) Olivia's morality level.

Please check Episode 5 walkthrough if you are not sure which flag you ended up at, but in general some guidelines which path you are possibly starting:

if **e6startevilsisdom** → **jump to** [e6sedom](#)

Kane will wake up in bed with Olivia and a naked Amy visiting (she is more unhappy looking with evil Olivia).

if **e6startgoodsisdom** → **jump to** [e6sgdom](#)

Kane will wake up in bed with Olivia and Amy visiting (Amy in this scene will have on panties, and not be naked, and will look more "normal" emotionally)

if **e6startevilsissub** → **jump to** [e6sesub](#)

Kane will wake up in a cage in Olivia's large bedroom.

if **e6startgoodsissub** → **jump to** [e6sgsub](#)

Kane will wake up in a tiny windowed room with a small bed.

[e6sedom:](#)

"(I don't want to shock her at all! I should just somehow try and get out...)"

**Good + 2**

**sishtps + 1** (note this flag is not relevant for dom players but might for subk5 players someday, so note this if you are a green player. The possible impact is very minor as just dialogue differences, so it is not a major flag to worry about for subk5 players either.)

"(I think picking Level 3 is the best way to go...it tests the shock...)"

**veronica p + 1** (each first time I list a flag, I will NOTE what it means but not again. This flag is measuring Veronica's affection towards Kane/male MC.)

"(I think I should go with a Level 6 shock...I have to be ruthless...)"

**Evil + 2**

**Princesseyes + 1** (Princess Eyes is Olivia's feelings towards Kane, note an Evil aligned Olivia (as is the case here) will like Kane acting evil, but a good Olivia wants Kane to act more morally)

Scene jumps to [e6dompool](#)

## e6sgdom:

"(I don't want to shock her at all! I should just try and...)"

**Good + 2, Princesseyes + 1** (Note princess eyes is Olivia's feelings towards Kane, a good Olivia wants to see a good Kane)

"(I think picking a Level 1 shock is the best way to go...)"

**Veronica p + 1** (Veronica's feelings towards Kane/male MC)

"(I think I should go with a Level 5 shock...)"

**Evil + 2, sishpts + 1** (Note what I said in evil path about sishpts, not generally worth worrying about)

Scene jumps to [e6dompool](#)

## e6sesub:

"(I think I should obey her as best as I can right now...)"

**No effect**

"(I think I have to obey her, but I can be a little passive aggressive...)"

**sishpts + 1** (Note what I said – more pts means lower rank later)

Scene jumps to e6subpool

## e6sgsub:

"(I should go all out and state that I am hopeless without her guidance...)"

**No effect**

"(I should beg for her to take me under her wing as a servant...)"

**Sishpts + 1** (remember, more pts means lower rank later)

Scene jumps to e6subpool

## e6subpool:

"(I'll tell her the truth – it doesn't matter who I have to serve...)"

**Elena p + 3** (Elena's feelings towards Kane)

**Princesseyes + 1** (Olivia's feelings towards Kane in a specific context)

"(I have to be honest. It would be awkward for me...)"

**sishpts + 1**

Scene will jump to [e6subaddressing](#)

## e6subaddressing:

Please note: I cannot possibly cover ALL alternative dialogue, but for a few key scenes, I will mention if there is a significant difference but not say good/evil dialogue only, etc.

Note: If Seth (Kane's brother) received the flag of ***sethnobroknows*** (Olivia told Seth about their true relationship to each other) then Kane will receive the flag of ***kaneawarebro (which means Seth tells Kane what Olivia told him in Episode 5 (not brothers) so now Kane is aware of this fact too)***

"(I think we should take Kiyomi up on her offer...)"

***kiyomislutseth = True and kiyomislutkane = True***

Generally, these are two choice flags that mean future kink content with Kiyomi, so unless you don't like Kiyomi in particular dominating either of these two, no reason to turn this down.

"(I think we should turn down Kiyomi's offer...)"

***No effect***

Scene jumps to [e6subexercise](#)

## e6subexercise:

"(I think I should take it a little easy on Kane/MC...I can still do...)"

***sisgood + 1*** (sister/Olivia good rating)

***seth2olivia + 1*** (this is a rating measuring Seth's level of loyalty to Olivia, higher means more loyal)

"(I want to kick Kane/MC as hard as I can...if he gets hurt...)"

***sisevil + 1*** (sister/Olivia evil rating)

Note: I have another choice flag in code, but I decided not to use this one so leaving it out.

Scene leads to [pod4sucks](#)

## pod4sucks:

Note: There is very different dialogue from Jake (your friend) depending on the Friend rating and also Olivia's morality overall.

"(I think I'll just make them lick my boots...)"

**Simply Chanel's kink choice – Kane and Jake lick or...**

"(I kind of need to pee...I'll use Jake as a toilet and make Kane lick...)"

**Jake gets peed on, and Kane licks Chanel's pee off the ground.**

Scene leads to [oliviamast](#)

## oliviamast:

"(I'll just use the human toilet...but I don't have to be a complete bitch...)"

**sisevil - 4 (note it's MINUS, not plus sisgood)**

"(I'll use the human toilet...but I think I'll be super cruel too...haha!)"

**sisevil + 1**

"(I don't think I really need to use the toilet right now...)"

**Skips toilet scene, for those players that dislike this specific kink**

Scene jumps to [omast2](#)

## omast2:

"(I'll have nathan lick me off a bit...but I can treat him decently...)"

**sisevil - 4** (note minus here and plus below, it's a big swing for Olivia's morality)

"(I'll use nathan as a foot stool and grind his face with my foot while...)"

**sisevil + 4**

Scene leads to quicklab, casslessub, and eventually, e6firstsublesson

**e6firstsublesson:**

"(I'll hold off on punishing them without a reason. I can still be tough...)"

**sisgood + 1**

"(I want to punish them with a shock right off the bat...)"

**sisevil + 1**

Scene eventually leads to anatomyclass

**anatomyclass:**

"(I'll tell Claudia to just edge him and stop...I imagine...)"

**Will edge Kane – no cum.** Note: will skip cumdecision scene since he didn't cum at all.

Leads to endanatomy

"(I'll tell Claudia to get him off completely...)"

**Kane will cum now, leads to a short extra scene:** cumdecision

**cumdecision: (optional scene if Kane cums)**

"(I'll make Kane lick his own cum off the floor...)"

**Sisevil + 1**

"(I'll make Jake lick Kane's cum off the floor.)"

**Sisevil + 2**

"(No, I won't make either of them lick any cum off the ground...)"

**No cum eating, no other effect.**

Scene leads to endanatomy

**endanatomy:**

"(I'm not saying anything. I doubt any good...)"

**sishtps + 1**

"(I think she expects some kind of submissive thanks...)"

**No effect**

Scene leads to jfarm

**jfarm:**

"(I'm keeping my mouth shut...I'm not volunteering...)"

**sishtps + 2**

"(I think it might be good to volunteer...I'll offer to pull Olivia's carriage...)"

**sishtps + 1**

"(I think it might be a good idea to volunteer...to pull Juliette's carriage)"

**No effect**

"(Why not? I need to get used to using my power...)"

**sisevil + 1**

"(No, I don't need to be that nasty...)"

**sisgood + 1**

Scene leads to jfield

**jfield:**

"(No, I'll just leave him alone and just urge him to go faster verbally...)"

**sisgood + 1**

"(I think I better give him a shock...but I can press down only slightly...)"

No effect

"(I'll give him a shock...press down...all the way...make sure he moves it!)"

**sisevil + 1**

**sis j p + 2** (Juliette's positive feelings towards Olivia, up is likes her

more)



Scene leads to [jworkers](#)

## jworkers:

"(I'll just twitch my body a tiny bit to throw off her aim...)"

**good + 1**

**sishpts + 1**

"(I'm not going to take a chance by moving...best to just stay still...)"

**No effect**

Scene leads to [farmpit](#)

## farmpit:

"(I can be nice and tell him he did a good job...)"

**sisgood + 2**

"(I should be a stern Mistress, and kick him in the face because I can...)"

**sisevil + 2**

"(I won't drop them into the pit. They might likely die anyway, but...)"

**sisevil - 3**

"(I'll drop them into the pit. I know it probably means their death, but...)"

**sisevil + 3**

Scene leads to [e6botany](#) (all players see this)

## e6dompool:

Note: In this scene I have a few flags in the code I decided not to use, so leaving them out of the walkthrough.

"(I should encourage her to keep going...)"

**good + 1**

"(Elena talked about humiliation and dehumanization...)"

better)

**evil + 1, elena p + 1** (Elena's feelings towards Kane, higher is

"(I could try and suggest just one hour of hard labor for Zach...)"

**good + 1**

IF helpseth flag exists (Olivia chose to help Seth during 0.5):

then: **princesseyes + 1**

"(I should follow Elena's recommendation...)"

**elena p + 1**

"(I should think a little outside the box...)"

**evil + 1**

IF fuckseth flag exists: (Olivia chose to treat Seth poorly in 0.5)

then: **princesseyes + 1**

Scene leads to chankaneamyfun:

## chankaneamyfun:

"(I don't think I want to do that to Amy...)"

**chanel p - 1** (Chanel's positive points for Kane...lower is she likes you less)

**amy p + 1** (Amy's points for Kane, higher points is she likes him more)

**good + 1**

"(I think I'll follow Chanel's lead and step on Amy...)"

**chanel p + 1**

**amy p - 1**

"(I don't think I want to do anything with either of them...)"

**good + 1**

**amy p + 1**

Scene leads to firstdomfork

"(I think I'd like to use Amy with Chanel. I think I would enjoy this...)"

**amy p - 1**

**chanel p + 1**

Scene leads to chanelsexamy (Kane sex scene with Amy/Chanel)

"(I think I'd like to enjoy Amy with Raven. I think I would enjoy this...)"

**raven p + 1** (Raven's feelings towards Kane, higher is better)

Scene leads to Amy/Raven sex scene, but no choices in scene (Chanel scene has choices – so then scene leads to firstdomfork)

## chanelsexamy:

"(I'll tell Chanel to kiss Amy...)"

**No effect**

"(I'll tell Chanel to slap Amy's face hard...)"

**evil + 1**

"(I won't shock Amy with the stick...)"

**good + 1**

"(I'll shock Amy and harshly tell her she better...)"

**evil + 3**

Scene leads to firstdomfork

## firstdomfork:

Note: This is a "fork" scene in which a prior choice in Episode 5 leads to one of three possible scenes. The scene in question is which Karlsson sister you spoke to in the pool scene with the lion cage. You had the option to speak to Dominique, Juliette, or Veronica alone. Whichever sister you picked is the department you start with in Episode 6.

if domqmineswork: (Spoke to Dominique) → scene leads to

**firstdominiquework**

if juliesaleswork: (Spoke to Juliette) → go to [firstveronicawork](#)

if veroscience: (Spoke to Veronica) → go to [firstveronicawork](#)

Note 2: For Episode 6, players will see TWO of the three departments/sisters for the dom path. These are the possible combos:

Dominique first: Always leads to Juliette second

Juliette first: Always leads to Dominique second

Veronica first: Player will have a choice to see J or D next.

Note 3: Veronica can only be seen if she was the first choice in Episode 5, she cannot be seen as the second department. **Last, not choosing Veronica as the first option in Episode 5 closes off ONE of the final 15 endings possible.**

## firstdominiquework:

"(Yes, I think I better back down...)"

**No effect**

"(No, I think she's already caught me...)"

**dominique p + 2** (Dominique's points to Kane, higher is likes more)

Scene leads to [domonemine](#):

"(I should theorize that the last worker opened...and then hid it...)"

**No effect**

"(I should propose...Pamela and the worker both discovered the food...)"

**dgrade + 1** (remember, more points means higher potential grade)

"(I should theorize...reported it to Pamela as he should...)"

**dgrade + 2**

"(I think I should massage her shoulders...it seems like...)"

**No effect**

"(It's risky, but she said her body was hot...massaging her breasts...)"

**dgrade + 1**

Scene leads to [minefork](#):

## minefork:

Note: There are THREE possible scenes from this scene depending on prior choices from earlier episodes: It will check in this order from 1 to 3.

- 1) If [jromanceopen](#) flag is active: (On Junko dom romance path)  
go to → [junkotree](#) (no choices there, leads to [e6botany](#))
- 2) If [dominiquetestpass](#) AND [evil](#) >= 5:  
go to → [domtheatreevil](#)

Note/Warning: This scene is in the humble dev's opinion pretty evil so be aware if you play it. To get the flag from Episode 5, you must have picked to speak to Dominique first AND encouraged her to think of herself more instead of others when she asks you. (See Episode 5 Walkthrough for more details)

- 3) If 1 and 2 fail their checks: go to → [domboatfun](#)

## domtheatreevil

"(I can't do this...it's so wrong...)"

**dominiquetestpass = False** (this choice flag is gone now From Episode 5)

"(Fuck it...I'll do it. Note the warning from dev!)"

**dominique p + 5**

Both choices above lead to [e6botany](#)

## dboatfun:

"(I can't see the harm in getting a nice handjob. I'll accept...)"

**domcollectcum = True (Dominique saves Kane's cum)**

**dominique p + 1**

"(I can't see a negative...but I just don't feel right accepting.)"

**dominique p - 1**

Both choices lead to e6botany

## firstjuliettework:

"(She might just be trying to trick me...)"

**No effect**

"(Screw it, if she's putting my hand there, I'm going to use it...)"

**juliette p + 2**

Scene moves to juliemeat

## juliemeat:

"(I could try and not press the button to shock her...)"

**good + 2**

"(I'll shock her from the top hole...)"

**jgrade + 1** (remember more grade points is more rank potential)

"(I'll shock from a side hole and aim for her breasts...)"

**jgrade + 2**

"(I could try kneeling down...and just talking to her.)"

**good + 2**

"(I could be a little more forceful...shove her towards center...)"

**jgrade + 1**

"(I should be very forceful...drag her out...)"

**jgrade + 2**

**evil + 2**

Scene leads to meatmiddle (slave sale)

## meatmiddle:

"(I'll invite Jack...)"

**No effect**

"(I'll invite Alyssa to inspect her...)"

**jgrade + 2**

"(I should suggest she take her heel and grind it into sunshine's breasts...)"

**No effect**

"(I should suggest she turn sunshine13 over...)"

**jgrade + 2**

"(I'll pull sunshine's hair...)"

**No effect**

"(I'll grab her neck roughly and kind of lightly choke her...)"

**jgrade + 2**

Scene shifts to finalsale2 (Does Kane successfully sell sunshine13?)

## finalsale2:

Note: This scene has two outcomes from prior choices, either Jack and Alyssa buy sunshine13 or they do not buy her. How it plays out:

If **jgrade >= 7**: Jack/Alyssa will buy sunshine13

Impact: **soldsunshine = True** (sold her successfully)

**schadenfreudemeal = True** (need this flag to for a chance to see Juliette's boat scene)

If grade 6 or lower: sunshine13 is not sold successfully...no other flags.

ONE last check from the scene: 1 of 2 possibilities!

1) If player has received [shadenfreudemeal](#) (could also get it in Episode 5 if failing to sell sunshine13 here) **AND has evil >= 6** (need both!)

then go to → [jmeangirls](#) (boat scene)

2) If failing this check then go to → [e6botany](#)

## [jmeangirls](#): (Juliette boat scene)

"(I can't participate in something that could lead to someone's death...)"

[good + 5](#)

**gameshowhost = False** (Kane will lose his job as a game show host helper for Katsumi since she sees him turn this down as a choice...she feels he's too squeamish for sadistic work...)

(If he had gotten this host job earlier, if not, no effect)

Scene leads to end of boat go to → [e6botany](#)

"(It may not be a sure thing that they have to get in huge trouble...)"

[evil + 1](#)

"(I'll try and do the Low setting for her...)"

**highmachine = True** (machine set on High)

**jgrade - 5** (note the huge penalty on grade)

"(I'll set the machine for a Medium setting...)"

**mediummachine = True** (machine set on Medium)

"(I'll set the machine for a High setting...)"

**highmachine = True**

**jgrade + 1**

"(I'll just tell her it's wise to be cautious with new people...)"



***igrade - 1***

"(I'll tell her she doesn't have to worry...I can handle anything...)"

***evil + 1***

If mediummachine: go to → endhorse (Kane will miss the female failing the test, and a chance for a flag called ***julietteorgy***)

If highmachine: go to maleunder

maleunder:

"(I'm not sure she wants me to actually do something like grab...)"

***igrade - 1***

"(Fuck it, I'm going to try and turn her on more...I'll put my hands...)"

***julietteorgy = True*** (big future flag beyond 0.6 for sex scene)

Scene goes to endhorse

endhorse:

"(I have to say yes! Note the warning)"

scene go to → underwaterbed

(no choices, but evil scene and leads to e6botany)

"(Something feels off here...)"

***gameshowhost = False (If Kane has this job, he loses it now)***

***good + 2***

Scene misses underwater scene and goes to e6botany

firstveronicawork:

Leads to veronicalabone

## veronicalabone:

"(I can't imagine why Veronica would want to harm me...)"

**No effect**

"(I think I should at least question...she's a scientist...)"

**vgrade + 1**

Scene shifts to veronicalabtwo

## veronicalabtwo:

"(I should press the pain level down twelve...)"

**vgrade + 1**

"(I'll take the pain level down six...)"

**No effect**

"(I'll take the pain level down three...)"

**vgrade + 2**

Scene shifts to lab stuff to labcrisis

## labcrisis:

"(I have to trust Veronica on this...greater concern...gas doesn't explode)"

**mariadies = True (Nurse Maria Reyes will die)**

**NOTE: you will close off one FINAL ENDING too not picking other option**

**Note 2: And yes, this means not choosing Veronica first in Ep 5 closes off this final ending too.**

**Scene will lead to Veronica choosing either Juliette or Dominique**

for Kane to visit for his second department

If D: **dominiquesecond = True**

If J: **juliettesecond = True**

"(I can't accept that Maria is going to die! I have to try and...)"

**marialives = True** (Nurse Maria Reyes will live)

**storusendunlock = True** (One of fifteen endings unlocks as possible)

**Note: Not getting this flag here will close off this ending!**

veronicagood + 5 (Veronica good alignment goes up)

Veronica will choose Kane's second department:

If D: **dominiquesecond = True**

If J: **juliettesecond = True**

Last, Veronica will decide to invite Kane to somewhere.

Scene will shift to veronicastar

## veronicastar:

Note: A few flags will come here even though no choices:

1) **revealstacy = True** (Kane realizes Veronica is Stacy)

2) **veronicasponsor = True** If Kane did not have Veronica as a sponsor prior to this scene, he will gain her as a sponsor, even though she says nothing about it in the scene.

Scene will lead to e6botany

# e6botany:

All players see this which leads to e6botany2 → leads to some possible paths:

ONE:

if subk5 flag (got rank k5 in episode 5 from sub path) OR alessandra\_scale <= 3:  
(you can get this if you were submissive to Alessandra during foot  
massage on dom path two episodes ago)

THEN: → subk5 path OPENS → scene go to casubtime then  
alessandraoptions

NOTE: If you are a normal dom player and see Alessandra and  
Celeste right away, you are on this path so be careful!

TWO:

if k2 or k3 or k4 rank (sub path player): scene go to subinterlude

THREE:

else jump alessandraoptions (sub k5 players will go here too after casubtime)

## alessandraoptions:

if subk5 or alessandra\_scale <= 3:

scene go to alessandraoptionssub

else (normal dom path):

scene go to alessandraoptionsdom

## alessandraoptionssub:

"(Beg as nicely and submissively as possible...)"

alessandra p + 1

"(Maybe she just wants to hear me scream for her to finish...)"

## No effect

"(I think I'm going to accept her offer of sponsorship...)"

alessandrasponsor = True (Alessandra is now Kane's sponsor)

alessandraromanceopen = True (Alessandra romance path opens)

\*\*\*\*Please NOTE: While in 0.6. the sub k5 path is fairly small, it will open up a bit more later as a stronger path. If you as the player want Alessandra as a romance partner (she wants a strong on the outside Kane (more dom path) but privately submissive to her, this is a critical choice! Alessandra is one of the few women who will accept this kind of Kane as a partner, most want either a pure dom or pure sub more often than a balanced character.

scene go to [alessandratwins](#)

"(I think I'm going to turn her down...I'm not sure I want her...sponsor...)"

closes off Alessandra romance path scene go to [deptdom](#)

## alessandratwins:

Note: This is just Alessandra choosing a "reward" for Kane for accepting her proposal. Basically, pick your kink.

"(...strong experience...twins peg and torment him...)"

[twinspegging](#) scene → leads to [deptdom](#)

"(...by having the twins get him off while he's tied...)"

[twinscross](#) scene → leads to [deptdom](#)

## alessandraoptionsdom:

if kane already has [gameshowhost = True](#) by now, then [alessandra\\_p +](#)

3

"(I don't think I want to fuck Celeste while her poor boyfriend...)"

[alessandra\\_p - 2](#) (closes off Netori/cheating path with  
Alessandra/Celeste and her boyfriend)

scene go to [deptdom](#)

"(I think I can...I'll fuck Celeste while she talks on phone...)"  
scene go to [canetori](#) (cheating/netori scene)

## canetori:

"(I'm not sure I want to fuck Celeste this way...noncommittal...)"

[celeste p - 1](#)

[alessandra p - 1](#)

**[cuckboyfriendno = True](#)**

(flags that Kane refused to cheat with Celeste on her boyfriend, closes off a 0.7 cheating scene too)

"(I'm not sure how I feel...but I should be smart...)"

[celeste p + 2](#)

**[cuckboyfriendyes = True](#)**

(flags Kane future scene in 0.7 to cheat with Celeste)

"(Fucking...right in front of her caged boyfriend...sounds hot...)"

[celeste p + 2](#)

**[cuckboyfriendyes = True](#)**

(flags Kane fucking with Celeste cheating scene for 0.7)

**[caharem = True \(big flag, opens up more EVIL options in future scenes AND a harem path for Alessandra and Celeste as evil lovers](#)**  
– warning, this is designed for evil players, so be careful if you want to play good, there is a future harem more "moral" coming later although it may be possible to slightly turn Alessandra's half of the harem more "good" but Celeste likely not)

after sex scene, go to [deptdom](#)

## subinterlude→labsubcrisis:

"(I should Zach to lower the temperature by seven...)"

[sishpts + 2](#)

"(I should instruct Zach...lower the temperature by three...)"

[No effect](#)

"(I should Zach...not to change the current temperature...)"

[sishpts + 1](#)

"(I don't think I can say anything...trust Veronica...)"

**mariadiesub = True** (Nurse Maria Reyes dies)

scene go to veronicasubx

"(I can't accept that Maria is going to die! I have to...)"

**marialivessub = True** (Nurse Maria Reyes lives)

**good + 5**

**chanel p + 5** (Chanel is very close friends with Maria)

**veronicagood + 5**

scene go to veronicasubx

### veronicasubx:

"(I'll show my willingness to help Veronica out...)"

**veronica\_p + 1**

"(Maybe I shouldn't risk saying anything...)"

**sishtps + 1**

Note: The rest of this scene has Veronica being able to pick "tests" for Kane, just read the choices and pick your favorite kink or try them all :)

all iterations of this scene go to subops

### subops→submineseven→subsevenend:

"(I'll tell the guys we should try and all individually hit one crystal each...)"

sishtps + 2

"(I'll tell the guys that Jake/friend and I should focus one...Zach loads...)"

No effect

"(I'll tell the guys Jake/friend and I hit a crystal each...Zach loads...)"

sishtps + 1

"(I'll invite Sonya to come with Kane and I on my private train...)"

**No serious story choices, but what type of sex scene...  
Sonya is a little stronger/rougher than Chloe for scene**

Sonya scene leads to [icedog](#)

"(I'll invite Chloe to come with Kane and I on my private train...)"

**No serious story choices, but what type of sex scene...  
Chloe is a little softer/less experience domme than Sonya**

Chloe scene leads to [icedog](#)

## deptdom:

Note: Next scene depends on if you have [dominiquesecond](#) or [juliettesecond](#) flag - basically this is determining which department you see second.

If [juliettesecond](#) → go to [deptjt](#)

If not → go to [deptdt](#)

## deptjt:

Note: These scenes are very similar to those with Juliette visit by Kane as first department, but due to this being the second department visited in this choice path, there is no Africa/Karlsson Group lecture repeated (each department has a similar lecture with slight differences by each Karlsson sister), but it skips ahead to the regular new content of the actual department. All important choice flags are generally similar unless a choice or two existed in the early lecture scene, which players won't see unless they were there first.

## juliemeat:

"(I could try and not press the button to shock her...)"

**good + 2**



"(I'll shock her from the top hole...)"

**jgrade + 1** (remember more grade points is more rank potential)

"(I'll shock from a side hole and aim for her breasts...)"

**jgrade + 2**

"(I could try kneeling down...and just talking to her.)"

**good + 2**

"(I could be a little more forceful...shove her towards center...)"

**jgrade + 1**

"(I should be very forceful...drag her out...)"

**jgrade + 2**

**evil + 2**

Scene leads to meatmiddletwo (slave sale)

## meatmiddletwo:

"(I'll invite Jack...)"

**No effect**

"(I'll invite Alyssa to inspect her...)"

**jgrade + 2**

"(I should suggest she take her heel and grind it into sunshine's breasts...)"

**No effect**

"(I should suggest she turn sunshine13 over...)"

**jgrade + 2**

"(I'll pull sunshine's hair...)"

No effect

"(I'll grab her neck roughly and kind of lightly choke her...)"

jgrade + 2

Scene shifts to finalsalefour (Does Kane successfully sell sunshine13?)

## finalsalefour:

Note: This scene has two outcomes from prior choices, either Jack and Alyssa buy sunshine13 or they do not buy her. How it plays out:

If jgrade >= 7: Jack/Alyssa will buy sunshine13

Impact: soldsunshine = True (sold her successfully)

schadenfreudemeal = True (need this flag to for a chance to see Juliette's boat scene)

If grade 6 or lower: sunshine13 is not sold successfully...no other flags.

ONE last check from the scene: 1 of 2 possibilities!

1) If player has received schadenfreudemeal (could also get it in Episode 5 if failing to sell sunshine13 here) AND has evil >= 6 (need both!)

then go to → jmeangirlstwo (boat scene)

2) If failing this check then go to → decockarrival

## jmeangirlstwo: (Juliette boat scene)

"(I can't participate in something that could lead to someone's death...)"

good + 5

gameshowhost = False (Kane will lose his job as a game show host helper for Katsumi since she sees him turn this down as a choice...she feels he's too squeamish for sadistic work...)

(If he had gotten this host job earlier, if not, no effect)  
Scene leads to end of boat go to → [decockarrival](#)

"(It may not be a sure thing that they have to get in huge trouble...)"  
[evil + 1](#)

"(I'll try and do the Low setting for her...)"  
[highmachine = True](#) (machine set on High)  
[jgrade - 5](#) (note the huge penalty on grade)

"(I'll set the machine for a Medium setting...)"  
[mediummachine = True](#) (machine set on Medium)

"(I'll set the machine for a High setting...)"  
[highmachine = True](#)  
[jgrade + 1](#)

"(I'll just tell her it's wise to be cautious with new people...)"  
[jgrade - 1](#)

"(I'll tell her she doesn't have to worry...I can handle anything...)"  
[evil + 1](#)

If mediummachine: go to → [endhorsetwo](#) (Kane will miss the female failing the test, and a chance for a flag called [julietteorgy](#))

If highmachine: go to [maleunderthree](#)

## [maleunderthree:](#)

"(I'm not sure she wants me to actually do something like grab...)"  
[jgrade - 1](#)

"(Fuck it, I'm going to try and turn her on more...I'll put my hands...)"  
[julietteorgy = True](#) (big future flag beyond 0.6 for sex scene)

Scene goes to [endhorsetwo](#)

## [endhorsetwo:](#)

"(I have to say yes! Note the warning)"  
scene go to → underwaterbedtwo  
(no choices, but evil scene and leads to decockarrival)  
"(Something feels off here...)"  
**gameshowhost = False (If Kane has this job, he loses it now)**  
**good + 2**

Scene misses underwater scene and goes to decockarrival

## deptdt:

"(I should theorize that the last worker opened...and then hid it...)"

**No effect**

"(I should propose...Pamela and the worker both discovered the food...)"

**dgrade + 1** (remember, more points means higher potential grade)

"(I should theorize...reported it to Pamela as he should...)"

**dgrade + 2**

"(I think I should massage her shoulders...it seems like...)"

**No effect**

"(It's risky, but she said her body was hot...massaging her breasts...)"

**dgrade + 1**

Scene leads to mineforktwo:

## mineforktwo:

Note: There are THREE possible moves from this scene depending on prior choices from earlier episodes: It will check in this order from 1 to 3.

1) If jromanceopen flag is active: (On Junko dom romance path)  
go to → junkotreetwo (no choices there, leads to decockarrival)

2) If dominquestestpass AND evil >= 5:  
go to → domtheatreeviltwo

Note/Warning: This scene is in the humble dev's opinion pretty evil so be aware if you play it. To get the flag from Episode 5, you must have picked to speak to Dominique first AND encouraged her to think of herself more instead of others when she asks you. (See Episode 5 Walkthrough for more details)

3) If 1 and 2 fail their checks: go to → domboatfuntwo

## domtheatreeviltwo

"(I can't do this...it's so wrong...)"

**dominquestestpass = False** (this choice flag is gone now From Episode 5)

"(Fuck it...I'll do it. Note the warning from dev!)"

**dominique p + 5**

Both choices above lead to decockarrival

## dboatfuntwo:

"(I can't see the harm in getting a nice handjob. I'll accept...)"

**domcollectcum = True (Dominique saves Kane's cum)**

**dominique p + 1**

"(I can't see a negative...but I just don't feel right accepting.)"

**dominique p - 1**

Both choices lead to decockarrival

## icedog:

Special Note: Look for **red text** outlining a possible FINAL ENDING being closed off here if not chosen a certain way. So...a good place to have an extra save slot if you want to preserve this possible FINAL ENDING (one of 15 likely planned final endings) Just having this ending still open to does not lock you towards that ending, only that it's still possible.

"(I don't think I should risk doing anything...eat on the floor...)"

juliette p + 2

"(I think I should try and eat with a little more dignity...)"

dominique p + 2

junko p + 1

"(I think I should accept a sponsorship offer from Juliette...)"

juliette p + 3

dominique p + 1

junko p - 3

**juliettesubsponsor = True** (Juliette is now your sponsor with Kane as a sub)

**themiserisendunlock = True (keeps open one major FINAL ending planned for the entire game)**

"(I think I should accept a sponsorship offer from Dominique...)"

dominique p + 3

juliette p + 1

junko p + 1

**dominiquesubsponsor = True** (Dominique is now your sponsor with Kane as a sub)

**themiserisendunlock = True (keeps open one major FINAL ending planned for the entire game)**

"(I don't think I should commit to either of them right now..)"

veronica p + 3

juliette p - 6

dominique p - 3

junko p - 3

Note: Themis/Eris End flag remains false and closed to the future, so might be wise to have a save here if you want to check that path out someday.

Now: All choices lead to three possible scene changes, they will check for them in this order, 1 to 3:

1) Will see if junkosubromanceopens is True if so → go to scene e6subromancejunko

Note: See Episode 5 walkthrough if you don't know how to get this flag as it's from an earlier episode.

2) Will check if sub rank (k2 through k4) AND junkopet = True OR dominique p <= 1 (Dominique low points basically)

If Kane is a sub and has one of these two situations → go to e6junkopet

3) If neither of these → jump scene to decockarrival

## subromancejunko:

Note: This scene is about choosing a kink (kiss or piss) so just go with what you prefer, no permanent point choices here. You'll stay on this path and have a chance to develop a sub romance with Junko further if you don't blow it somehow (maybe being too evil or choosing certain options in future Episodes)

Scene will → go to decockarrival

## e6junkopet:

"(No, I think Kane has had enough. I'll stop now...)"

junkopetkind + 1 (Junko points to treat Kane nicer if he stays on pet path)

"(I think I should piss on him to end his time with me...)"  
junkopetbitch + 1 (Junko points to treat Kane more harshly if he  
stays on pet path with her.)

Scene will → go to decockarrival

## decockarrival:

All players will see the arrival of the DeKock Syndicate and a meeting with Kiyomi/Otto:

Possible paths out of this scene just depend on sub (k2 to k4 rank) or dom status (also includes subk5 path of course)

If k2, k3, or k4 → scene jumps to [suboliviajail](#)

if dom path/sub k5 path → scene jumps to [domoliviroom](#)

## suboliviajail:

"(I'll be a little kind and let him know...that he can get out of here...)"

**sisevil - 2**

"(There's no need to baby him...)"

**No effect**

Possible TWO paths out of this scene:

if sisevil is  $\geq 12$  → jump to scene [suboliviak1](#) (Olivia and sub Kane will visit Mercy at the dreaded K1 facility)

if sisevil lower than 12 → jump to scene [suboliviazoo](#) (Olivia and sub Kane will visit with Dominique/Veronica a sublevel animal facility)

## domoliviroom:



"(I'll give him some words of encouragement...)"

**sisevil - 2**

"(I'll lay off saying anything...)"

**No effect**

Possible TWO paths out of this scene:

if sisevil is  $\geq 12$  → jump to scene domoliviak1 (Olivia and dom Kane will visit Mercy at the dreaded K1 facility)

if sisevil lower than 12 → jump to scene domoliviazoo (Olivia and dom Kane will visit with Dominique/Veronica a sublevel animal facility)

## suboliviak1: (be careful warnings)

"(There's no way I can kill someone like this...)"

**No effect**

Scene ends and → go to subgameroom

"(I want the responsibility and power of K1...make it quick for him...)"

**k1mistress = True** (Olivia gains the power to manage K1 ranks)

"(I want the power of life and death with K1 decisions...I'll kill...)"

**k1mistress = True** (Olivia gains the power to manage K1 ranks)

**demoness = True** (Olivia gains a very evil flag for this choice)

Scene with two lower choices also → go to subgameroom

## domoliviak1: (be careful warnings)

"(I should recommend she not kill the prisoner...)"

if fuckseth: then sishpts + 1 (but ignore, I am likely killing this one)

"(I think I should recommend she kill...but quickly.)"

**No effect**

"(Olivia needs as much power...she should brutally kill him...)"

**k1suggestharsh = True** (Kane recommended harsh death to Olivia)  
**demon = True** (Kane gains very evil flag for future use)

Note: Olivia's ultimate decision about what to do about the prisoner partially depends on Kane's recommendation and her own stats...as follows in this specific order in checks:

- 1) If `sisgood >= 7`: Olivia will spare the prisoner no matter what Kane recommended to her. Scene will not change any new stats and then the scene will → jump to scene [domgamerroom](#) and Olivia does not gain K1 powers.
- 2) if `k1suggestharsh = True` (Kane recommended brutal death)  
AND `sisevil >= 15`: (Olivia has more than 15 evil points)

Then Olivia will decide to kill the prisoner brutally. The new impact:

**k1mistressdompath = True** (Olivia gains power to kill and manage K1s)

**demonessdompath = True** (Olivia gains very evil flag, note also by default Kane has also gained the demon flag – so both of them have demonstrated a capacity for evil in their flags for future use.)

**princesseyes + 4** (Olivia has a very strong positive reaction to Kane matching her morality (15+ evil) in his recommendation)

- 3) If 1 and 2 are not met: Olivia will decide to kill the man but quickly.

Impact:

`k1mistressdompath = True` (Olivia gains the power to kill and manage K1s)

Note: Both 2 and 3 will → go to [domgamerroom](#)

[domoliviazoo:](#)

"(I think I should volunteer to help...)"

**noahaccess = True** (Kane gains access to first stage of N.O.A.H.)

**sis team + 2** (Olivia's approval of Kane grows, more trust)

"(I don't think I should help with this project...)"

**No effect, but will lose N.O.A.H. access chance**

Scene both options will → go to domgamerroom

### suboliviazoo:

"(I think I should volunteer to help...)"

**noahaccess = True** (Kane gains access to first stage of N.O.A.H.)

**sis team + 2** (Olivia's approval of Kane grows, more trust)

"(I don't think I should help with this project...)"

**No effect, but will lose N.O.A.H. access chance**

### subgamerroom:

"(I'll vote for Kane to get a swift kick on his ass...)"

**No effect**

"(I'll vote heels in the ass...)"

**sisevil + 1**

Note: second choice with stomping or boot is just kink choice, no points.

"(Why not? Let's piss on him...)"

**No effect** - but note it's a piss scene if you don't like that kink

"(I think he's been through enough...I won't piss on him.)"

**sisgood + 1**

"(Why not? I tink I'd enjoy some...lesbian action with Katsumi.)"

**siskat + 1** (lesbian points with Olivia/Katsumi)

This choice leads to lesbian scene with Olivia/Katsumi

Note: It also skips a small Kane sex scene as well.

Scene has no choices and leads to → go to [decockmeet](#)

"(I'll turn her down...)"

This choice will skip lesbian scene → go to [decockmeet](#)

## domgameroom:

"(Hmm, I don't think I want to...talk with Katsumi.)"

Skips Kat/Olivia lesbian scene → go to [decockmeet](#)

"(I think I'd like to...talk with Katsumi...)"

siskat + 1 (Olivia/Katsumi lesbian points)

leads to lesbian sex scene w/no choices

Then scene moves → go to [downbelow](#)

## downbelow:

"(I don't think I want to take advantage of her just because...)"

good + 2

piggally = True (flag for future, piggy more loyal to Kane)

"(I wouldn't mind enjoying her...I can leave off hood and keep my word...)"

piggally = True

"(I would love enjoying her...and just lie to her that I won't do it...)"

evil + 2

pigmask = True (Kane broke his word to piggy about the mask)

Note: IF jromance flag exists for Kane:

jromanceopen = False (Kane will lose romance path w/

Junko for this act.)

All choices in this scene eventually exit this scene → go to [decockmeet](#)

## decockmeet:

All players will see this scene with no choices - two exits from this scene

Sub players (k2 to k4) will → go to [subcynthiapool](#)

Dom players and sub k5 path → go to [domcynthiapool](#)

[subcynthiapool:](#)

Scene will lead to a key scene → [subthroneroom](#)

[subthroneroom:](#)

Note: This scene has a lot of possibilities, so I will try and lay out how I see the ranks for 0.7 update, and how I might make save(s) if I have specific goals. Now, what I think now about 0.7 later is no guarantee as I could change my mind, but as of right now, this is kind of a little peek into my thinking.

First - POD 4 outcomes besides Kane - these are basically locked since Olivia has now formally taken over grading. Here are the results for Kane's Pod 4 mates:

Zach: He will start 0.7 at Rank K3

Jake: He will start at Rank K3

Kwame: He will start at Rank K7

Rank Outcomes: (Kane's rank for the start of 0.7)

If **sishtps 10 or more**: Kane will get flag **k1pro = True**  
**This rank is Provisional K1 (worst rank)**

If **sishtps either 8 or 9**: Kane will get **flag k2 = True**  
This is Rank K2

If **sishtpts between 4-7**: Kane will get **flag k3 = True**

This is Rank K3

If **sishtpts 3 or lower**: Kane will get flag **k4 = True**

This is Rank K4

Note 2: If Kane has a **kpass = True** (Kane won the breast/pussy test a few episodes back) another set of options may pop up as follows but otherwise scene will skip it:

Kane can promote himself with the Kpass, but then he would lose the use of the Kpass for later → **kpass = False**

Here are the ranks that can use the Kpass and how it would impact him for 0.7 with being promoted.

ProK1 rank → K2 (**k2 = True**)

K2 → K3 (**k3 = True**)

K3 → k4 (**k4 = True**)

K4 does not have the option to promote so he would save the KPass by default.

LAST NOTE: What rank you might shoot for might depend on what you want to experience, but I always recommend multiple saves. But here is how 0.7 might be impacted:

- 1) ProK1s will see some unique content for just that rank, but be warned it will be the harshest/darkest type of stuff, so I do not recommend it for gentle femdom fans at all! The character Mercy is likely a key player here. K2 - K4 will NOT see this content.

- 2) K2s will meet Doctor Chastain in unique content.  
K3 and K4 will not see this, but K1/K2 will.
  
- 3) K3s will see a little unique content TBD.  
K1s and K4 are not likely to see it, but K2/K3 likely to.
  
- 4) K4s will see a little unique content about life on the  
"other side" (K5s and above life)  
K1/K2/K3 will not see this as they are not close to  
this possibility.  
Very likely Kwame/Raven are involved here too.

All ranks will still see all specific sub content, but these above are a few key scenes that will not be seen by all. Most content will still be designed to be under the "main tree branch" of the sub path. To be fair, this is very preliminary thinking on my part for 0.7 as of course it's not done at all...but just my initial plans.

Scene from all this will branch out to two possible choices:

If helpseth (Olivia chose to help Seth in Episode 5)

OR sisevil points 11 or less:

Scene will jump → go to mafg

From there, scene jumps to asylum6

If neither of these are met scene will jump → go to mafe

From there, scene jumps to asylum6

## asylum6:

Note: Scene has no impactful points for 0.7 so just pick what feels right to roleplay.

scene leads to partypresub

## partypresub:

At this point for the rest of sub path, the only real choice left is whether Kiyomi pisses on Kane by the limo. Just up to you, no future impact.

Kane will receive a final flag of **subkane7start = True** (this will be the starting point for a sub Kane in Episode 7)

Everything else from now is just the ending, so your choices are all done on this path! Hooray!

## domcynthiapool:

Scene leads to domthroneroom (Kane gets graded)

## domthroneroom:

Note: This scene has a lot of possibilities, so I will try and lay out how I see the ranks for 0.7 update, and how I might make save(s) if I have specific goals. Now, what I think now about 0.7 later is no guarantee as I could change my mind, but as of right now, this is kind of a little peek into my thinking.

First - POD 4 outcomes besides Kane - these are basically locked since Olivia has now formally taken over grading. Here are the results for Kane's Pod 4 mates:

Zach: He will start 0.7 at Rank K3



Jake: He will start at Rank K3  
Kwame: He will start at Rank K7

Rank Outcomes: (Kane's rank for the start of 0.7)

First: Kane was formally graded at two departments (it depends which ones you visited so pay attention to that part...and a default grade for the third one you didn't visit → **domthronepoints + 1**

So you can basically add one domthrone point to your other two departments for an overall total.

Formula: Missed department gets 1 point + Department 1 domthronepoints + Department 2 domthronepoints = Total domthronepoints

Step 1: Your individual department grades translate into **domthronepoints** as follows:

Juliette Karlsson (Sales & Marketing):

If jgrade 10 or more: **domthronepoints + 4**

If jgrade between 7-9: **domthronepoints + 3**

If jgrade between 3-6: **domthronepoints + 2**

If jgrade 2 or lower: **domthronepoints + 1**

(Note: same as if you didn't visit Juliette at all)

Dominique Karlsson (Operations):

If dgrade 3 or higher: **domthronepoints + 4**  
If dgrade 2: **domthronepoints + 3**  
If dgrade 1: **domthronepoints + 2**  
If grade 0: **domthronepoints + 1** (same if not visited)

Veronica Karlsson (Research and Development):

if marialives (saved Maria) AND vgrade 3 or higher:

**domthronepoints + 4**

if vgrade 1 or 2 points: **domthronepoints + 3**

if vgrade 0 points: **domthronepoints + 1** (same if not visited)

Once you have your total domthronepoints from all three departments, you can then figure out how Kane will be graded for 0.7. It also depends if Kane is on subk5 path or pure dom path.

Sub K5 rank grading outcomes:

If domthronepoints 7 or more: Kane receives **subk7 = True**  
(Kane promoted secret sub rank K7)

If domthronepoints 5 or 6: Kane receives **subk6 = True**  
(Kane promoted secret sub rank K6)

If domthronepoints 4 or lower: Kane stays **subk5 = True**

After Kane receives his new assignment,  
scene will move to —> kanenewroom

Pure Dom rank grading outcomes:

If domthronepoints 8 or more: Kane receives **k9 = True**

(Kane promoted to K9)

If domthronepoints 7: Kane receives **k8 = True**

If domthronepoints 5 or 6: Kane receives **k7 = True**

If domthronepoints 4: Kane receives **k6 = True**

If domthronepoints 3 (lowest possible): **k5 = True**

After Kane receives new assignment → go to kanenewroom  
kanenewroom:

Note: There is only one last decision for 0.6 in this scene, but it's a big one for both **subk5** and dom players, so will first just list the impact by points, but then go over what it actually might mean for the future.

"(I think I'd like the more compassionate and sweet girl working for me...)"

**good + 5**

**raven p + 2**

**sweetass = True** (Kane gets Assistant Choice 1 for 0.7)

"(I think I'd like the darker and more sadistic assistant...)"

**evil + 5**

**cruelass = True** (Kane gets Assistant Choice 2 for 0.7)

Sub K5 future impact: In this path, this specific assistant (1 of 2 possible) might develop into a secret office submissive path where the assistant can act dominant towards you. The major difference here is that the "sweet" assistant will tend to be more of a gentle dom AND move Raven more in that direction too (Raven is a switch and can dom and sub a little depending on choices) while the "sadistic" assistant will be rougher/crueler, and will also move Raven in that direction as well. So this is really a preference in the types of scenes you wish to see. This choice will not impact someone like Alessandra who will not be influenced by what Kane does here.

Dom future impact: The choice of assistant will also impact what kinds of suggestions she will make to you, and what gets her sexually excited and hot for scenes with Kane/choices available. The "sweet" assistant will be nicer to the girls and even watch out for them...she is a switch and can help dom/sub with the Pod females based on choices, etc. The "sadistic" assistant will encourage

Kane to be crueller to the Pod girls and is a switch, so can domme/sub on the girls with Kane with choices/etc. She will tend to be turned on more by darker acts. So this is really a personal preference. Both assistants will also tend to influence Raven a little towards the light/dark a bit. (Raven is also a switch so can be flexible)

Note: Nothing is 100% set in stone because I haven't formally written 0.7 yet, but this is kind of a snapshot of what I was thinking in designing these choices, so I hope it at least allows people to make save(s) as needed to try different things.

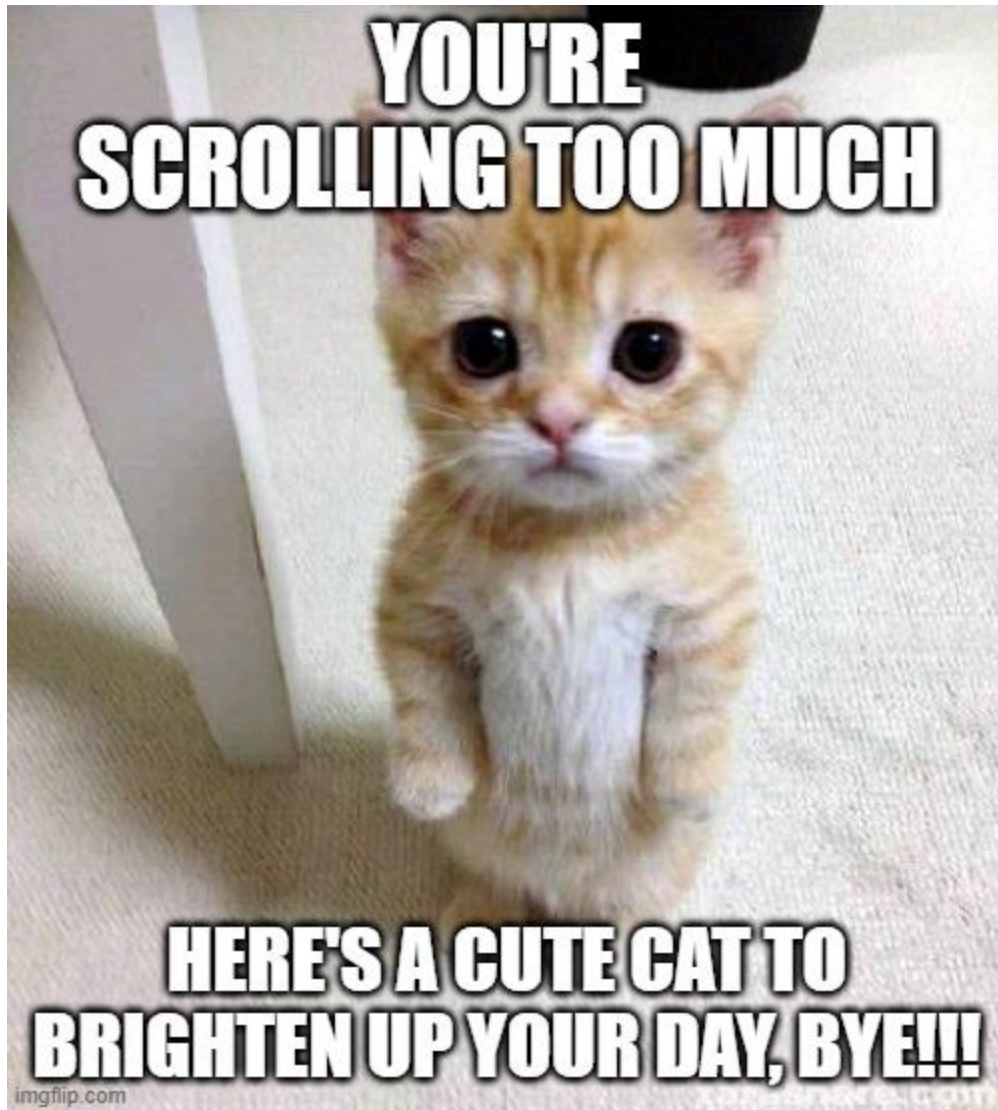
LAST: Kane will receive the **domkane7start = True** (Kane dom starting point for 0.7)

Rest of this path has no more choices, just enjoy the rest of the episode!



Thank you to everyone that enjoyed the game!

This is the end of the walkthrough, please contact me if you see any errors, issues, or have questions about anything!



Bye!