

# DESERT STALKER, v0.10a – Walkthrough

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**Game:** *Desert Stalker*, by Zetan

**Game version:** v0.10a

**Walkthrough version:** 1

**I don't know how often (or whether) I'll be able to update this** – it's probably best not to expect instant updates when new game versions are released. There are probably some errors here.

Coloured text means:

- [QUESTS AND QUEST STAGES](#). Text like this should work as a clickable link.
- [IMPORTANT CHOICES AND STATUSES](#), or things which I *think* will probably be important later.
- [SCENES](#), with a rough content description.
- [POINTS GAINED IN ONE DIRECTION](#) or [THE OPPOSITE DIRECTION](#) (specifics vary by context).

## Contents

This walkthrough is organised by quest. I divide each quest into named stages – these names aren't usually used in the game itself, and are just my attempt to make the walkthrough a bit clearer.

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## General notes

- ❖ Not everything is explicitly listed – **if a choice isn't mentioned, it means I don't think it has any major long-term effects**. However, since the game is still in development, I don't always know what will matter, or how. It's possible that I've misinterpreted what something is measuring, and it's possible that something I say doesn't matter will end up mattering.
- ❖ This walkthrough uses default names for characters – your wife is Zahra; her older daughter is Shani; and her younger daughter is Ain.
- ❖ There are limits on how much you can do in one day. If you find you can't do something, it's possible that you just have to **sleep first**.

- ❖ Even if I don't say so, sex scenes usually have some way of skipping them, and some of the content I list for them might be optional (particularly if it relates to a particular fetish).
- ❖ There are currently three "content switches" – whether you want to see lots of gore/horror, whether you want to be offered sharing content, and whether you want to play as Shani when that's an option. You set the first one at the start of the game, while the other two are set when they first become relevant. I mention these switches when they affect what choices you have, but I won't spell out every single difference they make.

## Prologue

At the start of the game, everything happens in a fixed sequence – you get choices, but you can't roam around freely. (This changes later.)

### Raider fight

- Asha, the first raider girl, can be disarmed (automatically chosen if [CENSORSHIP IS ON](#)) or taken out more violently. This determines scene possibilities at the end of the fight.
- Asani, the second raider girl, can be disarmed or killed. If you [SPARE ASANI](#), you can grope her a bit, and can have another encounter with her later in the game (see [NEW CAR](#)).
- After the fight, you have the option of using Asha. If you disarmed her, you can get "[MILD ENCOUNTER](#)" ([ASHA BLOWJOB](#)). If you took her out more violently, you can get "[WILD ENCOUNTER](#)" ([ASHA SEMI-CONSCIOUS BLOWJOB](#); [URINATION](#)). Either way, [USING ASHA](#) can affect how things go in [FRIENDS IN LOW PLACES](#) and [PRIDE AND PREJUDICE](#).

### Captive elf-girl

- The only thing you *have* to do in Old Cairo is walk down the road and get some fuel, but you can also enter the ruins on your right. If you do, you find some decayed (Kinzi and Kosey) with a captive elf girl (Ivy). After asking what questions you like, you have three options:
  - If you save the elf: [IVY IS ALIVE](#) and you [STILL HAVE THE ARTIFACT](#), but Kinzi and Kosey are dead. This affects what happens in [TILL DEATH DO US PART: LORD ABRAX](#), and costs you a scene with Fairy there (although you can still bring her home).
  - If you bargain for the elf: [IVY IS ALIVE](#) and [KINZI AND KOSEY ARE ALIVE](#), but you lose the artifact. This means that the Queen won't give you Emilia in [PROLOGUE: THE QUEEN'S ARTIFACT](#) (although you can still get her later).
  - If you let them do their thing: [KINZI AND KOSEY ARE ALIVE](#) and you [STILL HAVE THE ARTIFACT](#), but Ivy is dead. This means that there is no way to meet the Mutants, shutting off a sizeable amount of content (at least in the current version) – see [WE ARE DIFFERENT](#).

### Returning home

- You meet Ain at the gate, and then need to visit Shani (in her room) and Zahra (in the master bedroom). Two scenes are unlocked: "[A SHORT WELCOME](#)" ([AIN GROPING](#)) and "[BEDROOM ARGUMENT](#)" ([ZAHRA BLOWJOB](#); [AIN WATCHING](#); [ZAHRA VAGINAL](#)).
- If Ivy is alive, you find that she has run away in the morning. You'll see her again soon.

### The queen's artifact

- Your response to the guard, Lirah, has no lasting effects.

- If you still have the artifact (see [PROLOGUE: CAPTIVE ELF-GIRL](#)), you can hand it over – the queen offers you a **SLAVE NAMED EMILIA** as a reward (see [THE NORDLING](#)) Otherwise, the queen is displeased, but you can still get Emilia later. So far, there isn't anything to be gained from keeping the artifact for yourself.
- How quickly you kneel to the queen doesn't have significant lasting effects.
- The quest [HER MAJESTY](#) begins now; it can be pursued after the Prologue.
- If Ivy is alive, you'll see her as you leave. Her story continues in [WE ARE DIFFERENT](#).

### Tomb mission

- During the mission, you can influence Shani's personality a bit. If you tell her that you'll always have her back, she gets **+1 HELP** (which I think means that she'll be more inclined to help and cooperate with other people), while if you tell her that you have confidence in her skills, she gets **+1 SELF** (which I think means that she's more focused on her own needs and goals). These values affect future conversations, but may also have bigger repercussions in future updates.
- When searching, choose all options to proceed; order doesn't matter.
- Help her, or you get a game over.
- Shani gets **+1 HELP** if you advise her to try to make the world a better place, or if you say that she should just do her best. Alternatively, she gets **+1 SELF** if you tell her to take care of herself first, or if you tell her that the world doesn't owe her anything.

### End of prologue

- After the tomb mission, **"AFTER DINNER"** ([AIN GROPING AND TITJOB](#)) is unlocked.
- You can now move around and do quests in your own order (although some things still happen automatically on timers and suchlike). As such, the rest of the walkthrough is divided up by quest (as labelled in the journal at the top left of the screen) rather than in chronological order.

## Her Majesty

This quest is given to you automatically after the Prologue, and you have to do at least some of it to advance any other main quests.

### Decayed raids

- Continue the quest by selecting Cairo Outskirts on the world map.
- How you deal with the decayed doesn't seem to have any long-term effects (so far).
- If you take the raider girl with you, **KYRA IS ALIVE** and you can start [FRIENDS IN LOW PLACES](#). If you leave her, that quest is not available.
- If Ivy is alive, [WE ARE DIFFERENT: ABUSIVE SLAVE-OWNER](#) now happens automatically.

### Decayed raids report

- Continue the quest by going to the palace on the world map.
- **"ON THE SPOT"** ([TALIA BLOWJOB](#)) is unlocked regardless of how you respond to Talia.
- Whether or not you **KISS THE QUEEN'S HAND** affects what happens in [HER MAJESTY: INTERRUPTED PREPARATIONS](#), and determines which scene you can unlock then.
- After this, you can talk to Shani in her room – see [SHANI IN HER BEDROOM](#).

## Off to the market

- Continue the quest by selecting “travel”, next to the world map button.
- Before leaving, “**COMBING HAIR**” ([GROPING AIN](#); [SHANI PRESENT](#)) is unlocked.
- When you meet Igor and his niece Kateryna, the quest [WILL CURIOSITY KILL THE KAT?](#) begins.
- If Shani [LEAVES THE GIRL ALIVE](#), you can meet the girl later – see [PUBLIC PUNISHMENT](#).

## Shani meets the queen

- Continue the quest by going to Zahra in the master bedroom and suggesting that you relax on the terrace.
- If [SHANI’S POINT OF VIEW](#) is enabled, you’ll play as Shani when she visits the queen. If you saved Ivy, your main character will be doing [WE ARE DIFFERENT: MUTANT BASE](#) at the same time. Depending on your choices, you might see one of these, both at once (switching automatically between them), or neither. The next points assume you *are* following Shani – ignore them if you’re not.
- When Shani is asked her opinion about the boy who took Ain hostage in the market, she gets **+2 HELP** if she wants to turn the other cheek (only available if she already has help points), **+1 HELP** if she says that it’s disproportionate punishment, **+1 SELF** if she talks about law and order, and **+2 SELF** if she talks about an eye for an eye (only available if she already has self points). It doesn’t make any difference to the prisoner’s fate.
- If Shani is silent when the Queen asks if she’s excited, the [QUEEN KISSES SHANI](#).
- If you didn’t get Emilia before (see [PROLOGUE: THE QUEEN’S ARTIFACT](#)), you get another chance tomorrow morning.

## Interrupted preparations

- You need to have a [NEW CAR](#). If you do, continue the quest by visiting Shani in her bedroom.
- When answering the queen’s summons, you get different outcomes depending on whether you kissed the queen’s hand before ([HER MAJESTY: DECAYED RAIDS REPORT](#)).
  - If you did, “**A ROYAL OFFER**” ([UNNAMED SLAVE VAGINAL](#); [QUEEN WATCHING](#)) is unlocked. You can only choose one of the two slaves (or none).
  - If you didn’t, “**PRISONER**” ([GROPING QUEEN](#); [WHIPPING UNNAMED PRISONER](#); [PRISONER VAGINAL](#)) is unlocked.
- If Shani didn’t kill the girl who helped take Ain hostage ([HER MAJESTY: OFF TO THE MARKET](#)), it is possible to punish that girl in the market (see [PUBLIC PUNISHMENT](#)) after this.

## Highway settlement concerns

- At least two days must have passed since Shani left for the Zone ([TILL DEATH DO US PART: SHANI’S DEPARTURE](#)), and if Kyra is alive, two days must *also* have passed since you took her back to Adira ([FRIENDS IN LOW PLACES: RETURN TO ADIRA](#)). Additionally, you need a [NEW CAR](#). If the requirements are met, a guard will fetch you in the morning.
- Your comments to the guard don’t have any long-term effects, and nor do the questions you can ask the Queen about the mission.
- The last part of the conversation depends on whether or not you kissed the queen’s hand when she demanded it ([HER MAJESTY: DECAYED RAIDS REPORT](#)).
  - If you did: You can get **+1 MERNEITH DOMINANT** if you say that she can count on you. Later, anything except keeping it professional counts as [FLIRTING WITH](#)

**MERNEITH**, and saying that you'd give her what she really wants gets **+1 MERNEITH SUBMISSIVE**.

- If you didn't: Agreeing to the mission simply ends the conversation, but if you first say that you're not convinced and then close in on her, it counts as **FLIRTING WITH MERNEITH** and gives **+1 MERNEITH SUBMISSIVE**.

### Highway settlement visit

- Continue the quest by heading to the highway settlement ("travel", next the world map button).
- Your choices when arriving at the settlement and talking to the "General" don't have any long-term effects yet (but might later).
- If you've been doing **FRIENDS IN LOW PLACES**, that quest now ends and is replaced by **PRIDE AND PREJUDICE** (which entails staying at the settlement a while longer). Otherwise, you simply go home and submit a report.
- This is the end of current content for this quest.

## We are Different

This quest is started if you rescue Ivy the elf girl from Kinzi and Kosey (see **PROLOGUE: CAPTIVE ELF-GIRL**). Some parts of it happen later in the prologue automatically. After that:

### Abusive slave-owner

- This happens automatically after **HER MAJESTY: DECAYED RAIDS**. If you don't intervene and **STOP THE ABUSE**, this quest will later be marked as failed – but even so, it seems that you might be able to continue anyway in some circumstances (this might be a bug?). If you intervene, the fate of the slave-owner doesn't have any lasting effects (or not yet).

### Mutant base

- This takes place at the same time as **HER MAJESTY: SHANI'S MEETS THE QUEEN** (and if **SHANI'S POINT OF VIEW** is enabled, you'll switch back and forth between the two). If you meet the requirements for Shani's visit, continue both quests by going to Zahra in the master bedroom and suggesting that you relax on the terrace.
- Immediately moving towards Ivy scares her; doing nothing and then reaching for her allows you to **TOUCH HANDS**. Fangs attacks regardless of your choices.
- Regardless of how you fight Fangs, **"RECRUITMENT TEST"** (**FANGS BLOWJOB**; **FANGS VAGINAL**) is unlocked. There are different versions of it – choosing "get her up" is more gentle, while "make her suck it" is more like a fight (she gets the upper hand at first; you can let her keep it, or take back control yourself). Asking what it's all about skips the sex.
- After you get home, you can talk to **SHANI IN HER BEDROOM** about Ivy (which gives you an opportunity to influence Shani's personality a bit).

### Return to the mutant base

- You need to have a **NEW CAR**. If you do, continue the quest by going to the world map and travelling to the mutant base.
- Your response to the hive-girl at the entrance doesn't have any long-term effects yet, but might in future.

- This quest is now marked as completed, but you can start [EXTENSION OF POLITICS](#) if you [AGREE TO HELP THE MUTANTS](#). If you don't, you will be cut off from future content with them (at least for now).
- Regardless of your choice about helping, you see a version of ["THE MAN SHE NEEDS"](#) ([MAKING OUT; NIPPLE-KISSING](#)) if you had sex with Fangs on your previous visit ([WE ARE DIFFERENT: MUTANT BASE](#)). If you agreed to help, the scene is a little longer, but the differences don't have any lasting effect. (Also, you might need to get the longer version in order to unlock it in the gallery, but I'm not sure of that.)

## Friends in Low Places

This quest is started if you rescue the purple-haired raider girl (Kyra) during [HER MAJESTY: DECAYED RAIDS](#). It opens up the Raiders as a faction – eventually, you will be able to do missions for/with them.

### Waking Kyra

- After recusing Kyra, visit the basement for ["UNCONSCIOUS"](#) ([UNCONSCIOUS BLOWJOB; SEMI-CONSCIOUS VAGINAL](#)). Having [USED KYRA](#) has an effect on future interactions. Your specific conversational choices don't have lasting effects.

### Return to Adira

- To continue the quest, visit Kyra in the basement again and tell her that you'll go to Adira. If you've completed [HER MAJESTY: OFF TO THE MARKET](#) but not [AIN'S PUNISHMENT](#), you'll have the opportunity to change your mind about going now (since Kyra is a spectator for the punishment if she's still around).
- Your pre-departure chats with Kyra and Shani have no lasting effects.
- Your reunion with Asha (from [PROLOGUE: RAIDER FIGHT](#)) has different choices depending on whether you used her then, but either way, there are two scenes you can unlock.
  - ["KNOWING YOUR PLACE"](#) ([BLOWJOB; KYRA WATCHING; OPTIONAL SHARING](#)) is unlocked if you point out that you didn't harm her (only available if you didn't use Asha before) or if you send Asha to get Kyra ("let her find out", "let Kyra handle it", or "send her to Kyra"). Getting this scene is one way to unlock a scene later ([PRIDE AND PREJUDICE: HIGHWAY SETTLEMENT TAKEOVER](#)), but not the only way.
  - ["USED"](#) ([GROPING; BLOWJOB; KYRA WATCHING; OPTIONAL SHARING](#)) is unlocked if you don't get the previous scene – that is, if you say that you'll use Asha again (only available if you already did) or that you saved her sister, then take an option to "use her" (obtained by choosing "put her in her place" and "manhandle her", or "teach her some manners").
- The optional sharing (only offered if you have turned [SHARING ON](#)) is the same in both the above scenes. It consists of getting Asha to blow a rando who wanders into the room. (Kyra later kills him off-screen regardless of your choice.)

### New raider base

- This quest is marked completed part-way through [HER MAJESTY: HIGHWAY SETTLEMENT VISIT](#). It is replaced by [PRIDE AND PREJUDICE](#).

## Till Death Do Us Part

This quest can be started after [HER MAJESTY: SHANI MEETS THE QUEEN](#). It introduces you to Lord Abrax and his decayed, and advances Shani's story. If you've turned on [SHANI'S POINT OF VIEW](#), some of this quest is played as Shani.

### Lord Abrax

- Once you meet the requirements, begin the quest by inspecting your car, checking the fuel, and heading to Old Cairo.
- You have an opportunity to acquire a slave called "Fairy". If you talked to Kinzi and Kosey in [PROLOGUE: CAPTIVE ELF-GIRL](#) and didn't kill them, "**NOT A FAIRYTALE**" ([BLOWJOB](#); [URINATION](#)) is unlocked. Otherwise, Fairy is in a cage by the trader you meet, and there's no scene. Either way, you can [TAKE FAIRY HOME](#) if you like – see [BROKEN](#).
- Your conversation choices with Lord Abrax have no long-term effects (so far). You get a map regardless.
- You can get a new car after this – see [NEW CAR](#).

### Shani's departure

- You need to have completed [HER MAJESTY: INTERRUPTED PREPARATIONS](#). Then, continue the quest by visiting Shani in her bedroom. As the game warns you, this will make Shani unavailable for some time.
- At the oasis, saying that you have always tried to restrain yourself (if you looked down at Shani in the tent), or that you are interested and will talk about it eventually (otherwise), will put you on [SHANI'S ROMANCE](#) path. If you're on her romance path, "**OASIS NIGHT**" ([CARESSING](#); [HANDJOB](#); [VAGINAL](#)) is unlocked.
- While Shani is away, you can have a conversation with the rest of your family about it by going to the dining room and opting for a family meal. I don't know if this will have any effect on things in future.

### Zone bunker

- If you've turned on [SHANI'S POINT OF VIEW](#), you will be able to play as her in the Zone by selecting "switch to Shani" (above the world map button).
- You can't change the outcome of the conversation with Sair.
- In the bunker, you can inspect various things. You can also switch back and forth between Shani and your main character. (It looks as though the bunker might function as an equivalent of the raiders' and mutants' mission planning rooms, with venturing outside counting as a mission, but that's speculation on my part.)

### Following the map

- [SHANI'S POINT OF VIEW](#): You can continue this quest by leaving the bunker and following Abrax's map.
- There are no choices between now and the current end of content for this quest. When you get to that point, you automatically switch back to your main character.

## Extension of Politics

If you agree to help the mutants at the end of [WE ARE DIFFERENT: RETURN TO THE MUTANT BASE](#), this quest begins. It effectively replaces [WE ARE DIFFERENT](#) as a main quest.

## The Hive, Part 1

- This is available after agreeing to help the mutants, and is accessed by going to the mission table in the mutant base.
- Your **CHOICE REGARDING THE HIVE-GIRL** determines what outcome you get in [EXTENSION OF POLITICS: THE HIVE, PART 2](#), below.
- After this, you are able to visit the mutants' lab – see [LAB EXAMINATION](#).

## The Hive, Part 2

- Continue the quest by going to the mission table in the mutant base.
- Your choice in Part 1 gives different outcomes now:
  - If you told the hive-girl to stay at the hive, she has been reintegrated into it. One of the soldiers lost in the first visit, Keen, is found alive (if not well). If you're willing to agree to the hive's terms, you can **CREATE AN ALLIANCE** between them and the mutants; if you do, you are also able to unlock **"BREEDING THE QUEEN"** (**HIVE GIRL BLOWJOB; HIVE QUEEN VAGINAL; DOMINATION BY HIVE GIRL**). Your conversation with the hive-girl afterwards (probably) doesn't have lasting effects, but the effects of the alliance and the breeding remain to be seen.
  - If you brought the hive-girl back to base, she has retained/strengthened her individuality and is now named Mantis. Your conversation choices with her (probably) don't have lasting effects. When you visit the hive, both the soldiers you lost are dead (if **CENSORSHIP IS OFF**, you can go find what's left of them, but this has no other effect). No alliance is formed. Afterwards, it is possible to get a scene involving Fangs and Mantis – see [COMFORTING MANTIS](#).
- This is the end of current content for this quest.

## Pride and Prejudice

This quest begins during [HER MAJESTY: HIGHWAY SETTLEMENT VISIT](#) if you've been doing [FRIENDS IN LOW PLACES](#). It covers the takeover of the highway settlement by Kyra's band of raiders, and will probably include doing missions for/with the raiders in future.

### Highway settlement takeover

- After talking to Kyra, go visit the medic.
- You can talk to five different people around the settlement – in each case, you can help make the settlement a better place, or make things worse.
  - The old man sitting by the hut can be promised a fully-built shack (better place), or encouraged to bring his son to work in the mines (worse place).
  - The woman by the water tanks can be promised an improved system (better place) or told to base water distribution on work (worse place).
  - The guy who you saw earlier when meeting the "General" can be steered away from Kitty (better place) or told that he has to pay to keep Kitty safe (worse place).
  - The guy in a bathtub (Wick) can be asked about his demands (better place), or plotted against (worse place).
  - The bald woman (Rue) can be encouraged to serve as a voice for the community (better place) or to work as a prostitute (worse place).



- So far, making things **BETTER/WORSE FOR THE SETTLEMENT** doesn't have any effects beyond this part of the game, but it might in future.
- After the raider attack, **"VICTORY LAP"** (**KYRA VAGINAL; ASHA BLOWJOB AND URINATION; ASHA VAGINAL OR ANAL**) is unlocked if you previously used Asha (**PROLOGUE: RAIDER FIGHT**), used Kyra (**FRIENDS IN LOW PLACES: WAKING KYRA**), or made choices during Asha and Kyra's reunion that unlocked the scene "Knowing Your Place" (**FRIENDS IN LOW PLACES: RETURN TO ADIRA**). During the scene, you can get affection points with Asha:
  - **+1 AFFECTION** if you call her cute, or **-1 AFFECTION** if you want her on her knees.
  - **+1 AFFECTION** if you praise her, or **-1 AFFECTION** if you degrade her.
  - **+1 AFFECTION** if you praise her (again), or **-1 AFFECTION** if you degrade her (again).
  - **+2 AFFECTION** if you let her sit up, or **-2 AFFECTION** if you keep her down.
- If you invite Zion to join in or comment on how she looks, she's insulted, which might have an effect in future (too early to know).
- In future, it will be possible to do missions for/with the raiders, but there aren't any yet. This is the end of current content for this quest.

## The Nordling

This quest begins if/when you acquire Emilia as your maid. If you pleased the queen in **PROLOGUE: THE QUEEN'S ARTIFACT**, she offers Emilia to you then. If not, Lirah the guard offers Emilia to you in the morning after you've completed **HER MAJESTY: SHANI MEETS THE QUEEN**.

### Emilia's introduction

- If you go to the dining room after acquiring Emilia, you have your first talk with her. Your initial choices don't make any difference, but if you choose to continue the introduction privately, you get **"INTRODUCTION"** (**EMILIA BLOWJOB AND VAGINAL; OPTIONAL ZAHRA WATCHING**).

### Emilia's new room

- If you acquired Emilia early (in **PROLOGUE: THE QUEEN'S ARTIFACT**), this stage happens automatically during **HER MAJESTY: OFF TO THE MARKET**. If you only acquire Emilia later, you can trigger this stage yourself by visiting Emilia's quarters.
- Telling Emilia that she deserves it or that you expect her to work results in **+1 EMILIA AFFECTION**; telling her not to get complacent results in **+1 EMILIA SUBMISSION**.

### Emilia's song

- Continue the quest by visiting Emilia's room in the servant quarters.
- Commenting on her song ("calming" or "pretty") opens up further options. You can talk about her previous mistress and establish a new rule for how Emilia serves you (**+1 EMILIA AFFECTION** if you agree on it; **+1 EMILIA SUBMISSION** if you dictate it). Also, if her affection is higher than her submission, you can get another **+1 EMILIA AFFECTION** by asking her about wanting to be free.

## Will Curiosity Kill the Kat?

This quest begins automatically during **HER MAJESTY: OFF TO THE MARKET**.

## Hosting for Igor and Kateryna

- Continue the quest by talking to Zahra in the master bedroom and suggesting that Igor and Kateryna should be invited for a visit.
- **“SHARING IS CARING”** ([AIN OR EMILIA BLOWJOB](#); [AIN OR EMILIA BLOWJOB FOR IGOR](#)) is unlocked. The scene varies depending on whether [SHARING IS ON](#) (this lets you tell someone to blow Igor) and whether you have Emilia ([THE NORDLING](#)).

## Kateryna’s day out

- Kateryna will automatically come to your house in the morning if you’ve done the previous stage and Shani has visited the Queen ([HER MAJESTY: SHANI MEETS THE QUEEN](#)).
- Saying that the Revered Mother’s child is yours may have effects beyond this scene, but it’s too early to know what they are.
- **“FOREIGN AFFAIRS”** ([GROPING REVERED MOTHER](#); [REVERED MOTHER BREASTFEEDING KATERYNA](#)) is unlocked. If you say “maybe” to the Revered Mother’s offer, you have the option of encouraging Kateryna to try the Revered Mother’s breast milk.
- Your reply to Igor has no lasting effects.
- If you show Kateryna that she’s beautiful, it seems to put you on a path for [KATERYNA’S ROMANCE](#). Encouraging her to think about babies may also have an effect later.
- Between now and the next stage, you can optionally talk to [ZAHRA IN THE MASTER BEDROOM](#) about Kateryna in the master bedroom.

## Kateryna in the kitchen

- Continue the quest by going to the dining room (and *not* deciding to have dinner together as a family, if that’s one of the options).
- If you’re on a romantic path with Kateryna, this event is a bit more involved (including Zahra partly undressing Kateryna in private, though it isn’t a full scene).

## Broken

This quest begins when if/when you choose to bring Fairy home, in [TILL DEATH DO US PART: LORD ABRAX](#). She will be offered to you either by Kinzi and Kosey or by an unnamed trader.

## Getting to know Fairy

- Visit Fairy in your basement for the first time. Your choices affect whether she stays broken or starts to heal (or so I’m guessing – my interpretation could turn out to be wrong). On each visit, you can do one of the following:
  - Interacting with her:
    - If you try to communicate, you get **+1 HEALING**. After that, asking how she is or what happened to her gives another **+1 HEALING**, followed by another **+1 HEALING** if you say that she’s under no pressure; alternatively, asking why she wants to serve you results in either **+1 HEALING** (if you say that she doesn’t need more) or **+1 BROKEN** (if you ask if she likes it).
    - If you inspect her body, you get **+1 BROKEN**. Then, you get an extra **+1 BROKEN** if you tell her to shut up, and an extra **+1 BROKEN** if you say that her body will do just fine.
  - Giving her what she wants: You can choose to be gentle (“just give it to her”), which gives **+1 HEALING**; or rough (“make her pay attention first”), which gives **+1**

**BROKEN.** If you choose the gentle route, or if you *don't* choose “teach her a lesson” after choosing the rough route, you get a blowjob. If you *do* teach her a lesson, Zahra arrives to help, and you either fuck Fairy or use your fist on her – the latter gives **+1 BROKEN**, plus an extra **+1 BROKEN** if you test her limits. Regardless of what you do, you can get **+1 HEALING** if you tell her to rest, or **+1 BROKEN** if you tell her to be ready and you’ve otherwise been more kind. (None of this appears in the Gallery.)

- Offering her some food:
  - You get **+1 HEALING** if you let her eat on her own; plus another **+1 HEALING** if you tell her that she doesn’t need to earn anything
  - You get **+1 BROKEN** if you feed her yourself; plus another **+1 BROKEN** if you test her discipline; plus another **+1 BROKEN** if you make her eat off the floor; plus another **+1 BROKEN** if, after making her eat off the floor, you call her an animal.
- When you’ve done all three (interacting, giving her what she wants, and offering food), this stage of the quest is considered complete. You can keep visiting Fairy, but you don’t get any more healing/broken points – see [FAIRY IN THE BASEMENT](#).

## All in the Family

This quest focuses on your in-laws – Rabiah, Omar, and Nadia. To begin, you need to have talked to Zahra about her sister ([ZAHRA IN THE MASTER BEDROOM](#)) and to have invited Igor and Kateryna over for a visit ([WILL CURIOSITY KILL THE KAT: HOSTING IGOR AND KATERYNA](#)).

### Marketplace family reunion

- If you meet the above requirements, you can begin the quest by going to Zahra and doing some daily chores (under “actions”).
- Your conversation with Omar has no lasting effects, and nor do your first two choices with Nadia.
- **“ALLEY ADVENTURES” (NADIA ANAL; SEMI-PUBLIC; VOYEUR)** is unlocked. Having **SEX WITH NADIA** will likely have an impact in future; so might whether you watch the guard and slave, but I’m not sure of that.

### Visiting Rabiah’s house

- Continue the quest by using the world map and selecting Rabiah. You can visit multiple times, and can choose up to two people to interact with on each occasion. Your choices don’t have any lasting effects (so far). There will probably be more interactions added in future updates, but for now, the possibilities are:
  - Rabiah (x1): You visit her in the kitchen and offer her a neck massage.
  - Zahra and Omar (x2): The first interaction is a conversation. The second interaction allows you to grope Zahra and show her off to Omar, while not letting him do anything.
  - Nadia (x1): If you visit Nadia (not possible on your first visit), you get a flashback to when Zahra and Rabiah were younger.

## Miscellaneous events – Ain

### Ain's punishment

- After [HER MAJESTY: OFF TO THE MARKET](#), you unlock **"PUNISHMENT"** ([AIN BONDAGE](#); [SPANKING AIN](#); [ZAHRA PLAYING WITH AIN'S TITS](#); [AIN VAGINAL](#); [ZAHRA VAGINAL](#)) by going to Zahra in the master bedroom. If Kyra is in the basement and you haven't woken her up yet (see [FRIENDS IN LOW PLACES](#)), Ain's punishment has to wait until you've done that; if Kyra is awake but you haven't taken her to Adira, she gets to watch.
- Later (after taking Kyra to Adira, if you've got her), you can go back to the basement and let Ain out. After that, you can visit Ain in her bedroom, and can also call her in the living room.

### Ain overnight

- Ain gets a newly-renovated room – this happens either during Emilia's introduction to the house ([THE NORDLING: EMILIA'S INTRODUCTION](#)) or when first take your family to the market ([HER MAJESTY: OFF TO THE MARKET](#)), whichever comes first. After that, you can choose to sleep with her overnight whenever you like. The scene involved does not appear in the gallery, but is repeatable.

### Ain in her bedroom

- There are currently two conversations you can have with Ain here. Both are only possible after [AIN'S PUNISHMENT](#).
  - If you talk about Rabiah, you can discuss Ain's own future with her. Your choice doesn't have any long-term effect.
  - If you talk about Shani, you agree to devote a day to Ain sometime, which allows you to have a [DATE WITH AIN](#).

### Ain in the living room

- At present, there are two Ain scenes in the living room – solo, and with Shani (provided Shani is at home). They're not available if Ain is still in the basement after [AIN'S PUNISHMENT](#). These scenes do not appear in the Gallery, but are repeatable.

### Date with Ain

- After talking to [AIN IN HER BEDROOM](#) about Shani, come back on a different day and suggest spending some time together (under "actions"). Most of your conversation choices (probably) have no long-term effects, but if you ask if she wants to be more like her sister and then tell her not to get discouraged, it might make Ain more **WILLING TO EXPLORE** things in future (but it's too soon to say exactly what will happen).

## Miscellaneous events – Emilia

### Emilia in the living room

- At present, there is one Emilia scene in the living room – it also involves Zahra. You need to have heard Emilia singing ([THE NORDLING: EMILIA'S SONG](#)). It does not appear in the Gallery, but is repeatable.

### Emilia in the dining room

- If you have Emilia, go to the kitchen, and say that you're waiting for dinner, you can fondle her as you eat.

## Miscellaneous events – Fairy

### Fairy in the basement

- A version of [BROKEN: GETTING TO KNOW FAIRY](#) is repeatable after you've completed it. If you've done more to heal her than keep her broken, you can choose to treat her gently, which results in a repeat of the blowjob. If you've done more (or as much) to keep her broken, you can choose to treat her roughly, which repeats the more violent path. Either way, you can also give her food. Fairy's status (healing/broken) isn't changed by repeats.

## Miscellaneous events – Shani

### Shani in her bedroom

- If you go to Shani's room after [HER MAJESTY: DECAYED RAIDS REPORT](#), you find her working out. Complimenting her could have an effect later, but doesn't yet. After this, you can visit Shani's room as much you like until [TILL DEATH DO US PART: SHANI'S DEPARTURE](#), at which point she becomes unavailable.
- There are currently two conversations you can have with Shani here.
  - If you've done [WE ARE DIFFERENT: MUTANT BASE](#), you can talk about Ivy. She gets **+1 HELP** if you say that the mutants have reasons for doing what they do, or **+1 SELF** for saying that they're potentially dangerous.
  - If you've done [HER MAJESTY: SHANI MEETS THE QUEEN](#), you can talk about what happened then.
- There is currently one action you can select with Shani here:
  - You can continue her workout (under "actions"). If you offer her a massage, **"BACK MASSAGE"** (SHANI SLEEP ASSJOB; ZAHRA HANDJOB OR EMILIA BLOWJOB) is unlocked. This is repeatable.

## Miscellaneous events – Zahra

### Zahra overnight

- If you sleep with Zahra overnight instead of just using the "skip a day" button, you have the option of groping her and/or using her mouth while she's asleep. This scene does not appear in the gallery, but is repeatable.

### Zahra in the master bedroom

- There are currently four conversations you can have with Zahra in the master bedroom. Your choices here don't have any lasting effect (as yet).
  - You can ask about her sister (Rabiah) at any point. This is necessary to begin the quest [ALL IN THE FAMILY](#).
  - If you've done [WILL CURIOSITY KILL THE KAT: KATERYNA'S DAY OUT](#), but haven't yet done [WILL CURIOSITY KILL THE KAT: KATERYNA IN THE KITCHEN](#), you can talk about Kateryna.
  - If you've done [TILL DEATH DO US PART: LORD ABRAX](#), you can talk to her about Abrax.

- If you've done [HER MAJESTY: SHANI MEETS THE QUEEN](#), but haven't yet done [TILL DEATH DO US PART: SHANI'S DEPARTURE](#), you can talk about Shani and the Zone.
- There are currently five actions you can select with Zahra here. One is repeatable; the other four are used to trigger one-off events and advance certain quests.
  - After the [PROLOGUE](#), **"BREAST MASSAGE"** (ZAHRA MASSAGING AIN; ZAHRA BLOWJOB) is available. This is repeatable.
  - If you've talked to Zahra about her sister, you can choose to do some daily chores. This results in you meeting Zahra's family in the market – see [ALL IN THE FAMILY](#).
  - After [HER MAJESTY: OFF TO THE MARKET](#), you can start [AIN'S PUNISHMENT](#).
  - Also after [HER MAJESTY: OFF TO THE MARKET](#), you can invite Igor and Kateryna over, starting [WILL CURIOSITY KILL THE KAT: HOSTING IGOR AND KATERYNA](#).
  - If you meet the requirements for them, [HER MAJESTY: SHANI MEETS THE QUEEN](#) and/or [WE ARE DIFFERENT: MUTANT BASE](#) can be triggered by relaxing on the terrace.

## Miscellaneous events – other

### New car

- After you have completed [TILL DEATH DO US PART: LORD ABRAX](#), select "travel" (next to the world map button). If Kyra told you about the car in [FRIENDS IN LOW PLACES: RETURN TO ADIRA](#), you can simply go look for it. If not, you can instead check the condition of your existing car – Igor then appears to tell you where to look.
- If you spared Asani (the second raider girl from [PROLOGUE: RAIDER FIGHT](#)), you meet her again now – when she talks about rewarding you, any choice except "I'm in a hurry" will unlock **"DRIVE BY"** (TITJOB; VAGINAL; ANAL) after you collect the car.
- Back home, your opinion on Zeta's security situation may have an effect eventually, but not yet.

### Public punishment

- If you've finished [HER MAJESTY: INTERRUPTED PREPERATIONS](#) and Shani didn't kill the girl who helped take Ain hostage (see [HER MAJESTY: OFF TO THE MARKET](#)), you can meet the girl yourself while out buying groceries ("travel", next to the world map button).
- **"PUBLIC SERVANT"** (BLOWJOB; VAGINAL; PUBLIC USE) is unlocked. Complimenting or degrading her, filling her up, and/or making a recommendation to the guard about her fate could all have some lasting effect, but it's too early to tell. If you have SHARING ON, you also have the option of letting some passing mercenaries have a turn when you're done.

### Lab examination

- If you've completed [EXTENSION OF POLITICS: THE HIVE, PART 1](#), you can visit the mutants' lab, where Pepper will give you an "examination".
- Commenting on her hair could possibly have an effect in future.
- If you agree to provide a sample, you get a handjob. Optionally, you can convince her to take off her coat; then, you can feel her up. This scene is not in the gallery, but a version of it can be repeated by coming back to the lab later.

## Comforting Mantis

- If you've completed [EXTENSION OF POLITICS: THE HIVE, PART 2](#), you can unlock **"TEAM BUILDING"** ([FANGS/MANTIS LESBIAN](#); [MANTIS VAGINAL](#); [FANGS/MANTIS HANDJOB](#)) by choosing to sleep at the mutant base.

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- **Zeta**
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- **Not in gallery** (but repeatable in-game)
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  - Ain practicing wifely duties – [AIN IN THE LIVING ROOM](#).
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