



# Corrupted Kingdoms guide

v0.18.2

original thread

added and updated by micmitja

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## EXPLORATION DIRECTIONS:

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down

### **Town:**

North > North > North: Find/Lose Cash

South > East > South: Ice-cream Girls

East > East > North: Car Wash Girls

West > North > West: Burning building / Samantha

any path that doesn't lead nowhere : Look around Street Girl

Evening Exploration: Reporter Girl

### **Outskirts:**

North > North > North: Find/Lose Crystals

North > West > South: Goblin Witch(?) meeting

South > South > West: Caretaker

East > North > North: Volleyball Girls

East > South > West: Mushrooms

Evening Exploration: Festival

### **Mountains:**

North > North > North: Find/Lose Potion

North > West > West: Beach Girls

West > West > South: Something in the water... Fish girls

East > North > East: Lamia

Evening Exploration: Observatory

Most Powers do not work when Exploring with currently 3 exceptions

**Drift** - Find Goblin Witch(?) Hat

**Endure** - Samantha's Apartment

**Aura** - Car Wash Girls, Ice-cream Girls, and College Classes

The random odds of Find/Lose events are not currently favorable to the player. Allegedly more training will be available at a later date (Yet to be determined). So trying to farm money (Human, Fey, or Eldritch) has a chance to have you lose money instead.

**Car Wash Girls** - Ask to borrow Jessica's Car.

Oddly Jessica will not mention you getting her car cleaned

Get the Car Washed for \$2

Maybe I could get more with the Power Aura

**Ice-cream Girls** - Simply use Power Aura

Town Random Prostitute

Travel in any direction that takes you nowhere, Look Around, either pay or use powers

She also demonstrates the Speech System and has different outfits

**Town Random Lyx, Goblin Witch, Encounter** (After Chloe Event v0.7.3)

Travel in any direction that takes you nowhere

The Goblin Witch is called Lyx. Why the game tries so hard to not have her introduce herself is a mystery... Why isn't she categorized with Other Girls in the Gallery? Is she Main Girl material? Only time will tell  
Everything else is teaser art, cute teaser art...

**Fish girls** – after you get endless air explore mountains W > W > S -> dive in to lake -> go to marina and think about fish girls -> go to nexus and whistle

**Bomb construction**

highly flammable liquid – Lily Bar

powdered rock – mountains lake

activating agent – Lyx

timing mechanism – school - clock

casing – Jessica office – property buy – visit property – fey merchant

**Act 3** – starts with church no return mission (Mystery lead – Return to church), make sure you have done it all cause all changes, no more access to old sexy time for who knows how long

**War Room:** New room: the War Room! Talk to **Jessica** (Front Door on **Sunday afternoon**) and select "Strategize with Jessica" – new with v0.17.6 – after you will see room in bottom left corner in house

**Combat skills:** Act 3 - you learn them by playing support in battles. Each boss got some new skill and you have to use in real sector fight, practice one don't work. To get option for them to fight for you – 1<sup>st</sup> you have to win the sector, then you put them in dungeon and few times fuck em in to submission – till you get option to recruit them in to team.

**First Encounter (Unlocking Her)** – make sure you don't miss rescue chance

**Explore Outskirts:**

North > West > South: Goblin Witch(?) Meeting

South > South > South : Goblin Witch(?) Hat

Hint: Use Drift Power

West > West > West : Goblin Witch(?) Cottage

Hint: Look at the Hat in the Inventory

Cottage will become available on the Outskirts Map

**Power Up Magic to the next level 1 (Unlocks Power Endure )**

- \* Talk to Goblin Witch in her Cottage
- \* Write down her instructions on the type of Mushroom she wants you to gather
- \* Go to the Mushroom Glen and pick up Mushroom
- \* Give it to her at her Cottage

Congrats, you are now given the Power Endure!

right after you get endure go to sleep and visit cottage back so rescue might trigger – don not cheese daytime

**Rescue the Goblin Witch Lyx with Power Endure**

- \* This may trigger right after you get Endure or you might have to go back to her Cottage first

Congrats, you finally been properly introduced to Lyx

**Maybe she can help with Pixie's problem?**

- \* Option becomes available after you Rescue Lyx

It's rather straight forward and will unlock new Pixie Options.

To follow up on this go back to the Manor and Talk with Pixie

**Power Up Magic to the next level 2 (Unlocks Power Aura )**

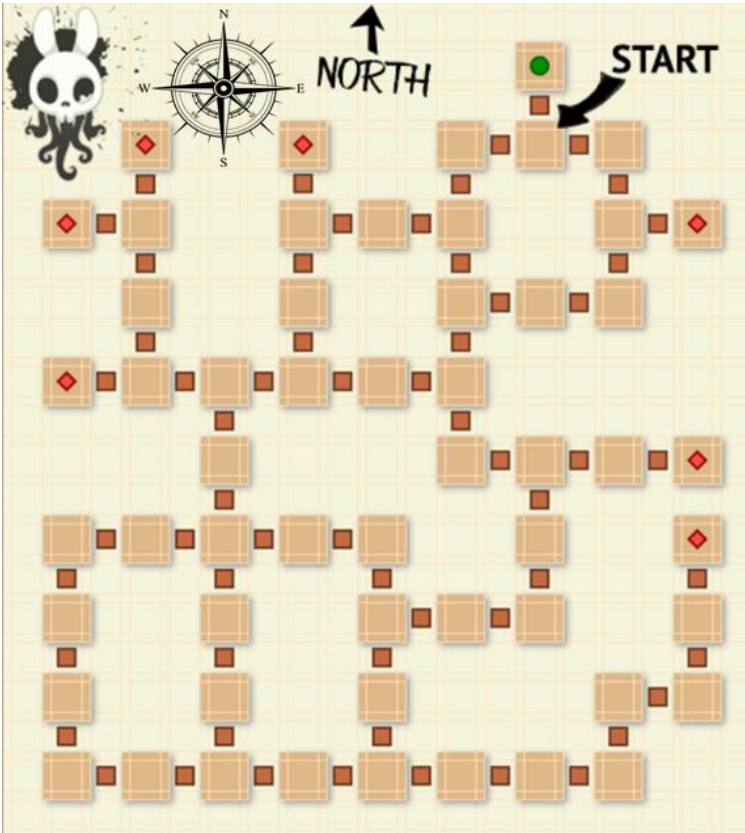
- \* Talk to Goblin Witch in her Cottage
- \* Write down her instructions on the type of Mushroom she wants you to gather
- \* Go to the Mushroom Glen and pick up Mushroom
- \* Give it to her at her Cottage



- "think about gramps" - Unlocks Access to Gramps' Dojo from the Nexus along with access to the Nexus from there.
- "think about arc" (Variants "think about arcgames", "think about arc games", "think about thearcadean", or "think about the arcadean") - A funny skit with maybe a picture of Arc doing coding?
- "whistle" - Unlocks Power Endless Air and Access to Water World
- "think backwards" - Empty void... A good place to take a nap.
- "key" - A special message for those that took enter key literally.
- "help" - Pixie somehow explains how this mysterious place functions.
- Blank - Message about being more creative along with generic code not valid response.
- Unknown Code - Generic code not valid response.
- "clap" wasteland

Luna tunnels map

on top  
up / down



you can pop sticky notes on map

**Act3 Characters locations**

on top  
up / down

Emma – can see her sneaking in evening when you walk from room to kitchen (random event)

Hana/Ard – kitchen morning/afternoon

Lily – park sat/sun morning

Molly – garden morning/afternoon

Chloe - War Room every MORNING and AFTERNOON!

Pixie – back in mc bedroom

Ami	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Morning	bathroom		east hallway		garden		
Afternoon	lookout duty	lookout duty	lookout duty	lookout duty	lookout duty	lookout duty	lookout duty
Evening							

Gwen	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Morning							
Afternoon							
Evening	Front Door	Front Door	Front Door	Front Door	Front Door		
Living room Morning/Afternoon							

Jessica	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Morning			bathroom				
Afternoon							Front Door
Evening							
Call in living room at any time							

Lucille	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Morning	east hallway						
Afternoon	bathroom						
Evening							

Name	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Morning							
Afternoon							
Evening							

Try not to break your game with this one  
always check the variable before you change it without =  
+= add to amount / -= reduce it

save\_name = u'' ('name' and save again) keep in mind named save stick with you to remove it write initial code without name, or do double save before you name it

bag\_cash = - Human  
bag\_gems = - Fey  
bag\_potions = - Eldritch

gold = - supplies Act 3

name = beer, cham, wine - bar  
ifp (infertility), sfp (pregnancy), tvp (tacent voices) - fey store potions - 5 max  
inv\_var\_name =

education =

day =  
timevar = 1(morning), 2(afternoon), 3(Evening) - daytime (can break your game) – don't use on witch till you save her

Time = u'Morning', u'Afternoon', u'Evening' - name on screen only

week\_day = 0(Mon) / 6(Sun)

lyx\_met = 1 – if “meet the witch” bugs and cant progress  
lyx\_name = u'Lyx'

relic\_took = 0/1 – who knows what future will bring