

# Sun in Thongs



## Mindweaver Chronicles

version 0.21 walkthrough

### Chapter 1 – G.H.O.S.T. Enzyme

- Watch the intro sequence



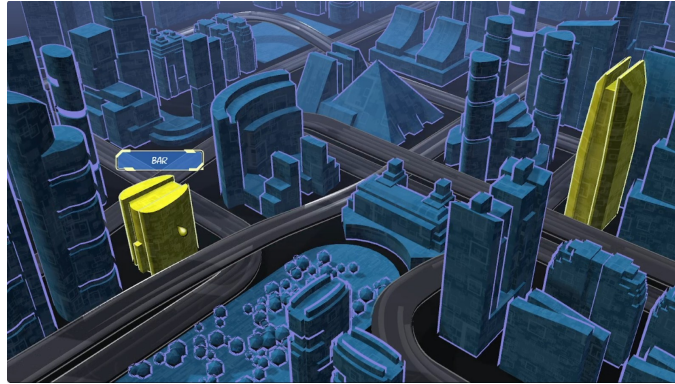
- and click through the first sex scene



- You'll appear in Vai's home. After a phone call, pick up the **Key** from the Bowl and **Purse** from the table.



- Then go outside, and into the bar.



- Watch the following sequences.



- and in the Practice room, click through the new sex scene. Ask Razor for the **Storage room** keycode. At the end, you'll get a spell.



- In the main Lobby talk to the Lobby terminal. Ask for Vending machine access. If you kick the Vacuum cleaner bot, you will get a bonus Gallery image. Then use the Vending machine to get a **Protein bar**.





- Next, go to the Section 8 quarters and into the Gym. You can't access the Gym's fridge yet, and Zita won't give you a key for it. Pick up the **Weight**, go back to the hall, and into the Storage room. Talk to the Walter and ask him for an item. Any will do, but each item will unlock a different Gallery image (you can ask for all of those later). While Walter is looking for an item, use the ghost spell and have sex with him. Ask for a **Hacking room keycode**.



- Then go to the Hacking room. Talk to Razor and ask for the Tablet. Then use the spell. After sex, ask for **Elevator keycode** and Personal tablet (to get a bonus Gallery image). Go outside and use the Elevator.



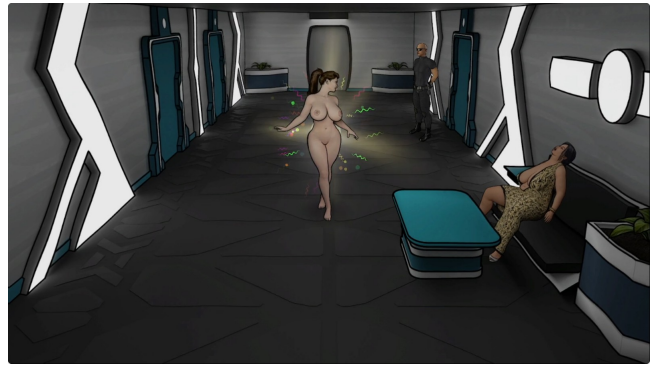
- In the upper floor hall, talk to Max about his duties. Give him the **Protein bar**. He'll then go to "practice" with Zita. Talk to the Lola, choose the "You look tired" option. Leave for the Infirmary. There, you will notice that Lesendi checks her weight on a Body scanner from time to time. When she is not using it, pick up the Weight from inventory and put it on the Body scanner. Wait until she checks her weight again. She will think that she gained weight and run to the gym. Now is your time to loot. Pick up the **Greasy sandwich** from the Lunch box and **Sleeping drops** from the Medical supplies.



- Now let's go back to the Storage room. Use the **Greasy sandwich** with the Stuck crate. Vai will grease up the crate and pull it out, finding the **Crowbar** inside. Go to the Practice room and inside the practice area. Vai will use the Crowbar automatically to pry open the door. Once inside, pick up the **Fridge key** from Zita's cloth, lying on the sofa on the left.



- Back in the Gym, now you will be able to get the **Energy drink** from the Fridge. Open the inventory and mix up the **Sleeping drops** with the **Energy drink**. You'll get the **Sleeping drink**. Use the Elevator and go upstairs. Give the **Sleeping drink** to Lola. No more witnesses. Use your spell and enjoy the sex scene with Sam, after which he'll give you the **keycode for the Big D's office**. You have completed your first mission and now can enter the Big D's office.



- Once inside, you'll be welcomed into the Section 8 team and get briefed for a new in-field mission.



- In case you missed some of the bonus Gallery content, after this scene, you will have them all unlocked.

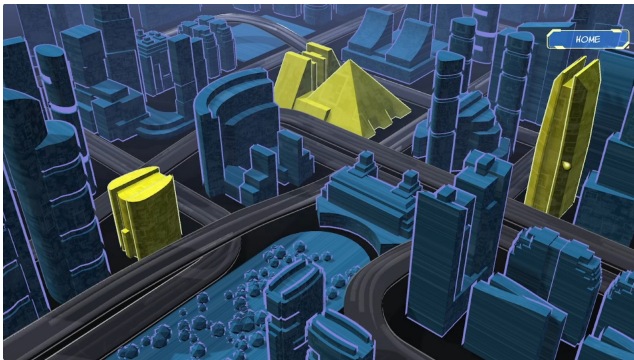


## Chapter 2 – Section 8

- After the intro sequence, you will appear in the Bar. Talk to Guss about the gang hanging out there. He will point you to a guy, one of their leaders, with a specific filler phrase. Talk to Ace, the guy sitting alone at the table. Then get back to Guss and choose the “It’s all good in the hood” option. Now you’ve identified the leader. Talk to Ace again and go through both dialogue options. He will ask for a **Gin Fizz** cocktail and complain that the Strip lounge upstairs is closed. Now talk to Elis to find out the ingredients she’s missing for the **Gin Fizz** cocktail.



- Go outside and head to Vai's home. There, you will find a **Coin** and **Vitamin C** in the Bowl. Next, use the Speakers, near the TV to obtain the **Sound system schematics**.



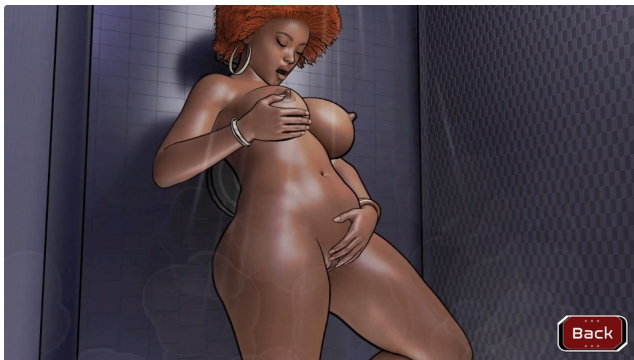
- Head out and into the Section 8 HQ. Once inside, you can check out the couple in the Practice room for new Gallery content. Then in the Lobby, talk to the Lobby terminal, select “Hi there” option, and you’ll receive a side mission to find his **Robo-friend**.



- In the Section 8 quarters hall, the Elevator is out of function, so you can't go upstairs. Go to the Gym, where you'll see a Robo-friend darting out of the Gym as you enter, and Lesendi walking out of the Gym's bathroom. From the large Sport box in the middle of the gym, pick up the **Tennis ball**.



- Proceed to the Gym's bathroom. There, pick up the **Rubber ducky** and the **Floor mop**. Use the Camera on the bench as the next step to the **Robo-friend** side mission and to unlock new Gallery content. While still there, open the inventory and combine the **Tennis ball** with the **Vitamin C**. You'll get a **Vitamin C filled Tennis ball**. Use it with the bathroom Sink, to get a "**Lemon**".



- Go to the Storage room across the Gym and pick up the **Cleaner bot** hidden at the shelves near the door. Then talk to Walter. Ask for an item and choose **Lightbulbs**. Next, head to the Main lobby and give the **Cleaner bot** to the Lobby terminal. You'll unlock a new Gallery image.





- Return to the Bar. Give the “**Lemon**” and **Rubber ducky** to Elis so she can mix you a perfect **Gin Fizz** cocktail. After that, go upstairs to the Strip lounge.



- Check out the **Sound system schematics** in the inventory and fix the Sound system accordingly. Use the **Floor mop** and the **Lightbulbs** with the broken Lighting system to fix it. The Strip lounge is now operational again.



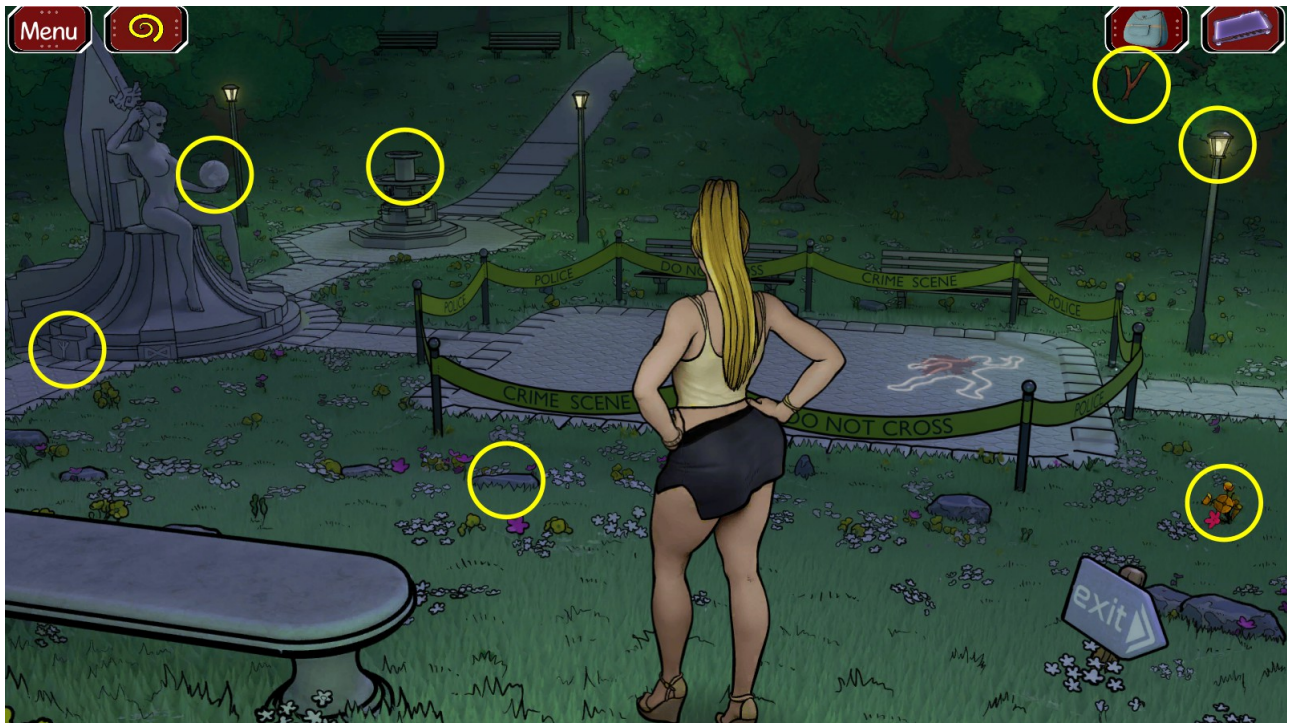
- Down, at the bar, give the Perfect **Gin Fizz** cocktail to Ace and ask him to go upstairs with you. He'll fall under your spell, tell you everything he knows about the Legion gang, unlock a new location on the City map, and give you two items: the **Sculpted piece** and the **Globe ball**. However, you'll need five more similar objects to gain access to a secret location in the City park.



- Let's gather those objects from the other gang members downstairs at the bar. Talk to Guss, and he'll inform you that he has already snatched two of those objects from a guy named Tank. Thus, Guss will give you the **Tree branch** and the **Lamp**. Next, talk to Gilbert and obtain a **Brick with a rune symbol**. Then, engage with Sharky. While they're arguing pick up a **Rock**. As for Bran, he's busy talking about money, so you need to distract him. Use the Coin from the inventory on him and, **while he's focused on the coin**, click on his pocket to acquire the final item: the **Flowers**.



- Now, with all seven objects collected, you're ready to head to the City park and uncover the secret meeting place. Locate those objects in the Park and match them with the items from your inventory. This will result in obtaining a **Strange device**.





- After this, there will be a sequence about a new mission and the ending sequence.



I hope you enjoyed playing.  
Stay tuned for future chapters that will unravel the mysteries  
that lie ahead for Vai and the Section 8 crew.

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