

Divimera[R10]

Guide for girl's routes + Extras.

Warning:

If nothing is detailed for a given day, it simply means that you don't have to make any choices: just keep playing and follow the main quests to progress along the path without any input.

This step-by-step guide offers only the simplest way for girls to proceed, but there are many ways to achieve the same result, sometimes with more interesting consequences.

For example:

By following the itinerary of Lady Hale and Charlotte, you can trigger exclusive jealousy scenes that won't appear if you follow the simplest itinerary for one of these characters.

Lily route:

Day 1:

I. Daytime:

- "Use her title."

II. Nighttime:

- "Pretend you've never met."
- "Come to Lily's defense."
- "Look to Lily for help."

Day 2:

I. Daytime:

- "Accept Lily's assistance."
- "Pretend to like it." (when meeting Charlotte in the saloon)

II. Sunset:

- **[Don't give the candle to the priest.]** (when meeting the priest in the church)
- "Apologize for your behavior." (when meeting Lady Hale in the manor hall)
- **[Give the flower to Lady Hale.]** (when meeting Lady Hale in the manor hall)

Day 3:

I. Daytime:

- (pay a visit to Charlotte in her room to get her first quest)
- "Succumb to the siren song." (when meeting Lily in the servant room)

II. Sunset:

- **[Give the candle to Arabelle.]** (after meeting her inside her house)

- (pay a visit to Charlotte in her room to complete her first quest)
- (pay a visit to Hale on the third floor to complete her first quest)

III. Nighttime:

- "Let her continue."

Day 4:

I. Nighttime:

- "Strongly decline the offer." [Normal scene] OR "Defer to Lady Hale." [Submissive scene]
- "*Lean in for a kiss.*"

Charlotte route:

Day 1:

I. Daytime:

- "Use her title."

II. Nighttime:

- "Pretend you've never met."
- "Remain Silent."
- "Try and imitate Lady Hale."

Day 2:

I. Daytime:

- "Try and protest."
- "Pretend to like it." (when meeting Charlotte in the saloon)

II. Sunset:

- **[Give the candle to the priest.]** (when meeting the priest in the church)
- "Change the subject." (when meeting Lady Hale in the manor hall)

- **[Don't give the flower to Lady Hale.]** (when meeting Lady Hale in the manor hall)

Day 3:

I. Daytime:

- (pay a visit to Charlotte in her room to get her first quest)
- "Leave." (when meeting Lily in the servant room)

II. Sunset:

- (pay a visit to Charlotte in her room to complete her first quest)

Lady Hale route:

Day 1:

I. Daytime:

- "Speak casually."

II. Nighttime:

- "Be honest."
- "Remain Silent."
- "Look to Lily for help."

Day 2:

I. Daytime:

- "Try and protest."
- "Spit it out." (when meeting Charlotte in the saloon)

II. Sunset:

- **[Give the candle to the priest.]** (when meeting the priest in the church)
- "Apologize for your behavior." (when meeting Lady Hale)

- **[Give the flower to Lady Hale.]** (when meeting Lady Hale in the manor hall)

Day 3:

I. Daytime:

- "Leave." (when meeting Lily in the servant room)

II. Sunset:

- (pay a visit to Hale on the third floor to complete her first quest)

Day 4:

II. Nighttime:

- "Strongly decline the offer." [Normal scene] OR "Defer to Lady Hale." [Submissive scene]

Day 5:

III. Nighttime:

- "Agree enthusiastically." [Normal subroute] OR "Do as she says." [Submissive subroute]

Day 6:

II. Sunset:

- "Expose Lord Hale's plot right away." [Normal subroute] OR "Stay silent, for now." [Submissive subroute]

Arabelle route:

Day 1:

I. Daytime:

- "Speak casually."

II. Nighttime:

- "Be honest."

- "Remain Silent."
- "Try and imitate Lady Hale."

Day 2:

I. Daytime:

- "Try and protest."
- "Spit it out." (when meeting Charlotte in the saloon)

II. Sunset:

- [Don't give the candle to the priest.] (when meeting the priest in the church)
- "Change the subject." (when meeting Lady Hale in the manor hall)
- [Don't give the flower to Lady Hale.] (when meeting Lady Hale in the manor hall)

Day 3:

I. Daytime:

- "Leave." (when meeting Lily in the servant room)

II. Sunset:

- [Give the candle to Arabelle.] (after meeting her inside her house)

III. Nighttime:

- "Let her continue."

Day 4:

I. Nighttime:

- "Lean in for a kiss."

Harem route:

Day 1:

I. Daytime:

- "Use her title."

II. Nighttime:

- "Pretend you've never met."
- "Come to Lily's defense."
- "Look to Lily for help."

Day 2:

I. Daytime:

- "Accept Lily's assistance."
- "Pretend to like it." (when meeting Charlotte in the saloon)

II. Sunset:

- **[Don't give the candle to the priest.]** (when meeting the priest in the church)
- "Apologize for your behavior." (when meeting Lady Hale in the manor hall)
- **[Give the flower to Lady Hale.]** (when meeting Lady Hale in the manor hall)

Day 3:

I. Daytime:

- (pay a visit to Charlotte in her room to get her first quest)
- "Succumb to the siren song." (when meeting Lily in the servant room)

II. Sunset:

- **[Give the candle to Arabelle.]** (after meeting her inside her house)
- (pay a visit to Charlotte in her room to complete her first quest)
- (pay a visit to Hale on the third floor to complete her first quest)

III. Nighttime:

- "Let her continue."

Day 4:

IV. Nighttime:

- "Strongly decline the offer." [Normal subroute] OR "Defer to Lady Hale." [Submissive subroute]
- "Lean in for a kiss."
- "Agree enthusiastically." [Normal subroute] OR "Do as she says." [Submissive subroute]

Day 6:

II. Sunset:

- "Expose Lord Hale's plot right away." [Normal subroute] OR "Stay silent, for now." [Submissive subroute]

- *EXTRAS:*

Molly:

- Pay her a visit inside the watermill on Day 1 and Day 2. Once you get her quest: inside the manor, steal the wine from the locked hatch and give it to her during daytime of Day 3 to get her scene, before going to see Isaac corpse.
- Molly will disappear for a short while after being hunted down by the priest's men. She will reappear in the slums area on Day 4 if you did the wine quest. You will get a new quest from her: bring back the hat located inside the watermill to get her second scene.

Riverside washerwoman:

- Talk to her on Day 3 to get her quest, on Day 4 you can bring her back the hat which is located inside the watermill. Talk to her on the next day or later to trigger an H-Scene with her. Also this will grant you +20 sanity.

Doctor and the strange fruit quest:

- Make sure to take a look at the fruit on the table inside the Isaac house after lighting the candles. This will make this quest possible.
- On Day 3 nighttime, after seeing the doctor argues with the priest in front of the church, go visit the doctor in his office, you will get the quest.
- On Day 4 nighttime, use the axe to break inside Isaac's house and take the fruit, use the axe to kill the mutated rat, then bring back

the fruit to the doctor. Make sure to have at least 20 Sanity or you will not be able to complete the quest because the rat will trigger a game over when he takes out -20 sanity.

Ways to replenish your sanity:

- Trading the Vine Flowers (obtained at the cemetery location through the gardener quest) or Angel's Trumpet (obtained through trading the Vine Flowers to the gardener) with the doctor.
- Trading Mauritian Herbs (obtained by using the Botanical Book in the manor's garden) or Rose Periwinkle (obtained by using the Botanical Book at the crossing, the location that has the dead bear, outside the wall).

Items for the tavern's gambling dice game:

Items that can be traded for tokens:

- The Wooden Cross (obtained from the priest if you gave him the candle).
- Red Wine (obtained inside the manor's hatch through the first Molly quest).
- Fancy Hat (obtained inside the watermill through the second Molly quest or the riverside washerwoman quest).
- The Golden Necklace (obtained from a corpse in the abandoned village).

First layer of reward:

- A pouch that grants one additional inventory slot.

- A botanical book that allows to identify and gather plants around the island, that can be traded with the doctor in exchange of concoctions that raises your sanity.**
- A strange egg-shaped sculpture that requires 4 stones to open, and whose use is unknown. The first stone that can be inserted is found by giving the strange bird located near the beach, in the hole of the big tree, some birdseed from the parrot's seed supply. It will vomit and fly away after using it, revealing the first stone. If you have the Odd Carving with you, you can retrieve the stone from the pile of vomit.**

Parts of the game that can be tricky in their chronological order of apparition:

- Location of the "rope":

