

TIME IMPLOSION, v0.14 – Walkthrough

By Vashaldias

Game: *Time Implosion*, by Wizard's Kiss

Game version: 0.14

Walkthrough edition: 4 ([CHANGELOG](#))

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.

Text [LIKE THIS](#) should work as a clickable link.

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General notes

- ❖ Since the game is still in development, I don't always know what will matter, or how. It's possible that I've misinterpreted things, and it's possible that something I say doesn't matter will end up mattering. There are quite a lot of places in this walkthrough where I say that there are "no choices/variations so far", but a lot of those seem to be designed to have choices/variations eventually, and I can't say for sure what they will be.
- ❖ This game involves time loops, so you will experience each day multiple times. As such, I might mention options that you don't have yet – you'll only be able to make those choices when you come back around later.
- ❖ If you're not sure how to get to new content instead of just repeating the same loop, see the [PROGRESSION OVERVIEW](#) at the end.
- ❖ I won't mention every single variation that arises from your choices – just ones which I think are significant.

Monday

Asking Melissa out

- Accepting the bet and asking Melissa out gives you \$50 (although you don't have a use for it in this version of the game). It also makes people more suspicious of you later (although so far, it just affects dialogue).
 - If you died in the [BIG CONFRONTATION](#) on a previous loop, accepting the bet will trigger the [END OF CHAPTER ONE](#). *(Once you do this, you won't be able to keep doing normal loops in this version of the game. so don't proceed until you've seen everything you want to see.)*

Rainy day

- No choices/variations so far when you see Karina (the girl in the rain).
- No choices/variations so far when deciding what to do about work.

Gun room door

- 1st loop: You automatically close the door.
- Subsequently: You can choose to leave the door open. Doing that allows you to [GET A GUN](#) on Wednesday.

Gaming

- No choices here, but after your first time loop, you win the last game instead of losing it, resulting in a topless picture of your opponent.

Tuesday

School

- No choices/variations so far in class.
- No choices/variations so far when you find Melissa.

Detective's questions

- Choosing to press the issue and/or looking at the detective's "notes" could have an effect in future, but not yet.

Cafe

- No choices/variations so far. You automatically pay \$15.

Wednesday

Class

- No choices so far. Sam is more suspicious of you if you [ASKED MELISSA OUT](#) on Monday, but it doesn't come to anything (yet).

Ms Syltu's offer

- 1st loop: You get a handjob if you accept her advances, but regardless of what you choose, you end up getting killed. You have your first conversation with Chrome and get sent back to [THE START](#) to try again.
- Subsequently: Refusing her allows you to escape and continue your current loop. Or you can accept and get killed again, if you want.

Meetings in the hall

- No major effects (so far) from asking Karina's name now. (You learn it later anyway.)
- No choices so far when confronted by Ollie.
- If you confess that you're falling for Karina, you'll [GET A KISS](#) later in the day.

Getting a gun

- If you [LEFT THE GUN ROOM DOOR OPEN](#) on Monday, you can get a gun from it now. This gives you more options when [OLLIE RETURNS](#) and in the [BIG CONFRONTATION](#); it might also have other effects (positive or negative) in future.

Library

- No effects from your choice about whether to get a better look at Karina.
- If you [CONFESSED YOUR INTEREST](#) in Karina earlier, she kisses you now.

Ollie again

- Dealing with Ollie:
 - If you [BROUGHT A GUN](#), you can try threatening Ollie with it, but this results in him killing you. You have a conversation with Chrome and are then sent back to try again – you can start from the [START](#), or skip directly to the point where you just got killed (automatically taking the other path this time).
 - If you don't have the gun or choose not to reveal it, the loop continues.

Thursday

Cafe

- No choices so far. The conversation with Kate is different based on whether you [KISSED KARINA](#) or not. The conversation between Ollie and the detective also varies a bit based on whether you [ASKED MELISSA OUT](#) or not.

Flower shop

- Teasing that Chris had “better watch out” could have an effect in future, but not yet.

Karina's house

- If you've been getting [ROMANTIC WITH KARINA](#), she's unhappy to learn about your family connection. Otherwise, she's pleased.
- Your choice about whether to close the door when Natasha is changing could have an effect in future, but not yet.
- No choices/variations so far when meeting Karina's mother.

Mom's return

- Hugging her back could have an effect in future, but not yet.
- Acquiescing or complaining makes no difference.
- Mealtime conversation topics could have an effect in future, but not yet.
- You can't join her in the shower in this version of the game, but you can stick around to watch her when she gets out. Doing so could have an effect in future, but not yet.

Friday

Sam and Ms Syltu

- Correcting Sam could have an effect in future, but not yet.

Big confrontation

- Looking around at the various other students doesn't (yet) have any effect.
- Signing the confession or not:
 - If you [HAVE THE GUN](#), you can use it. You are one of the casualties in the resulting fight, ending this loop and sending you to talk to Chrome again. You get sent back to the [START](#) to try again (and can now trigger the [END OF CHAPTER ONE](#)).
 - If you sign the confession, you are arrested and the day continues.

Under arrest

- If you [HAVE THE GUN](#), you can decide how much effort to put into lying about where you got it. This could have an effect in future.
- No choices/variations so far in the meeting with your father or with the people in robes.

Ms Syltu

- If you surrender to desire, you get a sex scene with Ms Syltu. Regardless of your choice, you die here, ending the loop and sending you to talk to Chrome again. You get sent back to the [START](#) to try again.

Chapter One conclusion

This occurs if you experience a violent end to the [BIG CONFRONTATION](#) and then [ASK MELISSA OUT](#) in a new loop. This causes the rest of the loop to go differently – some choices are made automatically, and some events do not occur. The game also offers you opportunities on two occasions to skip through to new content.

New choices/variations

- You automatically confess to having feelings (of some sort) for Karina on Monday.
- You can accept or refuse an offer of a footjob from Anya (Karina's mother). This may have an effect in future, but not yet.
- You automatically leave the [GUN ROOM DOOR](#) open and [GET A GUN](#) again.
- At the [LIBRARY](#), you can decide whether the feelings you told Karina about are romantic or platonic. If romantic, she will give you a blowjob under the table after Heloise comes in (and there are other effects below).
- You can decide not to read the book about the Doce family this time around.
- Heloise gives you a book on demons that you don't otherwise get, and you see an imp in the library if you're being romantic with Karina.
- Your [FIGHT WITH OLLIE](#) is a bit different, and you automatically refrain from pulling the gun.
- If you're being romantic with Karina, you have sex with her. The scene is different depending on whether you read the book about the Doce family or not, but happens either way.
- The [BIG CONFRONTATION](#) automatically ends in violence, but this time, Karina is one of the casualties. The loop ends here, you talk to Chrome again, and Chapter Two begins.

Chapter Two

So far, events in Chapter Two go differently than in the repeatable loops available before. Maybe you will eventually be able to play through the "normal" Monday-Friday loops again with additional options unlocked, but for the time being, things go in a different direction.

New choices/variations

- You automatically get **+1 INSANITY**.
- You automatically take Sam's bet and approach Melissa, but with a different conversation. What you say makes no immediate difference, but might have some effect in future.
- No choices/variations so far during Mani's magic lesson.
- No choices/variations so far when you see Heloise in the library.

- Ms Syltu:
 - If you go to Ms Syltu's office, you have sex with her, get **+1 INSANITY**, and get killed (presumably ending the loop).
 - Otherwise, you survive and meet Melissa for your date the next day.
- Date with Melissa:
 - You have to ask all four questions before continuing.
 - No choices/variations so far during the rest of the date.
- This is the end of current content.

Progression overview

A summary of the stages of progression through the game so far.

Chapter One

- Stage 1: The overall outcome of your first loop is always the same – you get [KILLED BY MS SYLTU](#) on Wednesday.
- Stage 2: After your first death, you can survive for longer in your next loop(s) by refusing Ms Syltu's "help". There are three new loop ends you can reach – you can get [KILLED BY OLLIE](#) later on Wednesday, or you can survive until Friday and get killed either by [MS SYLTU](#) or during the [BIG CONFRONTATION](#).
- Stage 3: Once you've done a loop in which you get killed during the big confrontation, you can start a [SPECIAL LOOP](#) in which lots of things happen differently. This loop always results in a new version of the big confrontation, after which you begin Chapter 2.

Chapter Two

- Linear at this point.

Walkthrough changelog

- 1st edition:
 - Content up to game version 0.09.
- 2nd edition:
 - Content up to game version 0.11a.
 - Added progression overview.
 - Miscellaneous minor amendments.
- 3rd edition:
 - Content up to game version 0.13.
 - Miscellaneous minor amendments.
- 4th edition:
 - Content up to game version 0.14.
 - Miscellaneous minor amendments.