DESERT STALKER, v0.15 Beta – Walkthrough

By Vashaldias

Game: *Desert Stalker*, by Zetan
Game version: v0.15 Beta
Walkthrough edition: 8 (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.

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.

- Main quests
  - PROLOGUE
  - HER MAJESTY
  - WE ARE DIFFERENT → EXTENSION OF POLITICS
  - FRIENDS IN LOW PLACES → PRIDE AND PREJUDICE
  - TILL DEATH DO US PART
- Side quests
  - THE NORDLING
  - WILL CURIOSITY KILL THE KAT?
  - BROKEN
  - ALL IN THE FAMILY
  - OLD SOULS
  - COURTING THE CROWN
- Other
  - Miscellaneous events: AIN, SHANI, AROUND THE HOUSE, ELSEWHERE
  - SCENE INDEX

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 for certain segments when she isn't with the main character. 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 more encounters 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 (not available if CENSORSHIP IS ON): **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. Later on, it also affects how the scene in **HER MAJESTY:** ZONE AND HIGHWAY REPORT proceeds.
- After this, you can talk to **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; MERNEITH WATCHING) is unlocked. You can only choose one of the two slaves (or none).
    - If you didn't, **"PRISONER"** (GROPING MERNEITH; 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.

Zone and highway report

- After you have completed the above and **TILL DEATH DO US PART:** SHANI'S RETURN, continue this quest by going to the palace (using the world map).
- Your tone when saying that Shani was in danger doesn't seem to have long-term consequences.

Bathing with Merneith and Shani

- After you've talked with Shani some more (**RELATIONSHIP WITH SHANI**), continue the quest by returning to the palace with Shani to visit Queen Merneith in her thermae. This quest is marked as complete, but the quest **COURTING THE CROWN** will replace it a little later.
- **"MAKING HER JEALOUS"** (SHANI BLOWJOB; SHANI VAGINAL; MERNEITH WATCHING; SHANI/MERNEITH KISSING; GROPING MERNEITH; CUMMING ON MERNEITH) is unlocked. Agreeing to Shani's idea results in sex, with variation depending on whether or not you kissed Queen Merneith's hand (**HER MAJESTY:** DECAYED RAIDS REPORT).

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**, which prevents you from later starting the **OLD SOULS** quest (at least so far); doing nothing and then reaching for her allows you 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, allowing you to do other things before proceeding with this quest. You can venture out to undertake the following:
  - FOLLOWING THE MAP. It seems to be optional whether you *play* this segment or not, but if you don't, it's assumed that Shani does it off-screen without your input.
  - HAUNTED APARTMENT. This is fully optional.
  - THE SCOUT. This ends Shani's time in the Zone.

Following the map

- SHANI'S POINT OF VIEW: You can undertake this stage of the quest by leaving the bunker and following Abrax's map.
- When talking to the unnamed elf-girl, Shani gets **+1 HELP** if she says "I hope things work out for you", or **+1 SELF** if she says "pull yourself together".
- Leaving Julia at the first opportunity gives Shani **+1 SELF**; leaving at the second opportunity gives no change; and leaving at the third opportunity gives **+1 HELP**. If Shani stays longer than that, she doesn't leave at all – game over.
- You can read the notes for more information on the facility, but it doesn't seem to have any lasting effect.
- What Shani finds when she returns to the place she met the unnamed elf-girl depends on whether or not Ivy is alive (see **PROLOGUE:** CAPTIVE ELF-GIRL).

Haunted apartment

- SHANI'S POINT OF VIEW: You can undertake this optional stage by leaving the bunker and investigating the apartment.
- When you arrive, you can just turn around and leave again if you want. If you enter, you need to go visit various places in the apartment multiple times:
  - Once you visit the bedroom, the radio in the kitchen will turn on. Check it, then go to the entrance – if you try to leave (optional), you find that you can't.
  - Check the kitchen again and read the note.

- Now go to the bedroom and check the radio. You can turn it off if you like.
- Approach the body, check the radio (turning it off if you like), and read the note.
- Go to the bedroom. Don't kill the creature or Shani dies – game over.
- Check the note and turn the radio off. You can now leave.

The scout

- SHANI'S POINT OF VIEW: You can finish Shani's stay in the Zone by leaving the bunker and finding the scout.
- If SHARING IS ON, you can choose to have Shani play along for a while before fighting back, which results in Narg groping her a bit. I don't think it makes a long-term difference (at least in this game version).
- The meeting with Reyna, Mynoc, and Hakunin ends in a fight regardless of Shani's response, and you need to take action (four times in total) before the timers run out. When you have two options, you should duck. If you fail at the quicktime events, you can try again or turn them off.
- If you stayed with Julia for the maximum safe time, Shani sees her again now.
- If Shani's Self points are greater than her Help points, she finishes off Rayna after the fight. Otherwise, she just leaves. I don't know if there will be long-term consequences.

Shani's return

- If you've been playing SHANI'S POINT OF VIEW, Shani returns from the Zone as soon as you've completed the above. If you haven't, she returns overnight if you've completed **HER MAJESTY:** HIGHWAY SETTLEMENT VISIT and at least five days have passed since her departure.
- After she returns:
  - Go to the living room for a general family reunion, and go to Shani's room to talk about what happened in the Zone.
  - After that, go to the library to look at the things Shani brought back. Shani asks if you're inclined to trust Queen Merneith and/or Lord Abrax – for each of them, you can say yes, take an option which is basically non-committal, or say no. This may have an effect in future, but I don't yet know what.
- After this, you can report to Queen Merneith – see **HER MAJESTY:** ZONE AND HIGHWAY REPORT. Additionally, some of **SHANI'S MISCELLANEOUS EVENTS** may now be available.

Abrax's answers

- After you've reported back to Queen Merneith (see **HER MAJESTY:** ZONE AND HIGHWAY REPORT), continue this quest by visiting the Decayed via the world map.
- Pretending that Shani didn't find anything could have an effect in future, but I don't know what.
- This quest is now marked as completed.

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 to **TAKE THE HIVE-GIRL BACK** or not 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**. Depending on your choices with Ivy, the **OLD SOULS** quest may be available.

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, the 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), and can later return for more (see **HIVE BREEDING PROGRAM**). Your talk 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 allows you to start doing missions for/with them.

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 things **BETTER/WORSE FOR THE SETTLEMENT**.
  - 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). This choice determines what sex scene you'll be able to get with her later (see SETTLEMENT AFTERMATH).
    - You'll get to revisit the settlement later to hear about the results of your choices (see SETTLEMENT AFTERMATH), although there might be other effects in future as well.
    - 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).

Claiming Kitty

- To continue this quest, return to the raiders' camp (on the world map) after a day has passed and ask about the escapees.
- You can choose whether to be gentle or rough with Kitty. If you take off her blindfold, you can then make out with her, but there's no sex. If you're rough, you unlock **"SPOILS OF WAR"** (KITTY VAGINAL; OTHERS WATCHING). If CENSORSHIP IS OFF for that, you have an extra messy option with Asha after taking Kitty's virginity.
- The fate of the "General" is not affected by your choice with Kitty.

Settlement aftermath

- Continue this quest by visiting the raiders' camp (on the world map).
- You now have access to repeatable interactions with Asha and Kitty at the raiders' camp (although in this version of the game you may not be able to visit the camp if there's no quest to do there).
    - Telling Asha to kneel gets you a scene (ASHA BLOWJOB; SLAPPING ASHA OR ASHA/KITTY BLOWJOB).
    - If you're not focusing on Asha (i.e. just a blowjob or no blowjob), you can try to ask Kitty some questions, and have the option of giving her a new name.
- You can walk around the settlement and talk to the people you met before. How they're doing depends on how to dealt with them. Two residents have more content than the others:
    - Rue: If you encouraged her to help other members of the community, you unlock **"THERAPY SESSION"** (RUE BLOWJOB OR RUE VAGINAL); whereas if you wanted her to work as a prostitute, you unlock **"TRAILER TRASH"** (SEMI-CONSCIOUS; RUE BLOWJOB OR RUE VAGINAL), with extra options if SHARING IS ON.

- The guy who's obsessed with Kitty: If you told him that he has to pay for Kitty, he visits her, and if SHARING IS ON, you can let him suck her breast. If you told him to get over Kitty, on the other hand, he has a new slave – you can come back after two days if you want to see how that's going for him.

Sekhmet's Legion, Part 1

- After at least two days have passed, you can visit the settlement again to start the first mission for the raider faction (select the mission table button at the settlement).
- Your comments about/to Zion don't appear to have any long-term effect.
- 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; 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.

Ain plays with Emilia

- Continue the quest by visiting Ain's room.
- **"LITTLE QUEEN"** (EMILIA FOOT-LICKING FOR AIN; AIN CUNNILINGUS FOR EMILIA) is unlocked. **+1 EMILIA AFFECTION** if you reverse the roles; **+1 EMILIA SUBMISSION** if you let Ain keep playing.
- This is the end of current content for this quest.

Will Curiosity Kill the Kat?

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

Hosting 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 puts you on a path for **KATERYNA'S ROMANCE**. Encouraging her to think about babies opens up an option when KATERYNA JOINS YOUR HOUSEHOLD.
- Between now and the next stage, you can optionally talk about Kateryna with **ZAHRA** 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).

Agreeing to take in Kateryna

- If you're on a romantic path with Kateryna, continue the quest by going to the dining room.
- If you stare at Ain when she appears, you can then grope her a bit.
- If you ask if Kateryna wants to see more of Zahra, Kateryna will be able to touch Zahra's breasts.
- **"HOUSE PARTY"** (KATERYNA HANDJOB; AIN BLOWJOB; AIN CUNNILINGUS OF KATERYNA; ZAHRA VAGINAL) is unlocked. You can summon Ain or Zahra to you while you're with Kateryna; if SHARING IS ON, you can share Ain, Zahra, or both with Igor in the meantime.

Kateryna joins your household

- This quest continues automatically at least two days after the above, provided Shani isn't away (see **TILL DEATH DO US PART**).
- After Kateryna's formal introduction, you can go to your living room to unlock **"MATING SEASON"** (ZAHRA BLOWJOB; KATERYNA CUNNILINGUS; KATERYNA VAGINAL). If you encouraged the idea of pregnancy on KATERYNA'S DAY OUT, you have multiple chances to pursue that now, and afterwards you have a dream in which you can have sex with her when she's visibly pregnant.

- This is the end of current content for this quest.

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.

Healing or not

- To advance the quest, keep visiting Fairy in your basement. Your choices affect whether she ends up fully broken, starts to heal, or neither. Each visit allows you to try one thing with her. There are two phases, with five things in total to try.
- In the first phase:
  - 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 BREAKING** (if you ask if she likes it).
    - If you inspect her body, you get **+1 BREAKING**. Then, you get an extra **+1 BREAKING** if you tell her to shut up, and an extra **+1 BREAKING** 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 BREAKING**. 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 BREAKING**, plus an extra **+1 BREAKING** if you test her limits. Regardless of what you do, you can get **+1 HEALING** if you tell her to rest, or **+1 BREAKING** 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 BREAKING** if you feed her yourself; plus another **+1 BREAKING** if you test her discipline; plus another **+1 BREAKING** if you make her eat off the floor; plus another **+1 BREAKING** if, after making her eat off the floor, you call her an animal.
- In the second phase (after you've done all three things in the previous one):
  - Giving her a bath: If you have Emilia (see **NORDLING:** EMILIA'S INTRODUCTION), you unlock **"CLEANING SERVICE"** (EMILIA KISSING FAIRY; EMILIA BLOWJOB; NIPPLE-PINCHING FAIRY). If you don't have Emilia, or if you send Emilia away, you can tend to Fairy yourself, either massaging her head (which gives **+2 HEALING**) or reminding her of her place (which gives **+2 BREAKING**). A third option is to simply leave.
  - Getting her a bed: Getting her a proper bed gives **+2 HEALING**; getting her a pet bed gives **+2 BREAKING**.

- After all that, there are three possible outcomes: broken, neutral, and healing. If your actions resulted in 10 or more breaking points, **FAIRY IS FULLY BROKEN** and the quest is over (although you have access to repeatable content with her in the basement – see below). Otherwise, Fairy leaves the basement to become one of your servants – and if you got 7 or more healing points, **FAIRY BEGINS TO HEAL**, which will allow for a nicer relationship with her in future.

Fairy enters your service

- Provided you didn't break Fairy completely, you can continue the quest by going to the living room of your house after at least three days have passed. Your conversation options vary depending on whether she has started to heal or not.
- If you like, you can give Fairy a new name.
- If Fairy has begun to heal, **"GRATITUDE"** (FAIRY VAGINAL) is unlocked; if she hasn't, **"APPRECIATION"** (FAIRY VAGINAL) is unlocked. Either way, you can **IMPREGNATE FAIRY** (the long-term effects of which I do not know).
- The quest is marked as completed at this point.
- You can introduce Fairy to the rest of the household by talking to Zahra in your room.

Completely broken

- If you *did* break Fairy completely, she stays in the basement, and you can access repeatable scenes by visiting her (FAIRY BLOWJOB; FAIRY FLAGELLATION; URINATION).

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** has an impact later in the quest; whether you watch the guard and slave could have an impact, but doesn't yet.

Visiting Rabiah's house

- Continue the quest by using the world map and selecting Rabiah. You can visit multiple times, and choose one or two people to interact with on each occasion. Sometimes, there will be an automatic additional dinner scene before you leave. Your choices in each interaction don't have any lasting effects so far. The possible interactions are:
  - Rabiah:
    - 1st interaction: You visit her in the kitchen and offer her a neck massage.
    - 2nd interaction (available after Nadia's third interaction): A conversation about what you've been doing with Nadia.

- Zahra and Omar:
  - 1st interaction: A conversation.
  - 2nd interaction: You can grope Zahra and show her off to Omar, while not letting him do anything.
  - 3rd interaction (available after Rabiah's second interaction): Zahra gets Omar in trouble with Rabiah.
- Nadia (not available on your first visit):
  - 1st interaction: A flashback to when Zahra and Rabiah were younger.
  - 2nd interaction: She wants your opinion on fashion. **"HAUTE COUTURE"** (GROPING NADIA IN FRONT OF OMAR; FINGERING NADIA) is unlocked.
  - 3rd interaction: Another flashback to young Zahra and Rabiah. If you start the story during your fun with Rabiah (not as you were finishing), **"EGOTISTICAL"** (YOUNG RABIAH VAGINAL) is unlocked. Then, unless you say that you didn't want to take advantage of her, **"SUPPORTIVE SISTER"** (YOUNG ZAHRA BLOWJOB) is unlocked. Finally, if you had sex with Nadia (see **ALL IN THE FAMILY:** MARKETPLACE FAMILY REUNION) or fingered her after her fashion show (above), **"CAUGHT IN THE ACT"** (NADIA VAGINAL IN FRONT OF RABIAH) is unlocked.
- Once you have progressed through the above, visiting Rabiah's house results in Rabiah announcing some changes for the future.

Rabiah and Nadia's visit

- After two days have passed, continue this quest by visiting Ain in her room.
- Your first choice with Nadia and your choice with Rabiah don't have long-term effects.
- Regardless of whether you show Nadia the way or let Ain do it, you'll have the option of taking them both somewhere. **"PIGTAILS AND CURLS"** (NADIA VAGINAL IN FRONT OF AIN; AIN TITJOB AND BLOWJOB; AIN VAGINAL; NADIA SWALLOWING) is unlocked.
- This is the end of current content for this quest.

Old Souls

If you didn't scare Ivy during **WE ARE DIFFERENT:** MUTANT BASE and are working with the mutants, this quest begins after **EXTENSION OF POLITICS:** THE HIVE, PART 1.

Ivy's night-time visit

- Ivy will visit your house at night when you sleep there.
- Your conversation choices could potentially have an impact in future, but haven't yet.

Learning about Yuna

- Continue the quest by talking to Ivy at the mutant base.
- You can read most of the entries on her computer. After reading Entry 12, you can decide whether to start calling Yuna/Ivy by her real name or not.
- Telling Yuna/Ivy that you might have kept her as a slave when you first met her could have an impact in future.
- When you find Yuna/Ivy in the pool, you can choose to stay. If you do, **"NIGHT BATH"** (YUNA/IVY NAKED) is unlocked, and you and can choose to either leave politely or keep

staring at her (the latter makes her uncomfortable). Your choices could have an impact in future.

Yuna and Sonmi

- This quest can be continued when three days have passed and once Shani is back from the zone (**TILL DEATH DO US PART:** SHANI'S RETURN). Use the Travel button to visit Ivy/Yuna.
- This is the end of current content for this quest.

Courting the Crown

This begins automatically in **HER MAJESTY:** BATHING WITH MERNEITH AND SHANI. It effectively replaces **HER MAJESTY**, although is marked as a side quest rather than a main one.

Palace jobs

- You can do one small job for the Queen each day.
- To start with, there are two things to do (in either order):
  - Planning work: During a break, Queen Merneith offers you the services of one of her attendants. Accepting unlocks **"REGENT BENEFITS"** (UNNAMED SLAVE BLOWJOB).
  - Public hearings: Your choice doesn't look like it has lasting effect.
- Once you have done both of the above, you have a minor, off-screen job in which you overhear Sharifa attempting to make a move on the queen. Interrupting could have a lasting effect, but doesn't yet.
- Then, two more things (in either order):
  - Menial work: An excuse for a talk. Your response here probably doesn't have lasting effect.
  - Planning work: The queen offers you her attendant again, which results in a variant of the previous scene ("REGENT BENEFITS") – this time, you can also grope Queen Merneith and get her to kneel as she watches.
- After that, another menial job and talk with the Queen. Your responses here probably don't have lasting effect.
- This is the end of current content for this quest.

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 present and awake (see **FRIENDS IN LOW PLACES**), she gets to watch.
- Later, 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's teasing

- If you have completed **WILL CURIOSITY KILL THE KAT:** KATERYNA'S DAY OUT and **ALL IN THE FAMILY:** MARKETPLACE FAMILY REUNION, this occurs automatically when you sleep.
- **"MORNING ROUTINE"** (SPANKING AIN, FINGERING AIN; AIN ANAL) is unlocked.

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).

See also

- Ain also has scenes in the **AROUND THE HOUSE** section, below.

Miscellaneous events – Shani

Shani's nights

- SHANI'S POINT OF VIEW: After you've fully talked to Shani about everything that happened in the Zone (**TILL DEATH DO US PART:** SHANI'S RETURN), ending the day will result in Shani having a dream and talking to Ain.
- If you are in a romance with Shani, she will visit Zahra and Ain three or more days after the above. **"WAITED LONG ENOUGH"** (AIN LICKING ZAHRA; SHANI SUCKING ZAHRA'S BREASTS) is unlocked, with Shani participating if you choose for her to keep watching.

Appreciative family

- If you are in a romance with Shani and she has been home for long enough (**TILL DEATH DO US PART:** SHANI'S RETURN), you can begin this by visiting your living room. If you're seeing SHANI'S POINT OF VIEW, two days need to have passed after **SHANI'S NIGHTS** (with or without Shani's participation). If not, four days need to have passed since her return.
- **"REUNION"** (AIN/SHANI BLOWJOB; ZAHRA WATCHING; AIN/SHANI CUM-KISSING; ZAHRA FEEDING SHANI CUM) is unlocked, with variation depending on what's happening when you choose to finish.

Relationship with Shani

- After you've reported to the queen on Shani's return (**HER MAJESTY:** ZONE AND HIGHWAY REPORT) and a day has passed, you can have another talk with Shani by visiting her room.
    - If you're in a relationship with Shani, **"PARTNERS IN CREAM"** (SHANI VAGINAL; SHANI BLOWJOB) is unlocked. If SHARING IS ENABLED, you can ask if she has been with boys before (she hasn't), but I don't think doing so has any long-term effect. You now have the option of spending the night with Shani.
- After this, you can continue a main quest by visiting Queen Merneith's baths with Shani (**HER MAJESTY:** BATHING WITH MERNEITH AND SHANI).
- Three or more days later, you can visit Shani's room again to see her with a new dress. If you're in a romance with her, **"IT CAN'T BE HELPED"** (FINGERING SHANI) is unlocked.

See also

- Shani also has scenes in the **AROUND THE HOUSE** section, below.

Miscellaneous events – around the house

Master bedroom

- You can visit Zahra in the master bedroom after the Prologue.
- Conversations:
  - 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 about that.
  - 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.
- Actions:
  - 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.
- Other:
  - After Shani leaves for the Zone (**SEE TILL DEATH DO US PART:** SHANI'S DEPARTURE), going to the master bedroom triggers a scene with Zahra in which **"AMOUR NOCTURNE"** (ZAHRA VAGINAL) is unlocked.

Ain's bedroom

- You can visit Ain's bedroom after **AIN'S PUNISHMENT**.
- Conversations and actions:
  - 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** by coming back on another day.

Shani's 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 (except when she's absent for plot reasons).
- Conversations and actions:
  - If you've done **WE ARE DIFFERENT:** MUTANT BASE, you can talk about Ivy. Shani 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.
- You can continue her workout. If you offer her a massage, **"BACK MASSAGE"** (SHANI SLEEP ASSJOB; ZAHRA HANDJOB OR EMILIA BLOWJOB) is unlocked. This is repeatable.

Living room

- After **AIN'S PUNISHMENT**, you can visit the living room and call on various people currently present in the house (optionally calling on a second person to join in). These scenes are not in the gallery, but are repeatable. The possibilities so far are:
  - Ain:
    - Solo (AIN VAGINAL).
    - Include Zahra (AIN VAGINAL WITH ZAHRA FACESITTING AIN).
    - Include Shani (AIN BLOWJOB WITH SHANI HOLDING HER).
  - Shani:
    - Include Kateryna (KATERYNA VAGINAL WITH SHANI ASSISTING).
  - Zahra:
    - Solo (ZAHRA BLOWJOB/TITJOB; ZAHRA VAGINAL; ZARHA CUM-KISSING EMILIA).
  - Emilia (after **THE NORDLING:** EMILIA'S SONG):
    - Solo (EMILIA BLOWJOB; EMILIA VAGINAL).
    - Include Ain (EMILIA/AIN BLOWJOB; EMILIA VAGINAL; EMILIA/AIN HANDJOB; EMILIA CUNNILINGUS).
    - Include Zahra (EMILIA SUCKING ZAHRA'S TITS; EMILIA VAGINAL).
    - Include Fairy (see **BROKEN:** FAIRY ENTERS YOUR SERVICE): (EMILIA/FAIRY KISSING; EMILIA/FAIRY HANDJOB; EMILIA BLOWJOB OR FAIRY VAGINAL OR ANAL).

Dining room

- If you have Emilia (see **THE NORDLING**), you can go to the dining room and say that you're waiting for dinner for a minor scene (FONDLING EMILIA).

Overnight

- Above the "skip a day" button, there are options to spend the night with a specific person, which can result in sex scenes. These scenes do not appear in the gallery, but are repeatable.
  - Zahra: After the **PROLOGUE**, you can spend the night with Zahra (ZAHRA SLEEP GROPING, ZAHRA SLEEP BLOWJOB, ZAHRA VAGINAL).
    - In the morning, you might get a short, random wake-up scene with a different character – current possibilities are Ain, Kateryna, and Emilia + Fairy. The Emilia + Fairy scene is sexual (EMILIA/FAIRY BLOWJOB), as is one of Kateryna's scenes (KATERYNA VAGINAL).
  - Ain: As the story progresses, 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 Ain overnight whenever you like (AIN SLEEP VAGINAL).

- Shani: If you pursue a romance with Shani, there is a point in **RELATIONSHIP WITH SHANI** at which spending the night with her is unlocked (SHANI VAGINAL OR BLOWJOB).

Miscellaneous events – elsewhere

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, and will open up the option of **VISITING ASANI** again later.
- 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 scene (PEPPER HANDJOB; PEPPER GROPING). 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.

Hive breeding program

- If you make an alliance with the Hive (see **EXTENSION OF POLITICS:** THE HIVE, PART 2) and impregnate the queen, you can return to the Hive later (via a button at the mutant base). If it has been less than five days since you impregnated her, you see the hive-queen pregnant; if it hasn't, you can repeat a version of the sex scene and impregnate her again.

Visiting Asani

- If you had sex with Asani when you got your **NEW CAR**, you can visit her again after at least two days have passed (use the travel button). You can accept or reject her advances now (long-term consequences not known). You unlock **"INTIMATE STRANGERS"** (SUCKING ASANI'S FEET; ASANI CUNNILINGUS; ASANI VAGINAL OR ANAL).

Scene index

Scenes are listed in the same order that they appear in the Gallery.

- **Household**
  1. **"A SHORT WELCOME"** – **PROLOGUE:** RETURNING HOME.
  2. **"BEDROOM ARGUMENT"** – **PROLOGUE:** RETURNING HOME.
  3. **"AFTER DINNER"** – **PROLOGUE:** END OF PROLOGUE.
  4. **"BREAST MASSAGE"** – **ZAHRA** IN THE MASTER BEDROOM.
  5. **"INTRODUCTION"** – **THE NORDLING:** EMILIA'S INTRODUCTION.
  6. **"COMBING HAIR"** – **HER MAJESTY:** OFF TO THE MARKET.
  7. **"BACK MASSAGE"** – **SHANI** IN HER BEDROOM.
  8. **"SHARING IS CARING"** – **WILL CURIOSITY KILL THE KAT:** HOSTING IGOR AND KATERYNA.
  9. **"PUNISHMENT"** – **AIN'S PUNISHMENT**.
  10. **"NOT A FAIRYTALE"** – **TILL DEATH DO US PART:** LORD ABRAX.
  11. **"FOREIGN AFFAIRS"** – **WILL CURIOSITY KILL THE KAT:** KATERYNA'S DAY OUT.
  12. **"OASIS NIGHT"** – **TILL DEATH DO US PART:** SHANI'S DEPARTURE.
  13. **"AMOUR NOCTURNE"** – **ZAHRA** IN THE MASTER BEDROOM.
  14. **"HOUSE PARTY"** – **WILL CURIOSITY KILL THE KAT:** AGREEING TO TAKE IN KATERYNA.
  15. **"GRATITUDE"** – **BROKEN:** FAIRY ENTERS YOUR SERVICE.
  16. **"APPRECIATION"** – **BROKEN:** FAIRY ENTERS YOUR SERVICE.
  17. **"CLEANING SERVICE"** – **BROKEN:** HEALING OR NOT.
  18. **"HAUTE COTURE"** – **ALL IN THE FAMILY:** VISITING RABIAH'S HOUSE.
  19. **"CAUGHT IN THE ACT"** – **ALL IN THE FAMILY:** VISITING RABIAH'S HOUSE.
  20. **"EGOTISTICAL"** – **ALL IN THE FAMILY:** VISITING RABIAH'S HOUSE.
  21. **"SUPPORTIVE SISTER"** – **ALL IN THE FAMILY:** VISITING RABIAH'S HOUSE.
  22. **"LITTLE QUEEN"** – **THE NORDLING:** AIN PLAYS WITH EMILIA.
  23. **"MORNING ROUTINE"** – **AIN'S TEASING**.
  24. **"WAITED LONG ENOUGH"** – **SHANI'S NIGHTS**.
  25. **"REUNION"** – **APPRECIATIVE FAMILY**.
  26. **"IT CAN'T BE HELPED"** – **RELATIONSHIP WITH SHANI**.
  27. **"MAKING HER JEALOUS"** – **HER MAJESTY:** BATHING WITH MERNEITH AND SHANI.
  28. **"MATING SEASON"** – **WILL CURIOSITY KILL THE KAT:** KATERYNA JOINS YOUR HOUSEHOLD.
  29. **"PIGTAILS AND CURLS"** – **ALL IN THE FAMILY:** RABIAH AND NADIA'S VISIT.
  30. **"PARTNERS IN CREAM"** – **RELATIONSHIP WITH SHANI**.
- **Zeta**
  1. **"ON THE SPOT"** – **HER MAJESTY:** DECAYED RAIDS REPORT.
  2. **"A ROYAL OFFER"** – **HER MAJESTY:** INTERRUPTED PREPARATIONS.
  3. **"PRISONER"** – **HER MAJESTY:** INTERRUPTED PREPARATIONS.

4. **"ALLEY ADVENTURES"** – **ALL IN THE FAMILY:** MARKETPLACE FAMILY REUNION.
5. **"PUBLIC SERVANT"** – **PUBLIC PUNISHMENT**.
6. **"EGOTISTICAL"** – **ALL IN THE FAMILY:** VISITING RABIAH'S HOUSE.
7. **"SUPPORTIVE SISTER"** – **ALL IN THE FAMILY:** VISITING RABIAH'S HOUSE.
8. **"MAKING HER JEALOUS"** – **HER MAJESTY:** BATHING WITH MERNEITH AND SHANI.
9. **"MATING SEASON"** – **WILL CURIOSITY KILL THE KAT:** KATERYNA JOINS YOUR HOUSEHOLD.
10. **"REGENT BENEFITS"** – **COURTING THE CROWN:** PALACE JOBS.
11. **"PIGTAILS AND CURLS"** – **ALL IN THE FAMILY:** RABIAH AND NADIA'S VISIT.

- **Mutants**
  1. **"RECRUITMENT TEST"** – **WE ARE DIFFERENT:** MUTANT BASE.
  2. **"THE MAN SHE NEEDS"** – **WE ARE DIFFERENT:** RETURN TO THE MUTANT BASE.
  3. **"TEAM BUILDING"** – **COMFORTING MANTIS**.
  4. **"BREEDING THE QUEEN"** – **EXTENSION OF POLITICS:** THE HIVE, PART 2.
  5. **"NIGHT BATH"** – **OLD SOULS:** LEARNING ABOUT YUNA.
- **Raiders**
  1. **"MILD ENCOUNTER"** – **PROLOGUE:** RAIDER FIGHT.
  2. **"WILD ENCOUNTER"** – **PROLOGUE:** RAIDER FIGHT.
  3. **"UNCONSCIOUS"** – **FRIENDS IN LOW PLACES:** WAKING KYRA.
  4. **"KNOWING YOUR PLACE"** – **FRIENDS IN LOW PLACES:** RETURN TO ADIRA.
  5. **"USED"** – **FRIENDS IN LOW PLACES:** RETURN TO ADIRA.
  6. **"DRIVE BY"** – **NEW CAR**.
  7. **"VICTORY LAP"** – **PRIDE AND PREJUDICE:** HIGHWAY SETTLEMENT TAKEOVER.
  8. **"SPOILS OF WAR"** – **PRIDE AND PREJUDICE:** CLAIMING KITTY.
  9. **"INTIMATE STRANGERS"** – **VISITING ASANI**.
  10. **"THERAPY SESSION"** – **PRIDE AND PREJUDICE:** SETTLEMENT AFTERMATH.
  11. **"TRAILER TRASH"** – **PRIDE AND PREJUDICE:** SETTLEMENT AFTERMATH.
- **Not in gallery** (but repeatable in-game)
  - AIN BLOWJOB WITH SHANI HOLDING HER – **LIVING ROOM**.
  - AIN SLEEP VAGINAL – **OVERNIGHT**.
  - AIN VAGINAL – **LIVING ROOM**.
  - AIN VAGINAL WITH ZAHRA FACESITTING AIN – **LIVING ROOM**.
  - ASHA BLOWJOB; SLAPPING ASHA OR ASHA/KITTY BLOWJOB – **PRIDE AND PREJUDICE:** SETTLEMENT AFTERMATH.
  - EMILIA BLOWJOB; EMILIA VAGINAL – **LIVING ROOM**.
  - EMILIA GROPING – **DINING ROOM**.
  - EMILIA/AIN BLOWJOB; EMILIA VAGINAL; EMILIA/AIN HANDJOB; OPTIONAL EMILIA CUNNILINGUS – **LIVING ROOM**.
  - EMILIA/FAIRY KISSING; EMILIA/FAIRY HANDJOB; EMILIA BLOWJOB OR FAIRY VAGINAL OR ANAL – **LIVING ROOM**.
  - EMILIA/FAIRY BLOWJOB – **OVERNIGHT**.
  - EMILIA SUCKING ZAHRA'S TITS; EMILIA VAGINAL – **LIVING ROOM**.
  - FAIRY BLOWJOB; FAIRY FLAGELLATION; URINATION – **BROKEN:** COMPLETELY BROKEN.
  - KATERYNA VAGINAL – **OVERNIGHT**.
  - KATERYNA VAGINAL WITH SHANI ASSISTING – **LIVING ROOM**.
  - PEPPER HANDJOB; PEPPER GROPING – **LAB EXAMINATION**.

- ZAHRA BLOWJOB/TITJOB; ZAHRA VAGINAL; ZAHRA CUM-KISSING EMILIA – **LIVING ROOM**.
- ZAHRA SLEEP GROPING; ZAHRA SLEEP BLOWJOB; ZAHRA VAGINAL – **OVERNIGHT**.

Walkthrough changelog

- 1st edition:
  - Game up to 0.10a.
- 2nd edition:
  - Update to 0.11a.
    - Adding **OLD SOULS** (including a scene which existed in the previous version, before the quest had a name, but which I forgot to mention); **CLAIMING KITTY**; the rest of **TILL DEATH DO US PART:** FOLLOWING THE MAP; and a Zahra scene.
- 3rd edition:
  - Two things from 0.11 that I missed.
    - Scene with AIN AND ZAHRA IN THE LIVING ROOM; and possibility of revisiting the Hive after allying with them in **EXTENSION OF POLITICS:** THE HIVE, PART 2.
  - Minor re-organisations.
- 4th edition:
  - Update to 0.12a.
  - Reorganising miscellaneous events.
- 5th edition:
  - Update to 0.13 Beta.
- 6th edition:
  - Update to 0.13c and other minor changes.
  - Correction regarding possible outcomes for **BROKEN** (thanks to skrusher for pointing this out).
- 7th edition:
  - Update to 0.14 Beta.
- 8th edition:
  - Update to 0.15 Beta:
    - Added **ALL IN THE FAMILY:** RABIAH AND NADIA'S VISIT; **OLD SOULS:** YUNA AND SONMI; **PRIDE AND PREJUDICE:** SEKHMET'S LEGION, PART 1; **RELATIONSHIP WITH SHANI**; **BROKEN:** COMPLETELY BROKEN; a Shani/Kateryna LIVING ROOM scene, and more OVERNIGHT content.
    - Updated progression and unlock requirements for some of Shani's post-zone content and related Merneith content.