

Nex(e)us Institute Guide

Current Version: 0.05

The purpose of this guide is to help players unlock the viewable Bad Ending in the Gallery. The guide is written in a way that gets you 'To the Point' so that players will be able to know what to do. The guide will be updated the day after every public release to allow for players to find the new content on their own, if they wish. Enjoy the game and

Support the Creator!

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Bad Endings

Note: Bad Endings are viewable in a room inside the Castle. This list is meant to help players find them and unlock the ability to view them. To unlock the ability to view them you must have triggered the event that would lead to them.

Completing the Main Missions and Side Quest unlocks all the Bad Endings related to them. Similarly there are some Endings that are missable (Currently only one). That being Bad Ending 3, if you do not enter the bathrooms in the Prologue you will be unable to view it in the gallery.

1 - Happy to Obey (Prologue) - In the very first choice of the game choose "I'd better take it easy"

2 - Heart of Stone (Anytime) - Go to the warehouse in the upper right corner of the Institute and interact with the pedestal and when prompted select "Forget it"

3 - Wash Your Hands (Prologue) - After speaking to all of the professors head to the bathrooms on the right side of the Institute, do not be tempted to use the maid

1st Main Mission (4-5)

4 - A Blinding Sight (Main Mission) - During the first Main Quest in the light dungeon avoid getting "hit" by the lights, getting hit 4 times will lead to this game over

5 - Distorted Perceptions (Main Mission) - After reaching the end of the dungeon Sarah and Gracie will appear, do not get caught by them as it leads to game over

6 - A Really Bad Decision (Anytime) - After meeting Abigail, talk to her and ask her a question. Go to more questions and ask to hypnotize her and then select "Thinking about it"

Pro Gamer (7-10)

7 - It's a Trap! (Pro Gamer Side Quest) - Do not accept the kiss from the girl once entering the computer

8 - Lost in Pleasure (Pro Gamer Side Quest) - Getting hit by a fireball during the sequence leads to this Bad End, I hope you have good reactions

9 - A "Comfortable" Position (Pro Gamer Side Quest) - Looking at the light sequence one too many times is not advised

10 - Happily Ever After (Pro Gamer Side Quest) - Win the fight against Melody

11 - Under The Pool (A Really Sweet Voice Side Quest) - Go back to the pool immediately after Nicole says that she should grab something from her office

12 - The Things We Do For Love (Random Event) - Nicole's home PC will display a warning message when checking on Melody, go to where you started 'Pro Gamer' and do not watch the demonstration

2nd Main Mission (13-18)

13 - Unwanted Help (Main Mission) - Do not ask for help when someone enters the room

14 - You're Such a Good Baby (Main Mission) - Avoid getting caught 3 times by the roaming NPCs

15 - Mirror Mirror on the Wall (Main Mission) - There's a room with a mirror on the wall, don't bother interacting with it

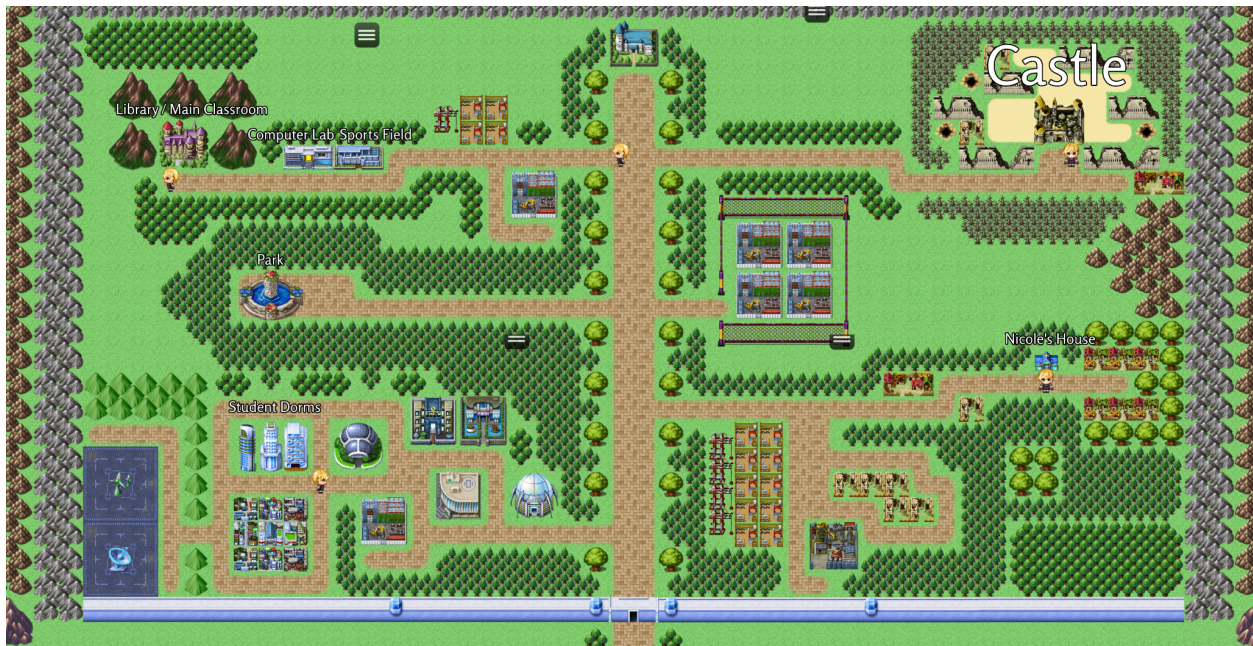
16 - Babality (Main Mission) - There will be a room with an orb in the center of it, avoid interacting with the orb

17 - The Only Thing that Matters (Main Mission) - At the end of the dungeon there will be a room with 2 chests, only open one of them as the 2nd one you open leads to this Bad End

18 - It's Good for Your Bones (Main Mission) - At the end of the Dungeon you'll start talking with Emily, wait for the 3rd time you are asked to touch her forehead and then do it

Quests

Note: To properly access quests you must first complete the 1st main quest with Sarah and Gracie. **If you have already completed the 1st main quest and have already received the side quests from the list, that are NOT finished, THEY WILL NOT BE COMPLETABLE, you will either have to replay the game and redo the main quest OR load a save from before having taken the side quest while also having completed the main quest.** (Basically: Don't start a side quest unless the dev has completed the quest line for it, I have also marked which ones are incomplete as well.) Attached below is a map of the whole Institute to help with navigation.



- **A Glassy Look** - In the Library: after walking up the stairs head right, into the room with a crack in it (**Incomplete**)
- **A Really Sweet Voice** - In the Sports Field go up and to the right to find the pool, head up into the locker room, speak to the girl in the top right corner.
- **Journey into the Past** - In the Sports Field go all the way up the road and find the old building, inspect the front door, then try to leave the area (**Incomplete**)

● **Nicole in Wonderland** - In the Park head all the way left and down, there will be a bush with sparkles in it (**Incomplete**)

● **Pro Gamer** - In the Computer Lab enter the first room to the right, talk to the girl with brown hair. To complete this quest simply pass all of the tasks that you are required to do, if you need to, look at bad endings **7-10** to know what to do. For the sequence with the flashing lights if you are colorblind or just have bad memory, the sequence is: Right, Down, Up, Down, Left, Right, Up, Left.