

# Ring of Gyges

Walkthrough up to v0.0.2

## Overview:

**It's the year 20XX. A young scientist, who up until now hadn't achieved any significant breakthroughs, suddenly makes a groundbreaking discovery and invents a time machine. Or... something along those lines. With its help, he ends up in a world set in medieval times, and although his initial intention was to explore his invention, he eventually uses the technological advantage to create his own little playground.**

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## 1. Maps

### 1.1 Core maps

- **Player's tent** - is located where the player begins the game. Inside, there is a time machine that allows the player to travel to the future. There is also a bed that enables the player to sleep, thus advancing time by 6 hours. Additionally, the player has the option to build a cellar in the tent, where abducted characters can be stored. To construct it, the player needs to acquire a Building Drone.

- **Future mall** - is located in the future, and it houses stores where players can purchase various items.



#### 1001

You can buy from her:

Flavoured Alcohol - Needed to complete Nora's second swimming lesson

Cigarettes - Currently have no use

First Aid Kit - Restores 75% of health points

Chocolate - Needed to poison Clara's dog, which is required if the player wants to kidnap her



#### Jim

You can buy from him:

Pesticides - Needed to complete a mission for Mooriel

Detergent - Currently has no use

Soap - Currently has no use

Acetone - Currently has no use



#### Rob O.T.

You can buy from him:

Builder Drone - Required if the player wants to build a basement in the tent.

Carry Drone - Assists in carrying characters, for example during kidnapping, so the player's movement is not slowed down.

- **Slums** - poor district located beneath the city walls. Players have the opportunity to access the city beyond the walls through them. There's also a tavern where players can encounter Ruby, who is a prostitute and offers sex to the player for a fee. There's also a notice board with weekly missions available. To gain access to it, players must first speak with the bartender, Vesper.



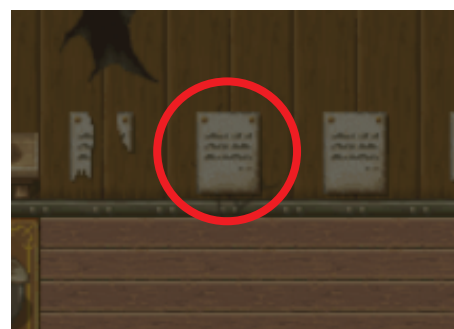
Slum's tavern



Ruby

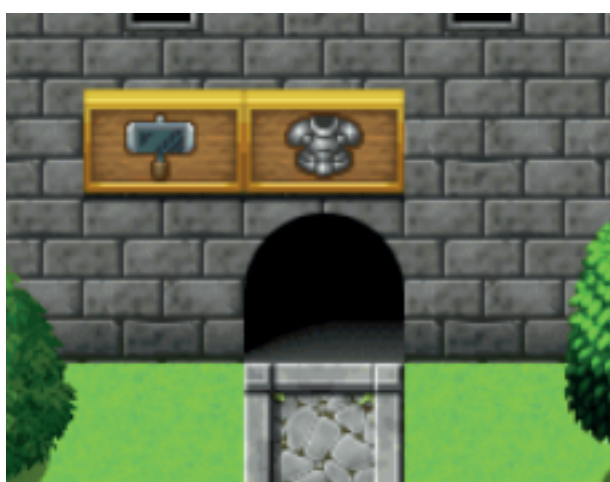


Vesper



Tablica z ogłoszeniami

- **City** - The city beyond the walls, the main setting of the game. Most of the NPCs present in the game are located there.



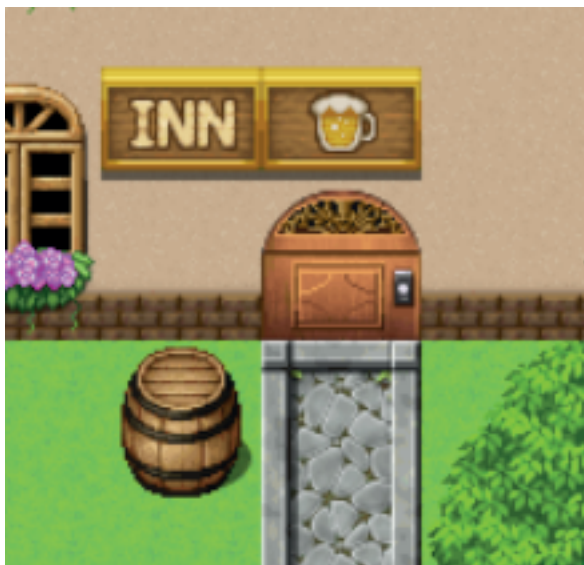
### Taurus's blacksmith

It contains Taurus, the city blacksmith. You can buy very basic equipment from him



## Clara's bakery

It contains Clara, the local baker and one of the female characters.



## Maribel's tavern

It contains Maribel, who is Taurus's wife and the owner of the local tavern. She is one of the female characters.



## Nora's fishing store

It contains Nora, the local fisherman. She is one of the female characters.



## Gift shop

A shop where you can buy gifts for characters, which can increase affection with the female characters.



## Clara's house

Clara's house, where you can meet her after work. It is located in the northwest corner of the city.



## Maribel's house

Maribel and Taurus's house. It is located in the south-west corner of the city.



## 1.2 Other places

- **Church** - The road to it leads east from the city. You can meet Lilith, a nun and one of the female characters. The road to the church is blocked for the first few days due to renovation; access to the church is unlocked after 4 days of gameplay.



- **Mooriel's farm** - Located east of the city's entrance gate. It belongs to Mooriel, one of the female characters.



- **Beekeeper's house** - The road to it leads through the forest, which is south of Mooriel's farm.



- **Mysterious merchant** - Located in the future, you can buy ammunition and weapons

from him.



You can buy from him:

First Aid Kit - restores 75% of health points

Ammo box - adds 10 pieces of ammunition

Stun gun - needed, among other things, during character kidnapping

Tranquilizer gun - optional for one of Mooriel's missions, currently has no special uses

- **Future house** - is located in the future and can be accessed via a teleporter in the player's tent. It contains a computer through which you can buy erotic toys. Additionally, you can find other basic household items in it.

## 2. Characters and their plot-line

### 2.1 Main characters



- **Maribel** - We meet her at the tavern located in the city beyond the walls. The first interaction with her occurs when approaching the table in the tavern.



#### Dialogue:

Maribel: Good morning, what can I get you?

MC: What can you recommend?

M: Everyone likes something different, so I don't want to risk recommending something you won't like, but I can assure you that the price reflects the quality.

MC: Very clever, but the truth is I currently don't have a penny on me, so I can't order anything.

M: Someone from the capital without a penny to their name? What happened to you, poor thing?

MC: You wouldn't believe it, but the truth is I didn't sit down here to order anything; I just wanted to have a word with you.

M: I'm not paid for conversations, so if you're not ordering anything, I won't take up any more of your time.

MC: Then maybe when you finish work, you'd like to join me for a coffee... or whatever you drink at your meetings for two.

M: Coffee? What's that?

MC: (Well, they don't know coffee here yet, so it might come in handy in the future. I could make some money off it and have no competition.) Never mind, would you still be up for going somewhere?

M: I appreciate the offer, but I'm married, so I have to decline. Besides, my husband is a blacksmith, and you can trust me when I say you don't want to cross him.

MC: I could have guessed; I'd be surprised if you didn't have anyone, but I hope our paths cross again someday (maybe over coffee).

M: If that's all you wanted from me, I'm afraid I must apologize, customers are waiting.

MC: Sure, it was nice meeting you, and see you around. Can I ask for your name?

M: Maribel

I'm MC.

After the conversation, the player must acquire Sweet Coffee, which can be purchased at the grocery store in the future. To reach the future, players can use the teleporter in their tent. After purchasing the item, the player has the opportunity to have a second conversation with Maribel at the tavern table.

#### Dialogue:

M: Came to chat again, or are you ordering something this time?

MC: I came to chat, but I have a proposition for you.

M: If it's the kind of proposition I get from every other guy here, talk to my husband.

MC: Not at all. I'd like to support your business a bit, and I have something for you.

M: What is it?

MC: It's called coffee, a drink from the capital. You pour one or two teaspoons of this powder





into boiling water, add milk, and it's ready. Very popular in my area, and it gives a boost.

M: How do I know it's any good?

MC: I'll give it to you for free. Treat your customers to it, and if they like it, I'll arrange for more.

M: You're quite generous. I hope it's not poison.

MC: I need money, plus I wouldn't deceive such a lovely lady.

M: Sure, sure, come by tomorrow, and we'll see how it goes.

**After the conversation, the player must spend the night, enabling them to have another conversation at the tavern with Maribel.**

**Dialogue:**

M: I treated the customers with that stuff from you, and they really liked it. Did you add something to it?

MC: I told you, in my area, it's a staple drink.

M: Well, if you bring more of it, I'd gladly buy it from you.

MC: If I can afford it, unless you give me the money in advance, and I'll arrange the delivery.

M: I've been cheated this way a couple of times, especially since you're new in town, I won't risk it.

MC: Fair enough, I wouldn't agree to that either if I were in your shoes.

M: Don't try to flatter me, bring me more of it, and I'll gladly pay you.

MC: Sure, as soon as I have the means, I'll arrange the delivery for you, and I hope for a longer cooperation.

M: I can't wait.

**From now on, the player will have the opportunity to deliver a weekly coffee shipment to Maribel. The coffee can be purchased from the same store where the player previously bought Sweet Coffee. It will be available in three price variants, and the player will receive payment for making the delivery. After delivering the first package, a conversation between Maribel and the player will take place.**

**Dialogue:**

MC: I have a delivery for you.

M: Finally, customers started asking when I'll have more; they really enjoyed it.

MC: With time, they'll drink even more of it, so I hope for a longer cooperation.

M: I hope so too. Lately, we've had less traffic here, so any way to attract people will be good.

MC: Exactly, I see it's a bit empty here. If I order coffee, will you join me?

M: Actually, I can probably take a break. Give me a minute.

(Taurus comes in)

Taurus: Looks like I came at the right time; you're on break.

M: Hey, honey, we have a bit less traffic right now, and I'm bored to death, so it's great you dropped by. This is the guy I was telling you about; he brought me more coffee.

T: Let me tell you, I haven't had anything this good in ages. One cup and I'm ready to work.

MC: (So, this is her husband, he's twice my size. Even if I tried to flirt with her, he'd turn me into puzzle pieces, no chance.)

Mc: Haha, I'm really glad you like it. It's good I could be of use here.

T: You're adapting pretty quickly here; I hope you'll stay longer.

MC: That's the plan, but I still have a lot of work ahead of me, so I have to go

T: Are you leaving so soon?

MC: I've overstayed, and I still have a few things to take care of. Thanks a lot for the chat. Also nice to meet you...

T: Taurus

MC: Right! See you around.

After this conversation, once the player passes in front of the Canal Guardian's house, they will be forced to redo the task they had to complete during the first pass through the Canal Guardian's house. After completing the task and returning to the tavern there will be another conversation.

**Dialogue:**

MC: Hey! Listen, I have a certain problem and maybe you could advise me on something.

M: Sure, what's up?

MC: It's about coffee deliveries, or rather, I have an issue with the pass and entering the city.

M: Really, you're new in town, so you don't have it yet. How have you been entering so far?

MC: Through the canals by the slums.

M: You've had it rough; you could have said so right away. Maybe you had the chance to meet the head of the guards guarding the entrance through the wall; that's my sister.

MC: Are you kidding? Then maybe you could ask her on my behalf if, as part of the deliveries, she'd allow me to pass?

M: Sure, I'll talk to her, and I think there won't be a problem.

MC: You're amazing; your husband is a real lucky guy.

After this conversation, the player must go to Thalia - the guardian of the walls. A conversation awaits them, during which they will receive a pass to the city.

**Dialogue:**

Thalia: You've really set yourself up, smart guy.

MC: It just happened that way; I struck up a conversation in the right place and accidentally met this lovely girl. You have no idea how surprised I was to find out she's your sister.

T: You have no idea how much I want to handcuff you and throw you in jail.

MC: Seems like you're really into that kind of thing. Maybe if you took a cue from your sister and were a bit nicer, you'd find someone to play those games with.

T: Another moment and I'll change my mind about letting you in.

MC: Okay, okay, did you enjoy the coffee?

T: Despite my lack of sympathy for you, I have to admit that yes, it was quite tasty.

MC: Then maybe you'll let yourself be persuaded to have coffee together sometime? We could talk and drink until morning.

T: You must be dreaming. Are you coming in or not? Because I'm starting to change my mind.

MC: I'm coming in, I'm coming in. See you!

T: Hopefully not

After the conversation, the player must go to the hut on the left, where they can collect the pass from the official.





- **Clara** - She can be found at the bakery, where our first interaction with her occurs.

**Dialogue:**

MC: (Oh, damn, is this really a true catgirl? I've never seen one around here, unlike all the other races you encounter, so I always thought they were just unfulfilled fantasies of people

from our time. There were no mentions of them in historical books either; maybe they went extinct so long ago that everything about them has been lost or something like that. I'm not sure what year I managed to travel to, and it's hard to say how years are counted here. If they were brought to my time, they would definitely cause a sensation, but maybe it's better not to risk such a big interference in the past and present.)

Clara: Good morning, what can I get you?

MC: It depends on whether you have something for free; I'm starving, and I don't have any money on me. Maybe you could sell me something on credit? I'll definitely pay you back when I manage to earn something.

C: You don't look like someone who can't afford to buy bread. I can give you bread in exchange for the clothes you're wearing.

MC: I'd rather walk around in clothes than go hungry and show my backside.

C: As you wish, I'm not exactly rolling in riches, and I could possibly sell the clothes to someone, but I can't treat you to anything for free.

MC: So, do you have any ideas on how I could earn some money?

C: It's incredible that someone from the capital is wandering around here with no money. Did someone rob you on the way?

MC: More or less, it's a long story, and if I told you, you wouldn't believe me anyway.

C: As you wish, I can't help you anyway. If people saw that I was giving away bread for free to people from the capital, I'd have to deal with more tricksters like you.

MC: So maybe some leftovers, something customers didn't buy and ends up in the trash?

C: Bread is a gift from God; we don't throw it away.

MC: Then maybe I could help you in some way?

C: What could a frail person like you do for me?

MC: I don't know; I need anything to get some money.

C: Alright, let's agree that I'll give you a loaf of bread if you bring me an order from Mooriel; she lives outside the walls on the farm. If you steal it, you might not show up here again.

MC: Sure, thanks a lot because I'm starving, I promise I won't steal.

C: Goodbye.

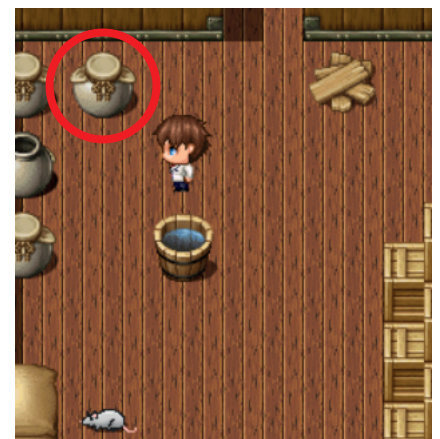
After the conversation, the player must go to Mooriel and talk to her. It's worth noting that the conversation will not be possible unless the player talks to Taurus first and obtains clothes for change. After the conversation, the player can take a package from Mooriel's house and deliver it to Clara. Another conversation will then take place.

**Dialogue:**

C: I see you managed not to steal anything. That's good.

MC: I told you, I'm kind of starving, so I won't complain about any help, and if you need anything else, I'm willing.

C: Actually, I was thinking about that. Could you help me out here when you have a moment? Of course, I'll pay you, and you'll get some food too.





MC: I'd be glad to, but I'm not really good at baking.

C: I meant more like serving customers and packing orders, so I could focus more on baking. You can drop by whenever you want, just come as early as possible. I won't pay you much because I don't have much myself, and I have a family to support.

MC: I'm willing, I can even help you today.

C: There isn't much left to do today, so if you want, come by tomorrow.

MC: Sure.

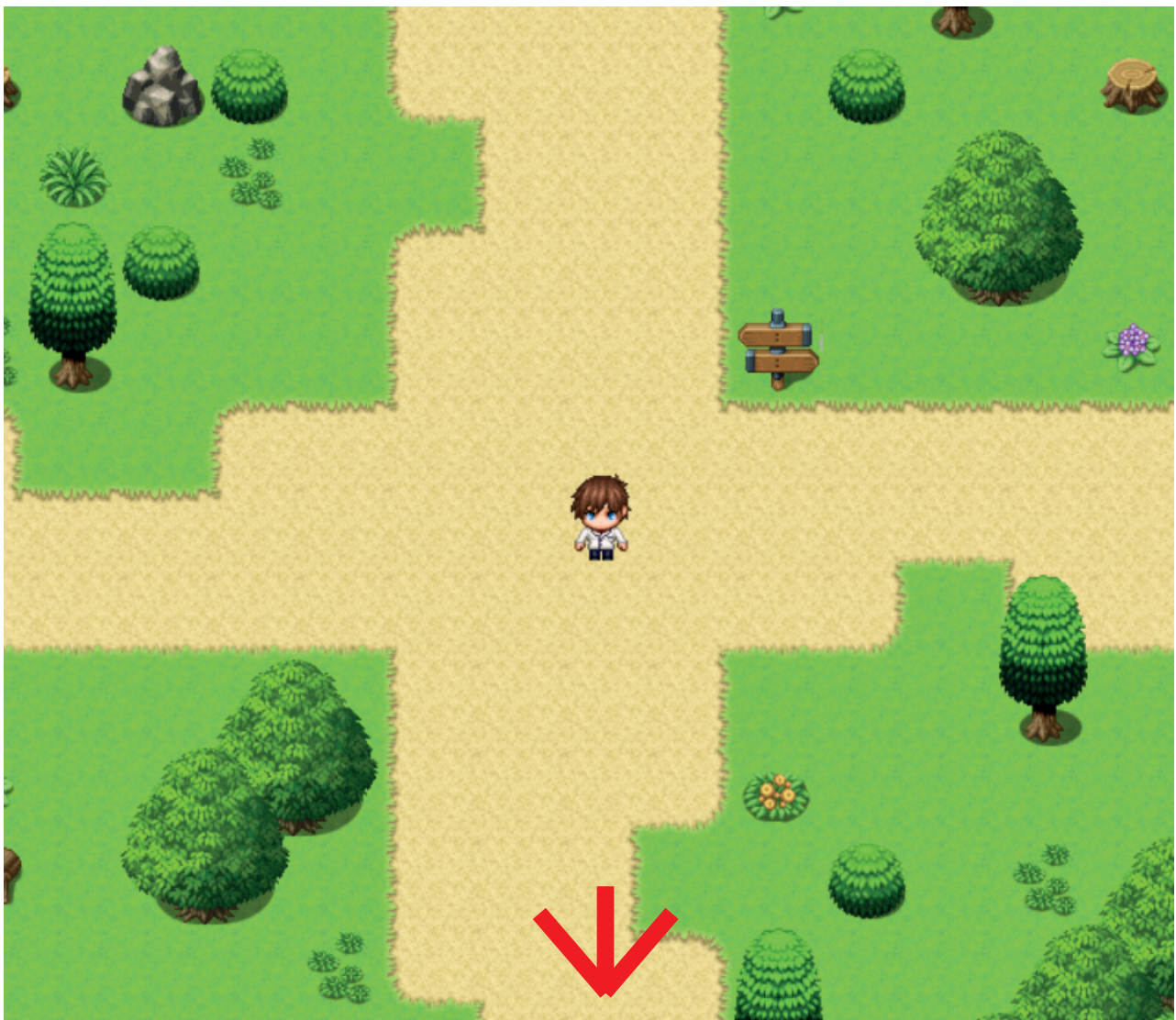
C: And by the way, could you check on the old beekeeper I get honey from? He lives outside the walls. He hasn't come with a delivery lately, and I'm a bit worried. It's a bit far, so I'm afraid to go there alone.

MC: Where does he live?

C: To the west of the farm, you'd have to go through the forest.

MC: Sure, I'll check on him.

After this conversation, the player will have the opportunity to work for Clara. Once a day, a small mini-game will be available where the player's task is to bake bread. It can be done a maximum of four times. Clara also assigns the player another task, which is to pick up an order from the beekeeper. You can reach his house through the forest, located south of Mooriel's farm.





The player will witness a short cutscene, and after it ends, a package for Clara will be waiting for the player at the beekeeper's counter. After delivering the package to Clara, there will be a conversation between them.

#### Dialogue:

MC: I brought a package.

C: Thanks, how was it?

MC: I arrived just as a couple of thugs were finishing roughing up that poor old man. They were talking about some overdue money.

C: Ah, yes, the slum gang. They're tormenting people outside the walls, and no one in power here seems to care.

MC: t's a sad situation. I'd try to help somehow, but I can't do anything alone.

C: t's better not to get involved; they really have no mercy, they're psychopaths.

MC: Do we at least know who's pulling the strings there? Has anyone tried to negotiate with some leader?

C: Apparently, there's a woman at the helm, they call her the Slums Queen, but no one knows where she's hiding.

This conversation also unlocks a brief exchange with Thalia regarding the slum gang. To have the next interaction with Clara, the player needs to raise the appropriate Affection Level with her. It can be checked on the phone in the player's inventory. Affection Level can be increased in two ways, by giving gifts or working for Clara. Gifts can be purchased at the gift shop in the city. After reaching the appropriate Affection Level, another conversation will take place.

#### Dialogue:

C: Good morning! I'm glad to see you.

MC: Tough day? Need some extra hands for work?

C: I manage quite well on my own, and I'm even dying of boredom, so I -won't bother you today. Just nice to see you drop by.

MC: That's nice, I was passing by and thought I'd stop by, maybe you'd have a moment to chat about nonsense.

C: Actually, why not, there's unusually little activity today.  
(You had a nice chat.)

C: Haha, that's truly an amazing story!

MC: Isn't it? If I heard it, I'd never believe it in my life.

C: Ah, drop by more often, I could use a break from time to time.

MC: Anything happened? Do you want to talk?



C: Nothing major, just a lot of responsibilities, and raising my daughter alone isn't easy.

MC: You know, if you wanted, I could be quite a good caretaker.

C: Haha, my daughter is old enough that she doesn't need a caretaker, though there is something you could help me with.

MC: Sure, go ahead.

C: My daughter's favorite plushie is missing, and it's causing her trouble sleeping. I've searched everywhere but couldn't find it. Maybe some kid stole it from her, as I can't think of any other explanation. Could you try to find it?

MC: Sure, no problem, I'll do what I can.

C: Thanks, I appreciate it.

**After the conversation, the player's task is to find the boy in the city who stole the plush toy. After the boy escapes twice, the player must pay him 100 gold to get the toy back. After retrieving it, it must be returned to Clara at the bakery.**

#### Dialogue:

MC: Hey, I have something for you.

C: Tell me it's what I'm thinking.

MC: Managed to retrieve the plushie.

C: I don't know how to thank you, my daughter will finally calm down.

MC: It's no big deal, really.

C: Maybe you'll let me invite you over sometime? Drop by after work when you have a moment.

MC: I'd gladly take you up on that, thanks a lot.

**After the conversation, the player must go to Clara's house in the evening. It is located in the north-west corner of the city.**

#### Dialogue:

MC: How come your daughter is playing with that boy who stole her plushie?

C: He came over recently, he's really nice, and they get along great, and I get a bit of freedom at home thanks to him.

MC: Yeah, he's exceptionally well-mannered...

C: Literally! It's good that my daughter has a friend... So, would you like to sit down and have a piece of cake?

(You had a nice chat.)

C: Since my husband's death, I've been feeling lonely, I'm really glad I met you.

MC: It's nothing, I really like you too, and I enjoy spending time with you...

C: Maybe we could make it a bit more enjoyable.

MC: What do you mean?

C: Follow me, we'll take advantage of the fact that my daughter is playing outside.

**After the conversation, there is an NSFW scene.**





- **Mooriel** - She can be found on the farm, which is located east of the city gate.

**Dialogue:**

MC: What's up?

Mooriel: You don't look like you're from around here. Are you from the capital?

MC: Kind of. Listen, I got lost, and I'm looking for the nearest village or anything where I could stay.

M: To the west, not far from here, there's a town, but it's a long walk on foot. It's rare to see someone traveling without a horse around here. And in that white outfit, you're practically asking for trouble. You look like you have something to steal.

MC: Well, you know, I was actually attacked on the way. Luckily, I managed to escape, but I guarantee you there's not much to steal from me, apart from clothes, I don't have much.

M: I understand. Anyway, you should consider getting new clothes. Right now, you look like some dandy from the capital, and people around here don't like that. Maybe in some town, you'll find something to do. Everyone could use an extra pair of hands here.

MC: Really? And what about you? Is there something I could help you with? I don't need much, I sleep in a tent, and some food would be handy.

M: If you change your clothes, we'll think about it. I live on the outskirts, and it happens that I take a liking to the wrong person, and then I lose a cow or two. I really don't want anyone to think I can afford to hang out with someone from the capital, it just attracts trouble.

MC: Sure, I'll head towards the town, and when I change my clothes, I'll come back here. My name is MC, by the way.

M: Mooriel. Remember that you'll need a pass to enter. I don't know how you'll get one, but eventually, you can reach the city through the canals. At least you'll look more local after that, and you'll blend in with the crowd.

MC: Sure, thanks a lot, and see you.

To be able to talk to Mooriel again, the player must enter the city and talk to Taurus, the city blacksmith. They will receive a change of clothes from him. After obtaining new clothes, the player must come to Mooriel again.

**Dialogue:**

M: Finally, you look like a human.

MC: Finally, we can talk.

M: I don't have time for conversations during the day, as you can see, I have a lot of work here.

MC: Am I supposed to understand that you're inviting me to come over in the evening?

M: Don't get ahead of yourself, smart guy. I don't know what you folks from outside the capital imagine, but where you're from doesn't impress me.

MC: Okay, forget it then. But since I'm here, is there anything I can help with for a small fee?

M: I manage just fine on my own. Although... lately, there's been a wyvern lurking around here, and my chickens have started disappearing. Nobody from the guard does anything about it. I don't know what a scrawny guy like you could do about it, but I'm at a loss. If you can handle it, I'll pay you.

MC: Wyvern, some oversized bird?

M: More or less. I've seen it flying in from the direction of the forest.

MC: Okay, I'll try to do something about it, but I can't promise anything.

M: I'll keep my fingers crossed because not only have the harvests been poor lately, but my chickens are being stolen too.

Wyverns can be found in the forest south of Mooriel's farm. Upon reaching their nest, the player has the option to either kill the creature or put it to sleep using a tranquilizer gun. In the current version, putting it to sleep does not change anything. After getting rid of the Wyvern, the player must take the chickens from its nest and return to Mooriel.

#### Dialogue:

M: What brings you here?

MC: It's what you asked for. I managed to sort out the wyvern situation, and it turns out that two chickens survived. Clearly, it liked to play with its prey before eating.

M: Oh wow, to be honest, I didn't even believe you'd succeed, and I was a bit worried that something might happen to you. You're not pulling my leg, are you?

MC: As proof, I have a feather.

M: It's really large, so I guess you're not lying. Honestly, I don't know how to repay you, and money seems insignificant compared to this.

MC: It's nothing, really.

M: Although, on second thought, I have an idea...

MC: What specifically?

M: Come inside.



After the conversation, the player gets the opportunity to work for Mooriel. Once a day, they can participate in a simple mini-game of catching Mooriel's pigs. The next conversation with her is possible after reaching the appropriate Affection Level. You can check it using the phone in your inventory. Affection Level can be increased by working for Mooriel or giving her gifts. Gifts can be purchased at the gift shop in the city. After reaching the appropriate Affection Level, the player must return to Mooriel again.

#### Dialogue:

MC: I see that you're, as usual, working at full throttle.

M: Not for long unfortunately.

MC: What happened?

M: It's not worth talking about. The crops have caught some disease again. It's not the first time; a few years ago, I had a similar situation, and unfortunately, it killed off all my yields. This time it'll probably be the same.

MC: Hmm, that sounds terribly bleak.

M: Yeah, unfortunately. It'll sting a bit, but I won't starve, though I'd prefer to spare myself the stress.

MC: How much has this disease affected your crops already?

M: Just a portion for now, but it'll spread, so now I'm just waiting for the whole lot to wither.

MC: Could you show me what it looks like?

M: Listen, maybe you managed to deal with that wyvern somehow, but this is a much worse matter.

MC: You know, we have our ways in the capital... maybe I could come up with something.

M: As you wish, but don't get my hopes up; I've already resigned myself to it. Look for the dark sheaves at the edge of the field. Don't try to pull them out; it won't help. I've tried myself.

The player must now search for contaminated crop to obtain a sample of it. After finding the contaminated crop and interacting with it, they should travel to the Future Mall. There, they need to talk to Jim, from whom they can buy pesticides. Once they have them, they need to return to the farm and use them on the crops. Several points will appear in the fields that they need to approach and interact with. Next, the player must spend the night and return to Mooriel again to have a conversation with her.



### Dialogue:

M: Did... did you do this?

MC: What do you mean?

M: The crops are... like new, no sign of the disease.

MC: I told you, we have our tricks in the capital.

M: You're a damn miracle worker; I don't even know how to repay you.

MC: Haha, no problem, though I'm sure we both know what you could do.

M: I'm all yours. If it weren't for you... just come inside.



- **Nora** - She can be found in the Fishing Store in the city. The first interaction with her is possible after the second conversation with Taurus. He will advise us to go to Nora to teach us how to fish.

#### Dialogue:

Nora: Welcome to the world of fishing. Fish, fish, and more fish. Oh, and equipment, how may I assist you?

MC: Um, I wanted to buy a fishing rod, but honestly, I don't really know much about fishing, so I could use the simplest one.

N: They're all the same, but I guess you'll manage. You look sharp, although with those skinny arms, you won't be pulling in any big fish.

MC: Well, I hope so, because I need money, and I thought maybe I could catch something to sell.

N: Are you from the capital and you have to fish to earn?

MC: And why do you think I'm from the capital?

N: Because you're not dirty and sweaty like most men here.

MC: I'll take it as a compliment, anyway, I just need the cheapest rod.

N: I might find something, let me look.

MC: Do you offer fishing lessons after hours?

N: If you have big problems with it, you can come to me, but don't think it's a date.

MC: Sure, sure, just tutoring, that's all.

After this conversation, the player can buy a fishing rod, which allows them to fish. It is a way to increase Affection Level with Nora. The first fishing lesson is available immediately; just go to Nora.

#### Dialogue:

N: Oh, it's you again?

MC: Yes, I have a favor to ask you because you mentioned something about learning how to fish and...

N: Is it really that bad?

MC: Well, I won't deny it could be better, so maybe you'd be up for a joint fishing trip?

N: And what do you offer in return?

MC: Time spent together with a great and funny guy?

N: If you meet someone like that, bring them along, and I'll gladly join.

MC: For now, I can offer you a great time with me.

N: Mhmmm... alright, just this once.

MC: What if I don't catch on right away?

N: That's not my concern, come to the pond when I finish work, in a few hours.

MC: Sure.

(By the water)

N: So let's get started, do you have everything you need?

MC: I think so.

N: Then sit next to me, just be quiet so you don't scare the fish.

MC: I heard that's just a myth.

N: Clearly, you don't know much about it then, now listen to me, egghead.

(Nora explained the basics of fishing to you. Also you had a pretty nice chat)

N: And that's about it, got it?

MC: Doesn't sound too bad, but maybe some extra lessons would be useful to me.



N: We agreed on one.  
 MC: But if you'd like, we could go fishing together sometime.  
 N: Hmm, you're up to something, not many people are eager to spend time with me.  
 MC: Why's that?  
 N: Well, you know, people are afraid of sharks, big teeth, and all that.  
 MC: You seem pretty okay, and you don't look like you'd bite.  
 N: Hmm, alright then, we could meet up sometime later, but for now, --I'll have to go as it's getting late.  
 MC: Sure, sure, thanks for your help.  
 N: No problem.

The fishing lesson increases the player's fishing speed. The next interaction with Nora is possible again after obtaining a specific amount of Affection, and it is another fishing lesson. This time, to participate, the player must buy Flavored Beer at the store in the Future Mall. You can buy it from 1001. After buying the beer, go to Nora and ask her for a fishing lesson.



### Dialogue:

N: What brings you to me this time?  
 MC: You said you'd be persuaded for another fishing lesson, and I still have a lot of gaps... besides, I brought something that could sweeten our learning a bit.  
 N: Alcohol? Isn't that turning it into a date?  
 MC: I thought drinking while fishing was a normal thing?  
 N: So, do you think you can get me drunk and fuck me? Well, you'll be surprised, smarty, nobody has managed to outdrink me yet.  
 MC: Come on, it's just beer, I wanted to get something from the capital because you guys drink some good stuff here, no offense.  
 N: Maybe I'll indulge, but enough talking, because learning awaits and the sun is about to set.  
 MC: Sure, let's get going.  
 (By the water)  
 N: You have nice looking bottles in this capital, can I keep one?  
 MC: Sure, you can even have more, depending on how much you can drink.  
 N: For now, let's try one each, if you get drunk, you won't learn anything and I'll just waste time.  
 MC: Here, enjoy.  
 N: Mmmmm, damn, this is really good, you could bring some here and sell it, it would make quite a stir.  
 MC: Actually, not a bad idea, but I don't feel like it for now. I see you're doing quite well, here's another one.  
 N: Gladly, thanks.  
 MC: I think I overdid it a bit (hic) I can barely open my eyes.  
 N: Just don't fall asleep on me, I won't be able to carry you back.  
 (A moment later, you start hearing snoring)  
 MC: (Great, what am I supposed to do with her now?  
 I could take advantage of her sleeping, but with her teeth, she might bite off more than I bargained for... but maybe just a little?)

After that, the player's task is to escort Nora back to her store.



- **Thalia** - She can be found at the gate to the walls. The first interaction with her also takes place there.

#### Dialogue:

Thalia: Stop! Please show your pass.

MC: Jesus, you don't have to shout, with such a sweet face, you're not making any impression on anyone.

T: Excuse me? \*blush\*

MC: Well, it's good that you're listening. I'm from the capital, and it so happens that some time ago, a couple of thugs attacked me. I managed to escape, but they took my pass. I've traveled a long way to visit my family. Could you let me in with a wide smile?

T: Now you listen, I hear stories like that practically every day. I have orders not to let anyone in due to recent incidents involving gangs.

MC: If I were to let you in for a sincere smile, it would have to be at least a pretty one. So, if I were your type, would you let me in?

T: This is a form of bribery, payment in kind, so to speak. I think your boss wouldn't be pleased. I am very picky. If someone were to convince me in this way, they would really have to have something about them. You're out.

MC: Do you have someone currently?

T: Don't you think you're allowing yourself too much? But no, I don't.

MC: No wonder. Listen, is there any other way to get inside?

T: You can buy a pass for 10,000.

MC: And what's the price for you, beautiful?

T: One more word, and I'll lock you up. You'll have a chance to enter the walls and sit in a damp cell.

MC: Isn't there anything for free?

T: You can get an introduction from someone inside the walls, but no one will take responsibility for someone they don't know. That's more of an option for distant family.

MC: Alright, if not, but you don't know what you're missing.

T: Now I'm wasting my time on you, so if you could...

MC: Sure, sure, see you.

Another interaction with Thalia is possible after completing a mission for Clara and collecting a package from the Beekeeper.

#### Dialogue:

T: And who's come here again? I won't let you in, you know that?

MC: I wouldn't even dare to ask. I came here to admire your beautiful eyes.

T: But you're still trying with the compliments.

MC: Do you receive compliments so often that they no longer impress you?

T: Men are afraid of me. Hardly anyone has the courage to flirt with me.

MC: And are you sure that's the main reason?

T: Do you have any doubts?

MC: None at all. By the way, I'm here for a reason. Have you heard about the gang from the slums?

T: I have.

MC: And you have no problem with the fact that they're terrorizing people in the area?

T: They're not under my jurisdiction. And the people here don't pay taxes; if they want to live independently, they should defend themselves.

MC: Yes, clearly the lack of courage in men is the main reason.

T: But I'll have a place to lock you up if you keep pushing.

MC: I'd prefer if you helped me with this gang.

T: We don't know where they're headquartered, and there are so many members that you won't get rid of each one individually. You need to find their hideout.

MC: Do you know who I could ask about this?

T: Ask the people outside the walls; there's a chance someone will help you. And now, don't bother me; I'm on duty.

MC: Sure, but I'll visit you again sweetheart

T: Go to hell



- **Taurus** - The city blacksmith, you can find him at Taurus'

Blacksmith, and that's where the player has their first conversation with him.

**Dialogue:**

MC: (This guy is huge, as if he wanted to, he could break me in half. Although he seems quite friendly, maybe it won't be so bad, although he looked at me suspiciously.)

Taurus: Someone decided to play soldier? I thought in the capital, you have people for spilling blood for you.

MC: It's not like that at all, I'm not from the capital.

T: I wouldn't have guessed that from your clothes. Where are you from then?

MC: It's a long story, but I came here regarding clothes because everyone here is looking at me a bit strangely now, and I want to blend in a bit more.

T: I can sell you something; I have a few rags.

MC: Well, the problem is that I'm a bit short on money.

T: In that case, the best I can offer you is an exchange for yours.

MC: I guess I don't have another choice then.

T: Go ahead and strip, I'll bring you something in a moment.

(You received a peasant's outfit.)

MC: Thanks a lot, you're really saving my skin, because I'd rather avoid getting beaten up.

T: No problem, and if you ever need some cash, drop by sometime; maybe I'll come up with something for you to do.

MC: I'll remember that. Thanks again.

After this conversation, the player receives the Peasant's outfit, which allows them to have another conversation with Mooriel. The next interaction with Taurus occurs after the player sleeps through the night.

**Dialogue:**

T: And how about the clothes, are they chafing?

MC: Quite comfortable, airy.

T: That's good. If you ever need something heavier, it's available, though I'm not sure if you can handle it.

MC: I'm not much of a heavy lifter, it probably won't be of use to me.

T: Still, it's better to be prepared. You never know who you'll run into.

MC: Right now, I don't have the money for it anyway, so I'll pass.

T: I was actually thinking about you and how you mentioned being tight on cash. I thought you could visit the fisherman; he lives in the north of the city.

MC: I've never had the chance to fish, I don't know if it's my thing.

T: It's not that difficult. You won't be pulling out sharks, but I think you could make some money from it.

MC: I'll think about it, thanks for the advice.



- **Aquila** - The mermaid can be found by the pond. She first appears during a mission for the Canal Guardian. The first interaction with her takes place during the first solitary fishing.

#### Dialogue:

Aquila: Who are you?

(You notice that a pair of eyes are peeking out of the water.)

A: You're not from around here, who are you?

MC: I'm from the capital.

A: You're not. I've seen people from the capital. Mermaids live longer than humans; I've seen many different people, and you don't look like anyone else. Who are you?

MC: You must be mistaken, besides, you're scaring away the fish. And what do you know about the capital, are you a fish?

A: After coming out of the water, the tail turns into legs. Besides, people from the capital often come to poorer areas to use the services of local prostitutes.

MC: And are you a prostitute?

A: You wish, I'm Aquila.

MC: Sure, I'd like that, but for now, could you back off a bit because you're scaring away the fish.

A: I don't feel like swimming away... Besides, if you were friendlier, I could help you with fishing. I know fish like the back of my hand.

MC: Maybe some other time, I've heard a lot of legends, and each one ended with a man's death.

A: If all of them were as unfriendly as you, then you shouldn't be surprised.

MC: Yeah, exactly. Anyway, I'll be leaving before you hypnotize me and pull me underwater.

A: Drop by again! (There's something fishy about him...)





- **Lilith** - She can be found in the church. She offers the opportunity for confession, which reduces the Level of Violence. Confession is possible once a week.

**Dialogue:**

Lilith: Hello my child, what brings you here?

MC: Just sightseeing, you have quite a nice place here.

L: Good to hear, I hope you'll enjoy the hospitality of our temple and offer a prayer to our creator?

MC: I don't engage in such things and I'm an unbeliever.

L: Well then, we might have to burn you at the stake for being a heretic.

MC: What?

L: What?

MC: Is this some kind of joke?

L: Haha, just kidding. I mean, someone probably would want to do that, but I believe the most beautiful faith comes from sincere intentions, -while lies and hypocrisy are the tools of Satan.

MC: Haha, very funny and all, sister has a sense of humor. But anyway, I'll be going, I left the iron plugged in.

L: You left what?



- **Fauna** - She can be encountered during missions at the tavern in the slums. More in the chapter dedicated to these missions.

## 2.2 Monsters

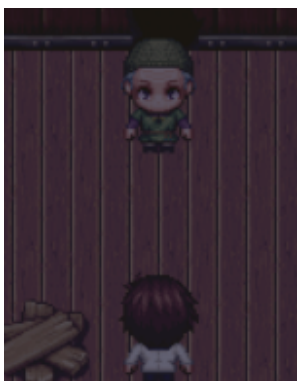


**Ratgirl** - Can be met in canals. There's low chance of horny Ratgirl appearing. If you get defeated by horny Ratgirl there's nsfw scene.



**Foxgirl** - Can be met in the forest on the way to Beekeeper's home

## 2.3 Side characters worth mentioning



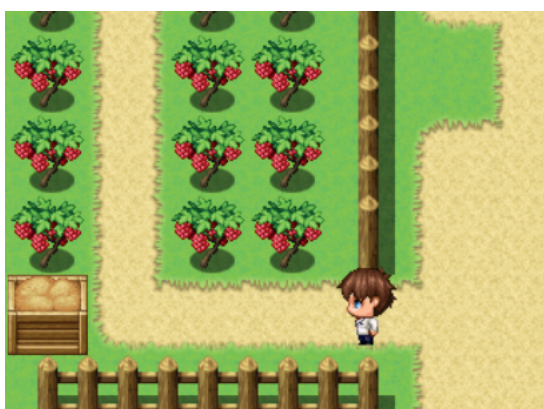
- **Canal Guardian** - He can be found in one of the houses in the slums. He gives us the opportunity to get through the walls after obtaining a few items for him.



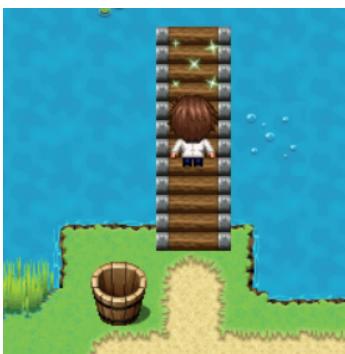
Rat can be found in Mooriel's house



Fire wood can be found near city entrance.



Berries can be found South from Mooriel's farm.

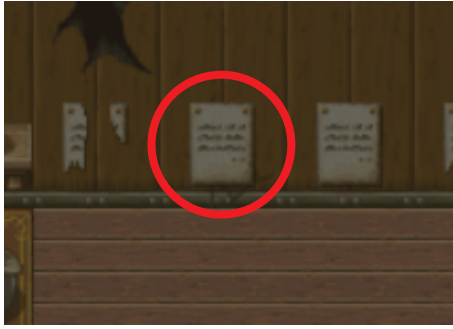


Wodę can be obtained near the lake.



- **Ruby** - A prostitute from the slums. For a fee, she offers the player three sexual services. She can be found at Slum's Tavern.





- **Slum's tavern quests** - Tasks that can be received at the tavern in the slums. To access them, you must first talk to the bartender - Vesper. Tavern quests are the best way to increase the Level of Violence. You can complete a maximum of three quests of your choice per week. The player can complete three basic quests and one special one-time quest, which unlocks

after four days from the start of the game.

- **Debt collection** - The task involves visiting a designated house in the slums. In this house, the player will encounter a fight with several opponents, so it is better to prepare for it. After the fight, simply return to Vesper to collect the payment.

- **Antique shop** - In this task, the player must go to the city beyond the walls at night and break into one of the houses through the window. Then they must navigate a simple maze and reach the item they need to steal. After that, just escape from the house and return to Vesper to collect the reward.

- **Kidnapping** - The player's goal is to go at night to one of the houses in the slums and kidnap a baby from it for ransom. In the house, similar to the Antique Shop task, the player will encounter a simple maze. After taking what is needed, the player must return to Vesper and collect the reward.

- **Special request** - A special task to which the player gains access after 4 days from the start of the game. The task is one-time. After selecting it on the notice board, Vesper will inform the player about the need to collect a debt from someone. The player will find out that this person is hiding in the city beyond the walls. First, the player will have to find their hideout. To do this, they must go to the city during the day and approach the window of one of the houses in the city. After interacting with the window, you must visit the same house at night and enter it through the door. Inside the house, Fauna awaits the player, and a short conversation ensues between her and the player. During the conversation, the player will have the choice to help Fauna or hand her over to Vesper. Repaying the debt for Fauna ends the interaction with her in the current version of the game. If the player decides to hand her over to Vesper, they will have to bring her to him. After bringing Fauna to Vesper, the player will receive payment, and Fauna will be chained to stakes in front of the tavern. For several days, the player will be able to interact with her and have NSFW interactions.

### 3. Mechanics

#### 3.1 Level of Violence and Reputation

- **Level of Violence** - It influences the decisions the player can make and some interactions with NPCs. The higher the level, the less moral decisions the player can make. This system is currently in development and does not significantly affect the storyline. The maximum value a player can achieve is 100. With high values, interactions with characters change, and they react more aggressively to the player. The basic mechanic that depends on the Level of Violence is the ability to kidnap characters. After reaching the appropriate value and coming to the characters at night, the player will have the opportunity to kidnap them. The Level of Violence can be reduced during confession with Lilith in the church.

- **Reputation** - In the current version, reputation level mainly affects prices in shops in the past. Reputation can be increased by working for NPCs.

#### 3.2 Kidnapping

- **Kidnapping** - Kidnapping is possible from a sufficiently high Level of Violence. This gives us the ability to kidnap female NPCs and keep them in the basement under the player's tent. To build a basement, the player will need a Builder Drone, which can be purchased from Rob O.T. at Future Mall. To kidnap, you also need to have a Stun Gun, which can be purchased from the Mysterious Merchant in the future. To kidnap NPCs, you must visit them at night. The player will encounter a mini-game, which involves leading the NPC to the basement under the tent. While carrying the NPC, the player is slowed down. The slowdown can be eliminated by purchasing a Carry Drone from Rob O.T. After kidnapping character special NSFW interactions can be obtained after buying sex-toys with laptop in player's house in the future.

##### **NPC you can kidnap in current version:**

- Mooriel - To kidnap her, simply go to her house at night after meeting the above requirements.
- Clara - Kidnapping her requires getting rid of the dog in her house. This can be done by giving the dog chocolate during the day. Chocolate can be purchased from 1001 at Future Mall.

### 3.3 Peeping

- **Peeping** - Peeping at characters becomes possible after the player achieves 25 Level of Violence. The player can purchase cameras using a laptop found in the player's future home. Cameras can be installed in the homes of six characters:

- Maribel
- Clara
- Nora
- Thalia
- Lilith
- Mooriel

Installing cameras in some homes requires a certain amount of Affection with each of the characters. Peeping can be done using the laptop in the player's future home.