

v0.11 Walkthrough

NOTE: Altered Destiny guides you on your journey in game by following all "!" you find on the map in both the Past and Present. Below is a written guide that helps put it into words, but I always suggest that you simply follow the visual cue I set out for you ->(!)<-. Good luck!

Day One

- 1) Speak to Kim at her Locker (Entrance).
- 2) Find Kim at your house (Front Yard).
- 3) Click on your computer to play G.L.O.B.E.
- 4) Click on sketchbook to make a drawing of Kim.
- 5) Go to the Western Forest.
- 6) Take pictures of animals in the forest:
 - Hares (Wood Haven)
 - Stag (Rocky Retreat)
 - Squirrel (Murky Ponds)
 - Frog (Pond)
- 7) Speak to Kim at the Forest Entrance.
- 8) Find Kim in the Rocky Retreat.
- 9) Return home with Kim.
- 10) Go to bed.

Day Two

- 1) Go upstairs and into the Living Room.
- 2) Head to Photography class at the School.
- 3) Go to Kim's House and knock on the door.
- 4) Find Kim at the Library.
- 5) Go back to Photography Class.

Obtaining the Artifact

- 1) Speak to Kim on a day that she visits the Library (Afternoon).
- 2) Observe the locked gate at the Library.
- 3) Obtain at least \$20 to pay the Harpy at the Library (Afternoon):
 - \$10, Request money from Kim while she's at the Library .
 - \$5, Request allowance from Julia (Morning, Once a Week).
 - \$5, Found in the school's supply closet. Inside the locker.
 - \$10, Found lying around in the bottom floor of the Library.
 - \$5, Found on Natalie's nightstand next to her bed.
- 4) Find the Folktales book hidden in the big bookcase.
- 5) Go to sleep.

- 6) Speak to Kim in her bedroom OR skatepark about Pearl (Morning/Afternoon).
- 7) Find Lily Pearl in the school's science class.
- 8) Meet Madam Nadia with Kim at the Fortuneteller location.
- 9) Speak to Kim in the at the Inner Sanctum in the Forest (Evening).

Return to the Present:

- 1) Attempt to exit the Forest.
- 2) Visit the Ice Cream Parlor.
- 3) Speak to the girl at the park.
- 4) Read the note at the Ice Cream Parlor. The note is located on the back table.
- 5) Speak to Gwynn at your home.
- 6) Speak to Olivia at the Arcade.
- 7) Meet the Jocks at the Rocky Retreat within the Forest.
 - It is possible to meet the jocks before speaking to Gwynn or Olivia.
- 8) Obtain the 'Brightwind Badge' via Penny's Plan.
 - The Trinket is found within an upper branch on the left side of the tree.
 - Time your action within the green section of the bar.
- 9) Return to Olivia at your home.
- 10) Speak to Gwynn/Penny in the backyard.
- 11) Find the two broken sections of the Water Tower.

Key.

 - The key's shaft is found inside the lantern.
 - You can avoid breaking the lamp by - Twist > Shake > Twist > Twist.
 - The key's blade will be found when speaking to Penny about her skills.
- 12) Inspect the box hidden within the wood furnace.
 - Select the two key parts to make it whole again.
- 13) Visit the Water Tower.

Experience a Changed Life:

- 1) Go to bed.
- 2) Talk to specific characters at certain times through the day (any order).
 - Kim/Julia at the Coffee Bar (Mon/Wed/Fri - Afternoon).
 - Penny in the Master Bathroom (Evening).
 - Nadia (Morning/Afternoon/Evening).
- 3) Speak to Julia at night on the swing (Home -

Backyard - Night).

Gaining Control Over the Artifact:

- 1) During the next morning, walk upstairs.
- 2) Give Natalie her science book at the school.
- 3) Visit Lily Perl at her Laboratory on the top floor of the offices.
- 4) Borrow Kim's skateboard and visit Gwynn at her house across town.
- 5) Speak to Gwynn about Olivia, use the beach photo as proof.
- 6) Visit Gwynn at night and 'borrow' Olivia's trinket.
- 7) Give Lily the trinket when she's at her lab.

Preventing a Tragic Fate:

- 1) Visit your house (Morning/Afternoon - Past).
- 2) Speak to Silvia at Kim's House (Morning - Past).
- 3) Beat Olivia at Skee-Ball, or win the consolation prize by barely losing. (Afternoon - Past).
- 4) Speak to Julia/Penny at the Park (Evening - Past)
- 5) Speak to Gwynn (Gwynn's House - Present)
- 6) Once all above has been completed, select 'Preventing a Tragic Fate' via your bed (Present).

Natalie's Questline:

- 1) After finishing 'Gaining Control Over the Artifact', speak to Natalie in her bedroom (Evening).
- 2) Visit Natalie while class is in session (Morning).
- 3) Visit Professor Perl in her breakroom within her science lab (Afternoon, Evening).
- 4) Take part in Perl's Experiment within the science lab (Afternoon, Evening)
- 5) Revisit Natalie while class is in session (Morning)
- 6) Once you finish Chapter 4, speak to Natalie in her bedroom (Evening).
- 7) Take Natalie to the Eastern Beach (Afternoon).

Chloe's Questline:

- 1) Finish Chapter 4.
- 2) Speak to Chloe in her bedroom (Morning).

- 3) Find Chloe at the Surf's Up Shop (Evening).
 - 4) Speak to Chloe in her bedroom (Evening).
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Ava's Questline:

- 1) After meeting Gwynn in the Present, visit the tavern on the East side of town (Evening, Night)
 - Must borrow Kim's Skateboard
 - 2) Purchase an 'Exclusive' drink and experience it's intoxicating effects at the Tavern (Evening, Night)
 - 3) Attempt and overcome the 'Black Box Challenge' at the Tavern (Evening, Night)
 - Unlocks 'Bare-backing the Bartender'
 - 4) Eat out Ava while she's on the job. (Evening, Night).
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Perl's Questline:

- 1) After unlocking 'Perl's Experiments', take part in one within the science lab (Afternoon, Evening).
 - 2) Wait a few days until Perl texts you asking for your return.
 - 3) Revisit Perl at the science lab and help her with the second part of the first experiment.
 - 4) Finish Chapter 4
 - 5) Begin the second experiment once Perl texts you.
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Harpy Questline:

- 1) Once you finish Chapter 2, Speak to Kimberly in her bedroom (Morning, Evening).
 - 2) Visit the Horny Harpy Studio (HHS) with Kimberly.
 - 3) Once you finish Chapter 4 and receive a text from HHS, visit the studio during working hours (Afternoon).
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Kimberly's Questline:

- 1) Finish Chapter 4
 - 2) Finish #4 of the Harpy Questline
 - 3/4) Visit Nadia (Afternoon).
 - 3/4) Visit Lily Perl at her Science Lab (Evening).
 - 5) Visit Kalea at the Harpy Studio (Morning).
 - 6) Visit Kimberly at her Home (Morning).
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Gwynn's Questline:

- 1) Finish Chapter 4
 - 2) Visit Gwynn at her House (Evening).
 - 3) Surprise Gwynn at her House (Afternoon).
 - 4) Speak to Gwynn at her House (Evening).
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Silvia's Questline:

- 1) When available, speak to Silvia & Kimberly in their Kitchen (Morning).
 - 2) Speak to Silvia in her Living Room (Afternoon).
 - 3) Finish Chapter 2.
 - 4) Find Silvia outside of the Guidance Counselor's office at School (Afternoon).
 - 5) Speak to Silvia & James in their Living Room (Evening).
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Julia & Penny's Questline:

- 1) Finish Chapter 4.
 - 2/3) Speak to the Duo in their bedroom on nights where they go out (Evening).
 - 2/3) Help Penny with Yoga at Olivia's (Afternoon).
 - 4) Return home on days where they have 'Girls Night Out' (Night).
 - 5) When woken up, listen to them through their door of their bedroom (Night).
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Amelia and Maxine's Questline:

- 1) Finish Chapter 4.
- 2) Finish #7 of Natalie's questline.
- 3) Speak to the two girls at the Eastern Beach (Night).

4) Speak to the two girls at the Surf's Up Shop
(Evening).

Misc:

- You can get three lewd bath-thought scenes in your spare bathroom (Morning, Afternoon and Evening).
 - Event Planner Scenarios are scenes that are repeatable and get more lewd as you increase your relationship with each character.
 - If you need more money to pay Devin, you can ask Kimberly, or find the money lying around nearby.
 - You can earn extra cash by playing Thimblorig with Nadia.
 - You can find \$10 at the Tavern (Bottom Right).
 - Repeated G.L.O.B.E. play on your computer. More depth of this boxing game to come in a later update (Side Girl association and story).
 - Buying the bike at the Surf's Up shop gives you permanent Tier 2 form of travel.
 - After challenging Olivia at skee-ball, you can unlock the other version of the scene via Nadia's help.
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Sketch Quests:

- Inspiration is needed for your drawings. Find them out in the world.

The Hive Mother:

- 1) Alien Action Figure, Found in Kim's bedroom in her desk.
 - 2) Good and Evil Statue, Found in the Library's big bookcase (2nd Floor).
 - 3) Gun Graffiti, Found sprayed onto the halfpipe at the skatepark.
- Draw these onto your sketchbook found on the nightstand in your bedroom.

Flirting with Forbidden Fruit:

- 1) Classic Car, Found at the park (Night).
- 2) Pink Dress, Found at the Coffee Bar.
(Morning/Afternoon).

3) Black Suit, Found in an isle at the Library.

(Afternoon/Evening).

- Draw these onto your sketchbook found on the nightstand in your bedroom.

Seventh Heaven's Sexual Services:

1) Red Jacket, Found in the Icecream Parlor

(Evening).

2) Sword, On the television at Kim's House.

(Evening).

3) Poster, Found on the first floor hallway at school.

(Morning/Afternoon/Evening).

- Draw these onto your sketchbook found on the nightstand in your bedroom.

Photo Gallery Images:

- Unique images to unlock by taking photos with your camera.

1) Penny's Bush - Automatically unlocked via story.

2) Two Girls, One Weiner - Can be taken during the Event Planner Camping Scenerio.

3) Messy Mouth - Choose to take a picture of Natalie while she's giving you a blowjob during her repeatable study session.