

# Personal Study Walkthrough

VO.10

By: Shades

*In this walkthrough I will do my best to provide guidance for progression and puzzles for the current version of the game.*

*Summon scenes: 11*

*[**Sexnomicon** books: 9]*

*(6 male positions; 5 futa positions)*

*Story scenes: 3*

*Extra costumes: 2*

*After the opening cutscene (Esc will skip), follow the corridor. Once you've gone through the second door, turn left but remember the room ahead.*

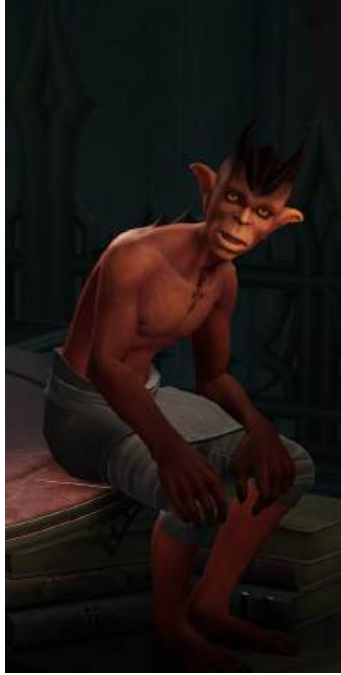




As you turn left you'll see a [Save Orb](#) on the table.



On the opposite side of the room you'll see the [Costume Mirror](#) for when you find the extra costumes and the [Research Diary](#) for replaying story sex scenes.



Continue past these for a cutscene with our new favorite imp, **Sebastian**.

Now return to the room I mentioned before and use **Telekinesis** to move the statue and ring onto the wall.





*Now rotate the ring so that the point is at the top and step into the portal.*

*Go talk to old stoneface and learn you need to find his eyes. One is to the left and right of the entrance.*



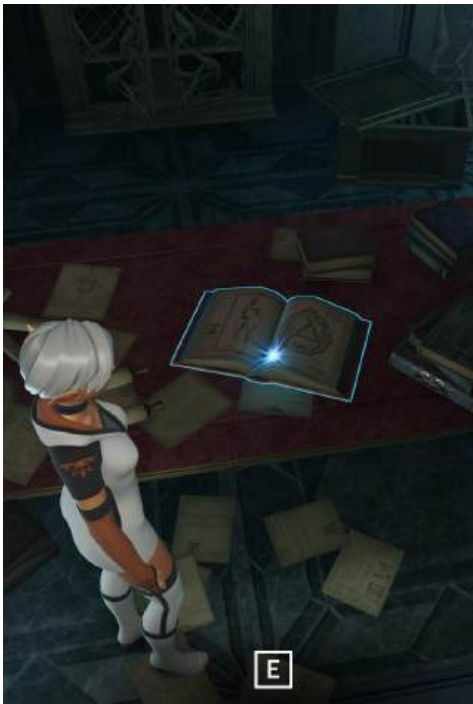


You need to take one at a time and place them in his sockets.

*\*DON'T TRY TO TAKE MORE THAN ONE or they will despawn\**



Go through the doorway and all the way to the end past the [Save Orb](#) into the last room.



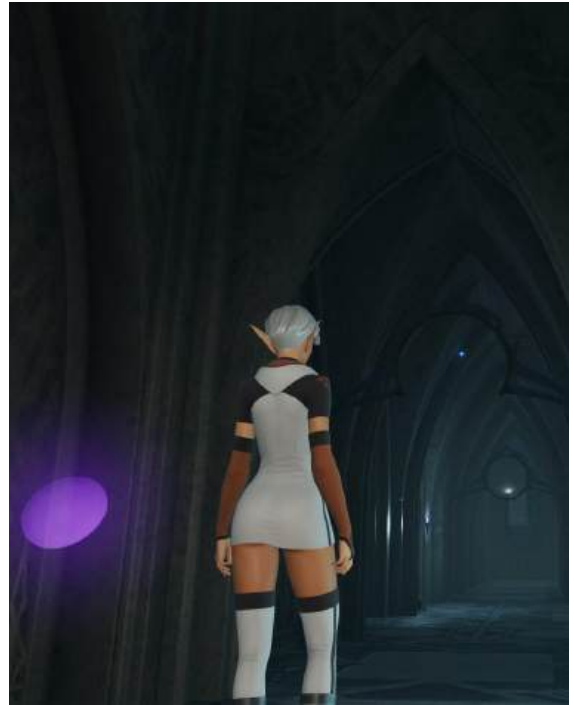
Grab the book on the table to the left. Perform the ritual to summon the Orthon in the big circular summon platform near the [Save Orb](#).

Go back to the other room and find another book to the right. You'll talk to **Sebastian**. He'll translate and tell you to find 3 red stones for the summoning.



Return to the previous area and go through the first door on the left. Turn right and follow the corridor counter-clockwise until you find a couple of lenses.

*Grab one and continue following the corridor until you see an empty spot above you to place the lens.*



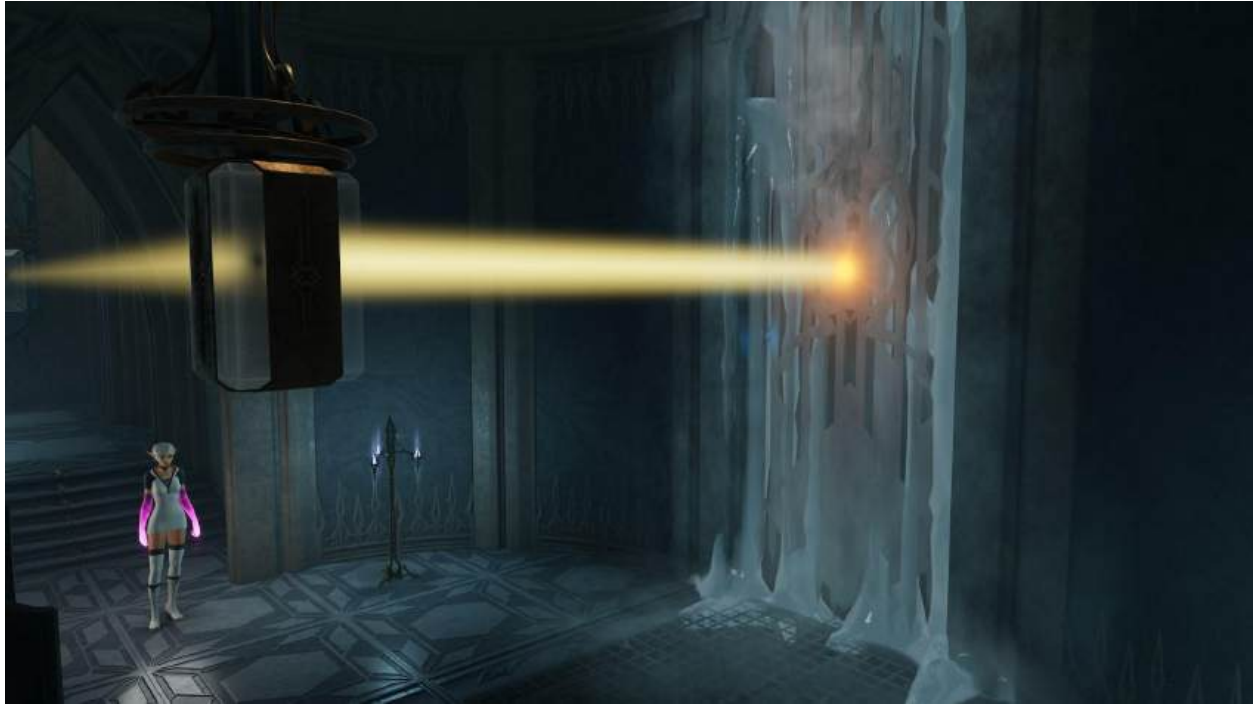
*To your right is a room with glass pyramids. Take one and take it to the center room. The entrance is on the opposite side back where you found the lenses.*

Drop your pyramid (press C), pick up and drop the darkened one, and now place your clear one on the center pedestal. Use **Telekinesis** to turn the beam toward the hallway.





Now follow the beam around and use **Telekinesis** to turn the reflectors until it melts the frozen door.



In the next room, pick up the first **Sexnomicon (1)** on the table and then grab the **Red Gem**. Go through the teleporter and place it in one of the statues around the summon platform.



Go back through the teleporter and open the door on the left. Go past the burning floor into the ice room (either entrance). In the corner is an open cabinet with a frozen key.



Pick it up and take it to the fire. Use **Telekinesis** to drop the block onto fire and grab the key once it melts. Place it next to you and hit E to pick it up.



Now you can return to the ice room to progress, but let's get our first extra costume beforehand.

With the key you just got, open the cabinet near the already opened one to get this costume fit for a horny kunoichi.





Also near the first open cabinet is one you can open for a BIG block of ice.  
Use **Telekinesis** to carry it all the way to the fire to put it out.

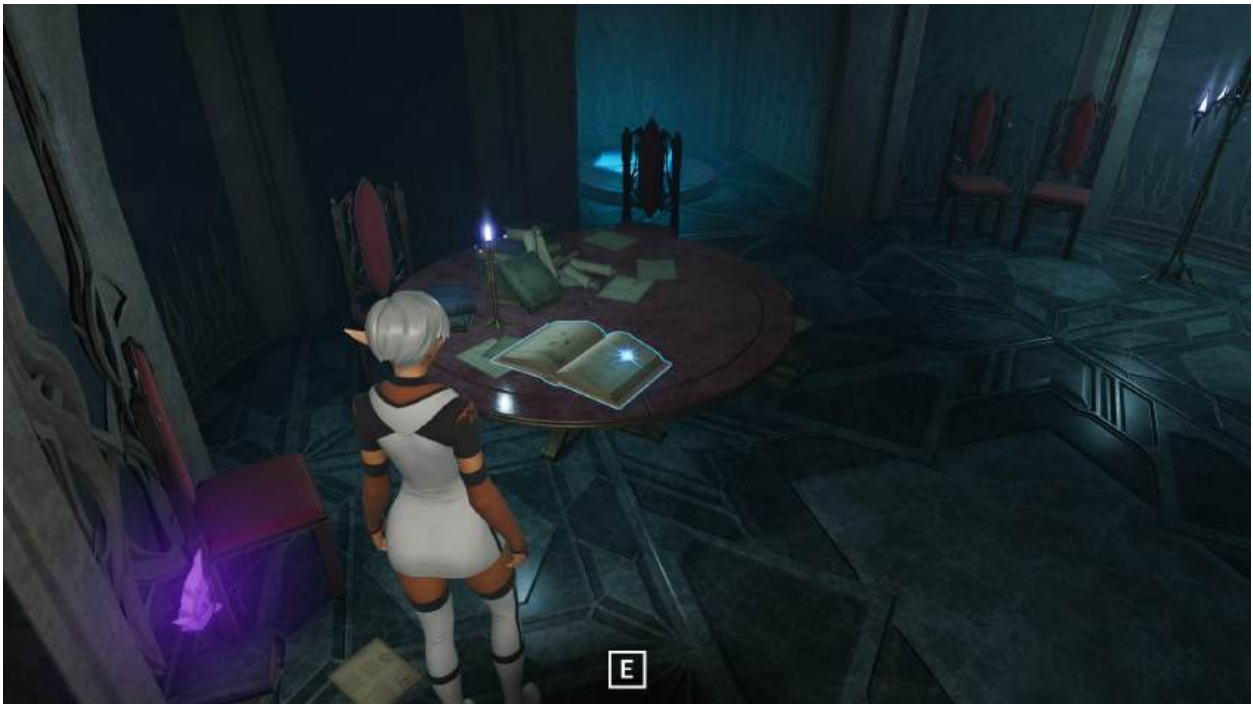


Take your new elevator down to the next room.

*In one corner you can see the next Red Gem we need to grab and a doorway we'll return to in a bit.*



*Turn around and grab the second **Sexnomicon (2)** before going into the teleporter to place the gem in another statue.*



Go back through the teleporter and return to that barred door. It's actually 3 doors and each lever affects them differently. Interact with levers in this order: Left, Middle, Right, and Left again.



Check the chests in the next room for a surprise and a less than hygienic key. Now return to the room with the summon platform and you can open the door to the left.



Interact with the stack of books on the table.

After the scene with **Sebastian** (poor guy), turn away from the giant circle.

Grab the third **Sexnomicon (3)** to your right.



After that, use the clues from the various items on the table to figure out the placement of the circular tablets around the room and use **Telekinesis** to place them on the wall. Or just look at the solution below. (The Tree tablet is on the wall by the Sexnomicon)



Go into the next room to grab the fourth **Sexnomicon (4)** and the last **Red Gem!** Now go place it with the rest and summon the big guy again.

Back in the main room, you can perform your summons any time to see their scenes by placing them either on the floor or the nearby tables.



You can also use the [Costume Mirror](#) to change if you like, but head to the red-lit door to continue.





Through the portal is one of the more obtuse puzzles. There are statuettes throughout the room that you need to grab and then use them on the correct mural. (Again, one at a time) If you mess up, the murals will move but you just try again. Here are the solutions:





Once you're done, the center will light up and you need to deactivate all the lights. The trick is that stepping on one switches the ones it's connected to also. (classic)

Here's an order that works:



Now take the elevator down until you find another summon platform and a **Save Orb**. Grab the book for our new summon (a Futa-bus?), but no scene yet.



Take the second door on the right until you see this barrier that we need to take down. To do so we need to find and break the machine making it.





*Go right and interact with this lamp to reveal the stairs to the machine.*

*Follow the hallway, but go past the stairs and around the corner for this staff in a vase. You'll need it in a second.*



*Go down the stairs to the machine. Interact with all 6 of the valves.*



*Lastly, insert your staff into the gears to shut it down and return to where the barrier was before.*



*For this I feel like the concept is easier to explain than the solution for this but I'll try. You want to reposition the statue to face the door you want to open. The left door, as you face the front of the statue, leads to our first sexnomicon for the futa-lady and the second extra costume, and the right door leads to progress. You have to do the process every time you want to open a door so I recommend starting with the left.*

*I've labeled the image below with the 4 pieces of the statue and the 3 pedestals but the process will always be the same regardless of the door.*

A= Starting position B= Where you aren't finishing C= The final position



1->B, 2->C, 1->C, 3->B, 1->A, 2->B, 1->B, 4->C, 1->C, 2->A, 1->A, 3->C, 1->B, 2->C, 1->C



In the room on the left, the **Sexnomicon (5)** is on the table.

The third costume is behind the boxes straight ahead.



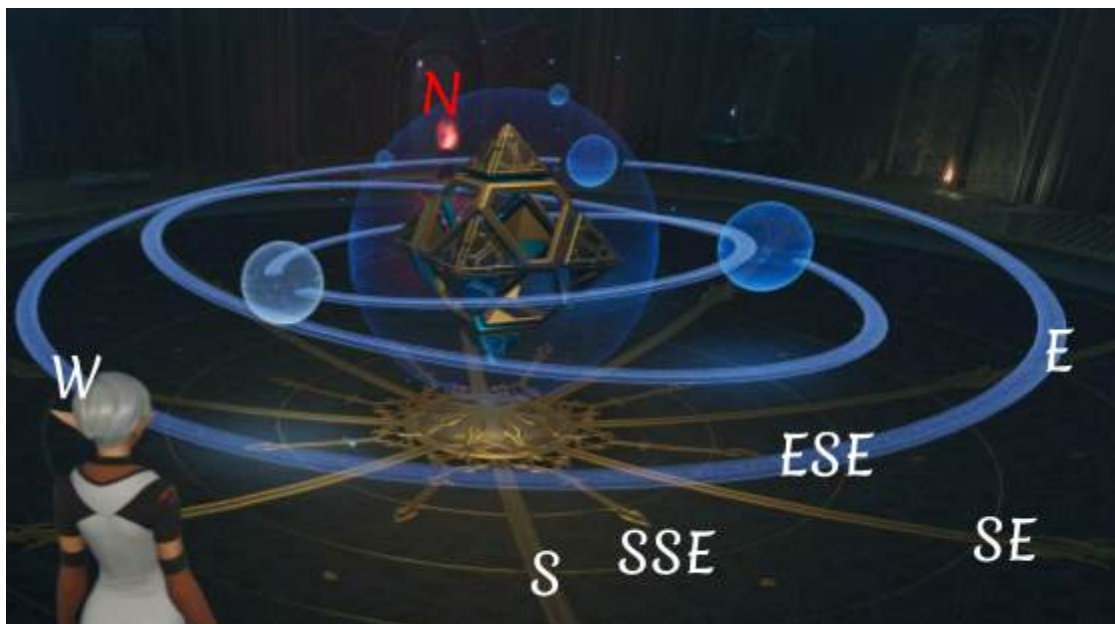
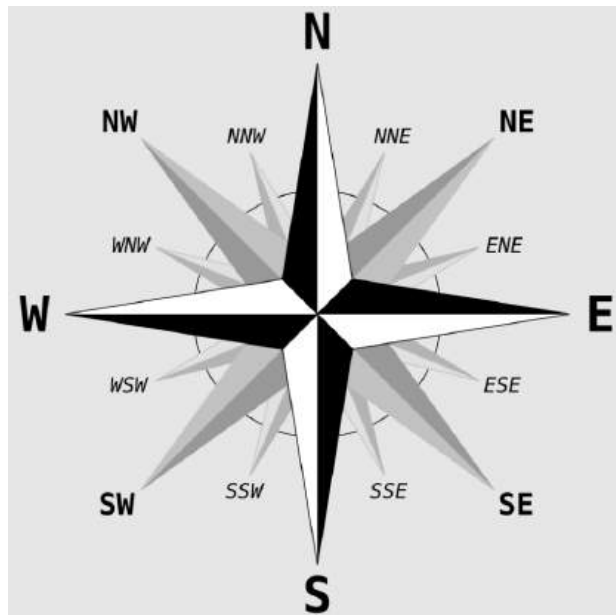
Now just repeat the process with the statue again for the other door. In the next room, the next **Sexnomicon (6)** is on the table and another book for **Sebastian** is on the podium.



Go back to the room with the first Futa-bus book and go through the now available teleporter and open the door to the Orrery (planet room).



The key to these puzzles is determining the right constellations based on the number of planets and their distance from the center. The easiest way to think of their setup is like a compass with 16 points with the **red star** as your constant North.





Based on what we have, the wolf constellation is what we want to make. With the **red star** as our constant, use **Telekinesis** to rotate the planets to match the constellation.

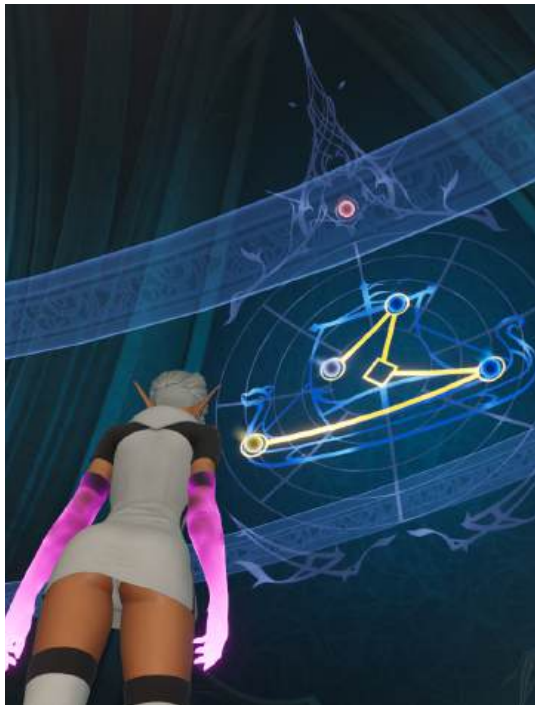
From the innermost planet outward:  
**ESE, NNW, SSE**

Enter the new teleporter for another puzzle. To get the **yellow planet**, you need to connect the energy to each of the **blue diamonds** on the floor.





Here's the solution. Once you're done, grab the orb, return to the other room, and place it in the diamond in the center.



Now with our **yellow planet**, the next constellation we need to make is the ship.  
Next head into the new teleporter.

The solution from innermost to **yellow**:  
WNW, NNE, ESE, WSW

*This one is similar to the last except there's one blue diamond and you don't want to connect any red diamonds with energy or they will fuck your tiles up. Just leave the energy unconnected until the very end to save yourself from that.*



Here's the solution:



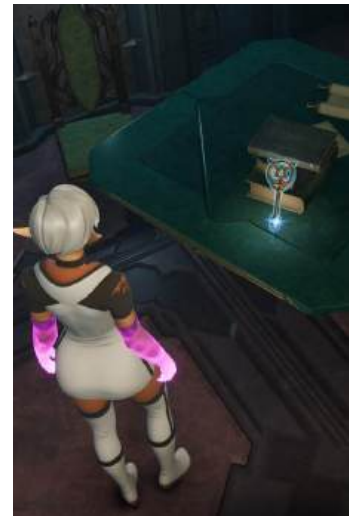


Now with our *green planet* added to our system, the next constellation we want is the snake. Enter the last teleporter and...

The solution from innermost to *green*:  
SSW, ESE, NNE, NNW, WSW



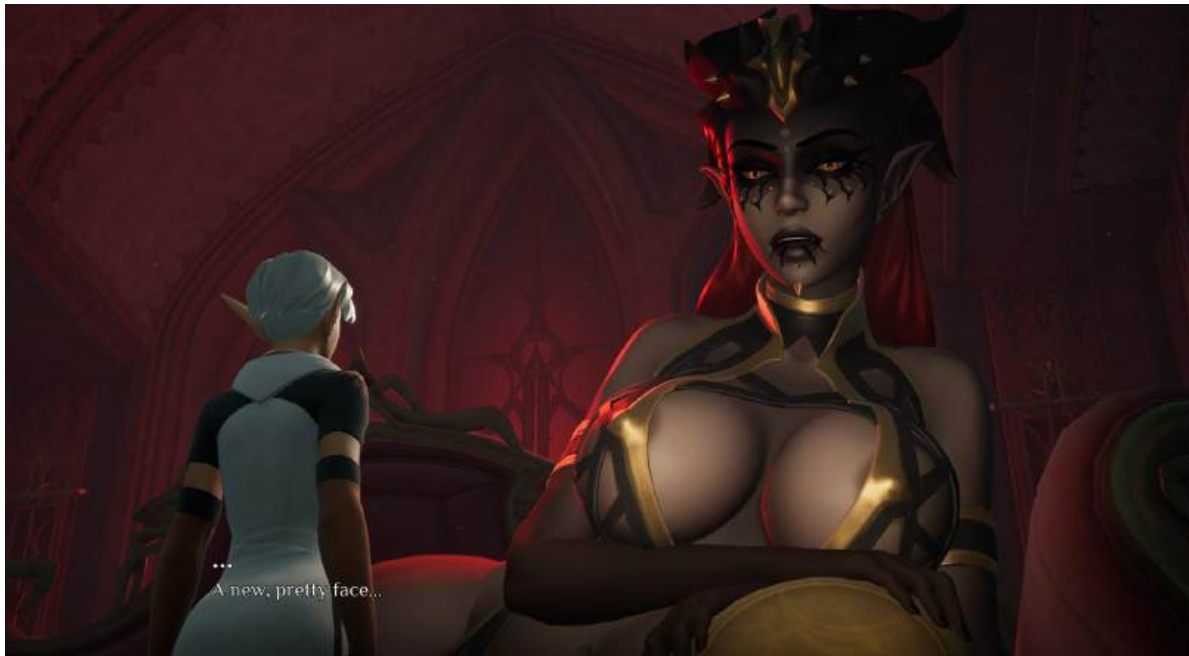
Grab the **Sexnomicon (7)** on the table to the left and the key on the table to the right.



Follow the corridor and back through the teleporter. You'll be in the room with the summon platform again. Open the last door, ignore the blue door in front of you, and head down the steps.



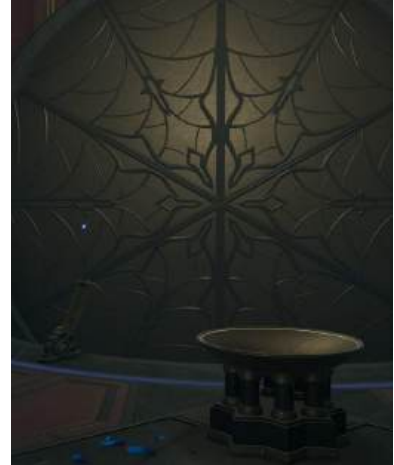
Grab the **Sexnomicon (8)** on the table and proceed through the tall door.



Speak to the amazing chest ahead.



*After speaking to Amelattu, turn left and grab this half-sphere in the corner. Go past the fog door and into the room with the big circle and brazier.*



*Drop the half-sphere on the ground and open the boxes on the right for a crystal. Place the crystal in the brazier.*



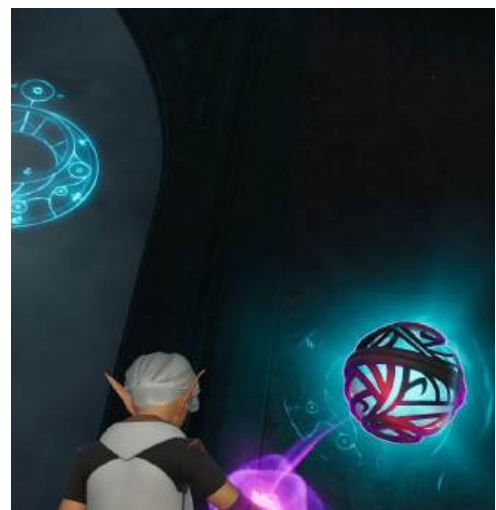
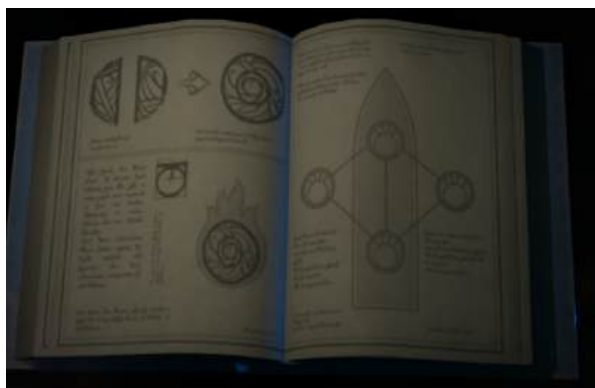
*After the gear maze appears, place the half-sphere on one side of the wall. The other half-sphere is on the left side of the room near a book that tells you about making a sphere and the fog doors.*



Your goal is to join both halves in the center of the maze one at a time. Use **Telekinesis** to rotate the maze so the half-sphere you're doing can go left or right. Each half-sphere gets two levers.



Once they are merged, **Telekinesis** the sphere to touch the flame. Now look at the book to the left. Those four points are where you must hold the sphere to the nearest fog door. Once the pattern forms you can do the next one.



*This reveals one of the acolytes but they are unresponsive. The idea for the other fog door is the same, but the pattern is different. Relight the sphere and go to the other side. I couldn't find a clue for it and just rubbed the ball all over the wall and got the pattern.*



*Speak to Amelattu and follow her instructions to complete the ritual with a few scenes. You will have a warning to skip some if you choose.*

*Return to the door we skipped earlier (between Amelattu and the summon room) until you get to the room with a bunch of pillars.*





Your first objective is to find the four “batteries” pictured here on the chalkboard and place each one in one of the empty pillars in the center of the room.



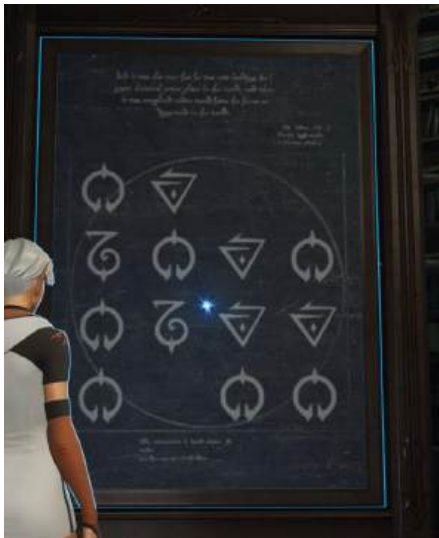
The first is to the immediate right of the chalkboard.

The second and third are by the wall opposite the entrance.



The last one is in a box by the statue in the next room.

*Pull the lever on the right to lower the pillars into the ground. This will turn the floor into pressure plates that light up sigils on nearby plates when weighed down with overlapping tiles making different sigils.*



*If you interact with the chalkboard it will flip over and reveal the pattern that you have to create with the sigils.*

*You'll notice that you can't produce enough sigils with Evi's weight alone. So, you'll need some help.*

*These braziers around the walls will help us out. There's six in total but you'll only need five of them.*



*Here's the solution of where to place each brazier*



*Now return to the two levers to pull the left lever first. After the floor glows, pull the right lever to raise the now charged batteries.*

*Now place each battery in the holes at the base of the statue in the next room.*



Now you need to get the arrows of each hole to point toward the statue. The trick is that interacting with one affects other ones.



The solution is pretty simple. Interact with 2, 1, and then 4.



The statue will then shoot out a beam of light and the next part is simple but a bit irritating.

*You need to direct the beam of light onto the white gem on the structure ahead of you, but the hard part is that it moves while you do it. If you fail to keep it on the gem until it's done then it will reset that gem. You have to repeat this for each gem.*



*After you're done, cross the bridge and...*



You've reached the end of the  
current version.  
Thanks for playing!

Continue

However, there is a new **Sexnomicon (9)** for the futu-bus in the next room.

Now you can take the teleporter back to the summon room...

And remember **#JusticeForSebastian!**

