

Accea v0.2 Scene's Walkthrough/Guide

Hi, this walkthrough/guide is here to help you all to find all the fun lewd scenes as well as give tips about the elemental combat in Accea v0.2 release. We still encourage y'all to choose your own path to follow.

❖ Elemental Combat, (Strengths and Weaknesses)

This table displays the elemental combat mechanic to help ya defeat enemies (or lose to them ;P). To read it, you start with the column on the very far left as the attacker. And then, find the element of the defender on the very top. For example, Rave is both a Water and Fight element, while Krosch is a Spectre and Fire element. Using the chart to decipher what will happen, Rave's water skills will be very effective against Krosch because of Krosch's fire element. But using Rave's fight skills will not have any effect on Krosch because of his specter element.

(link to the sheet incase image not readable on certain devices):

<https://1drv.ms/x/c/6ea420619f745fbb/EeNdGpzDjntAh2puKGHPMTQBtdzcNxww7WcXfFDg9BnYGw?e=4du4Ac>

Vs.	Nature	Fire	Water	Spectre	Fight	Steel	Ice	Earth	Wind	Electric	Light	Dark	Neutral	Venom
Nature	Not Effective	Not Effective	Effective	Normal	Normal	Not Effective	Not Effective	Effective	Not Effective	Normal	Effective	Normal	Normal	Not Effective
Fire	Effective	Not Effective	Not Effective	Normal	Normal	Effective	Effective	Not Effective	Not Effective	Normal	Normal	Normal	Normal	Normal
Water	Not Effective	Effective	Not Effective	Normal	Normal	Normal	Normal	Effective	Normal	Normal	Not Effective	Normal	Normal	Normal
Spectre	Normal	Normal	Normal	Effective	Effective	Not Effective	Normal	Normal	Normal	Normal	Normal	No Effect	No Effect	Effective
Fight	Normal	Normal	Normal	No Effect	Normal	Effective	Effective	Effective	Not Effective	Normal	Normal	Effective	Effective	Not Effective
Steel	Normal	Not Effective	Not Effective	Normal	Normal	Not Effective	Effective	Effective	Normal	Not Effective	Not Effective	Normal	Normal	Normal
Ice	Effective	Not Effective	Not Effective	Normal	Normal	Not Effective	Not Effective	Effective	Effective	Normal	Not Effective	Normal	Normal	Normal
Earth	Not Effective	Effective	Not Effective	Normal	Normal	Effective	Not Effective	Normal	No Effect	Effective	Effective	Normal	Normal	Effective
Wind	Effective	Normal	Normal	Normal	Effective	Not Effective	Normal	Not Effective	Normal	Not Effective	Normal	Normal	Normal	Not Effective
Electric	Not Effective	Normal	Effective	Normal	Normal	Normal	Normal	No Effect	Effective	Not Effective	Not Effective	Normal	Normal	Normal
Light	No Effect	Normal	Effective	Normal	Not Effective	Not Effective	Not Effective	Not Effective	Effective	Effective	Not Effective	Effective	Normal	Normal
Dark	Normal	Normal	Normal	Effective	Not Effective	Not Effective	Normal	Normal	Normal	Normal	Effective	Not Effective	Normal	Normal
Neutral	Normal	Normal	Normal	No Effect	Normal	Not Effective	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal
Venom	Effective	Normal	Normal	Normal	Not Effective	No Effect	Normal	Not Effective	Effective	Normal	Normal	Normal	Effective	Not Effective

- ★ **Effective** = 2x Damage
- ★ **Normal** = 1x Damage
- ★ **Not Effective** = ½x Damage
- ★ **No Effect** = 0x Damage

❖ **Rave Krosch Play 1**

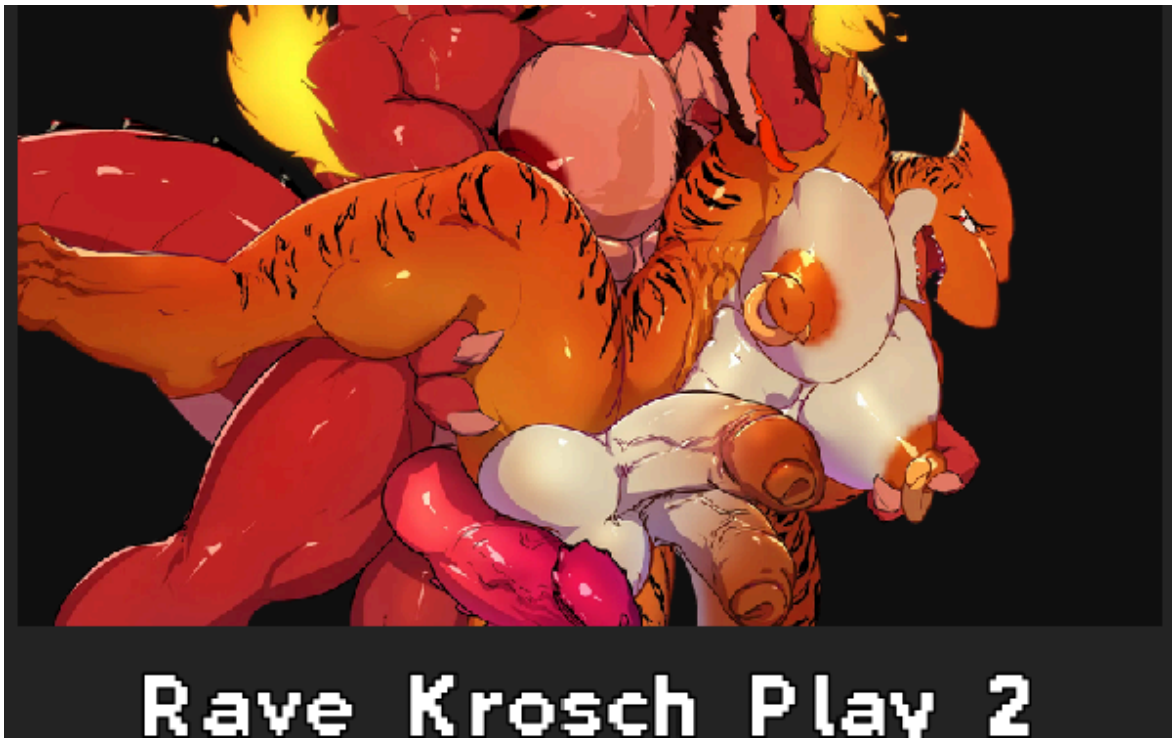


At the very beginning of the game, you spawn in the dead-end area where the only direction you can move to progress is up. After heading upwards, you will get thrown into a combat tutorial with Krosch. It doesn't really matter if you win or lose this one but winning it does give you xp. After that battle, you will get tossed onto the ground where you will have to make a choice:

- ***Win the Spare***
- ***Lose the Spare***

If you want the **Rave Krosch Play 1**, you will want to select the ***Win the Spare*** option (warning, you won't be able to get the **Rave Krosch Play 2** unless you play a new game).

❖ **Rave Krosch Play 2**



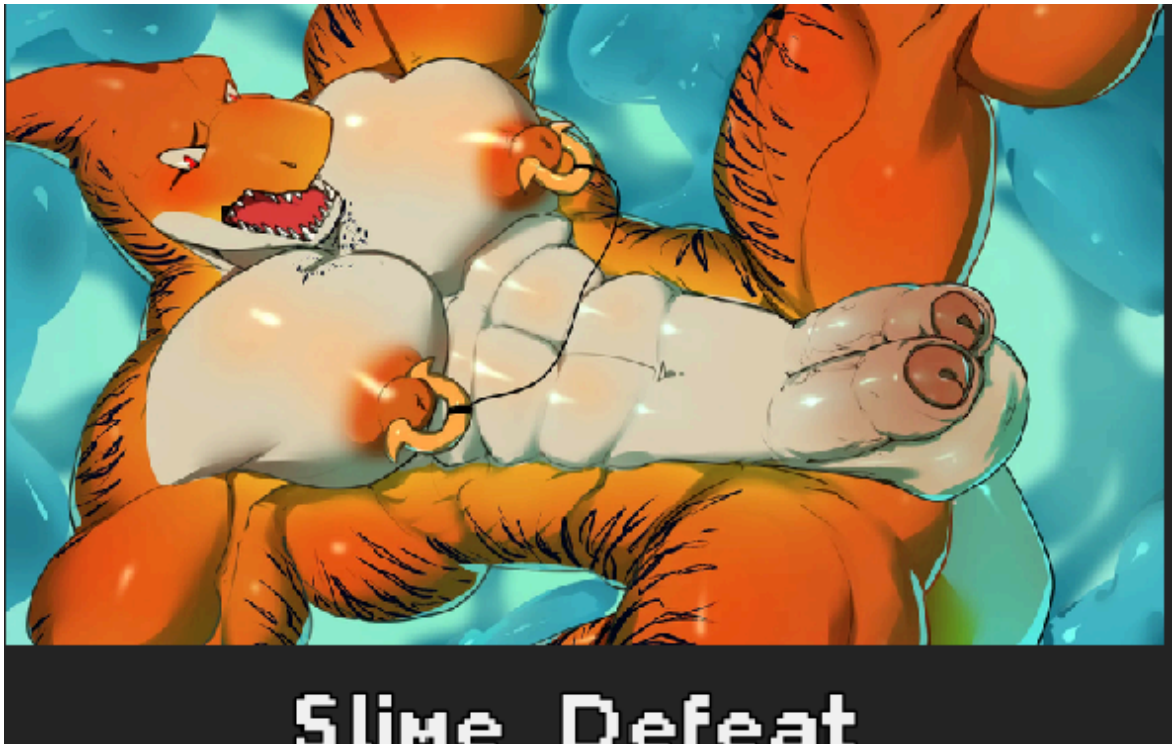
After the tutorial battle at the beginning, you will be tossed onto the ground and you'll have to make a choice:

→ ***Win the Spare***

→ ***Lose the Spare***

If you want the **Rave Krosch Play 2**, you will want to select the ***Lose the Spare*** option (warning, you won't be able to get the **Rave Krosch Play 1** unless you play a new game).

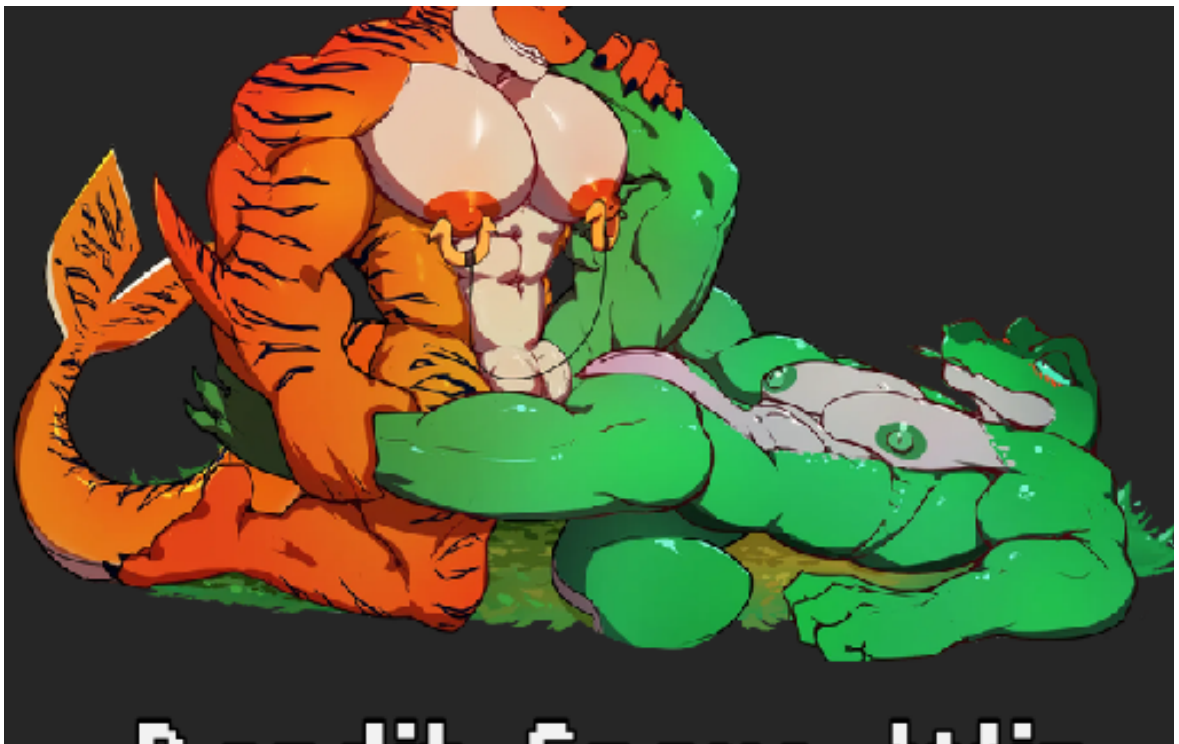
❖ Slime Defeat



For Slime Defeat, how to get it is you have to purposely lose to a slime. It is best to try to get this scene at the beginning of the game when you are weak. To find a slime you will have to do some exploring and walk into a lot of grass/bushes. When you walk through the tall grass, it'll glimmer and interact with your character. This will increase your chance of having a random encounter with a monster or enemy. Keep doing this till you come across a slime. You can also go to the areas where there are dark canines walking about to represent monsters and you let them touch you. Touching the grass will trigger a fight scene between you and a random monster where it's hopefully a slime. Once you find a slime, you will have to do everything in your power to not kill it and let it beat you. A good way to do this is to just wait through the night cycle without going to rest before finding the slime. You will become exhausted and doing so will drop your HP, MP, stamina, and armor to 1. If you don't want to wait, then once in combat with the

slime which is a water element enemy. Use Rave's skip ability whenever it's his turn and Krosch's basic attack to do the minimal amount of damage since Krosch doesn't have a skip ability. Keep doing this and hope that the slime beats both of your playable characters before Krosch kills the slime. Once the slime has defeated you, the cutscene will start to play.

❖ **Bandit Snake Win**



After you explore the world a bit and solve a few puzzles, you will find yourself in a new area where you will find the second campsite. To get to the second campsite, you will want to go left from the 1st campsite you come across, then left, left, solve the puzzle, then up-left corner. I suggest you make a second save beforehand from the first campsite before entering this area. That way you can get the **Bandits Defeat** scene as well afterwards. When entering the area and before you are able to reach the campsite

though, two bandits will appear from the left and will try to defeat and rob you. When you go into combat mode with the snake which is a fighting-type. Defeating the green serpent will unlock the **Bandit Snake Win** scene.

❖ **Bandit Yeen Win**



Same thing with the snake bandit fight/scene but this time against the Hyena Bandit. This Bandit is also a fighter type and a little bit weaker than the Snake Bandit. Use the same tactics you used to defeat the snake to defeat this yeen. After defeating him, the **Bandit Yeen Win** scene will play shortly after the victory. (Defeating both the snake and hyena bandits will make the **Bandits Defeat** scene unavailable. So make a second save before fighting both of them so you can also get the defeat scene as well.)

❖ Bandits Defeat



****Warning, the script for this scene is not finished and not yet available.***

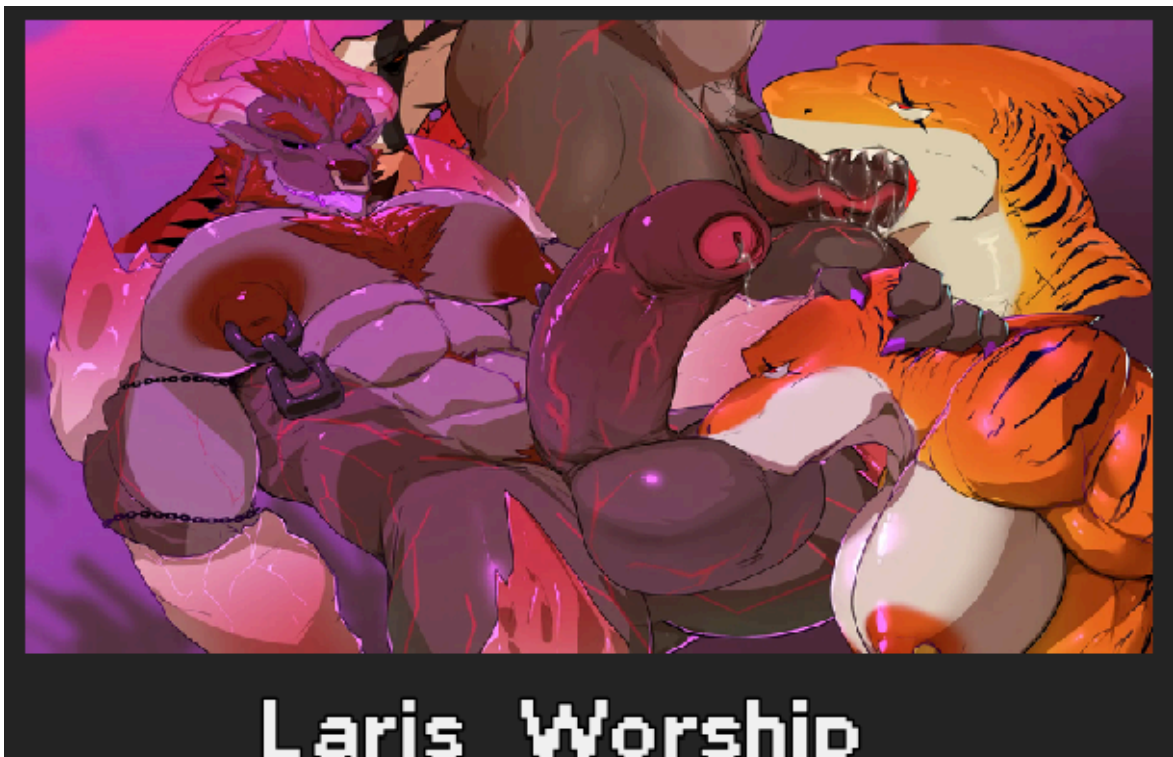
Only the artwork of what will happen is completed and all the text you get is

"script still unavailable"

This is a scene that requires you to lose on purpose to either the snake and/or the yeen bandit when discovering the second campsite. The best possible way to do this is to use the same tactics you use to lose to the slime but this time against both fighter-type bandits. Waiting through the night cycle without going to rest before finding the bandits. You will become exhausted and doing so will drop your HP, MP, stamina, and armor to 1. If you are going to lose to them and not through the night way, then you might want to invest in a flirting skill first for Rave. Using a flirting skill will instantly destroy your super armor, allowing the bandits to start doing damage directly to you right away. Then use the skip action and only allow Krosch to use

simple attack action to reduce the amount of damage he does against the bandits. It's ok if you accidentally defeat the snake beforehand cause the scene can still trigger if the yeen bandit defeats you afterward. If you lose to the snake bandit first, then you will not get the **Bandit Snake Win** scene afterward. And the same thing with the **Bandit Yeen Win** scene if losing to the yeen bandit or the snake bandit. If you want those two as well then make a second save at the first campsite so that you can go back and defeat them to get those two sex scenes.

❖ Laris Worship



This scene will automatically happen as you progress through the story. To find it, you have to head upwards from the second campsite. From there Krosch will leave ya and, you will then have to go into the tree and follow where Krosch went. A Gothanmur will appear to guard the entrance. He is level 9, so if you are going to fight him, make a

save at the previous campsite first before entering the tree and maybe use a skill with a burning effect. Otherwise, you can outrun him and go around him into the entrance. From there you can get supplies and find the third campsite. Make a save there and rest before entering the shrine up ahead. You can also use the large quantity of tall grass in the area to farm xp and level up. Once inside the shrine, and you meet up with Krosch again, the **Laris Worship** scene will start.

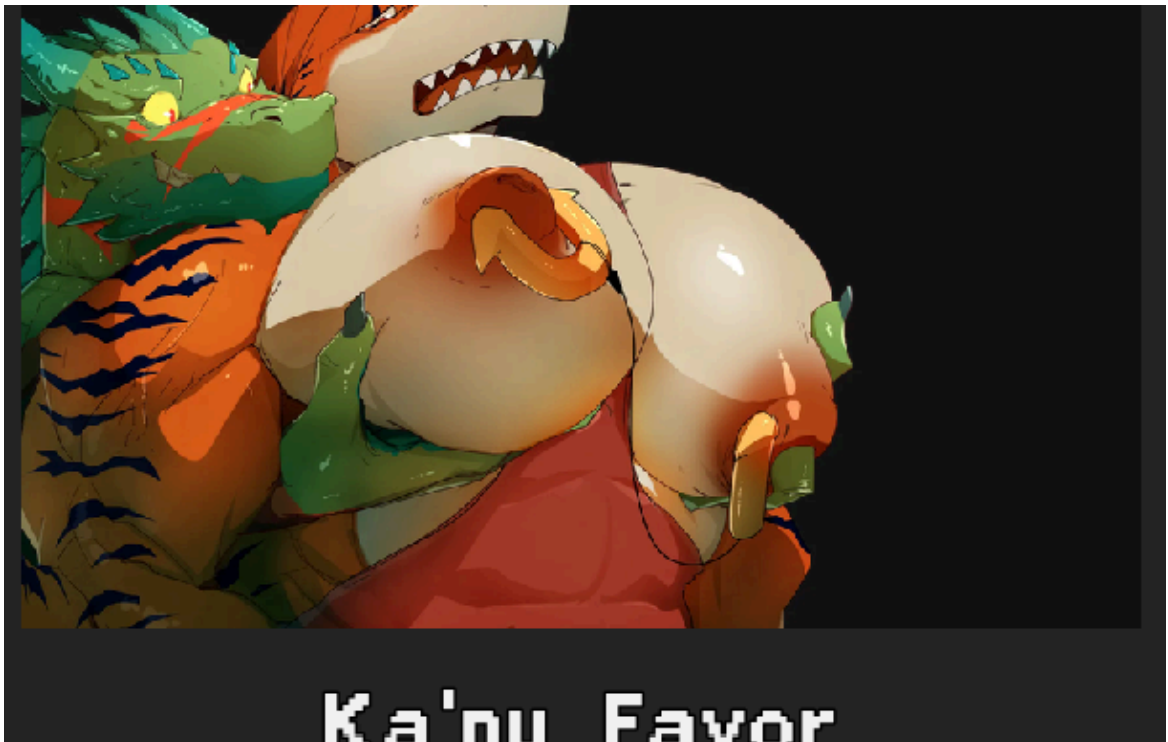
❖ Laris Minions Defeat 1



After the **Laris Worship** scene, you will immediately go into combat against his minions. Whereas if you want to get the defeat sex scene, you will have to lose on purpose. The best way to do this is to wait through the night and become exhausted. If ya don't want to wait, use a flirt skill to destroy your super armor, and keep skipping as

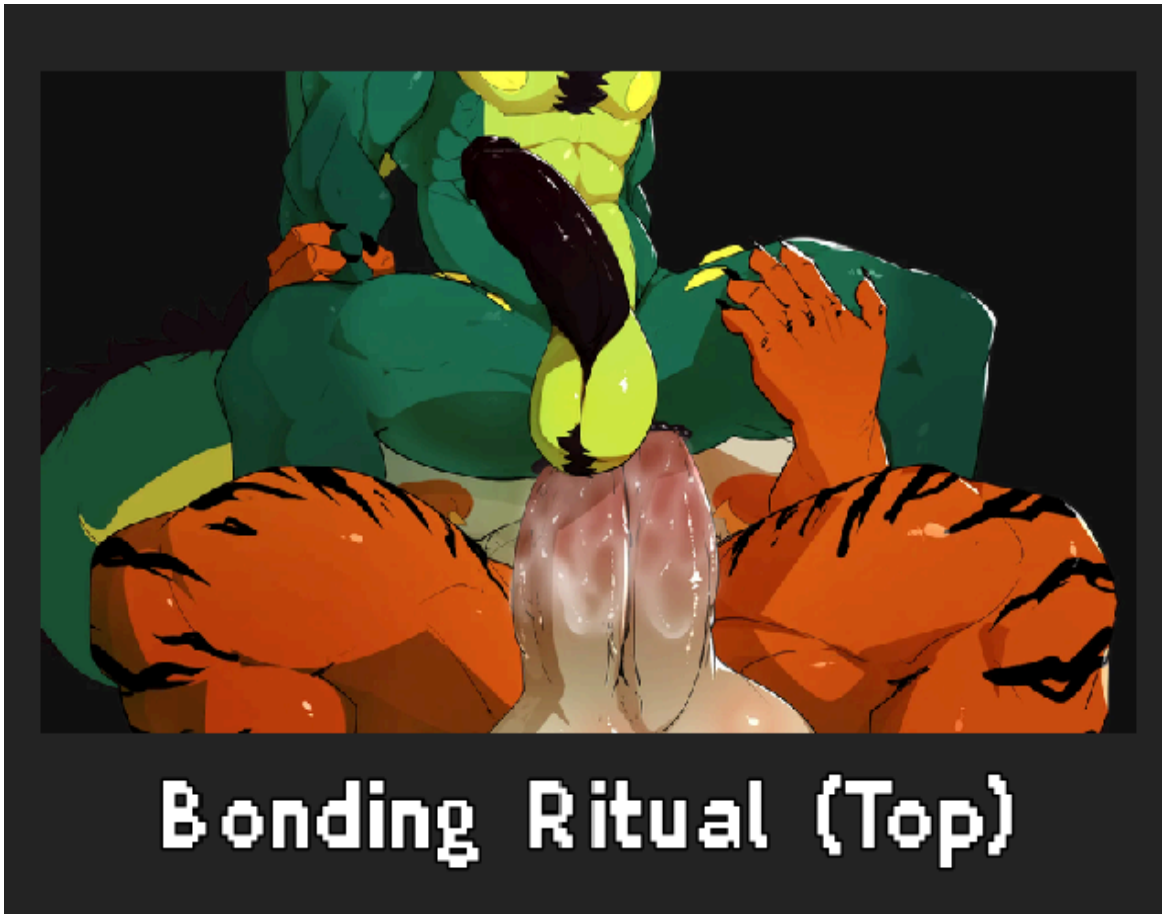
Rave. Also, use your specter skills against the naga since he's a dark element and takes no damage from those attacks. After they defeat you, the **Laris Minions Defeat 1** sex scene will start to play.

❖ **Ka'nu Favor**



After you beat Laris's minions, you will find yourself outside of the big tree again that you have entered previously. You can now go down and rest/save at the campsite where you have fought those bandits previously. If you keep going south, you will get intercepted by a hunter named Ka'nu. Where the hunter will have an odd favor for you, and the **Ka'nu Favor** scene will start to play.

❖ Bonding Ritual (Top)



After doing the intimate favor for Ka'nu, you will want to continue the main story and head to your village. The village's location is where if you start from the campsite, you go left into that area where you can only go left, right, or up. There is also a bridge that hangs above high in this area. You will want to travel north in this region. Once you are in the new region, head to the uppermost top-right area of this region. You will enter a new region that you would not have been able to enter before till after meeting Laris and his henchmen. When in the new area, keep heading east till you find the village. Once you are in the village you can explore it but to be able to continue the story. Head

to the first building you come across when entering the village and enter the building. Once in the building, you will find the elder, and later when speaking to the elder. You will meet your soon-to-be new travel buddy, Bakkeri or B' for short. After meeting and interacting with Bakkeri when leaving the building, he will head to a battling area near the north of the village where he will challenge you there to a duel. It does not matter if you win or lose the fight, but beating B' will give ya quite some xp. After you beat B' or lose to him, Bakkeri will invite ya to his room in the inn/bar for a bonding ritual. If you want to get the **Bonding Ritual (Bottom)** scene as well, you will want to make a save at the campsite in the village before meeting up with Bakkeri. Once you go to his room, dialogue between you and him will commence where he will eventually ask ya if you want:

→ **Top**

→ **Bottom**

Selecting **Top** will give ya the **Bonding Ritual (Top)** scene for ya to enjoy.

❖ **Bonding Ritual (Bottom)**



After battling Bakkeri in the mini-fighting area in the village, you will want to create a save. So you could also enjoy the **Bonding Ritual (Top)** scene before heading to B's room in the inn. You will chat with Bakkeri and will have to make a choice:

→ **Top**

→ **Bottom**

If you want the **Bonding Ritual (Bottom)**, you will want to select the **Bottom** option to watch the shark bottom for the dragon.

❖ Carnivore Plant Trap



Carnivore Plant Trap

After your fun little bonding ritual with Bakkeri, you'll be free to roam around the map of Accea and have fun with the game. There is also a new path that's open for you to explore that wasn't before because of a sexy red lizard stopping ya. Now that the lizard is gone, you can explore the far east region where you will find new terrain. If you accidentally step on giant leafy vine-like objects scattered across the new area. The shark will find himself wrapped in vines. Where you have to escape before the bar that appears above your character depletes. The off chance that you don't escape in time. The shark will get consumed by a giant carnivore plant, and the sex scene for the **Carnivore Plant Trap** will start.

