

— ♦ Ending Guide ♦ —

The Low-Spoiler Version (for the best ends)

If Cirrus suggests/requests you do something, it would be wise to do it. Cirrus is what he is, and he's happiest when people accept and like what he is.

Keir will complain about how much the MC talks, but ignore the complaining. He loves it. Don't be afraid to ask questions or call him out; silence doesn't help anyone.

Francesco wants to like and trust the MC from the start, and he wants the MC to trust him in return. Tease him all you like, but don't treat him like a danger.

Oleander isn't here for a fan, he wants someone he can have a fun time with. Feel free to banter with and rib him, just make it clear you're having a good time with him.



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The Full-Spoiler Version

◆ Cirrus' Route ◆

◆ Chapter One

◆ Ending One & Two

Make whatever choices you like until Cirrus offers the stranger a knife.

Interfere

Confront Cirrus after the other person leaves

◆ Walk away

Do not let the choice time out. You are now locked into a bad end. The next choice after walking away decides which bad ending you'll get, so you can save and reload after walking away to get both endings.

◆ Ending Three, Four, & Five

All these endings rely on Cirrus' affection level and so there are multiple combinations that will get you to them. Ending three requires scoring two or fewer points, ending four requires scoring between three to five points, and ending five requires scoring all six points. You can continue into chapter two from either ending four or ending five.

There are multiple ways to get at least five points, but this is a path the player can take to get a full six.

◆ *"I like the way he calls me his star."*

"I don't trust him in the slightest."

◆ **"Yeah."**

"Not really."

◆ **"I think I'd like to."**

◆ **"I'd prefer not to."**

"Vulnerable"

◆ **"Protected"**

"Annoyed"

✦ **"Pleasure"**

"I feel guilty for thinking about Cirrus in a sinful way." / "I don't understand why he was so insistent."

*"I don't want it to happen again." / ✦ **"It was kind of nice."***

✦ **"I loved it."** / *"I hated every second of it."*

The above choice doesn't add points, but does determine which answers give points in the final choice.

"Don't"

✦ **"Obey"**

✦ **"Do it yourself"**

✦ **"Have Cirrus do it"**

There are possible alternate paths where the player initially turns down the offer to pray together, where the player chooses "I don't want it to happen again" and then "Have Cirrus do it", but this is the most straightforward way to reach Cirrus' best ending.

✦ **Chapter Two**

✦ **Ending Twenty-One**

Make whatever choices you like until Cirrus invites the player to the sermon. Then make these choices.

Skip the sermon

✦ **Participate in the sermon**

✦ **"Fuck you."**

"No."

"Alright."

You are now locked into this ending.

✦ Ending Twenty-Two

This ending requires you to have chosen to be friendly to Francesco. In Chapter One, you must choose:

✦ Thank the person

Retract my hand

This unlocks a new choice in Chapter Two. Do not let the timer run out.

✦ “I want to leave.”

“I want to stay.”

✦ Ending Twenty-Three

When Cirrus invites the player to move in with him, reject him repeatedly. It looks like an infinite loop, but it is not.

✦ “No way.”

“Fine.”

✦ Ending Twenty-Four

This ending has several conditions to meet, and not all choices presented here are in chronological order, so read the whole description first. First, the player must have four or more “brat points”. These are the choices that give brat points in Chapter Two:

✦ Let loose

Be quiet

“Fuck you.”

✦ “No.”

“Alright.”

✦ “I hope you sleep on the floor.”

“Maybe I did.”

“No.”

“He’s just an acquaintance.”

✦ “Oh yeah, he’s cute.”

✦ “Egg him on.”

“Hold back.”

During the segment where the player is allowed to explore a bit, you must visit the potion shop again to make the correct options to appear during this menu.

Trust him

✦ **Bring up Nexus’ friend**

Don’t trust him

✦ **Say it**

Don’t say it

With these choices made and at least four brat points you should be locked into this ending.

✦ **Ending Twenty-Five**

This is the ending you’ll get by avoiding all the previous bad endings. While there is no affection threshold needed to officially complete the ending, a CG is unlocked if the player’s affection points are at or above seven by the end of Chapter Two. These are the choices that raise the affection score during Chapter Two.

Skip the sermon

✦ **Participate in the sermon**

✦ “I hope you sleep on the floor.”

✦ “Maybe I did.”

“No.”

✦ **Trust him**

Bring up Nexus’ friend

Don’t trust him

It is also possible to lower your affection score by one by calling Cirrus a stranger when defining your relationship to him.

◆ Keir's Route ◆

◆ Chapter One

◆ Ending Six

Choose whatever you like until you have to decide if Keir has a good reason for stealing people.

There must be a good reason.

◆ ***There is no good reason.***

Once the heist begins the player will be given an option only available if they chose the above.

Get to work

◆ **Or...**

Choose to leave and get a bad end for your trouble.

◆ Ending Seven

This ending comes when the player is arrested during the heist. There are multiple ways to get this ending, this is one way to reach it.

Choose whatever you like until the heist begins. Take these choices when talking to the Friendly Stranger and Guard.

Accept

◆ **Decline**

Answer

◆ **Avoid**

◆ **"No."**

"Most people here are."

"Well, I seem to have found some."

◆ **"I'm just looking for some quiet."**

"Seeing everything the marketplace has to offer."

◆ **"Minding my own business."**

✦ Ending Eight

You can get this ending by making a mistake anywhere in the chase scene. There are multiple ways to get to the chase scene, this is only one way. Do whatever you like until the heist begins. Whenever you're given the choice to hold your arms, *choose to only hold one arm*. Take these options with the Friendly Stranger and Guard.

Accept

✦ Decline

✦ Answer

Avoid

"No."

✦ "Most people here are."

✦ "I came with a friend."

"I came alone."

"Well, I seem to have found some."

✦ "I'm just looking for some quiet."

"Seeing everything the marketplace has to offer."

✦ "Minding my own business."

✦ Accept

Refuse

On the first timed choice, choose to turn instead of running straight or letting the timer run out. There's your bad end.

♦ Ending Nine & Ten

These endings are determined by Keir's affection points. Having two or fewer points will get you ending nine, while three or more gets you ending ten. There is additional dialogue in ending ten if you get all six points. These are the six choices that give affection points and the correct answers are bolded.

"Yes."

♦ "No."

Let it go

♦ **Let him have it**

(If you go to Cirrus before going onto Keir's route the correct answers are **Answer** and **"No."** instead)

♦ **Compliment his home?**

Stay quiet

Keep listening

♦ **Interrupt**

Leave him be

♦ **Join in**

Focus

♦ **Wish him well**

Then make it through the heist to reach endings nine and ten. The fastest way through the heist is to take these choices when talking to the Friendly Stranger.

♦ **Accept**

Decline

♦ **Answer**

Avoid

"No."

♦ **"Most people here are."**

♦ Chapter Two

♦ Ending Twenty-Six

During the first phase of the heist sequence, choose to attack the guard.

Wait for the guard to pass

Throw a [object] to distract the guard

♦ Attack the guard

♦ Ending Twenty-Seven

There are several ways to get to this ending, this is one way. First, the player must gain three or four “noise points”. These are the choices that gain noise points:

Follow Lave close +2

Stand at the mouth of the alcove +1

Stay put +0

Open the silk crate +2

Open the spice crate +1

Open the work trousers crate +0

Wait for the guard to pass ($\frac{1}{3}$ odds of giving +3, $\frac{2}{3}$ odds of giving +0)

Throw a [object] to distract the guard +1

Attack the guard (instant bad end)

Lose control +1 (also applies if the timer runs out)

Stay calm +0

Then, take these options.

Climb quietly

♦ Climb quickly

(or allow the timer to run out)

♦ Kick out

Continue climbing

♦ Ending Twenty-Eight

This is one way to reach the ending. Start by collecting three or four noise points (refer to Ending #27). Follow it with these choices.

♦ Climb quietly

Climb quickly

♦ Freeze

Hit the guard's mask

Hit the guard's arm

♦ Ending Twenty-Nine

This ending is acquired by gaining seven or eight noise points. Refer to Ending #27 for all possible noise points. Please note you will need to randomly be caught by the guard while hiding for this to be possible. Saving and reloading on that choice can ensure you get it.

♦ Ending Thirty

For this ending to be possible you will need to have five or six noise points. Refer to Ending #27 for all possible noise points. After gaining the noise points, these are the choices.

♦ Follow Griff

Turn back

♦ Pull the crate

Leave it

(OR)

♦ Go left

Go right

Fight

♦ Run

Freeze

♦ Stay back

♦ Attack the guard

Grab the bolt

(or allow the timer to run out)

✦ Ending Thirty-One

This ending is reached automatically by not hitting any bad ends. While the ending is considered “achieved” regardless of Keir’s affection level, there is additional content and a possible CG unlock when Keir’s affection total is ten or higher. These are the moments that allow affection points in Chapter Two.

Go take a nap

✦ **Sit with Keir**

Thank him

✦ **Tease him**

“So I’m going in, too?”

“Are you sure?”

✦ **“Fine.” / “If you insist.” / “Finally!”**

“So I’m staying home this time.”

✦ **Ask him to show his skills**

Let it go

“I can go somewhere else for a bit.”

✦ **“You make it sound like I’m an infestation.”**

✦ **“You should’ve told me.”**

“I didn’t know.”



◆ Francesco's Route ◆

◆ Chapter One

◆ Ending Eleven & Twelve

Make whatever choice you like until Francesco confronts the crow-masked bouncer.

Bring up the club's reputation

◆ **Insult him**

Do not let the choice time out. You are now locked into a bad end. Play through the torture scene, and when you're given the options *Run* and *Stay*, each leads to a different bad ending.

◆ Ending Thirteen

Make whatever choices you like until Francesco's purse is stolen.

Search in the dark corner

◆ **Search the bathrooms**

◆ **Search the club entrance**

Search in front of the sound stage

Search at the bar

◆ **Search the back of the dancefloor**

Choose the bolded options first, then whichever you like. This will lock you into the ending.

◆ Ending Fourteen & Fifteen

These endings are determined by Francesco's affection points. Getting three or fewer points will give the player the neutral ending and getting four or greater will give the player the good ending. These are the choices that give points, with the correct answer bolded.

Don't trust him

◆ **Trust him**

◆ **"I left a long time ago."**

"Not yet."

✦ **Tease him**

✦ **Flirt**

Keep pushing

Let him be

Ask about them

The next choice is unique in what kind of points it gives, and so they are marked below.

✦ **"Bullshit."** (0)

✦ **Apologize** (+2)

Stand your ground (-1)

Let it go (+1)

There are additional choices that affect flavour text, but these are the choices that affect the endings.

To finish the game, you will have to go through a scene where Francesco's purse is stolen. While this scene does not affect affection points, it is very easy to get stuck at this scene. Take the bolded options in this menu to complete it.

✦ **Search in the dark corner**

Search the bathrooms

Search the club entrance

✦ **Search in front of the sound stage**

✦ **Search at the bar**

Search the back of the dancefloor

✦ **Search the very center of the crowd**

The final choice only becomes available after the first three bolded options have been taken.

◆ Oleander's Route ◆

◆ Chapter One

◆ Ending Sixteen

Make whatever choices you like until you reach the wine shop. When offered the choice to sample the wine, accept.

"No."

◆ "Yes."

◆ Ending Seventeen

Make whatever choices you like until Adonis offers you a drink.

◆ Take it

Decline

◆ Ending Eighteen

This ending is reached by drinking more alcohol than you should during the party scene. The easiest way to reach this ending is shown below, but there are multiple ways to reach it.

"I can hold my own."

"I have some tolerance."

◆ "I don't drink much."

◆ Get a drink

Stick with food

With these choices selected you are now locked into ending eighteen.



♦ Ending Nineteen & Twenty

These endings are determined by Oleander's affection points. Getting five or greater will bring you to the good ending, while four or lower will bring you to the neutral ending. These are the choices that will earn you points, with the correct answers bolded.

Keep quiet

♦ **Speak**

"Hire me."

♦ **"What happened to the last one?"**

"No."

"Well, you're a little charming."

♦ **"Your money's good, too."**

Show him

♦ **Show off**

"Yes, sir."

♦ **"What are you going to do to keep me?"**

♦ **"I like this."**

"It's what I need to do."



✦ Chapter Two

✦ Ending Thirty-Two

When invited to speak with Oleander in the bathhouse, accept his invitation. In the conversation tree that follows, choose these options.

✦ "Why did you kill Lord Valentine?"

✦ "I don't want to talk about this anymore."

"Yeah."

✦ "No."

✦ Ending Thirty-Three

This ending is triggered when Vesper does not have the password to enter the Disorderly Conduct's event. In order to achieve this ending, certain choices must not be taken, as each one can give Vesper the password.

"So, I just got a job of my own."

✦ **Don't ask**

Ask

Visit an information broker

✦ Ending Thirty-Four

This ending is triggered during the drug hallucination scene. At the start of the chapter Vesper has 10 "tolerance points". **Reaching or going below 0 points locks in the ending.** This list shows all the choices that affect Vesper's tolerance. Avoid taking choices that increase the points.

Visit Adonis (+2)

Rest at the Leaping Bear (+2)

Relax

✦ **Demand to know the contents (-1)**

✦ **Shake it off (-2)**

Hold on

✦ **Ignore it (-3)**

Look

✦ **Cover your mouth (-2)**

Call for help

Wait

✦ **Remove the poison (-1)**

If you do not choose to visit the Leaping Bear during the chore segment, you lose an additional -3 points after these choices have played out.

✦ **Ending Thirty-Five**

When Oleander offers to meet Vesper at the bathhouse, decline the invitation. This locks you into this ending, although it will take a long time to happen.

✦ **Ignore him**

Hear him out

✦ **Ending Thirty-Six**

This ending is triggered when dealing with the guard toward the end of the chapter. In order to achieve this ending, you must not visit the wine shop. If you do, this choice becomes unavailable.

Return to the "wine" shop

Punch them

✦ **Charm them**

✦ Ending Thirty-Seven

This is the ending you'll get by avoiding all the previous bad endings. While there is no affection threshold needed to officially complete the ending, additional or altered dialogue occurs at high affection levels. These are the choices that raise the affection score during Chapter Two.

Ignore him

✦ **Hear him out**

✦ **Play along**

Sit out

"I'm fine."

✦ **"It's hard to contribute to this conversation."**

Serious

"It's going to be fun."

✦ **"I want to do things right."**

Excited

✦ **"It's going to be fun."**

"I want to do things right."

"You were watching me then?"

✦ **"I'm having more fun now."**

"I wish I had your confidence."

✦ **"Promise you'll come back for it."**



— ♦ Achievements ♦ —

♦ No, You Do It

During Cirrus' first chapter, choose to dislike the moment of prayer with him and then demand he be the one to do the flogging.

"I feel guilty for thinking about Cirrus in a sinful way." / "I don't understand why he was so insistent."

♦ *"I don't want it to happen again." / "It was kind of nice."*

"I loved it." / ♦ "I hated every second of it."

Do it yourself

♦ **Have Cirrus do it**

♦ Thank You

End Keir's first chapter with all six affection points. For reference, see Endings #9 & #10 for a guide on Keir's affection points.

♦ Thorough Shopper

See all possible items for sale at Sateen. What items are shown is completely random, so quick loading may be necessary.

♦ How Adorable

Tell Oleander that you are not very good at dancing.

"Quite good."

♦ *"I do the best I can."*



✦ **Party Animal**

This achievement requires seeing all five variations of a scene in the Mosaic club in Francesco's first chapter. There are two conditions that the scenes require: your affection level with Francesco and your "sub points". Refer to Endings #14 & #15 for the choices that give affection points. These are the choices that give you sub points.

✦ **Flirt**

Don't

✦ **Do something about it**

Leave it be

These are the conditions for each of the scene variations:

- ✦ 0 or fewer affection points and 0 sub points
- ✦ 4 or greater affection points and 0 sub points
- ✦ 1 or fewer affection points and 2 sub points
- ✦ 5 or greater affection points and 2 sub points
- ✦ If no other scenes are available, you get the fifth scene (easiest to get with just one sub point)

✦ **Masochist**

This achievement requires seeing all three variations of the second punishment scene in Cirrus' route. These variations are based on "brat points" acquired during Cirrus' second chapter. See Ending #24 for all the choices that offer brat points. The three variations are:

- ✦ No brat points
- ✦ 1-3 brat points
- ✦ 4+ brat points

The 4+ scene does not count towards your achievement unlock if you get a bad ending during the punishment; you will need to play through a large chunk of the punishment (passing the trigger for the bad end) before the scene counts as "seen" for the purpose of the achievement.

♦ **Escape Master**

This achievement requires seeing all four variations of the second heist scene in Keir's route. These variations are based on noise points acquired during Keir's second chapter. See Ending #27 for all the choices that offer noise points. The four variations are:

- ♦ No noise points
- ♦ 1-2 noise points
- ♦ 3-4 noise points
- ♦ 5-6 noise points

The variation that requires 5 or more noise points will not count to your achievement unlock if you get a bad ending from gaining too many noise points. You will need to play a chunk of the heist and pass the trigger for the bad end before the scene counts as "seen" for the purpose of this achievement.

♦ **Bet Winner**

This achievement requires several conditions. In order, the player must already have had a successful heist in Chapter One. The easiest way to ensure this is to follow the instructions for a short heist listed in Ending #9 & #10. After this, the player must take Griff up on the bet.

Drop it

♦ **Rise to the challenge**

To beat Griff in the bet and win the achievement, the player must collect four or more "loot points" during the heist. Loot can be collected in two moments.

Follow Lave close +3
Stand at the mouth of the alcove +2
Stay put +1

Open the silk crate +0
Open the spice crate +1
Open the work trousers crate +2

If the player chooses to throw a bottle to distract a guard, that is a -1 to loot.

✦ Cannonball

This achievement rewards a very specific series of choices. First, the player must have 5 or 6 noise points in the heist. During the heist, a specific choice must be made.

Freeze

✦ Hit the guard's mask

Hit the guard's arm

Reach the end of the heist, have ten affection points with Keir (see Endings #10 and #31 for affection points), do not decide what he did was unforgivable, and then choose to punch him.

