

WALKTHROUGH



- THINGS TO ALWAYS KEEP IN MIND:
- I AM A ONE PERSON TEAM
 - WHEN META - CHAN OR SYLVESSA TELLS YOU TO GO SOMEWHERE, GO THERE. DO NOT WANDER AROUND, BECAUSE YOU WILL FORGET WHAT YOU WERE SUPPOSED TO DO. I ALWAYS HATED QUESTLOGS WHEN I PLAY GAMES, AND I WANT TO AVOID THEM AT ALL COSTS. BUT IF I HAVE TO ADD THEM, SO BE IT.
 - ARROW KEYS OR MOUSE TO MOVE
 - "Q" HIDES TEXT
 - BLUE FLAMES ARE BROWNIE'S EVENTS. RED FLAMES ARE SYLVESSA'S
 - THE EROTICA ROUTES ARE COMPLETELY OPTIONAL. YOU CAN SAY YES TO ALL OF THEM, SOME OF THEM, OR TO NONE OF THEM.
 - THERE IS A MAP IN THE GAME FOLDER.

v0.1

SYLVESSA'S HOUSE WHEN YOU FIRST SWITCH TO HER POV.
ACTIVATE ALL THE FLAMES TO LEARN HER BACKSTORY, AND
TO ACTIVATE THE EVENT TO FIND THE KEY TO HER GUN.
THE KEY IS IN THE WASH BASKET. THE EVENT TO TRIGGER
THE KEY IS THE DOLL IN THE BOTTOM LEFT.

EASTERLEN - GO DOWN TO THE DOOR OF THE RUINED HOUSE
(ITS MADE OF IRON). ACTIVATE IT.

WHenever SYLVESSA SAYS "WHERE IS BROWNIE?" IN THE
FIRST TWO DAYS OF THE GAME, HE WILL ALWAYS BE AT
AUTUMN BOULEVARD. GO UP TO HIM AND ACTIVATE HIM.

THE BICYCLE STORE
IS NEXT TO THE CLOTHING STORE

v0.2

IN THE SEWER, AFTER MEETING SYLVESSA AND SOPHIE AS
BROWNIE, GO TO THE EXIT OF THE SEWER

v0.3

TO ACTIVATE THE GOBLIN ROUTE, INVITE AMADEUS INTO
SYLVESSA'S HOUSE

TO GET OF THE "BIMBO" ROUTE, TELL SYLVESSA TO CHECK
HER WARDING AGAIN

v0.6

FIRST EVENT: WHEN THE MARE APPROACHES BROWNIE, ACTIVATE SYLVESSA'S DOLL. ITS IN THE LOWER LEFT CORNER.

WHEN THE MARE IS CHASING SYLVESSA, GO TO THE LEFT WHERE YOU WILL GET TO MICHAEL'S HOUSE

WHEN THE MARE CHASES SYLVESSA IN MAIN STREET, RUN AROUND MAIN STREET UNTILL IT GOES AWAY. DO NOT GO INSIDE A BUILDING OR GO TO ANOTHER MAP.

WHEN THE HULDRA CHASES BROWNIE, GO TO THE RIGHT ON THE BRICKSTON MAP.

FOR HARRY PARTY:

IF YOU ARE STUCK, THERE ARE FOUR POSSIBLE PEOPLE YOU DID NOT TALK TO: OTIS, MR JOHNSON, HARRY OR SEBASTIAN

v0.7

IF YOU ARE ON "THE GOBLIN ROUTE" AND YOU WANT THAT ENDING, WHEN TALKING TO THE MERCHANT OF BIKES, TELL HIM TO GET HIS OWN DAMN FORM. I SUGGEST SAVING THE GAME WHEN SYLVESSA HEARS THE DOORBELL. THIS WAY, YOU CAN JUST PICK THE OTHER OPTION TO KEEP PLAYING THE GAME.

v0.8

AS ALWAYS BE MINDFUL ON WHAT SYLVESSA IS SAYING AND WHAT SHE WANTS TO DO, HOWEVER, WHEN YOU ARE BROWNIE IN THE END OF THE UPDATE. GO TO THE SHERIFF STATION, AND ACTIVATE THE STEEL GRATE NEXT TO THE CELL.

v0.9

PRETTY STRAIGHTFORWARD. IF YOU ARE STUCK, TALK TO PEOPLE. AND READ THE TEXTBOXES.

v1.0

PRETTY STRAIGHTFORWARD. IT IS VERY STRAIGHTFORWARD, HOWEVER:

WHEN IN THE MAUSOLEUM AND IF YOU ARE STUCK, GO UP TO THE NORTHERN WALL AND ACTIVATE THE PAINTINGS

LISTEN TO WHAT SYLVESSA SAYS, SHE WILL TELL YOU WHERE TO GO

DO NOT WANDER AROUND, YOU WILL BREAK THE GAME

THE CODE FOR CHLOTV CAN BE FOUND BY COMPLETING THE FOLLOWING STEPS. READ THROUGH ALL OF THEM BEFORE ATTEMPTING TO COMPLETE THEM:

IN v0.2, THERE IS A MAN IN THE UPPER LEFT CORNER OF THE MAP. YOU NEED TO TALK TO THIS MAN.

THEN, IN v0.4 WHEN MICHAEL HAS HIS MONOLOGUE, INTERRUPT HIM, AND ACTIVATE THE FLOWER BEHIND HIM

AFTER YOU DONE THIS, HEAD STRAIGHT FOR LUCILLE'S OFFICE AND TAKE THE CORD THAT IS IN THE DRAWER

WITH THE CORD IN YOUR RIGHT HAND, DROP IT.

STAND UP STRAIGHT SOLDIER

PRESS THE "F" KEY UNIRONICALLY

REPEAT THE ABOVE STEP

REPEAT IT

REALISE THE FOLLOWING: SEASON 8 IS NOT REAL, IT CANNOT HURT YOU

ACTIVATE THE MAN IN ARCOFFEE

SCENES THAT MAY BE HARD TO FIND:

SCENES THAT MAY BE HARD TO FIND:

1. WHENEVER YOU HAVE THE ABILITY TO FREE ROAM AS SYLVESSA. GO TO THE BAR LOCATED IN THE HOTEL. TALK TO THE MAN IN BLUE.
2. WHEN SYLVESSA GETS BACK FROM VISITING MR. JOHNSON, AFTER YOU PUT ON YOUR NORMAL OUTFIT, A FLAME TO YOUR LEFT SHOULD ACTIVATE.

ACTIVATION OF ROUTES:

IT IS PRETTY STRAIGHT FORWARD, HOWEVER:

TO TURN OFF THE HARRY ROUTE, SAY CHECK SYLVESSA'S WARDING AGAIN.

TO TURN ON THE GOBLIN ROUTE, YOU NEED TO INVITE AMADEUS INTO YOUR HOUSE.

LATER ON IN THE GAME, YOU WILL BE ABLE TO USE A DEBUGGER FOR ROUTES TO TURN THEM ON OR OFF ON A WHIM. WHEN THIS GAME IS COMPLETELY FINISHED, I WILL DELETE IT COMPLETELY. BUT FOR NOW, IT WILL STAY.

FINAL NOTE:

THERE IS NOTHING OF INTEREST ON THE OTHER SIDE OF THE BRIDGE IN THE RECALL ROOM. DON'T GO THERE, YOU WILL WASTE YOUR TIME