

# NEW ANTIOCH



## Walkthrough

New Antioch [R0.2]

Hey everyone,

Welcome to the official walkthrough for New Antioch. I'll try to update it for each release. Please keep in mind that the game is still in development, and everything below is subject to change.

In case it isn't obvious, be aware that there are **\*\*\* SPOILERS AHEAD \*\*\***

Thank you for playing the game! 😊

Cheers,

TheRedMyst

## Legend

**Blue** – effects are implemented

**Orange** – effects will be implemented in a future release

**Yellow** – has a prerequisite

**Pink** – leads to an adult scene

**Green** – increases NPC relationship / debate score, or positive change in fight

**Red** – decreases NPC relationship / debate score, or negative change in fight

**Grey** – no effect / flavour dialogue

[ \_ \_ \_ \_ ] next to a question applies to all of its choices

[ \_ \_ \_ \_ ] next to a single choice applies only to that choice

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## Episode 1

### “Water and Blood”

#### Ollie interrogation

- Ask about his employer [no effect]
- Ask about the girl [adds dialogue with Patrius later]
- Ask about his mission [no effect]

#### Ollie’s fate [will affect future scenes]

- Spare him
- Kill him

#### Magic and Manticores class [affects what class you talk about with Aquila later]

- Fighter
- Rogue
- Warlock
- Cleric

#### Bridge decision [will affect future scenes]

- Save Nightowl
- Save Rocco [adds a choice with Dante later]

#### Dog on rocky path [no effect]

- Pet the dog
- Move along

#### Dante teasing Rocco [only if you saved Rocco]

- Play along [Dante -1]
- Shut down [Dante +1]

#### Dante asking what happened at Mericae

- Explain what happened [Dante +1]
- Evade the question [Dante -1]

#### Lesson to be learned from ancestors [no effect]

- Resist greed
- Prioritize safety
- Gather information [correct choice]
- Swim better

Questions about Faustina [no effect]

- Question her motive
- Question her methods
- Question her source

Dante's card trick [no effect]

- Sleight of hand
- Marked the card
- Prepared stacks [correct choice]
- Hired help

Truth or drink [no effect]

- Truth
- Drink

Dante debate [will affect future scenes (to win the debate you need a score  $\geq 0$ )]

Round 1

- Feign frustration [debate +2]
- Identify with [debate -2]
- Be honest [debate +1]

Round 2

- Turn tables [debate +2]
- Suggest reflection [debate -2]
- Downplay concern [debate +1]

Round 3

- Cite record [debate -2]
- Assert authority [debate +1]
- Expand scope [debate +2]

Round 4

- Relieve pressure [debate +2]
- Repeat teachings [debate -2]
- Reverse psychology [debate +1]

How to treat a guest

- Offer her a drink [Aquila +1]
- Tell her to leave [no effect]

### Thoughts on Daiyu's backstory

- Be sympathetic [Aquila +1]
- Be cold [Aquila -2]

### A question on belonging

- Answer honestly [Aquila +1]
- Evade question [Aquila -1]

### Locking the washroom door

- Yes [no effect]
- No [Aquila peeks at you] [Aquila +1]

## Episode 2

### "The Mission over Mourning"

#### Confessing to Gaius

- Yes (lie) [Gaius -1]
- No (truth) [Gaius +1]

#### Scratching backs [will affect future scenes]

- Accept [Safiya +1]
- Decline [Safiya -1]

#### Physical contact

- Suggest it [Safiya has an interesting vision] [Safiya +1]
- Dismiss thought [no effect]

#### Talk with the guard

- Taunt him [During the Pit, [Public -1] and Titus will be armed] [Safiya +1]
- Inspire him [no effect]

#### The Pit

There are 3 unique fights you must win. You can win by reducing your opponent's health to zero, or by successfully grappling them (i.e., throwing them out of the ring). Each opponent has a unique fighting style.

Fights alternate between attack and defend actions. The order is chosen randomly, but their outcomes are **not** random (see below).

## Fight 1 – Santi the Slipper

Santi will deal very little damage to you, but he's untouchable until you raise his confidence to  $\geq 3$ . Once you do that, you'll wreck him. His confidence starts at 0 and cannot go negative.

### Attack 1

- Left hook [no effect if confidence  $< 3$ ] [damage 20 if confidence  $\geq 3$ ]
- Grapple [no effect if confidence  $< 3$ ] [win if confidence  $\geq 3$ ]
- Conserve energy [health +5]

### Attack 2

- Intentional miss [confidence +1]
- Verbal threat [confidence -1]
- Low kick [no effect if confidence  $< 3$ ] [damage 10 if confidence  $\geq 3$ ]

### Attack 3

- Left straight [no effect if confidence  $< 3$ ] [damage 10 if confidence  $\geq 3$ ]
- Give praise [confidence +1]
- Take a breather [health +5]

### Defend 1

- Take hit [confidence +1] [health -5]
- Block [no effect]
- Grab wrist [no effect if confidence  $< 3$ ] [win if confidence  $\geq 3$ ]

### Defend 2

- Catch calf [no effect if confidence  $< 3$ ] [win if confidence  $\geq 3$ ]
- Let it land [confidence +1] [health -5]
- Deflect [no effect]

### Defend 3

- Stand unmoving [confidence -1]
- Kick body [no effect if confidence  $< 3$ ] [damage 20 if confidence  $\geq 3$ ]
- Exaggerate force [confidence +1]

## Fight 2 – Beer-Belly Barnabus

Barnabus is an absolute unit. He hits very hard, and can take a lot of hits. But at the start of every round, he will take [damage 5] due to his internal bleeding.

### Attack 1

- Strike liver [damage 5]
- Grapple [health -20]
- Right hook [no effect]

### Attack 2

- Low kick [no effect]
- Keep distance [health +5]
- High kick [damage 10]

### Attack 3

- Strike stomach [no effect]
- Verbal insult [no effect]
- Quick jab [damage 5]

### Defend 1

- Attempt block [health -10]
- Step sideways [no effect]
- Duck down [health -20]

### Defend 2

- Cover head [health -10]
- Bob and counter [damage 5]
- Lean backwards [no effect]

### Defend 3

- Knee groin [damage 5]
- Try to struggle free [lose]
- Headbutt [damage 5] [health -5]



## Fight 3 – Titus

Titus is a more experienced fist-fighter than you, and he fights dirty. Use his own tactic (counter-attacking) against him, and don't fall for his taunts. You can disarm him, too.

### Attack 1

- Uppercut [health -10]
- Grapple [damage 5] [health -5] [he will no longer be armed]
- Shin kick [damage 5]

### Attack 2

- Relax muscles [health -10]
- High kick [health -10]
- Tighten posture [no effect]

### Attack 3

- Left hook [health -10]
- Raise fists [no effect]
- Quick jab [if first try, damage 10] [if not, no effect]

### Defend 1

- Block [no effect]
- Deflect and counter [damage 20]
- Step sideways [health -10]
- Block [only if armed] [health -10]
- Lean right [only if armed] [health -20]
- Duck down [only if armed] [no effect]

### Defend 2

- Furious leap [health -20]
- Ignore [health +5]
- Verbal response [health -10]
- Do the same [only if armed] [health +5] [Titus's health +5]
- Cautious approach [only if armed] [health -10]
- Flying kick [only if armed] [damage 10]

### Defend 3

- Turn head [no effect]
- Attempt intercept [health -10]
- Lean back [health -5]
- Disarm [only if armed] [he will no longer be armed]
- Block [only if armed] [health -10]
- Sidestep [only if armed] [no effect]

Does it hurt [no effect]

- Be sarcastic
- Be stoic

Name preference [will affect future scenes]

- Name
- Alias

Forms of government [no effect]

- Both
- Neither

Psych exam

The results you get here are just for fun 😊 so don't take it too seriously, but there are a few choices that will affect your relationship with Milena.

Question 1

- Rig it to blow [generous -1] [good -1]
- Try to defuse it [daring +1] [good +1]
- Call the guards [lawful +1] [direct -1]
- Poison his drink [direct +1] [lawful -1]

Question 2

- Forgive his debt [lawful +1] [direct -1]
- Rough him up [direct +1] [lawful -1]
- Fuck his sister [Milena +1] [horny +1] [direct +2]
- Steal it back [daring +1] [lawful -1]

Question 3

- Pressure friend to confess [good +1] [direct +1]
- Take the blame yourself [generous +1] [direct -1]
- Say nothing [good -1] [lawful -1]
- Tell guards the truth [good +1] [lawful +1]

Question 4

- Choose at random [direct -1] [daring -1]
- Protect the vulnerable [Milena -1] [generous +1] [good +1]
- Attractive women only [Milena +1] [horny +1] [generous -1]
- Survival of the fittest [direct +1] [good -1]

#### Question 5

- Monthly payments [lawful -1] [generous -1]
- No terms [generous +1] [good +1]
- His resignation [direct +1] [good -1]
- Sexual services [horny +1] [direct +1] [good -1]

#### Question 6

- Report him to the guards [lawful +1] [daring -1]
- Hug and reassure him [Milena -1] [daring +1] [good +1]
- Keep walking [daring -1] [direct -1]
- Toss him some coins [good +1] [generous +1]

#### Question 7

- Save the dog [lawful -2]
- Save the baby [lawful +2]
- Flee the building [good -1] [daring -1]
- Endure to save both [good +1] [daring +1]

#### Question 8

- Inform your friend [daring +1] [good +1]
- Continue the affair [horny +1] [good -1]
- Accuse her publicly [daring +1] [direct +1]
- Stop 'seeing' her [daring -1] [good +1]

#### Question 9

- Kill her on the spot [daring +1] [lawful -1]
- Demand a bribe [generous -1] [lawful -1]
- Arrest her [lawful +1] [daring -1]
- Forget what you saw [lawful -1] [direct -1]

#### Question 10

- Slay the mutant [direct +1] [lawful +1]
- Agree to her terms [horny +1] [good -1]
- Bargain with her [generous +1] [daring +1]
- Quickly flee [direct -1] [daring -1]
- Make her submit to you [Milena +1] [direct +2] [daring +1] [horny +1]

Regarding 'release' [only if horny > 2]

- Ask Mila [Milena +1]
- Move on [no effect]